



NATIONAL UMPIRING ACCREDITATION SCHEME

UMPIRES MANUAL

LEVEL TWO



Australian Government
Australian Sports Commission

MANUAL FOR FIELD UMPIRES

umpire 

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They were assisted by a National Reference Group consisting of:

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Thanks to the following people who have also contributed to the development of this manual: Rowan Sawers (AFL Umpires' Coach) and Bryan Sheehan (AFL Assistant Umpire's Coach).

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Masculine gender has been used throughout the manual for the sake of simplicity. In reading, however, the masculine gender is inclusive of both genders.



Australian Government
Australian Sports Commission

The AFL gratefully acknowledges the support of the Australian Government for AFL Game Development Programs, through the Australian Sports Commission.

WELCOME

Welcome to this training package which is the second stage in what is currently a three-tiered AFL National Field Umpiring Accreditation Scheme.

The AFL Level Two Field Umpires program will introduce participants to a range of modules/units to assist them to gain the knowledge and skills to Umpire senior community level Australian Football matches to a high standard.

Assessment of their 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 Coach will conduct coaching sessions that are interactive and practical with a clear focus on an individualised approach to the development of advanced umpiring knowledge and skills.

The Umpiring Diary is to be driven by the Umpire with support from a coach/mentor.

The learning process requires the active involvement of all participants. They will gain from this program exactly what they are prepared to put in.

In completing this program participants will benefit not only by gaining advanced knowledge and skills necessary to perform the role of the Umpire, but also increased confidence and personal development to enable them to progress in their umpiring career.

We want them to enjoy their learning and development experiences and hope that they have a rewarding umpiring career.

AIMS OF THE PROGRAM

An underlying belief of the Level Two Field Umpires program is that the Umpire become increasingly responsible for his development and improvement and hence take a pro-active role in managing themselves.

THIS PROGRAM HAS BEEN DESIGNED TO:

- Build on the knowledge, skills and experiences of the Level One Field Umpire;
- Extend the Level Two Field Umpire in coaching and related activities to assist with gaining and developing advanced skills of umpiring for application in senior matches;
- Assess the Field Umpire's ability to demonstrate advanced skills of field umpiring under senior match conditions;
- Encourage the Level Two Field Umpire to take responsibility for improving their knowledge, skills and umpiring performances in senior matches;
- Award AFL Level Two Field Umpire accreditation for those participants successfully completing the course;
- Develop an inclusive approach to umpiring and cater for the many individuals involved in Australian Football.

THE LEVEL TWO FIELD UMPIRE ACCREDITATION PROGRAM

The Level Two program consists of five modules. The program will be conducted by your Umpires Coach or his representative/s. He will assist and support your learning and development. There is an expectation that you take a greater responsibility for your own learning and development.

The program is not time bound. The key objective is that you are able to satisfactorily complete the assessment tasks. The major focus of the program is you being able to 'do' versus simply to 'know' – competency based.

Each module includes a number of units which cover a range of umpiring related information.

At the end of each unit you are advised:

- what it is that you are expected to do to satisfy successful completion;
- what will be assessed, and
- how it will be assessed.

Assessment

Assessment is through observation. Observation is a form of assessment designed to assess the Umpire's skills in the performance of the task. That is, you demonstrating that you are competent; able to perform the skills (providing the evidence) in a senior match setting or simulated setting.

The Coach or his representative will undertake observations using the checklists which are at the end of the manual. You will need to provide the evidence that you are competent on at least 3 occasions to be eligible for accreditation.

The Coach will sign and date alongside the appropriate area once you have demonstrated the skills/tasks.

In addition to observation, there is completion of a diary as an assessment task.

Umpiring Diary

It is expected that you will make entries in your diary on a regular basis. The entries should be based on an event, (something that happened in a match – umpiring practice), your response and when placed in a similar situation what would you do next time. Also there is a section for making entries on other events (non umpiring match-day where you can learn from others). That could include watching another local match, AFL match, an official from another sport.

From time to time eg after three entries, it is expected that you will show your diary to the Coach for discussion and noting.

Conclusion

Umpires should understand that accreditation in itself is not the goal, rather improved quality and status of umpiring is the goal. The accreditation program/s simply provides the means and resources to achieve quality and an enhanced status of umpiring.

We wish you well in further developing your umpiring career.

Lawrie Woodman
AFL Coaching and
Umpiring Manager

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MODULE 1



QUALITIES OF AN UMPIRE

MODULE 1 – QUALITIES OF AN UMPIRE

Umpires have an important responsibility to ensure that the match is conducted in a safe and fair manner.

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

Qualities like integrity, honesty, trustworthiness, respect, mentioned in Level One, and responsibility and sharing with others and teamwork, provide a strong reference point for the Umpire in terms of what they do, say and are.

Actions of an Umpire can be linked to the qualities of an Umpire. How they behave and relate to others prior to, 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 also responsible for their own improvement in terms of personal development and umpiring development.

Umpires have the opportunity to take on some responsibility within the umpiring group. That can include assisting a younger or less experienced colleague or assisting at training or coaching sessions.

Umpires have gained knowledge, developed skills and had a range of experiences which could be shared with others to assist their development.

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

QUALITIES/VALUES/BELIEFS

They refer to one's principles or standards, one's judgement of what is valuable or important in life.

In addition to the Level One qualities they include:

- taking on some responsibility within the group;
- sharing knowledge and experience with others;
- working in a team and supporting and encouraging each other.

The responsibility for the ethical conduct of sport in Australia rests EQUALLY with a range of people and organisations, including:

- Media;
- Educators;
- Governments;
- Sponsors.

Umpires have the right to have certain expectations of "sport".

Umpires have the right to expect that:

- their health and safety are paramount;
- they are treated with respect and openness.

Equally, "sport" has the right to have certain expectations of officials.

Australian Football has the right to expect that the Umpire/s will:

- value the individual in sport;
- seek continual self improvement through study, performance appraisal, and regular updating of competencies;
- encourage inclusivity and access to all areas of umpiring;
- be a positive role model in behaviour and personal appearance.

One of the most important roles of the Umpire is to relate to others prior to, 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.

The Umpire's style and manner will impact on the relationship with those they are coming into contact with. 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.

The Umpire should be willing to contribute to the 'umpiring team'. That can be in the form of making a decision when your colleague is unsighted or supporting your colleague with a report or demonstrating some leadership on match day.

The AFL aims to improve opportunities available to non-traditional participants in football, including people with a disability. Umpires have a role to play in helping all participants enjoy their football experience. That may require some modifications in a match to make it easier for people with a disability to participate with their peers. Eg player who is hearing impaired may continue 'playing' for a second or two until he/she realises that the whistle has sounded for play to stop.

In all instances, Umpires should focus on what the person can do rather on what they can't – think ability, not disability.

Other people often judge all Umpires by how an individual Umpire behaves, hence the need for a professional and responsible approach when dealing with players, coaches, administrators and others involved with the game.

ASSESSMENT

You will need to display the qualities of a person expected in umpiring, such as:

- Be willing to take on some responsibility;
- Be willing to share knowledge and experience with others:
- Be willing to contribute to the 'umpiring team', on and off field.

MODULE 2



MANAGE SELF

UNIT 1 – THE ROLE OF THE FIELD UMPIRE

The Laws of the Australian Football bestow upon the Umpires the responsibility to manage the match both on and off the ground on behalf of the Controlling Body. This is a significant responsibility.

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

- responsible — a person who has integrity and undertakes the role in a professional manner;
- prepared for their role — a person who understands the role and is physically and mentally prepared for the task;
- competent — a person who is able to perform to a certain standard all the time.

Whilst the Field Umpires play the leading role, umpiring is a team game and Field Umpires rely heavily on their team, the Boundary and Goal Umpires.

Teamwork is an essential factor in a good umpiring performance.

There are a great number of factors that contribute to 'good' umpiring and the Umpires success and enjoyment. The first of those is to understand the role of the Field Umpire, which can be put as follows:

- interpret and apply the Laws in a non-technical way and in accordance with the Laws of the Game, using the Spirit of the Laws as a guide;
- attend to the administrative requirements necessary for the successful staging of the game;
- ensure a safe environment for the participants;
- contribute to the enjoyment of all participants.

INTERPRETING AND APPLYING THE LAWS

Most infringements occur:

- in the contest for the ball (marking, ruck and general play) 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 a good understanding and working knowledge of the Laws of the Game and guided by the Spirit of the Laws.

ADMINISTRATIVE REQUIREMENTS

The Umpire is expected to undertake a number of administrative related tasks on match-day – prior to 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 fully understand these requirements.

A SAFE ENVIRONMENT

The Field Umpire has an important role to play in ensuring that a safe environment exists for all participants on the field. That is achieved through ensuring that:

- a pre-match inspection of the playing field and surrounds has been undertaken and, all necessary actions attended to,
- infringements are penalised during the match.

ASSESSMENT

You will need to demonstrate the role of the field umpire on senior football match day, such as:

- Interpreting and applying the Laws of Australian Football;
- Ensuring a safe environment exists for participants;
- Attending to the administrative requirements associated with the match.

UNIT 2 – ATTITUDE TO UMPIRING

Attitude is an important characteristic of people and can have a significant impact on the umpiring environment. Our attitude is something that we can control. We can decide how we project that to others. Our attitude will influence the manner in which people relate to and respond to us.

There are many factors that can influence our attitude. Those influences can include:

- relationships with others;
- situations people experience;
- response of others to us;
- behaviour of others;
- how others treat us;
- role models.

The indicators of a positive, enthusiastic and responsible attitude towards self and others are:

- receptive to new ideas;
- aware of personal strengths and weaknesses;
- share information;
- support and encourage others;
- prepared to take responsibility;
- receptive to feedback;
- willingness to make a contribution;
- present to and interact with others.

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

AT TRAINING SESSIONS/COACHING SESSIONS/MATCH-DAY

- accepting responsibilities;
- actively encouraging others;
- receiving and discussing feedback;
- ensuring umpiring tasks are completed to schedule and to the required standard.

ASSESSMENT

You will need to demonstrate a positive attitude towards umpiring senior football matches by:

- Accepting delegated responsibilities
- Actively encouraging others in the umpiring environment;
- Receiving and discussing feedback in a positive manner;
- Ensuring all umpiring tasks are completed to schedule and to the required standard.

UNIT 3 – PERSONAL PRESENTATION

Field Umpires have a responsibility to present themselves in a professional manner on match-day. This will contribute to respect from officials, coaches, players, spectators and their umpiring colleagues. Field Umpires should remember that first impressions are often lasting impressions.

The Field Umpire is expected to have a clean and neat uniform and equipment (whistle & notepad/pencil) for the role.

Behaviour and appearance in the extreme does not create a good impression. Best results are achieved by staying within the “expected norm” – not too conservative but not too radical either.

At Tribunal hearings, apart from dress and grooming, presentation is also measured by the way in which Umpires present the evidence relative to their case. Being positive and honest when giving evidence will help the Tribunal panel assess the report and arrive at an appropriate decision.

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

ASSESSMENT

You will need to display an agreed standard of off field and on field presentation for senior football by:

- Supporting and abiding by local dress guidelines.

UNIT 4 – INTERPERSONAL SKILLS

INTERPERSONAL SKILLS

Effective interpersonal skills are attributes, which are common to successful Umpires. E.g.:

- Being courteous;
- Being a good listener;
- Speaking clearly;
- Acknowledging others;
- Respecting others' opinions;
- Projecting positive body language.

Interpersonal skills are demonstrated when communicating, relating and interacting with other people. The people Umpires mostly interact with on match-day are the other Umpires and officials, players, coaches and Club officials.

There will be many opportunities on match-days for Umpires to demonstrate interpersonal skills. These occur before, during and after the match, some examples are:

BEFORE THE MATCH

- Asking a home club official where the Umpires' room is;
- Meeting other Umpires and officials.

DURING THE MATCH

- Treating other participants with respect.

AFTER THE MATCH

- Communicating with club representatives when they visit the Umpires' room to collect paperwork;
- Interacting in a social situation.

OFF-GROUND

- When meeting club officials, coaches, or other Umpires for the first time, and on subsequent occasions when it is appropriate to do so, Umpires should introduce themselves and shake hands. Stand up straight, look the person in the eye, use words like "My name is , I'm the Field Umpire for today's match". They should use a strong, firm grip when they shake hands. Smile.
- When team officials visit the Umpires rooms, Umpires should stand up when talking to them.
- Umpires should retain eye to eye contact with people when talking with them.
- They should use words like "please" when making requests e.g. "could I have the team sheets please".
- They should use words like "thank you" when people assist them, e.g.: "thank you for providing those drinks."
- They should be polite and show respect.
- Player reaction to communication from Umpires will mostly be determined by what Umpires say and how they say it.

ASSESSMENT

You will need to demonstrate effective interpersonal skills on senior football match day by:

- Being courteous;
- Being a good listener;
- Speaking clearly;
- Acknowledging others;
- Respecting others;
- Projecting positive body language.

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

A 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 Laws of the Game.

The game revolves around winning possession of the ball and doing something with it; or, preventing the team in possession from doing something with it — or better still, taking it from them.

Our 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 which results in an opponent failing to dispose of the football in accordance with these Laws.

The major aspects of an approach to or philosophy for umpiring are:

- Providing 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 of the ball;
 - Pushed in the back;
 - Tripped;
 - Any high contact;
 - Held on or above the shoulder.
- Allowing a reasonable opportunity (no prior opportunity) for the player in possession of the ball to dispose of the ball or maybe a genuine attempt to dispose of the ball if correctly tackled and the tackle does not pin the ball.

- Expecting immediate disposal (prior opportunity) of the ball by kick or handball, by the player in possession who has had an opportunity to dispose of it prior to being tackled.

The approach (philosophy) in tackling situations should be:

- To penalise all illegal tackles;
- Give the player in possession a reasonable opportunity to dispose (no prior opportunity) or make a reasonable attempt to dispose if the tackle is legal and does not pin the ball,
- To penalise the player in possession if they do not dispose of the ball legally when given a reasonable opportunity to do so (no prior opportunity),
- To penalise the player in possession who does not immediately kick or handball the ball when tackled legally (prior opportunity).

A Match Plan can assist Umpires in their approach to umpiring Australian Football.

THE MATCH PLAN

Field Umpires need to know where they are headed when preparing to Umpire a match.

The reasons for having a Match Plan include:

- Providing the Umpire with guidance in ensuring that he doesn't overlook vital aspects of the match e.g. protecting the ball player, effective communication, taking control, player welfare, etc;

A Match Plan should include the fundamentals of Field Umpiring which would apply to any match irrespective of the level of football. It should reflect the philosophy and Spirit of the Laws/game. It should be simple and comprise only the major points, which are fundamental to ensuring that the match is played within the Laws of the Game and in-line with the Spirit of the Laws/game. Aspects, which should be considered for inclusion in a Match Plan, are:

- the safety of players;
- taking charge when required.

Once a Match Plan has been determined, it should become the basis of the approach of the Field Umpire to every match throughout the season.

DEVELOPING A MATCH PLAN

The Match Plan comprises the basics of Field Umpiring – aspects which are common to all matches. The following are aspects, which could be incorporated in a Match Plan to ensure the game is played in accordance with the Laws of the Game;

- take control when appropriate – set the pattern early, take charge from the start;
- be alert, unexpected events occur in matches, expect the unexpected. Even the most sedate of matches can erupt at any time;
- communicate effectively – be positive and give positive, confident signals/indications;
- communicate clearly when giving decisions;
- zero tolerance to abuse;
- let them play football;

Umpires should prepare their own Match Plan. They can:

- identify the key elements of Field Umpiring that are common to all performances and list them on a card;
- take the card with them to their matches and spend a few minutes prior to the match reading the card to reinforce their plan on how they propose to Umpire;
- visualise themselves doing these things.

PERSONAL EVOLVING STYLE

The approach an umpire takes to his umpiring style will be greatly Influenced by his personality. As mentioned previously the umpire is 'a manager of the match'. Hence developing a rapport/relationship with players in the role will usually enhance the respect the umpire has and players are more likely to respond positively to umpire communication. The development of an approach that sees the umpire working with the players and others will greatly assist the umpire in his role.

ASSESSMENT

You will need to demonstrate an umpiring philosophy/approach in senior football matches which includes:

- A pattern to your umpiring (consistent approach);
- Following a Match Plan for senior football;
- Developing rapport/relationship with players and others.

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 prior to matches and being up to date with current interpretations;
- ensuring all paperwork necessary for the match is taken to the match or acquired pre-match;
- having knowledge of teams and club personnel;
- being 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;
- being physically conditioned to enable adjusting of position to meet the demands of the match so that there is the least possible build-up of fatigue;
- allowing time to visit rooms prior to the match to meet players;
- allowing time to undertake pre-match warm up.

ASSESSMENT

You will need to demonstrate effective preparation for umpiring senior football matches, including:

- Completing all pre-match duties;
- Completing personal warm up routine.

UNIT 7 – FUNDAMENTALS OF FITNESS

Modern football is based on moving the ball quickly and the Field Umpire 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.

TRAINING PROGRAMS

The overall aim of training is to adequately prepare Field Umpires to carry out their duties as efficiently and effectively as possible without undue fatigue.

In order to achieve the above mentioned aim training is based on a number of objectives.

These objectives are as follows:

- Specificity – where training is specifically designed for the requirements of Field umpiring;
- Progressive Overload – where the training load, both quantity and intensity, is increased progressively in relation with the Umpires ability to cope;
- Optimal Fitness – achieving the highest level of fitness as a group and as individuals;
- Prevention of Injuries – where adequate measures are taken to minimise the occurrence of injuries;
- Skill Development – running backwards, techniques for bouncing/throwing ball-up;
- Whole Body Development - the conditioning of the trunk and upper body;
- Agility – improving the ability to achieve correct positioning quickly.

The training program has four distinct phases, each one having a different emphasis and with each preceding phase as a preparation for the next.

The phases are:

- Foundation;
- Pre-season;
- In-season;
- Active rest.

This program covers two aspects of the Field Umpires physical fitness –

- Pre-season;
- In-season.

PRE-SEASON

Pre-season training should begin in January and continues until the opening round of the home and away matches. Pre-season is the training where the emphasis is on:

- Specificity of training;
- Progressive overload;
- Developing aerobic endurance;
- Developing anaerobic endurance;
- Improving flexibility;
- Conditioning of the trunk and upper body;
- Skill development bouncing/throwing up the ball and running technique;
- Agility.

During this phase of training there is a change from the general aerobic conditioning of the foundation phase to very specific training for Field umpiring. Training in terms of quantity, intensity and duration at least matches and often surpasses the upper demands made on Field Umpires by the game.

Aerobic endurance is also further developed by the inclusion of long runs. Anaerobic endurance is developed by the use of an interval running program as part of training. Development of anaerobic endurance occurs by increasing the number of repetitions and by also reducing the recovery time between each repetition.

The pre-season should consist mainly of the following:

- Long runs;
- Repetition runs (800 and 400 metres);
- Time trials;
- Stretching (before and after training);
- Reducing recovery rate between repetition running;
- Run throughs.

IN-SEASON

Peak fitness for Umpires should be reached by the first game of the year at the end of pre-season training.

The objectives of in-season training are:

- maintaining levels of fitness reached during the pre-season phase;
- prevention of injuries;
- variety of training.

During the season training is directed at the maintenance of aerobic and anaerobic endurance fitness rather than further development. This is achieved by two nights of training where the first night is the 'hard night' and the second night's training is the lighter so that the Umpires are fresh for week end matches.

The more highly developed the areas of fitness are, the better prepared the Field Umpire is to meet the physical demands of the game and to resist fatigue.

ASSESSMENT

You will need to demonstrate fitness level required of a Level Two Field Umpire for senior football matches, including:

- Keeping up with play throughout the match;
- Responding quickly to changes of play throughout the match;
- Adjusting position for the duration of the match.

UNIT 8 – PERSONAL HEALTH AND SAFETY

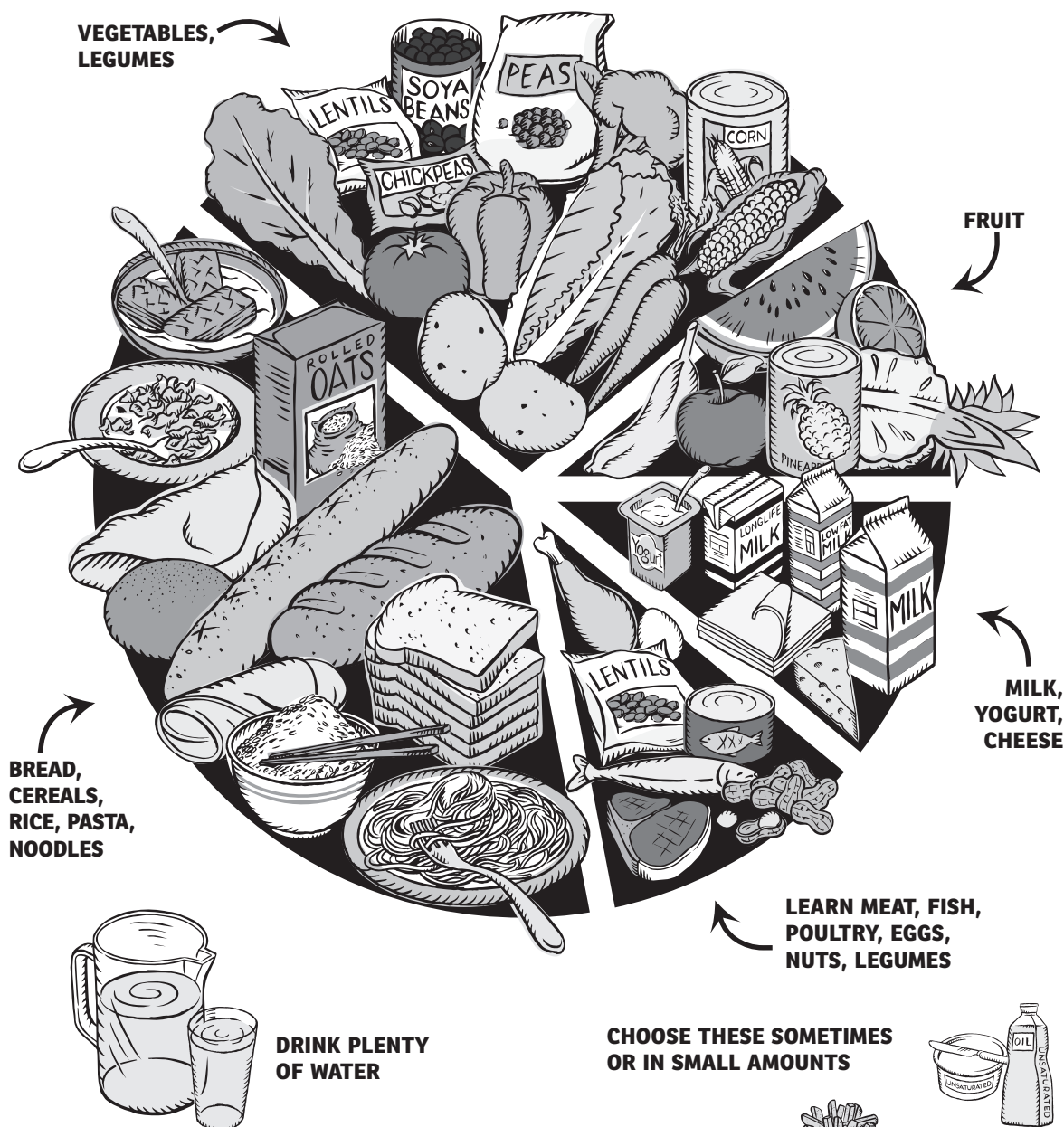
A nutritionally sound diet is essential in achieving maximum performance on the sporting field and for immediate and future health. As well as providing all the necessary vitamins and minerals, an Umpire's diet has many other important roles.

TRAINING DIET

The foods Umpires consume each day of the training week, and between matches have two important functions. They must provide all of the essential nutrients required by the body, in the correct quantities for good health and they must provide enough energy to meet the demands of training.

AUSTRALIAN GUIDE TO HEALTHY EATING

ENJOY A VARIETY OF FOODS EVERY DAY



This illustration is a guide only and may not suit some individuals.



FUNDED BY THE COMMONWEALTH DEPARTMENT OF HEALTH AND FAMILY SERVICES UNDER THE NATIONAL FOOD AND NUTRITION POLICY PROGRAM.
PREPARED BY THE CHILDREN'S HEALTH DEVELOPMENT FOUNDATION, SOUTH AUSTRALIA AND DEAKIN UNIVERSITY, VICTORIA, 1996.

To obtain all the nutrients essential for good health, foods need to be selected wisely. The healthy diet pyramid below, illustrates the different groups of foods and the relative proportions in which they should be consumed.

There are key nutrients which are of particular importance to Umpires. They are:

CARBOHYDRATE

It has been well established that one of the limiting factors to endurance exercise is the depletion of muscle glycogen stores. Depletion of glycogen stores results in fatigue and ultimately exhaustion. The body uses two sources of fuel to varying degrees during exercise – these are fat stored as adipose tissue and carbohydrate stored as glycogen.

PROTEIN

An adequate protein intake is essential to the Umpire for muscle tissue repair as well as many other metabolic functions. The amount of protein required each day varies from individual to individual, however most Umpires will require approximately 1.2–1.6 g of protein per kg body weight. These requirements 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.

FLUIDS

Umpires shouldn't wait until they are thirsty to take in fluids as thirst is a poor indicator of fluid needs. They 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 which provides carbohydrate and fluid in a rapidly absorbed form. Failure to consume fluids can lead to dehydration which will not only adversely affect the Umpire's performance, but can also be very dangerous.

POST-MATCH EATING AND DRINKING

An area previously neglected is post game recovery. It is therefore important that Umpires consume carbohydrate as soon as practicable after the match has finished. The easiest way of doing this will be in the form of fluids — for example, 1–2 cans of soft drink, 3–4 glasses of strong cordial or 2 glasses of *Exceed High Carbohydrate Source. This should be followed by a high carbohydrate meal that evening. In addition they should remember to re-hydrate with plenty of water.

ALCOHOL & TOBACCO SMOKING

Alcohol consumption and tobacco smoking can adversely impact on an Umpire's performance and contribute to poor physical fitness and poor health.

SUN RELATED ISSUES

Umpires need to be proactive to minimise the risk of sun related damage to their skin. That can be achieved by protecting themselves from the sun with appropriate clothing including cap and the application of sunscreen at training and during matches.

ASSESSMENT

You will need to implement lifestyle management strategies that assist in umpiring senior football matches, including:

- Re-hydrating during matches and training;
- Adopting personal health care strategies e.g. sunscreen, hats,
- Undertaking recovery.

UNIT 9 – IMPROVING PERFORMANCE

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

SELF-REFLECTION

A strategy that the Umpire can employ is to undertake a process of self-reflection. Self-reflection is a process in which people recapture their experience, think about it and evaluate it.

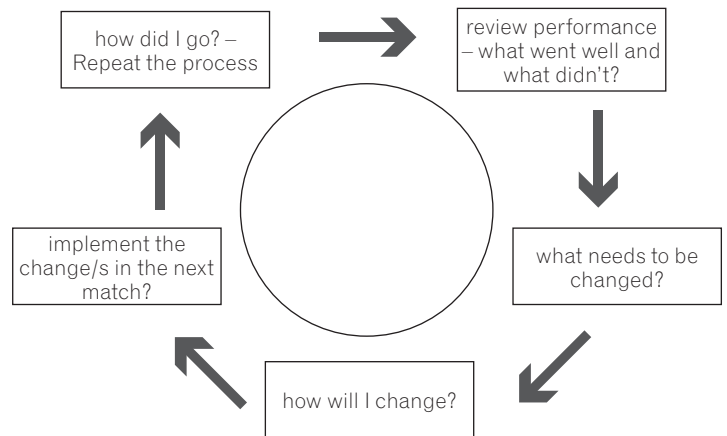
It is a process whereby the Umpire:

- reviews an action and considers what went well and what didn't;
- identifies an aspect of the umpiring which needs to be changed;
- develops a strategy for change;
- implements the strategies at the next match;
- reviews those actions and repeats the process.

The Umpire can use a diary to record their reflections.

UMPIRING DIARY

The Umpiring Diary can assist the Umpire with identifying areas and strategies for improving umpiring performances.



ASSESSMENT

You will need to analyse own performance after umpiring senior football matches and develop strategies for improvement, including:

- Undertaking self reflection process using the umpiring diary;
- Seeking and discussing feedback from others on umpiring performances;
- Developing strategies (with the coach) for performance improvement.

UNIT 10 – CONTRIBUTION TO A LOCAL UMPIRING GROUP ENVIRONMENT

An important role Umpires can play and one that can enhance their own development is to assist the development of less experienced Umpires. That can occur in a number of ways, including:

- mentoring;
- observing and providing feedback to Umpire/s;
- conducting coaching / training sessions for Umpires.

MENTORING

Mentoring involves a relationship between two people where the less experienced person (the Level One Umpire) learns from the more experienced (the Level Two Umpire).

Mentoring is where one person helps another to grow and develop skills and attitudes. The following quote can also be useful to explain mentoring.

Behind every successful person, there is one elementary truth: somewhere, somehow, someone cared about their growth and development. This person was their mentor.

Dr Beverly Kaye, Up Is Not The Only Way, 1997

Each mentoring relationship will be unique and vary according to the skills and needs of those people involved.

A mentoring Umpire (Level Two candidate) can help someone to:

- see their strengths and weaknesses;
- clarify what goals and needs they have;
- identify further options and directions;
- determine the action necessary to achieve their goals;
- assist in overcoming barriers to progress (including the Level One Umpire's own deep seated fears);
- access the skills and knowledge they require to move forward.

The approach taken by the mentor will influence the success and value of the relationship.

The mentor should:

- allow and encourage the Level One Umpire to take responsibility for "driving" the mentoring relationship;
- offer advice if it is asked for, otherwise just listen, allow the Level One Umpire to do roughly 70% of the talking;
- question and challenge the Umpire about various aspects of umpiring;
- generally not 'tell' the Umpire everything, they need to learn. Most often that is more effective when learnt through experiencing and reflecting.

OBSERVING AND PROVIDING FEEDBACK

Another important way Umpires can assist the development of other Umpires is to observe their performance and provide them with some feedback.

OBSERVING

Observing an Umpire's performance can be a complex task. It need not be so for observing inexperienced Umpires. Some key points to consider for the observer:

- gain the best possible vantage point to observe the Umpire;
- concentrate on the key aspects of the performance (that could be based on previous feedback the Umpire has received);
- be accurate with details about the major aspects of the performance which will be re-enforced with the Umpire;
- be objective (based on what evidence the Umpire provides).

Following the observation, the observing Umpire should refer to recorded notes to draw out the major points (keep to a couple to re-enforce as positives, the areas handled well and a couple to work on) that will be discussed with the Umpire. In some situations umpiring groups will have Feedback Forms which can be used to record the written feedback – a record for the Umpire.

PROVIDING FEEDBACK

Umpires should be given feedback on their performance which enables the Umpire to identify strengths and areas for improvement and which is timely, that is as close to the performance as possible.

Feedback should be discussed with, not 'told' to Umpires. Umpires should be engaged in this process and encouraged to explore strategies for addressing the areas for improvement.

CONDUCT A COACHING/ TRAINING SESSION

Another important contribution the Umpire can make to the umpiring group is to conduct a coaching/ training session.

Prior to conducting a coaching/training session it is important that the Umpire is aware of the coaching needs of the group he will be working with, ie the knowledge and/or skills the Umpires involved with the session need to develop further.

Once the coaching needs have been identified, then the coaching session outline (session presentation) can be considered and developed. The coaching session outline will assist the Umpire presenting the session to stay on track – it provides a map for the session.

All sessions have three parts to them – Introduction, Body and Conclusion.

The introduction, should be brief and used to highlight what will be covered and why the session is important.

The body is the major part (80%/90%) of the session and contains the detail of what is to be done and how it will be done. It can vary depending on whether it is a theory or skill session and the size of the group. Whatever, it is important that Umpires in the group are engaged and involved. It is also important that not too much information or too many points are covered as the key points will be lost on the group.

A theory session can involve different learning methods including:

- discussions as a whole group or small groups (which encourages participation);
- use of DVD, whiteboard, handouts;
- case studies;
- role plays.

Skill sessions have a 'hands on' feel to them – Umpires doing something, simulating the umpiring environment e.g. Reporting a player, positioning, controlling the mark, following a mark or free kick.

The conclusion provides an opportunity to ascertain what Umpires learnt. This can be achieved through questioning. Also it is important to summarise the key points of the session.

An important ingredient in presenting a coaching session (not dissimilar to umpiring a match) is preparation – ensuring that you have planned the session and have the appropriate equipment to conduct the session.

ASSESSMENT

You will need to contribute to the development of other football umpires by:

- Mentoring a Level One Field Umpire;
- Observing a Level One Field Umpire in a match on two occasions and providing feedback;
- Conducting two training/coaching sessions.

MODULE 3



MANAGE ENVIRONMENT

UNIT 1 – THE UMPIRING ENVIRONMENT

In sport today there are more than just injury risks that Umpire's have to be aware of, because, it is the era of legal awareness, which can bring litigation to the person who is negligent.

Field Umpire's (official) in the game of Australian Football, can take steps to ensure they do their part, in seeing that safe facilities/equipment are provided in the areas that fall under their jurisdiction, in the match they will be umpiring.

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

INSPECTION

There is an expectation that club representatives will undertake an inspection of the playing ground and surrounds prior to the match. Conducting ground inspections is linked to the AFL's National Risk Protection Program.

Clubs need to address the following questions:

- Has the ground surface and markings been prepared correctly for an Australian Football match?

FIELD OF PLAY

- Is the surface free of debris?
(free from glass, rocks, rubbish, etc)
- Have weather conditions or water made the surface unsafe?
- Is the surface in good condition?
(grass length, free of holes)
- Are sprinkler covers correctly in place?
- Is the perimeter fencing safe? (signs, etc)
- Are the weather conditions safe for the game to commence? (lightning etc)
- Have Goal posts been padded?
- Are there any other factors which may be dangerous to the players?
- Is there a stretcher available for use in the event of a serious injury?

RISK MANAGEMENT

Risk Management is a priority and involves keeping risk exposure to a minimum to reduce injuries and potential loss. The Risk Management process involves identifying potential risks, analysing their potential damage and treating the risks (taking action).

MATCH-DAY CHECKLISTS – PROCEDURES

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 prior to the commencement of play and any issues remedied prior to the commencement of play.

COPING WITH THE UMPIRING ENVIRONMENT

Historically, a culture has existed in Australian Football that has seen Umpires as 'fair game'. It is important that Umpires develop strategies to assist them cope with the umpiring environment.

■ Pre-match

Umpires can use the pre-match period to acknowledge and communicate with other participants, taking the opportunity to establish and build a relationship, particularly with players. It is an opportunity for the Umpire to project confidence which can influence players/coaches/administrators thoughts and flow on to the field of play.

■ During the Match

Players/Officials/Supporters The way in which the Umpire goes about umpiring will have an impact on players, coaches, administrators and supporters. A firm, and friendly approach with confident decision making and clear communication will win the respect of players and others.

The match environment can become unpleasant with conflict between players which the Umpire may/will have to respond to and intervene, or it may involve abuse from players. It is important in these situations that Umpires do not let the poor behaviour of others affect their concentration and decision making. Offenders should be spoken to and if serious enough they should be reported.

Players will not always agree with all the decisions Umpire's make. Sometimes on the spur of the moment they will react verbally. If abusive language/ disputing decisions are directed at Umpires, action must be taken. Offenders need to be spoken to, cautioned and if serious enough, reported.

Umpires will be aware of comments from officials. It is best to ignore comments that aren't abusive and/or demonstrative. Where it continues or becomes abusive, then they should be reported to the Controlling Body.

Umpires should maintain a zero tolerance position. During matches it is common for comments to be directed at the Umpire 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.

It is important for Umpires to ignore the comments and to block them out of their mind. Concentrating on the task at hand or responding to some cues in the match will assist Umpires to remain focussed. E.g. asking oneself am I positioned correctly? Where is the play/ball where should I be?

■ **Post-Match**

Players/Officials/Supporters After the match it is good practice to join the players and officials in a social setting, especially if invited. It provides an opportunity to get to know players and club officials and to strengthen the relationship with them. Also through conversation an increased understanding of each others role and responsibilities can be achieved.

Sometimes after a match, feelings can run high and Umpires should avoid becoming involved in any argument about incidents during the match. That also applies to discussing which players received votes.

Umpires can choose who they wish to speak with and should politely avoid people who wish to belittle Umpires.

ASSESSMENT

You will need to demonstrate coping with the senior match day environment by:

- Ensuring a safe environment exists for the match;
- Responding to match day cues;
- Maintaining concentration throughout the match.

UNIT 2 – LEGAL RESPONSIBILITIES

LEGAL RESPONSIBILITIES

All players will be affected by the actions of an Umpire during the course of a match. Therefore, the Field Umpire has a responsibility to the players to ensure that no harm comes to them because of a degree of carelessness on the Field Umpire's part.

Pleading ignorance of knowledge of laws, best practices and responsibilities, is neither excusable nor acceptable.

INTRODUCTION

Injuries are inevitable in contact sport. If an injury occurs it does not mean that a lawsuit will automatically result. However, it is a very real possibility. It is essential that those involved in the sports industry realise that there is no automatic legal protection just because an injury occurred in the course of a sporting activity, ie a football match.

THE GENERAL PRINCIPLES

There are two possible civil actions that a person may bring as a result of injuries sustained due to some sporting activity.

- Battery or Trespass to the Person, or as it is commonly known, Assault (which is an intentionally wrongful act): and,
- Negligence (which is an unintentional wrongful act).

The overwhelming majority of law involving sport focuses on the issue of negligence.

ASSAULT AND BATTERY

This is an intentional law. Not only does it involve the application of force (no matter how slight) by the defendant (person doing to others) to the plaintiff (person being done to by others) causing injury, but the defendant must have done the act deliberately. It does not matter that the defendant did not contemplate the precise extent of the injury caused by his or her actions.

The law of assault involves the following three elements:

- The direct application of forceful contact by one person on another person;
- The absence of consent by the person who was forcefully contacted; and
- An injury as a result of the offensive contact.

NEGLIGENCE PRINCIPLES

Negligence is the harm (unintentional) to others as a result of carelessness. It occurs when a person does something that a reasonably prudent person would not do, or when one fails to do something that a reasonably prudent person would do. Negligence is therefore the failure to use reasonable care.

The basic rule is that there is a legal duty to take care to avoid acts or omissions (an omission is simply the failure to take some positive action to prevent injury) which can reasonably be foreseen as being likely to injure someone who may be affected by someone's actions. For example, an Umpire who ignores a team captain's request to "fix" a "pothole" on a playing field and an injury occurs to a player as a result of stepping into the pot-hole.

In determining whether a defendant has been negligent, the law has evolved a four-tiered test, which is applied to the individual facts of each situation. An affirmative answer to each of these questions is required for an action in negligence to be successful:

- Did the defendant owe a duty of care to the plaintiff?
- Did the defendant breach that duty of care?
- Did the plaintiff suffer damage as a result of the defendant's breach?
- Did the defendant's breach actually cause the plaintiff's injury?

DUTY OF CARE

A duty of care depends upon establishing some relationship or proximity between the parties. The question the courts ask is, "whether the relationship was such that the defendant should have contemplated that his or her negligent act or omission could lead to the injury that resulted."

BREACH OF THE DUTY OF CARE

Once it is ascertained that a duty of care exists, it is necessary to determine just how careful the defendant was obliged to be in order to see whether the duty has been breached. The duty is not to take all possible steps to avoid causing injury, but rather, to take all reasonable steps to do so.

THE STANDARD OF CARE

This is the most important concept in the law of negligence, and it is the issue upon which the majority of cases are decided.

There is a level of behaviour that is acceptable to the courts, and if it is met, the law protects the person who has met it, regardless of whether it has been effective in preventing injuries or not. The law does not require the Umpire to account for the safety of other people, but only for his own behaviour in respect to other peoples safety. This difference is more than legal semantics; it means that the ability to protect Umpires against legal liability lies within their own hands.

THE “REASONABLE PERSON” TEST

The test that has been developed to address the question of whether or not the reasonable standard of care has been met is called the reasonable person test (traditionally known as the “Reasonable Man” test in Australian and English case law). To meet the reasonable standard of care, a defendant must be found to have exercised as much caution as the reasonable average person would have exercised under exactly the same set of circumstances.

The final two requirements before negligence can be found are damage and causation.

DAMAGE

Generally the damages awarded in civil actions are not given to punish the negligent party, but rather to place the injured person in as close a position as to what he or she was in, before the injury occurred. For this reason, there must have been some actual harm or loss suffered by the plaintiff. If none has been suffered then there is nothing to compensate.

CAUSATION

The causation requirement insists that the defendant actually caused the injury to the plaintiff in order for the plaintiff to be successful in a claim for negligence. The question the court will ask is.... did the negligence of the Umpire in question cause or aggravate the player's injury? If the answer to this question is no (on the balance of probabilities) then the injured player will not be able to recover damages from the Umpire even if the Umpire was negligent.

UMPIRE'S RESPONSIBILITIES:

What Duty of Care Do They Owe?

Umpires have a legal responsibility to exercise reasonable care to eliminate foreseeable hazards in the conduct of the match and to ensure the safety of the environmental conditions under which it is played. This responsibility is derived from both the specific Laws of the Game and the Umpire's general authority to control the flow of the match itself.

The following duties have been identified as those which Umpires owe to the players under their control.

- Duty to Enforce Laws of Australian Football and local League By Laws;
- Duty to Protect Participants;
- Duty to Warn;
- Duty to Anticipate Reasonably Foreseeable Dangers;
- Duty to Control and Supervise the Match;
- Monitor Racial Vilification.

ASSESSMENT

You will need to implement the umpire's legal responsibilities on senior football match day, including;

- Applying the Laws of Australian Football, and local By Laws;
- Protecting participants;
- Controlling and supervising the match.

ADDITIONAL REFERENCES:

- An article entitled, “The Sports Official and the Law”, a paper by James Paterson, B.Comm. LL.B. (Hons) Grad, Dip. (Legal Practice), a lawyer with the Australian Sports Commission, adequately describes the role and responsibilities of the sports official (umpire).

- Advanced Managing the Competition Environment – General Principles Manual, Chapter 2, Advanced Level Officiating, Australian Sports Commission.

MODULE 4



MANAGE MATCH

UNIT 1 – THE APPROACH

Effective communication is a key ingredient for effective Field umpiring. While it is imperative that the Umpire controls the match – players, officials and spectators expect this – it is also essential that he/she does so in a manner, which encourages mutual respect and understanding between players and Umpires. This contributes to creating a positive environment, which is an essential part of Field umpiring.

The ability to handle players and situations is important to the conduct of the match. Field Umpires who are skilled in this area will be better equipped to umpire their matches and therefore find umpiring much more enjoyable.

In controlling the match, the Field Umpire is called upon to make certain decisions and these must be carried out. It is important, therefore, that Field Umpires be firm and assertive in their approach. Field Umpires have developed strategies and techniques in the art of effective communication that have stood the test of time and proven to be beneficial to Field Umpires, players and the conduct of the match.

Included among those strategies and techniques are the following:

1. KEEP CALM

Field Umpires must remain **calm** in all circumstances. The ability to remain “cool under fire” communicates to others a sense of control, composure, maturity and skill in handling challenging situations.

By remaining calm, the Field Umpire can think clearly, thereby avoiding any tendency to “rush things” and become flustered. Thinking clearly allows the Field Umpire to prioritise the options and to choose the most appropriate course of action.

2. TREAT PLAYERS WITH RESPECT

Field Umpires have to earn respect. It is earned by what Field Umpires “say and do” and how they “say and do it”. Field Umpires should treat players in a manner that they themselves would like to be treated, as equals – preferably on a first name (nick-name if appropriate) basis.

Field Umpires should not speak down to players or patronise them. All players know and understand that the “Umpire” makes the final decision, so there is no need for the Umpire to continually reinforce that by comments such as “I’m the Umpire, what I say goes”.

3. USE POSITIVE AND APPROPRIATE BODY LANGUAGE

Good Field Umpires exhibit self confidence. This can be achieved by using appropriate and positive body language, smiling (non inflammatory situations) or nodding at appropriate times. When speaking to players, don’t intrude into their personal space, stand farther than arm’s length away, don’t point the finger or thrust out your chest. Wherever possible, if you are listening to a player or talking to him, maintain eye-to-eye contact.

Correct and positive indications for decisions that the Umpire makes are other non-verbal actions that demonstrate self confidence.

4. LISTEN ATTENTIVELY

Communication is a two way process, talking and listening. Listening attentively means participating actively in the communication process by acknowledging and responding (where appropriate and possible) to the speaker’s words and feelings.

Not all comment directed to Field Umpires during a match could be classified as a complaint. A question or comment made in a rational and mature manner needs a rational and mature response.

5. COMMUNICATING DECISIONS

Competent Field Umpires communicate their decisions effectively and strongly. Positive communication of a decision reflects self confidence and demonstrates a security in the knowledge that the decision was correct.

Players appreciate Field Umpires who communicate their decisions effectively. They have a lot more confidence in Field umpires when they know and understand what they are doing.

6. DO NOT EMBARRASS PLAYERS

Field Umpires do not embarrass or belittle players. Most competent Umpires avoid being the centre of attention and work hard at not embarrassing the players.

7. PENALISE ACTIONS, NOT CHARACTERS

At times, the Field Umpire may have to caution a player to cease certain actions to avoid being reported. When communicating this, the Field Umpire should be mindful to focus comments on the offending behaviour or actions, not on the person’s character or personality. This is particularly important when the player is angry or frustrated.

8. SELECTIVELY IGNORE COMMENTS

Some issues are better left alone; not every remark requires a response, especially if the remark was viewed as a natural expression of frustration. On occasions, it may be better to ignore the remark (except abusive comments) at that time but take the opportunity to follow up at a later stage, if necessary, when the player may be more responsive.

9. AVOID SARCASM

Sarcasm is a barrier to effective communication. The purpose of sarcasm is to hurt the feelings or reduce the self esteem of others; it is unprofessional and has no place in umpiring.

10. DO NOT TRY TO HAVE THE LAST WORD

In many instances the Field Umpire will not change the player's mind then and there. It is good practice for Field Umpires to answer a question. Their answer should be brief and direct yet provided in a calm and respectful manner.

ASSESSMENT

You will need to demonstrate effective people management skills under senior football match conditions by:

- Displaying a presence when required during the match;
- Acting courteously to others;
- Being approachable;
- Communicating effectively with others;
- Acknowledging player's queries;
- Treating players with respect;
- Managing conflict or potential situations in an assertive manner.

ADDITIONAL RESOURCES:

- An article titled "The Ten Commandments of Effective Communication for Referees, Judges and Umpires" adequately describes the key elements of officials (umpires) relating to players. The article appeared in "Sports Coach", April–June 1989, Pages 32–35. The author was Dr. Mark Anshell, Senior Lecturer, Dept. of Human Movement and Sports Science, University of Wollongong.
- Advanced Level Officiating, General Principles Manual, Chapter 3 – Advanced People Management, Australian Sports Commission.

UNIT 2 – MATCH MANAGEMENT

GENERAL PLAY

Whilst 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.

APPROACH

The role of the Umpire is to interpret and apply the Laws in a non technical way and in accordance with the Spirit of the Laws/game.

At all times, the Umpire's actions must be positive and appropriate to the circumstances. He should be calm and composed under pressure. He should be assertive; demonstrating in a firm appropriate manner that he has matters under control. He should demonstrate self confidence by blowing his whistle hard and loud on every occasion.

COMMUNICATION – VERBAL

Verbal communication is generally more effective than other forms of communication in controlling situations and should be used where practicable.

COMMUNICATION – VISUAL

An indication must be given on every occasion a free kick is awarded, signifying the Law infringed. Indications for free kicks and/or signals for “play on” must be given quickly and positively. There is no need to exaggerate or over emphasize signals/indications. They can be given on the move when appropriate.

SCRIMMAGES

A scrum is a group of players struggling for possession of the ball. In such circumstances, so long as the ball is loose or moving, players should be given a chance to clear it. However, as soon as the ball is trapped, the whistle should be blown and the Umpire should move in quickly for a bounce/throw-up, unless the ball has been dragged under and the player is tackled legally.

INCIDENTS AWAY FROM PLAY

The Umpire should be alert for incidents that occur away from the play. He should be able to demonstrate that he knows where to look (and when) in order to detect such incidents.

It is necessary to keep the players who were involved in the last act of play under observation in the following situations:

- after disposal;
- after a scrum which results in a free kick or field bounce/throw-up;
- after the ball crosses the boundary line;
- after a score.

In addition, the Umpire must be alert for such incidents which occur prior to (or at) each centre bounce/throw-up.

All breaches of the Laws shall be penalised whether the ball is dead or in play. The resultant free kick is to be taken at the spot where the breach occurred or where the ball is at the time, whichever is the greater penalty against the offending team.

VOLATILE SITUATIONS

The Umpire should be able to recognise a (potentially) volatile situation and take appropriate action. The appropriate action is to keep the match going if play is in progress. If play is not in progress, then start play as quickly as possible by enforcing a free kick to be taken, or bouncing/throwing up the ball or having the Boundary Umpire throw the ball-in.

PLAY IN PROGRESS

The Umpire's first priority must be to Umpire the match. If he observes a (potentially) volatile situation, then provided it does not disadvantage the team infringed, he should stop play and issue any warranted cautions or lay any warranted reports. However, if it would disadvantage the team offended against to stop the play, he must allow play to continue, mentally note the relevant details and take appropriate action at the next opportunity (i.e. after a goal or at the end of the quarter).

PLAY NOT IN PROGRESS

The Umpire must attempt to restart play as quickly as possible. If it is not possible to restart play and a melee develops, the Umpire must retreat 10 metres, or remain 10 metres from the incident in the event that the melee develops before he reaches it, and take note of events. The appropriate action is to be taken at the conclusion of the melee by making a report, if warranted, or by speaking to the players involved if a caution is warranted.

TIME ON/TIME OFF

TIME ON

The Field Umpire shall instruct the timekeepers to stop the clock and to add “time on” for instance:

- when there is an undue delay in getting the ball back at a set play, even when it has not gone out of play;
- when a player who has been given a free kick plays the ball without going back to the spot where the free kick was given;
- if a player engages in time wasting;
- if a player on the defending team, disposes from

behind the goal or behind lines and the ball hits either a goal or behind post, the Field Umpire shall give the player the ball to recommence play;

- if a stretcher is required to transport an injured player from the ground. (Play will not recommence until the stretcher has left the playing arena);
- when a player has to leave the field because of the blood rule.

NB. The timekeepers should stop the clock when the Field Umpire crosses his arms to signal he is going to bounce or throw the ball-up.

SIGNALLING TIME ON

The Field Umpire shall adopt the following procedure for signalling “time on” to the timekeepers:

- to signal the commencement of the time added period the Field Umpire shall blow his whistle and raise one arm above his head.
- to signal that the time added period has elapsed, the Field Umpire shall again blow his whistle and raise one arm above his head, (except if that blowing his whistle would interfere with play, he would just raise one arm above his head).

Signals must be positive and obvious to the timekeepers.

BEING ALERT

Whilst the ball must be kept under observation at all times, it is important for Field Umpires to be alert for potentially volatile situations such as a player knocked down after disposal, or after taking a mark, or when shepherding. These situations should be trigger points to be alert.

On most occasions, Field Umpires will try to keep the match in progress, however, there will be some instances when the play has been stopped by the Field Umpire and assistance is required by other Umpires to attend to a volatile situation. However, remember that where play continues, the Field Umpire in control must continue with play.

Being alert includes being aware of what is going on around you in the immediate area. If Umpires observe a player/s in a potential conflict situation, it is important to keep them under observation and if possible from their position speak to them about getting on with the match.

DISPOSAL FROM MARK OR FREE KICK (LAW 16)

SET PLAY

A set play is the resultant play (disposal) from a mark or free kick.

SET PLAY POSITION – (WHERE ADVANTAGE PLAY DOES NOT APPLY, OR IS NOT APPLIED)

A player who is awarded a mark or free kick is entitled to play on immediately, provided he is on, or directly behind, the spot at which the mark or free kick was awarded – ‘the mark’.

He is not permitted to kick or play the ball from in front of ‘the mark’.

A player awarded a free kick must go back to ‘the mark’, (spot where the breach occurred) before being allowed to kick or play the ball. If such player kicks or plays the ball without complying with this Law, the Field Umpire shall stop play and enforce compliance.

To ensure that this occurs, the Umpire must keep the player with the ball under observation at all times.

If he does not play on immediately, then he should only be permitted to play on at a later stage if he is on a line directly behind ‘the mark’ and the centre of the goal.

He is not permitted to kick or play the ball from a position to the side of ‘the mark’, or to the side of a line directly behind ‘the mark’, without first having gone back to, or behind, ‘the mark’.

The player who has been awarded a mark or free kick cannot be permitted to wander off line then play on from a spot not on the correct line of kick. If he does wander off line, the Umpire should blow time on (before the player plays on, if possible) and make him play the ball from behind ‘the mark’ on the correct line of kick (set play position).

Following a mark or free kick, the player may play the ball in any direction. If he attempts to play other than over ‘the mark’, the Umpire will immediately call and signal “play on” in the appropriate manner. A quick “play on” call is imperative. To ensure this, and also to avoid situations in which the player on ‘the mark’ is inappropriately penalised when responding to the opponent playing on, the Umpire should keep the player with the ball under observation at all times (as well as the player on ‘the mark’). This is particularly relevant in the situation where a change of control is affected, No. 2 moving up to take control of the set play must keep the player with the ball under observation. Once the Umpire calls “play on” in these circumstances, the player loses his right to the protected area and can be tackled from any direction.

A player who takes a mark or is awarded a free kick shall be permitted to kick from any spot directly behind where he marked the ball or was awarded a free kick.

The Field Umpire shall call and signal “play on” and the ball shall immediately remain in play when a player who has taken a mark or been awarded a free kick, attempts to run, handball or kick otherwise than over his mark.

10 METRE PROTECTED AREA (LAW 16.1.2)

The protected area is a corridor, which extends from 5 metres either side of ‘the mark’ to 5 metres either side of, and a 5 metre radius behind, the player with the ball. (See Figure 1).

When a player takes a mark or is awarded a free kick, an opponent is permitted to stand on ‘the mark’ where the occurrence took place. Only one opponent may stand on a player’s ‘mark’.

Players must immediately leave the area once the mark or free kick has been awarded and not interfere with play.

No player shall enter and remain in the protected area unless the Field Umpire calls ‘play on’ or the player is accompanying or following within five metres of his opponent.

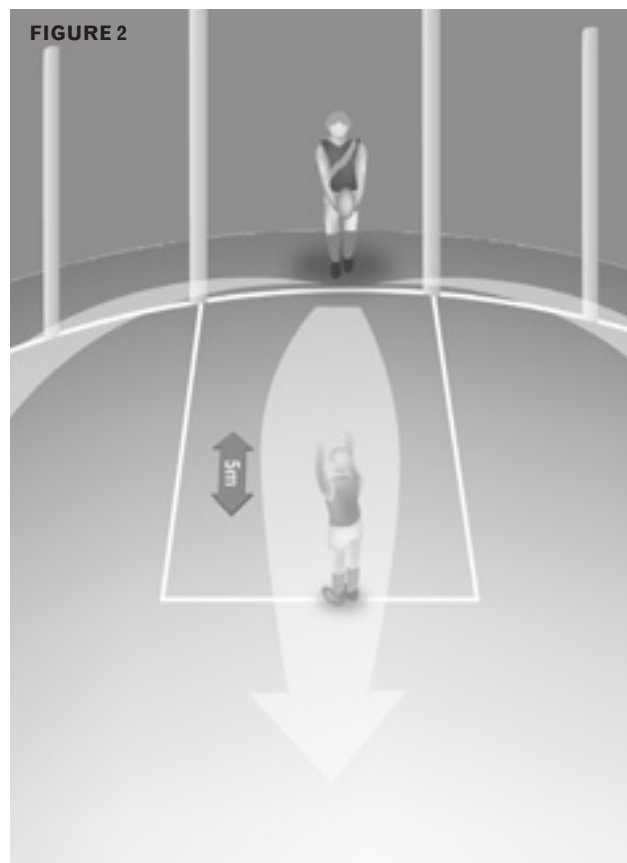
Shepherding the player on ‘the mark’ is not permitted. If the shepherding occurs within five metres of the player with the ball, the Umpire should stop play, speak to the offending player, and direct that play recommence from the correct position behind the mark. If the shepherding occurs more than five metres from the player with the ball – the player on ‘the mark’ is awarded a free kick.

KICKING FOR GOAL (LAW 16.3) – LINE OF KICK FOR SET KICK AT GOAL

When a player is kicking for goal from a mark or a free kick, the kick shall be taken along a direct line through the mark to the centre of the goal line.

When a mark or free kick is awarded in the goal square, 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.

In general, a player who is awarded a mark or free kick is entitled to play on immediately. If he does not play on immediately, then he should only be permitted to play on at a later stage if he is on a line directly behind ‘the mark’ and the centre of the goal.



The player who has a mark or free kick can not be permitted to wander off line (opening the angle of the shot) then play on from a spot not on the correct line of kick. If he does wander off line, the Umpire shall signal 'time on' (before the player plays on, if possible) and make him play the ball from 'the mark' on the correct line of kick.

In the event of a player taking a set kick at goal and an opposition player climbs on the shoulders of a team mate, the mark shall be advanced fifty metres towards the goal line and the player with the set kick shall be permitted to kick from directly in front of goal.

DISPOSAL BY A DEFENDING PLAYER – GOAL LINE AND BEHIND LINE (LAW 16.4)

A defending player who is awarded a mark or free kick and is given or takes possession of the ball beyond the goal or behind line may play on in any direction provided he first crosses the goal or behind line prior to disposing of the ball.

A defending player who decides to play from beyond the goal or behind line, may kick or handball the ball in any direction provided he does not move off the direct line between himself and the player on 'the mark'. If the defending player does move from this line the Field Umpire shall call 'play on', give 'all clear' for a behind and the Goal Umpire shall signal and record a behind.

A player standing 'the mark' shall be positioned no closer than 5 metres to the goal or behind lines (See Fig 2). For the purpose of this interpretation, the goal and behind line is assumed to extend for a distance of approximately 2 metres past each behind post.

If the defending player, in disposing of the ball hits either a goal or behind post, the Field Umpire shall signal time on and give the player the ball to recommence play.

It is important in these instances that the Umpire quickly establishes **verbal control** by positioning the player on 'the mark' and instructing the player with the ball that he must play the ball directly over 'his mark'. **Effective verbal control is essential** in ensuring compliance in this area.

DISPOSAL FROM OUT OF BOUNDS (LAW 16.5)

The ball shall be deemed to be brought into play when any portion of it is on or above the boundary line. A player who is awarded a mark or a free kick and 'the mark' is on or close to the boundary line, the player with the kick must go back behind the mark which will, in most cases, put him outside the boundary line. (The ten metre protected area will apply). The player may bring the ball into play from beyond the boundary line provided that the player moves in one direction whilst in the act of kicking, handballing or moving to cross the boundary line.

If a player taking his kick from outside the boundary line, fails to bring the ball into play, attempts to play on outside the boundary line (between the boundary line and the fence) or does not move in one direction whilst in the act of kicking, handballing or moving to cross the boundary line, then the ball shall be deemed to be out of bounds.

Immediately the Field Umpire calls and signals "play on", the Boundary Umpire will signal "out of bounds" and look to the Field Umpire for acknowledgement of his signal. The Umpire will blow his whistle and indicate to the Boundary Umpire to throw the ball in at 'the mark' where the original mark or free kick took place. The Boundary Umpire will then throw the ball into play.

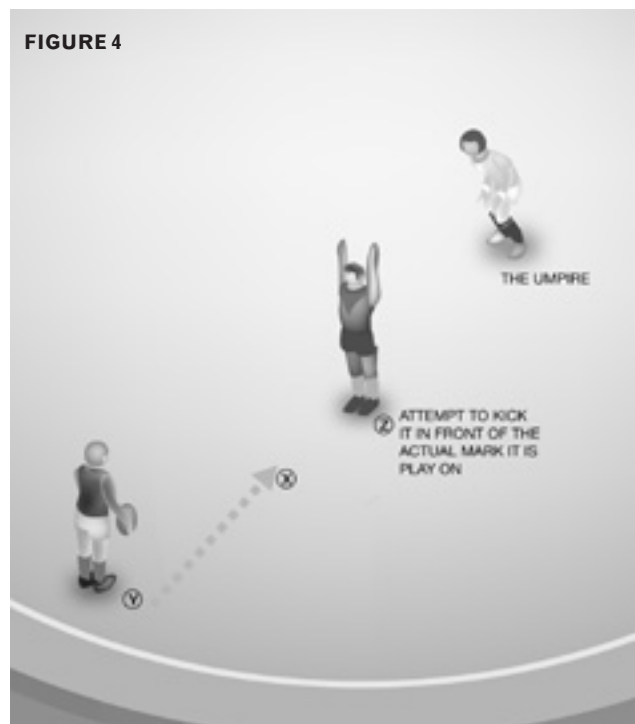
'Play on' outside boundary (Figure 3 – direction of arrow A), the ball is out of bounds.

'Play on' into the playing arena (direction of arrow B) the normal conditions of control set play apply.

The Umpire must consider the following points. The **actual 'mark'** is where the mark or free kick was awarded and not necessarily where the player on 'the mark' stands. The player on 'the mark' may stand anywhere behind or on the line of the mark, which is five metres, either side of the actual **'mark'**.

In Figure 4, point X is the actual mark, point Y is the player correctly positioned behind the mark, point Z is the player on the mark. If player Y attempts to play the ball over the player on the mark Z, the Umpire shall immediately call and signal "play on".

In Figure 5, depicting a set kick at goal likely to score, the correct line of kick is the dotted line., with M being the spot of the mark. In many instances player P with the set kick will attempt to 'con' the Field Umpire by going back along the boundary line achieving a better angle. In this instance, the Umpire shall signal 'time on' and enforce the correct line of kick (dotted line).



To counter this Law being exploited by a player going back an excessive distance so as to move around the fence and open up the angle, point M should be no further than 10 metres from 'the mark'. In such circumstances, the Umpire shall not permit the player to take his kick until he complies with this provision.

PLAY ON AND THE ADVANTAGE RULE (LAW 17)

ADVANTAGE PLAY

SPIRIT OF THE LAW:

"The ball shall be kept in motion by permitting the team offended against to take advantage".

Advantage can only apply to a free kick. It can not apply to a mark.

Where the Field Umpire intends to or has signalled that they intend to award a free kick to a player, the Field Umpire may, instead of awarding the free kick, allow play to continue if the player of the team who receives the free kick has taken the advantage. (LAW 17.3)

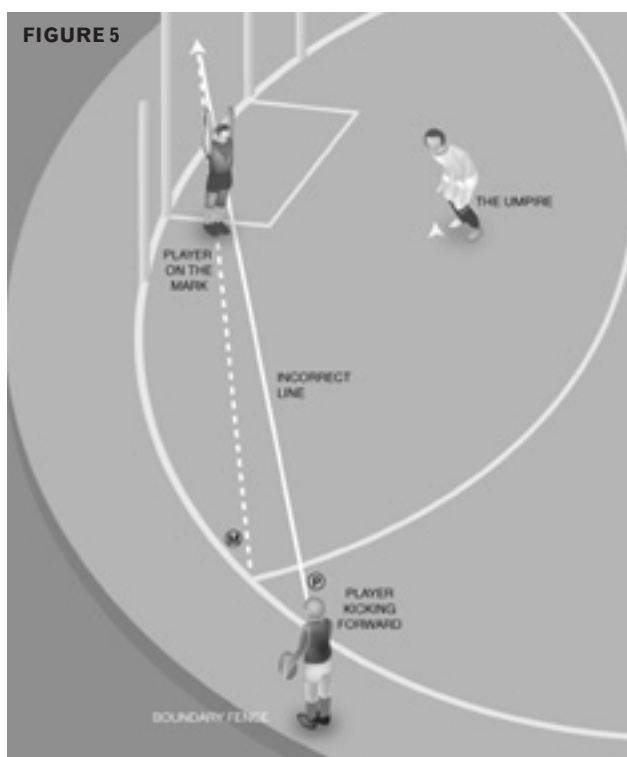
A guide as to whether play is continuous is that the outcome of the play would have been the same had the whistle not been blown.

To implement this well an Umpire needs to be alert for possible advantage plays when:

- the ball is loose, and
- a team mate of the player offended against has possession of the ball.
- the advantage call shall stand even if the siren sounds after the Umpire has called advantage, but prior to the player disposing of the ball.

Umpires should be alert for advantage situations on every occasion a free kick is awarded.

It is 'play on' not advantage, when the player offended against has possession of the ball and elects to play on after being infringed. In such 'play on' situations, the 'play on' call cannot be cancelled if the resultant play does not go to the team's advantage.



50-METRE PENALTY (LAW 18)

SPIRIT OF THE LAW:

"After a mark or free kick has been awarded, a 50-metre penalty will be awarded against the opposing team which unduly delays the play or abuses an Umpire."

For blatant actions that delay the play after a mark or free kick has been awarded (e.g.: deliberately hitting the ball out of a player's hands, deliberately kicking the ball away, deliberately running into a player and knocking him to the ground or when a player takes an uncontested mark and is claimed by an opponent), the 50-metre penalty will be applied immediately.

In the event that an opponent claims a player immediately after that player has been awarded a mark or free kick, or the opponent cribs a maximum of 1 metre over the correct mark, the Umpire will request that opponent once to let the player go or move back to the correct mark. If the opponent does not then respond immediately, the 50-metre penalty will be applied. (Note that the Umpire need take no action in the event that a player with a mark or free kick successfully disposes of the ball despite his opponent being 1 metre over the mark).

Where a player has been awarded a mark or free kick and another player of the same team is unlawfully prevented from running past 'the mark' for the mark or free kick, the Umpire will award a 50-metre penalty to the player originally awarded the mark or free kick. In this instance, the Umpire must signal "time on"

and give the appropriate indication for the infringement (e.g. give the "holding the man" indication, then point to where the offence occurred) while the player on the mark is being brought back to the amended mark.

Notes

- A 50-metre penalty will be applied when a player who has marked the ball is knocked to the ground (thereby causing an undue delay) by an opponent whose sole objective was not to contest the ball.
- If a player of the offending team kicks the ball after a free kick has been awarded against his team, the Umpire will award a 50-metre penalty against the player. In this circumstance, the Umpire has licence to use his discretion and not apply a 50-metre penalty if he is of the opinion that the player was unaware a free kick has been awarded against his team. (It is anticipated that this would be a rare occurrence). In an effort to assist players, Umpires are to endeavour to blow the whistle a second time if the offending team has possession of the ball. However, this is not to infer that the Umpire will not award a 50-metre penalty because he did not blow the whistle a second time.
- If a team-mate of the player on the mark runs through the 10 metre protected area, he will be automatically penalised 50 metres unless he is following an opponent through (within 5 metres of him).
- A 50-metre penalty will be automatically awarded against a player of the offending team who does not return the ball directly and on the full to the rightful player in a manner he would give it to his teammate.

When the Umpire applies the 50-metre penalty, he will immediately signal "time on". The player benefiting from the penalty is not permitted to play on. 'The mark' is then advanced 50 metres in a direct line with the centre of the goal. The player benefiting from the penalty must be given free access in taking up a position behind the advanced mark within the 10 metre protected area. When the Umpire is satisfied that the player has taken up a correct position, in a direct line with the centre of the goal, he will signal "time off" regardless of whether an opponent is standing on 'the mark' or not.

In the event of an opponent encroaching over 'the mark' when a player is kicking for goal and the goal is kicked the Field Umpire shall give the "All Clear" and the goal shall be registered. If a goal has not been kicked, the player shall be given the option of another kick and 'the mark' shall be advanced 50 metres.

When a 50-metre penalty is applied and 'the mark' is advanced to the centre of the goal line, the player is required to be lined up directly in front of goal.

SPECIAL PROVISIONS AND INSTRUCTIONS

Minor infringement: if the infringement is “minor” e.g.: knocking the ball from the player’s hands, running blatantly over the mark, not throwing the ball back on the full etc., **the Umpire should run directly to the amended mark.**

Major infringement: if the infringement is “major” in which case the potential for a volatile situation exists, e.g.: a player is flattened after marking, an altercation occurs between players, etc., **the Umpire will run straight to the incident** and take appropriate action before moving to the amended mark.

A player who has been awarded a mark or free kick is not permitted to handball to a team-mate who runs through the protected area once the mark is set up. If he does, the Umpire will stop play and direct the player to recommence play legally.

Players who are in the 10 metre protected area when the mark or free kick is awarded are permitted to leave the area directly.

Multiple 50-metre penalties: multiple 50-metre penalties apply only for separate blatant infringements.

Reversing the free kick: if the offender is moving appropriately to the amended mark and: the player with the ball (or a team-mate) impedes the implementation of the 50-metre penalty, eg “runs through him” knocking him to the ground, the Umpire shall blow his whistle and reverse the free kick. It is important that the Umpire is alert to “staging” on the part of the player on the mark.

KICKING FOOTBALL-INTO PLAY AFTER A BEHIND HAS BEEN SCORED (LAW 13)

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’.

Once the “all clear” for a behind has been given, the players must clear the goal square and the area within 5 metres of the kick off lines.

Whilst the Law is specific in that the ball must be kicked before it completely crosses the line, in practice this is at times difficult for an Umpire to judge. Therefore, the following guideline should apply:-

- provided the back (non-kicking) foot is completely inside the line(s), then the Law is deemed to have been complied with. If the back foot is on, or outside the line, then the Law has not been complied with and the Field Umpire shall bounce the ball on the centre of the kick off line.

The player kicking off must kick the ball-in accordance with the above guideline, or he can kick to himself within the goal square prior to the ball travelling into the field of play from the kick-off line.

In the event that the player kicking off does not bring the ball-into play within a reasonable time, ie 10 seconds (he may be waiting for a team strategy to be implemented, for instance) the Umpire will direct the player to kick the ball-into play (with voice and with a blow of the whistle).

If he doesn’t bring the ball-into play after being instructed to do so, the Umpire will call and signal ‘play on’ (opposition players may enter the goal square and tackle the player once ‘play on’ is called).

If the player does not comply with the Law, ie bring the ball-into play correctly, the ball shall be bounced on the centre of the front of the kick off line.

Where the Field Umpire is of the opinion that a player from the attacking team:

- is within 5 metres of the goal square when a player from the defending team is kicking the football back into play and has sufficient time to vacate the area:
- has prevented or attempted to prevent the player from kicking the football back into play, or
- has otherwise delayed the play

The Field Umpire shall award a free kick to the defending team and a fifty metre penalty from the kick-off line.

COMPLIANCE:

- tackled player kicks the ball – play on.

NON COMPLIANCE:

- the ball dislodges in the tackle;
- the tackled player handballs the ball.

If the player taking the kick-in crosses the goal line with the ball, the Field Umpire shall award a deliberate rushed behind free kick with the mark at the centre of the goal line.

ASSESSMENT

You will need to demonstrate effective management in 'general play' situations under senior football match conditions by:

- Projecting self-confidence in 'general play' situations;
- Responding to players and 'general play' situations, in a calm, decisive and confident manner;
- Observing and responding to potential 'hot spots;'
- Managing scrimmages effectively;
- Effectively handling players, officials and situations during the match.

You will need to demonstrate effective management following marks and free kicks under senior football match conditions by:

- Placing players on the spot of the correct mark;
- Lining players up correctly on line of kick;
- Managing the protected area effectively;
- Executing quick 'play on' calls;
- Managing 'kick in after a behind' effectively;
- Applying 50 metre penalties correctly;
- Applying advantage plays correctly;
- Applying time on/off correctly;
- Observing player with the ball;
- Remaining composed in set play situations;
- Displaying confidence in decision making.

UNIT 3 – LAWS AND INTERPRETATIONS

The Australian Football League is responsible for publishing the Laws of Australian Football. It is crucial that Field Umpires have a comprehensive knowledge and understanding of the Laws, which are relevant to their duties and responsibilities.

FREE KICKS (LAW 15) – LAWS RELATING TO FIELD UMPIRING

The spirit and intention of the Laws (Law 15.1.1) provides a framework for interpreting and applying the Laws of the Game.

THE SPIRIT OF THE LAWS CONTEST FOR THE BALL – GENERAL PLAY

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

Contest for the ball-in general play refers to play **when the ball is loose at ground level** and the players are competing with each other to gain possession or force the ball forward.

CONTEST FOR THE BALL – MARKING CONTESTS

“The player whose sole objective is to contest a mark shall be permitted to do so”.

CONTEST FOR THE BALL – RUCK CONTESTS

“The player whose sole objective is to contest the ruck shall be permitted to do so”.

DIVING ON THE BALL

“The ball shall be kept in motion”.

TACKLING

■ **No prior opportunity – reasonable opportunity**

“The player who has possession of the ball and is held by an opponent shall be given a reasonable opportunity to kick or handball the ball or make a genuine attempt to kick or handball 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”.

ADVANTAGE PLAYS

“The ball shall be kept in motion by permitting the team offended against to take advantage.

50-METRE PENALTY

“After a mark or free kick has been awarded, a 50-metre penalty will be awarded against the opposing team which unduly delays the play or abuses an Umpire”.

WHEN IN DOUBT

The benefit should be given:

■ **In the contest for the ball; general play, ruck and marking contests:**

in favour of the player making the ball his sole objective (protecting the ball player).

■ **In tackling situations:**

to the player in possession of the ball.

■ **At set play – in 50-metre and advantage situations:**

to the team offended against.

■ **In diving on the ball situations:**

In favour of the team trying to keep the ball-in motion.

FREE KICKS WHEN AWARDED

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

FREE KICKS WHERE AWARDED

Unless otherwise stated in the Laws, a free kick shall be taken where it is awarded or where the football is at the time, whichever is the greater penalty against the offending team.

Note: Where offences occur and are detected prior to the bouncing or throwing up of the football (commencement of any quarter), the Umpire shall signal time on, blow his whistle and give the ball to the player. (Timekeepers should acknowledge commencement of play).

FREE KICKS – POSSESSION OF THE FOOTBALL (LAW 15.2)

A player is in possession of the football if, in the opinion of the Field Umpire:

- the player is holding or otherwise has control of the football;
- the player is in the act of bouncing the football; or
- the player dives or lies on top of or drags the football underneath his body.

A player who is not tackled correctly while in possession of the ball will be awarded a free kick.

REMAINING IN POSSESSION AND BOUNCING THE FOOTBALL (15.2.2)

A player with the ball is deemed to be in possession until he disposes of it by kicking or handballing (or attempting to kick or handball) or until he loses it as a result of a tackle, fumble or contact with another player, a post, or, the ground.

This definition is extended as follows:

- if a player runs with the ball, he must bounce it or touch it on the ground at least once within every fifteen metres from the commencement of his run whether running in a straight line or turning or dodging;
- if a player with the ball bounces it, he is deemed to be in possession of the ball;
- if a player runs with the ball and handballs it over an opponent's head and catches it, he must, within 15 metres of commencing his run or striking the ball on the ground, bounce it or touch the ground with it or dispose of the ball;
- a player who lies on or over the ball is deemed to be in possession of the ball;
- a player hovering over a stationary ball, or controlling a moving ball by paddling it within arm's reach is deemed to be in possession of the ball.

HOLDING THE FOOTBALL – PRIOR OPPORTUNITY/NO PRIOR OPPORTUNITY (LAW 15.2.3) SPIRIT OF THE LAW

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 opportunity to dispose of the ball 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 penalised 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 penalised for holding the ball.

NO PRIOR OPPORTUNITY – REASONABLE OPPORTUNITY TO MAKE A GENUINE ATTEMPT

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

If the player has not had a reasonable opportunity 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 a reasonable opportunity to make a genuine attempt to dispose of the ball. If he fails to attempt to do so when given a reasonable opportunity, then he is penalised for holding the ball.

PLAY TO CONTINUE (LAW 15.2.4)

It is “play on” if;

- a player is bumped and the ball falls from his hands;
- a player's arm is knocked, causing him to lose possession of the ball;
- a player in the act of kicking or handball, is swung off balance and his foot or hand does not make contact with the ball, unless the player has had a prior opportunity to correctly dispose of the ball;
- a player has his arms pinned to his sides causing him to drop the ball, unless the player has had a prior opportunity to correctly dispose of the ball;
- a player is pulled by one arm or swung causing the ball to fall from his hand unless the player has had a prior opportunity to correctly dispose of the ball.

DIVING ON TOP OF THE FOOTBALL (LAW 15.2.5) THE SPIRIT OF THE LAW

“The ball shall be kept in motion”.

A player forfeits his right to a reasonable opportunity when tackled legally when he has elected to dive on the ball, or when on the ground elected to drag the ball in, and does not hit the ball clear immediately.

For a player to be penalised for holding the ball under this law:

- (i) he must elect to dive on the ball or drag the ball in when he is on the ground (sitting on the player's back/head does not constitute a legal tackle);
- (ii) he must be legally tackled, and
- (iii) he must fail to immediately hit the ball clear or dispose of the ball correctly.

The purpose of the law is to discourage players from deliberately trying to trap the ball with a view to forcing a ball-up and thereby halting the flow of the match. Normally, a player in possession of the ball who has not had a prior opportunity to dispose of the ball, has a right to a reasonable opportunity to dispose of it when he is correctly tackled. However, if that player obtained possession by electing to dive on the ball or to drag it in, then he forfeits that right to a reasonable opportunity.

This interpretation applies only when the player elects to dive on the ball or drag it in, not when the natural course of play is such that he finds himself unavoidably over the ball.

There must be a tackle before provision (iii) above can apply. It may happen that after a player has dived on the ball or dragged it in, his opponent is more intent on gaining possession of the ball himself, or ensuring that it is not cleared by the player who has dived on it, than he is on tackling that player. It is not a tackle if the opponent, in attempting to hold the ball-in merely has his arm across the body of the player who is over the ball. For it to be a tackle, there must be a grasp (ie. a hold) of the body or the uniform. A free kick cannot be awarded against a player who has dived on the ball if he is not tackled.

If there is a tackle, then it must be a correct tackle in order for provision (iii) above to even be considered. If an opponent thrusts himself into the back of, falls across the head of, drops his knees on, or in any other way infringes the player who is over the ball, then the incorrect tackle must be penalised.

If a player does elect to dive on the ball or to drag it in when on the ground, and he is correctly tackled, then a ball-up shouldn't occur. Either it will be 'play on' when the ball is immediately hit clear, or it will be a free kick for holding the ball when it is not immediately hit clear. If the tackle or the proximity of other players makes it impossible for the ball to be hit clear, then it is a free kick to the tackler.

Hitting the ball includes handballing it. Provided the handball is immediate and the ball is cleared, then 'play on' is appropriate.

FOOTBALL HELD TO THE BODY OF A PLAYER (LAW 15.2.6)

The Field Umpire shall bounce/throw-up the ball when the player with the ball has the ball held to his body by an opponent, unless the player has had a reasonable opportunity to dispose of the ball (genuine attempt) prior to being tackled in which case a free kick shall be awarded for holding the ball.

FREE KICKS RELATING TO DISPOSAL OF THE FOOTBALL (LAW 15.3)

A player disposes of the ball correctly with a kick or handball (the ball must be hit with a clenched fist). (Law 15.3.1)

A player will be penalised for incorrect disposal (Law 15.3.2) if he:

- deliberately drops the ball (including letting it go immediately prior to being tackled or putting it on the ground); or
- bounces the ball (after or just before the tackle); or
- throws or hands the ball on.

For a player in possession of the ball, the emphasis is on hitting the ball with a clenched fist. The hand holding the ball must not propel the ball. Umpires should be alert for breaches of this law when players handball over their head. (If the ball is loose, it is legitimate to hit the ball, though not necessarily with a clenched fist). Keeping the ball in motion within these guidelines, is encouraged.

Umpires should be alert for players who "scoop" the ball "tunnel ball fashion" between their legs and for players on the ground who "scoop" the ball off the ground. A scoop is defined as placing the hands on, behind or under the ball and propelling it.

INITIATIVE

The Umpire needs to be alert for players who deliberately "stage" or play for free kicks.

Free kicks will not be awarded to players in possession of the ball who, when tackled legally from behind, fall forward to the ground dragging the tackler on top of them.

Sometimes, a player with the ball deliberately ducks his head as he is about to be tackled, causing the tackle to appear incorrect when it is, in fact, legitimate. In this circumstance, the player with the ball must dispose of it correctly or be penalised for holding the ball (depending on whether there has been prior opportunity to dispose of the ball prior to being tackled).

A player who butts his opponent's body with his head into a stationary opponent is not deemed to have been infringed against and will not be awarded a free kick.

When two or more players of the same team intentionally lock the ball-up on the ground and fail to knock the ball clear when either one of them is legally tackled by an opposition player, they will be penalised for holding the ball.

FREE KICK – PERMITTED AND PROHIBITED PHYSICAL CONTACT (LAW 15.4)

TACKLING

A player executes a tackle correctly if:

- the player being held is in possession of the ball; and
- that player is held (either by the body or playing uniform) below the shoulders and above the knees.

SHEPHERD (LAW 15.4.2)

A shepherd is using the body or arm to push, bump or block:

- a player who does not have possession of the football and who is no further than 5 metres away from the football at the time when the push, bump or block occurs.

PERMITTED CONTACT (LAW 15.4.3)

Other than prohibited contact identified under Law 15.4.5, a player may make contact with another player:

- by using his hip, shoulder, chest, arms or open hands provided the ball is not more than 5 metres away from the player;
- by pushing the other player with an open hand in the chest or side of the body provided the ball is not more than 5 metres away from the player;
- by executing a shepherd provided the ball is not more than 5 metres away from the player.

PROHIBITED CONTACT (LAWS 15.4.5A–N)

A Field Umpire shall award a free kick against a player who has made prohibited contact with an opposition player. A player makes prohibited contact with an opposition player if he:

- makes contact with any part of his body with an opposition player;
 - above the shoulders,
 - below the knees.
- pushes an opposition player in the back, unless such contact is incidental to a marking contest and the player is legitimately marking or attempting to mark the football;
- holds an opposition player who is not in possession of the ball;
- pushes, blocks, holds an opposition player or deliberately interferes with the arms of an opposition player, who is in the act of marking or attempting to mark the football;
- pushes, bumps holds or blocks an opposition player when the football is further than 5 metres away from the opposition player or is out of play;
- pushes, bumps holds or blocks an opposition player who is contesting a bounce or throw-up by a Field Umpire or boundary throw-in;
- charges an opposition player – (*Charging means an act of colliding with an opposition player where the amount of physical force used is unreasonable or unnecessary in the circumstances, irrespective of whether the player is or is not in possession of the football or whether the player is within 5 metres of the football.* (Law 15.4.4))

Those circumstances include colliding with a player:

- who is not within 5 metres of the ball;
- who is not in the act of taking possession or attempting to take possession of the ball and, although within 5 metres of the ball, is not in the immediate contest and would not reasonably expect such contact;

- who has marked the ball;
- who is attempting to mark the ball;
- who has disposed of the ball;
- who is shepherding a team-mate;
- before the ball is brought into play.

- trips, or attempts to trip an opposition player, whether by the use of hand, arm, foot or leg;

Intentional, reckless or negligent trips, whether by hand or foot, are considered to be dangerous practice because of the potential for serious injury to occur as a result of such actions and should be reported.

There is no differentiation between a trip by hand or foot.

Accidental trips (eg. slipping of tackle) should not be interpreted as intentional, reckless or negligent trips with regards to a reportable offence.

- kicks, or attempts to kick an opposition player, unless contact is accidentally made whilst the player is kicking the football;
- strikes or attempts to strike an opposition player, whether by hand, fist, arm, knee or head;
- holds or throws an opposition player after that player has disposed of the ball;
- engages in rough conduct against an opponent which in the circumstances is unreasonable;
- kicking or attempting to kick the football-in a manner likely to cause injury;

For a player to be penalised, the kick must be indiscriminate (any contact) and there must be a real risk of injury. Players are permitted to stab kick the ball out of an opponent's hands, or "soccer" it away from a player provided the kick is not "indiscriminate" and there is no "real" risk of injury.

Players should not be discouraged from kicking the ball off the ground by being penalised as a result of a "technical interpretation". (Players kicking the ball away assist the match by clearing the ball and eliminating scrimmages).

- 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.

CONTEST FOR THE BALL – MARKING CONTESTS

SPIRIT OF THE LAW

"The player whose sole objective is to contest a mark shall be permitted to do so".

NOTES

- When the ball is the sole objective, coincidental interference (no infringement) is permitted.
- When a player leaps (early) the attempt must be realistic, ie: able to touch the ball-in the attempt.
- The Laws are to be interpreted to provide every opportunity for players who are legitimately attempting to mark the ball to do so.
- Player intention is crucial. The ball must be the sole objective and consequently the player's eyes (are an indicator) must be for the ball.

MARKING CONTEST INFRINGEMENTS (LAWS 15.4.4, 15.4.5 A–E, G–J, L)

A player makes prohibited contact with an opposition player attempting to mark the ball if he:

- pushes an opposition player in the back, unless such contact is incidental to a marking contest and the player is legitimately marking or attempting to mark the football;
- pushes, bumps, blocks, holds an opposition player or deliberately interferes with the arms of an opposition player, who is in the act of marking or attempting to mark the football;
- contacts an opposition player from the front when the sole objective is not to contest the ball;
- places a hand/s on an opposition player's back in the marking contest.

CONTEST FOR THE BALL – RUCK CONTESTS

SPIRIT OF THE LAW

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

NOTES

- When the ball is the sole objective, coincidental interference (no infringement) is permitted.
- When a player leaps (early) the attempt must be realistic, ie: able to touch the ball-in the attempt.
- The Laws are to be interpreted to provide every opportunity for players who are legitimately attempting to contest the ruck to do so.
- Player intention is crucial. The ball must be the sole objective and consequently the player's eyes (are an indicator) must be for the ball.

RUCK CONTEST INFRINGEMENTS (LAWS 11.3.5, 15.4.4, 15.4.5 A – J, L)

A player makes prohibited contact with an opposition player in a ruck contest if he:

- pushes, bumps holds or blocks and opposition player who is contesting a bounce or throw-up by a Field Umpire or boundary throw-in;
- blocks an opponent; an outstretched arm across/in front of an opponent is deemed as shepherding.

Examples of such infringements include:

- jumping into the opposing ruckman prior to going for the ball;
- hitting the opponent in the face with the leading hand.

At a centre bounce/throw-up, one nominated player from each team who is to contest the centre bounce, must take up a position in his team's defensive half of the ground and with both feet within the 10-metre circle.

The player may only enter the team's attacking half of the ground after the football touches the ground in the act of bouncing/throwing up or leaves the Field Umpire's hand, in the act of being thrown up.

A Field Umpire may recall any bounce/throw up/ boundary throw-in that in his opinion does not allow for the ball to be contested.

At field bounces/throw-ups and boundary throw-ins, players are permitted to manoeuvre for position and/or hold their ground.

In addition to the above infringements, a free kick will be awarded against a player who:

- enters the centre circle when the Field Umpire is in the act of bouncing or attempting to bounce the ball or throwing up the ball (Law 15.5 d);
- intentionally, recklessly or negligently makes contact with an Umpire (Law 15.5 c).

FREE KICKS – RELATING TO UMPIRES (LAW 15.5)

A free kick will be awarded against a player or official who:

- uses abusive, insulting, threatening or obscene language to an Umpire;
- behaves in an abusive, insulting, threatening or obscene manner towards an Umpire;
- intentionally, recklessly or negligently makes contact with an Umpire;
- enters the centre circle when the Field Umpire is bouncing or attempting to bounce the football or throwing up the ball .

FREE KICKS – RELATING TO OUT OF BOUNDS (LAW 15.6)

A free kick shall be awarded against a player who:

- kicks the football Out of Bounds on the full;
- in the act of bringing the football back into play after a behind has been scored, kicks the football over the boundary line without the football first being touched by another player;
- intentionally kicks, handballs, walks the ball over the boundary line or forces the football over the boundary line without the football being touched by another player;
- having taken the football over the boundary line, fails to immediately hand the football to the Boundary Umpire or drop the football directly to the ground;
- who touches the football after the Boundary Umpire has signalled that the football is out of bounds, except for a player who has carried the football over the boundary line (under Law 15.6.1) or a player awarded a free kick;
- hits the football out of bounds on the full from a boundary throw-in or a field bounce or throw-up by a Field Umpire.

NOTES:

A free kick must be awarded against a player whose objective is to kick or force the ball out of bounds.

A free kick cannot be awarded for out of bounds on the full if the Umpire hears the first sound of the siren prior to the ball crossing the boundary line.

FREE KICK – DELIBERATE RUSHED BEHIND (LAW 15.7)

A free kick shall be awarded against a player from the defending team who intentionally kicks, handballs or forces the football over the attacking teams goal line or behind line or onto one of the attacking team's goal posts. In assessing whether a free kick should be awarded under this Law, the Field Umpire shall give the benefit of the doubt to the defender.

The free kick shall be taken at the point where the football crossed the goal or behind line or from the relevant post.

FREE KICK – SHAKING GOAL POST (LAW 15.8)

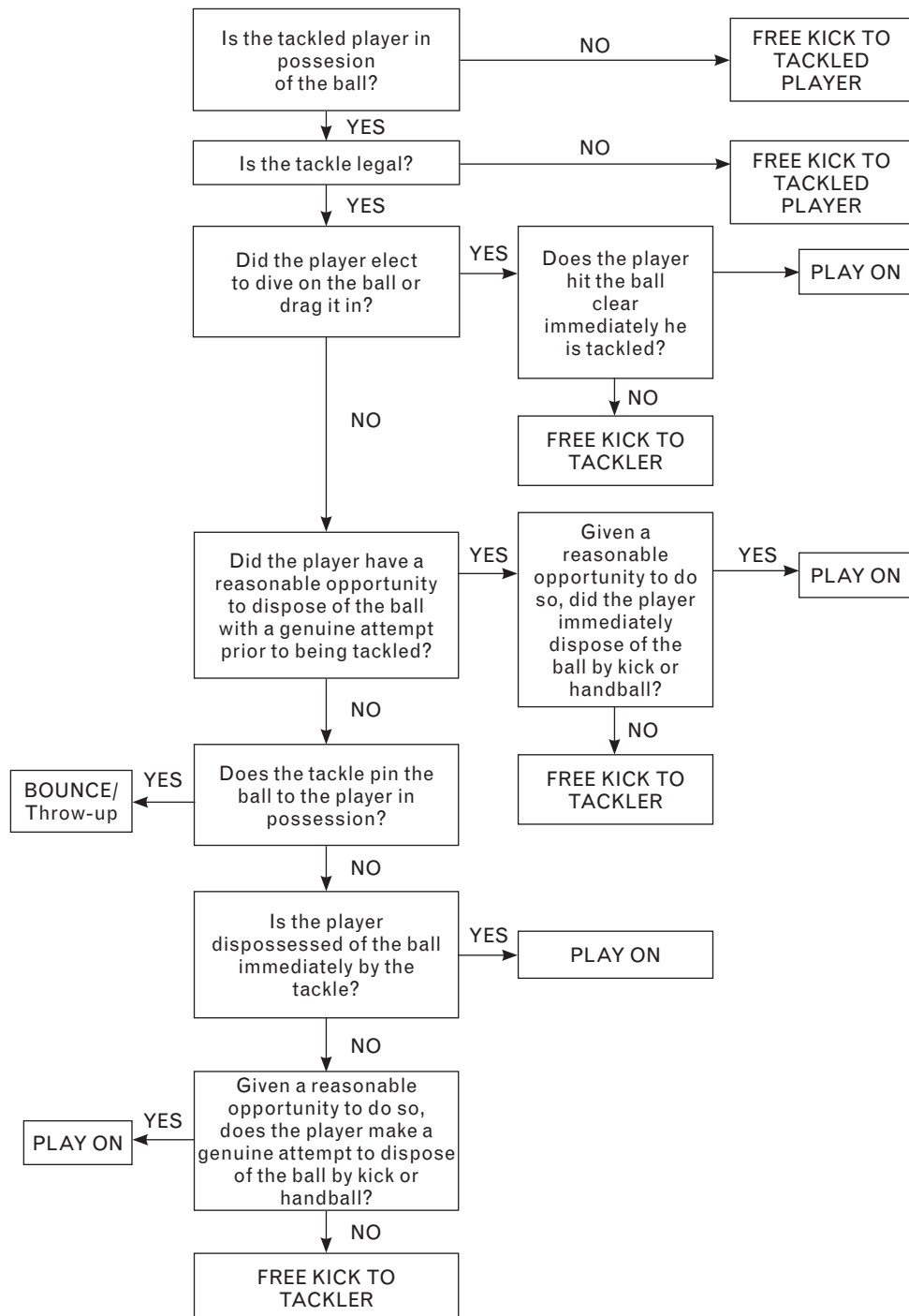
A free kick shall be awarded against a player or official who intentionally shakes a goal or behind post (either before or after a player has disposed of the football) which may affect whether a goal or behind is scored. If a goal is scored the Field Umpire shall not award a free kick – signal 'all-clear' and a goal shall be recorded.

TAKING FREE KICK

If the free kick is awarded against a player/official of the defending team, and a goal is not scored, the player from the attacking team who was about to or who has kicked for goal shall take the free kick at the centre of the goal line.

If the free kick is awarded against a player/official of the attacking team, the player from the defending team who was nearest to where the football will be or has been kicked shall take the free kick from that position. The offending player should be reported.

FLOW CHART OF THE DECISION MAKING PROCESS RELATING TO TACKLING THE PLAYER IN POSSESSION OF THE BALL



FREE KICKS – REPORTABLE OFFENCES (LAW 15.9)

A Field Umpire shall award a free kick against a player or official who is reported for a reportable offence.

FREE KICKS – GENERALLY (LAW 15.10)

A free kick shall be awarded against a player or a team where the Field Umpire is of the opinion that:

- the player is engaging in time wasting; (ie. a player is unnecessarily causing a delay in play. Eg. by not allowing the ball to be brought into play prior to, or when directed to do so, by the Field Umpire);
- an official of the team (runner, trainer, medical officer) intentionally, recklessly or negligently interferes with the football, a player of the opposition team, an Umpire or general play;
- a player has lifted a player or has climbed on the shoulders of a player from the same team;
- a player uses abusive, insulting, threatening or obscene language and/or gesture;
- a player has engaged in misconduct.

FREE KICKS – AFTER DISPOSAL (LAW 15.11)

Where prohibited contact is made against a player who has disposed of the football or against a player who is shepherding a player who has disposed of the football, a free kick shall be awarded to that player's team and shall be taken by a player of that team who is nearest to the location where the football touches the ground, a player or crosses the boundary line.

If a Field Umpire is satisfied that a player tackles, holds or makes high contact against a player who has disposed of the football for the purpose of preventing that player from taking part in the next act of play or being able to run to the next contest then, if it is a greater penalty than would otherwise be provided above, the Field Umpire shall award a free kick and a 50 metre penalty to that player's team.

OTHER FREE KICKS

PERMITTED NUMBERS AT THE CENTRE BOUNCE (LAW 11.3.4)

Trainers and runners are included in a team's count.

At a centre bounce/throw-up, once the Umpire has commenced his approach, no player may enter the centre square until the ball is bounced or thrown up. When a breach of this law occurs, the free kick is awarded to the player of the opposing side nearest the centre circle.

OFFICIAL WITHIN 50-METRE ARC (LAW 13.5)

No official is permitted within the 50-metre arc during the time when a defensive player is preparing to kick in or in the act of kicking the ball back into play after a behind has been scored (except if treating an injured player).

MARKING THE FOOTBALL (LAW 14)

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 fifteen metres; 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.

A mark shall be awarded to a player who crosses the boundary, goal or behind line from the playing ground but controls the ball before it has passed completely over the boundary, goal or behind line. If the Umpire is in doubt he should consult the Boundary Umpire or Goal Umpire.

A mark shall be allowed when the ball is caught and controlled on the boundary, goal or behind line.

A mark will be awarded when a ball-in flight strikes an Umpire, or any other authorised official.

A mark will be awarded when a player catches and/or controls the ball and then it is knocked clear as a result of the player being contacted or contacting another player, post, fence, or the ground.

A mark will be awarded to the player in front when two or more players simultaneously catch the ball.

If a player claims a mark, the ball having been touched in transit, and retains possession when held by an opponent, then the Umpire shall not award a free kick but bounce/throw-up the ball if he is satisfied that the player did not hear his call of "play on". If the ball has been taken away from the player by another player the Umpire's "play on" call shall hold good.

The Umpire shall bounce/throw-up the ball when in doubt as to which player has taken a mark.

A player must catch and/or be in control of the ball. Technical marking decisions are not acceptable.

A player may juggle the ball and provided it is not touched by another player or touches the ground or crosses the boundary or goal or behind line, it will be a mark if he brings it under control. This includes a player who punches the ball and subsequently catches it without the ball being touched by another player.

In the event that the ball is touched in transit, the “play on” call and signal must be given immediately to inform players that a mark will not be awarded should the ball be caught.

Play on will apply if a player catches his own kick.

Play on will apply when the ball is punched clear as a player catches the ball.

Play on will apply when the ball is punched clear as a player juggles the ball without having the ball under control.

Play on will apply when the ball is knocked clear (whilst being juggled without being under control) as a result of the player being contacted or contacting another player, post, fence, or the ground.

CANCELLING A MARK (LAW 14.6)

Where a Field Umpire incorrectly blows the whistle for a mark that was not completed, he may cancel the decision and call and signal ‘play on’.

REPORTING PLAYERS AND OFFICIALS (LAW 19)

All reportable offences (Law 19.2) committed by players and officials and observed by an Umpire must be reported.

Particular attention must be paid where players are ‘open’ and receive intentional, reckless or negligent contact when they:

- Have their head down over the ball and they are bumped or receive forceful contact from front-on;
- Have just disposed of the ball;
- Have just taken a mark;
- Have just been awarded a free kick;
- Are further than 5 metres from the ball.

In these instances, the player has little chance of protecting himself or taking evasive action. He is a “sitting duck”. Umpires must get this situation under control and report where necessary. They should be alert around centre bounces/throw-ups, boundary throw-ins and particularly when a player has run into an open goal and has kicked a goal.

One specific offence is intentionally, recklessly or negligently striking another person. A strike is a hit by any part of the hand or arm. Pushes, pulls, grabs and contact by the body do not constitute striking. The intent of a player is important in determining if a strike is reportable.

Some common situations in which striking may occur include the following:

■ Tackling the player with the ball

The intent of a tackler must be to grab, push or bump the player with the ball. An arm flung out, with the fist clenched or not, which makes contact with the head in these circumstances is reportable. Use of the raised forearm is a strike.

The player in possession may ward off a tackler by pushing him with an open hand to the chest, shoulder or side. An arm flung out, with the fist clenched or not, which makes contact with the head in these circumstances is reportable. Use of the forearm is a strike.

■ Contest for the ball-in general play

A player who is not in possession of the ball may be fairly met only by bumping or pushing. If an opponent strikes a player not in possession of the ball in the head, unless the intent is to hit or take possession of the ball, the opponent is to be reported for striking.

NB: If a player makes forceful contact with or bumps an opponent from front on who has his head down over the ball he must be reported. (Law 15.4.5n)

■ Marking contests

Unless the intent is to hit the ball, a player who strikes an opponent in the head or throat when the opponent is attempting to mark the ball must be reported.

■ Shepherding

The intent of the shepherd should be to block the progress of an opponent by pushing, bumping or blocking with the body or arm. Contact to the face or throat by the forearm or with an arm thrust in the direction of the head is reportable.

The above shall also apply when the chaser initiates such contact on the shepherd.

CHARGING

Charging is colliding with an opposition player:

- who is not within 5 metres of the ball;
- who is not in the act of taking possession or attempting to take possession of the ball and, although within 5 metres of the ball, is not in the immediate contest and would not reasonably expect such contact;
- who has marked the ball or been awarded a free kick;
- who is attempting to mark the ball;
- who has disposed of the ball;
- who is shepherding a team-mate;
- before the ball is brought into play.

ROUGH CONTACT

Rough contact is when a player commits a breach of the laws against an opponent in an intentional, reckless or negligent manner other than by charging or striking. In situations not covered by the definition of charging, e.g. a player who jumps into an opponent making contact with the knees or drops his knees on the opponent in an intentional, reckless or negligent manner, is to be reported for rough contact.

Further, offences which are intentional, reckless or negligent manner, but not necessarily violent, e.g. kneeling, are also to be reported as rough conduct.

TRIPPING/KICKING ANOTHER PERSON

Players who intentionally, recklessly or negligently kick an opponent, or trip an opponent by foot or leg or attempt to do so, are to be reported.

ENGAGING IN TIME WASTING:

On most occasions when a player deliberately delays the play after a set play has been awarded, application of a 50-metre penalty is sufficient action. However, players who waste time to the extreme will be reported, e.g.: a player deliberately kicking the ball into the crowd after play has stopped.

Common sense must prevail; frivolous reports are not acceptable, but extreme breaches must be reported as follows:

"I report No. ... of ... for engaging in time wasting in that he..."

DISPUTING DECISIONS, ABUSIVE, INSULTING OR THREATENING LANGUAGE OR BEHAVIOUR

All players have the right to ask the reason a decision has been given. In all instances, provided the player asks in a reasonable manner, the Umpire shall tell them. Asking in a reasonable manner what a decision is for should not be construed as disputing decisions.

In instances where a player disputes a decision **in a manner, which is neither demonstrative or abusive**, the Umpire should talk to him and attempt to resolve the player's concerns (Remember zero tolerance).

In these instances, if the Umpire handles the situation competently, there would be no need for further action.

However **all instances** in which players dispute decisions or use insulting behaviour toward an Umpire in an **obvious or demonstrative manner** are to be penalised by a free kick or, if the opposition has been awarded a mark or free kick, a 50m penalty.

Examples of what is deemed an **obvious or demonstrative manner** are:

- giving thumbs up or two finger signs to Umpires;
- rushing at an Umpire in response to a decision;
- throwing a mouthguard in response to a decision.

In addition, the Umpire may report the player if he is of the opinion the matter is serious enough to warrant being put to the Tribunal.

Advising player of a report

When a Field Umpire observes a reportable incident he will make a report. It is essential that the players involved in a reportable incident are advised of the report. The reported player must be told by the reporting Field Umpire, that he is reported, and what the charge is. For example, for striking No. 6. When advising the player, the Field Umpire should ask the player if he understands that he has been reported for whatever the charge is. He should then advise any other player directly involved in the incident, of the report. The Field Umpire should make a brief note in his note book at that time, [for example, 1st Q outer wing, No. 15 (team) for striking No. 6 (team)], immediately after he has spoken to the players.

If play has stopped or at the other end of the ground, the Field Umpire will make the report immediately. However, if play is in progress, and he is The Umpire he will continue with play and inform the players concerned at the first opportunity, i.e. after a goal has been scored or, prior to the commencement of the next quarter.

In the event that play has stopped and a melee develops, the Field Umpire is to remain approximately 10 metres from the melee and take note of events. The appropriate action is to be taken at the conclusion of the melee by making a report, if warranted, or by speaking to the players involved if a caution is warranted.

Implementing on-field procedures correctly will minimise the possibility of the charge being dismissed on a technicality.

ORDER-OFF (LAW 20)

The Order-off Law applies to all competitions other than the AFL competition. 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.

Note: Goal and Boundary Umpires do not have the authority to order-off.

INFECTIOUS DISEASES (LAW 22) – 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.

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 to all Umpires 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.

FIELD UMPIRE IN CONTROL OF PLAY

■ 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 prior to the bleeding player crossing the line. The replacement player is to be given a reasonable time to take up his position prior to play recommencing provided that player enters the playing surface prior to the bleeding player leaving 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 who is actively bleeding at the time he is 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. (Law 22.7).

■ Player not Actively Bleeding (Law 22.4)

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:

- (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.

■ Field Umpire not in control of play /Boundary Umpires/Goal Umpires/Emergency Umpires

At the next stoppage of play, the Umpire should attract the attention of the controlling Field Umpire (blow the whistle if necessary) and indicate verbally or visually (signal – straight arms crossed above the head), ensure the controlling Field Umpire acknowledges by verbal or visual indication (as above), then run to the player and direct him in accordance with (i) or (ii) as appropriate.

Note: If a player leaves the playing surface on his own or his club's initiative, play is allowed to continue. The resumption of play is only to be delayed when an Umpire directs a player to leave the playing surface.

In the event of an Umpire having blood on his person or uniform the same rule applies and the Umpire must comply with (i) or (ii) as appropriate before continuing to officiate.

ASSESSMENT

You will need to interpret and apply the Laws related to Field Umpiring in a confident manner under senior football match conditions and in accordance with the Laws of Australian Football and the Spirit of the Laws, including:

- Possession of the Football;
- Disposal of the Football;
- Permitted and Prohibited Physical Contact;
- Relating to Umpires;
- Relating to Out of Bounds;
- Shaking Goal Post;
- Deliberate rushed behind;
- Reportable Offences;
- Generally;
- Awarding marks;
- Implementing the Order-off Law;
- Implementing the Infectious Diseases Law 'Blood rule';
- Correctly reporting a player;
- Displaying confidence and decisiveness in decision making.

UNIT 4 – POSITION

Maintaining the best possible position in relation to play/ers is a very important skill in the Field Umpires' preparation. Accurate and consistent decision making can only occur if the Field Umpire gets a "good look at the situation".

A guide to whether the Field Umpire 'has got a good look at the situation' can be if the Field Umpire can see the head, shoulders and the ball of the player in possession. The majority of free kicks are in the contest for the ball area. At times it might appear that the umpire is not in the correct position, but he may be in the best position.

Running is crucial to maintaining and achieving good position. The ability to sprint is an attribute of successful Umpires and they use this attribute to maximum benefit during a match. Knowing when (and where) to run is the key to maintaining correct position in relation to the play.

ACCELERATION POINTS

The following circumstances (which occur regularly in a match) are known as "acceleration points" and act as triggers for Umpires to accelerate to achieve good position.

■ Running with the running player when they have possession of the ball.

When the player with the ball sprints/increases pace, the Umpire should accelerate. When players bounce the ball, he should use that as a signal to accelerate.

■ Scrimmages

When the whistle is blown for a field bounce/throw-up, the Umpire should use that as an acceleration point to sprint to gather the ball for the bounce/throw-up.

■ Scoring Area

When a mark or free kick has been awarded within scoring distance, the Umpire should use that as an acceleration point to sprint to line up the player for the kick at goal. When the ball is kicked in after a behind, the Umpire should use that as an acceleration point to sprint to be side on to the contest, some 20-25m inside the contest.

■ Out of Bounds

When the ball is blown out of bounds by the Boundary Umpire, the Field Umpire should use that as an acceleration point to sprint to position for the boundary throw-in.

■ Ball heads towards the Boundary Line

When the ball is heading towards the boundary line and the Umpire is caught behind players, he should use that as an acceleration point to sprint to position to be on the side of play.

■ General Play

When the ball is disposed of and the Umpire is retaining control, he can use that as an acceleration point to sprint to the best position for the next contest.

■ Change of Control – (Two Umpire system only)

When the Umpire awards a mark or free kick away from No. 2, No. 2 can use that as an acceleration point to sprint up to assume control.

TWO UMPIRE SYSTEM – DEFINITIONS

MAJOR AXIS	An imaginary straight line, which divides the playing field into, halves lengthways extending from centre of goal at both ends and passing through the centre.
MINOR AXIS	An imaginary straight line which divides the playing field sideways extending from wing to wing passing through the centre.
ENDS OF CENTRE SQUARE	The lines of the centre square parallel to the minor axis.
SIDES OF CENTRE SQUARE	The lines of the centre square parallel to the major axis.
TRAMLINES	Imaginary straight lines, extending from the ends of the sides of the centre square to the boundary lines at both ends of the ground, parallel to the major axis.
50-METRE LINES	Extend in an arc from one boundary line to the other 50 metres from the centre of the goal.
ONE UMPIRE AREA (END ZONE)	The area at both ends of the ground within 50 metres of goal.
THE UMPIRE	The Umpire controlling play.

NO. 2	The Umpire not controlling play.
SET PLAY	Resultant play from a mark or free kick.
INSIDE THE PLAY	Refers to The Umpire's position. The Umpire is "inside the play" when the play is between him and the nearest boundary line.
SHORT SIDE	Refers to The Umpire's position – when he is between play and nearest goal.
LONG SIDE	Refers to The Umpire's position – when play is between him and nearest goal.
ATTACKING PLAYER	Any player of "the team in possession" of the ball.
DEFENDING PLAYER	Any player of "the team not in possession" of the ball.
CHANGE OF CONTROL	When control of play passes from one Umpire to the other by "The Umpire" relinquishing control to No. 2. Thus, No. 2 becomes "The Umpire" and "The Umpire" becomes No. 2.

STARTING THE MATCH

DECIDING "THE UMPIRE"

The Umpires will decide who will commence the match as "The Umpire" prior to leaving the Umpires room and entering the arena.

ENTRY TO ARENA

The Field Umpires will walk side by side, followed by the two Boundary Umpires, then the two Goal Umpires.

The Umpire will carry the football, and when the group is approximately 25 metres inside the playing arena, will hold the ball aloft until acknowledged by the timekeepers by a single blast on the siren. The group will proceed to the centre circle, where Field and Boundary Umpires may then break away to commence their warm up.

WARM UP PERIOD

Most Controlling Bodies will have rules for their competition relative to teams taking footballs onto the ground for their warm up. The Coach should familiarise the Umpires with the requirements of the Controlling Body regarding its version of the warm up period.

COMMENCING THE MATCH (FOR EACH QUARTER)

To commence play at the start of each quarter, The Umpire shall hold the ball above his head, await acknowledgement from the timekeeper by a single blast of the siren, blow his whistle and bounce/throw-up the ball-in the circle. Match timing shall commence on the sound of the whistle.



CONTROL AND POSITIONING

These are the critical areas of the operation of the Two Umpire System. Co-operation, communication and concentration are essential. Only the Umpire will instigate a change of control. Under no circumstances will No. 2 instigate a change of control.

CONTROL – GENERAL PLAY

As a general rule. The Umpire is responsible for awarding all free kicks and marks (set plays) except in special circumstances. (See information – Special Provisions Covering the Awarding of Free Kicks by No. 2).

CENTRE BOUNCES/BALL-UPS

■ Starting each quarter

When the decision has been made as to who will commence the match as “The Umpire”, he will bounce/throw-up the ball to start the 1st and 2nd quarters. The other Umpire will bounce/throw-up the ball to start the 3rd and 4th quarters.

■ Positioning

The ground is theoretically divided in half by the minor axis. Prior to the commencement of each quarter, the Umpires decide which half they will operate in for the first bounce/throw-up.

For the bounce/throw-up, The Umpire makes his approach along the minor axis; (this may be varied slightly if ground conditions prevent a good approach). No. 2 will be positioned about 50-metres along from the goal line and 20 metres from the major axis, on the opposite side of the ground to The Umpire. (See Fig. 2 Positioning at centre bounce).



After each goal The Umpire will give the “all clear” and then move to a position approximately 50 metres along from the goal line and 20 metres from the major axis and on the same side of the ground to which the first Boundary Umpire runs. This position may vary according to ground size. In doing this The Umpire then becomes No. 2.

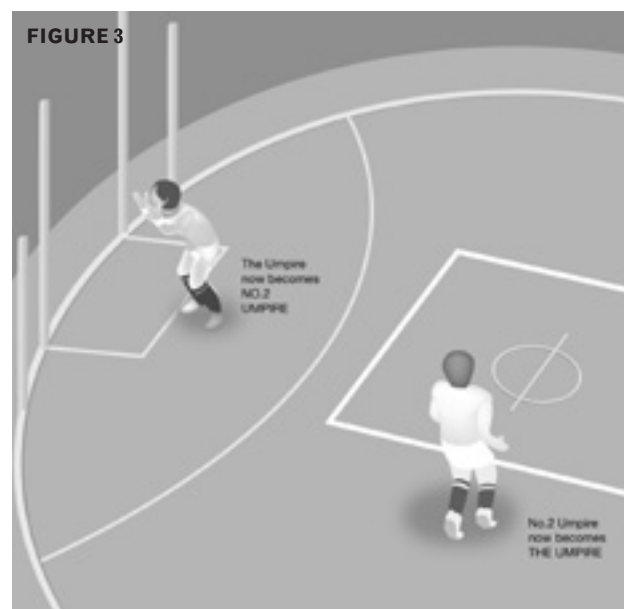
No. 2, at the time the “all clear” is given, will move to the centre square to receive the ball from the second Boundary Umpire. No. 2 then becomes “The Umpire”. (See Figure 3).

If for reasons of sun, wind or ground conditions, it would be better for The Umpire to change sides of the major axis for the centre bounce/throw-up, this may be carried out after The Umpire has received the ball from the Boundary Umpire.

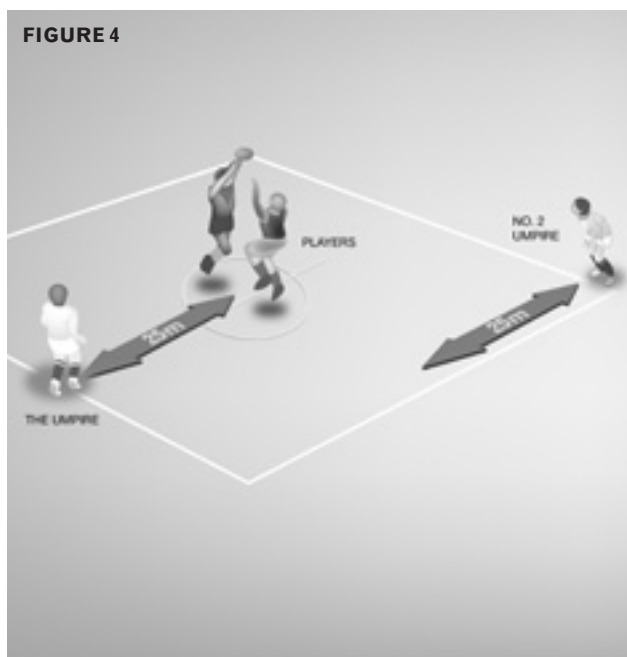
Positioning at centre bounce after goal scored facilitating the change of Umpire. (See Fig. 3 Positioning at centre bounce).

■ Predetermined areas of control

After the bounce/throw-up (no infringements having occurred) The Umpire shall back off along the minor axis and make position according to the next act of play.



No. 2 should be adjusting his position on the field accordingly, prepared to become The Umpire should the ball be clearly kicked into his area of the ground and control is handed over. (See Figure 4).



Predetermined areas of control immediately following a centre bounce.

In the case where the ball does not clearly go in either direction, The Umpire retains control; No. 2 will be adjusting his position accordingly.

In the case where the ball travels clearly in No. 2's direction, The Umpire will relinquish control and back away quickly.

■ **Responsibilities**

The Umpire: awards all free kicks observed at centre bounces/throw-ups.

No.2: may award penalties for 5 in square infringements and off the ball-infringements e.g. holding, shepherding, charging, etc. but not infringements in the actual ruck contest (except as note below).

Note: The No. 2 Umpire may penalise major and obvious infringements in the ruck contest when The Umpire is obviously unsighted e.g. when The Umpire is interfered with or knocked over.

Positioning – General Play – The Umpire

■ **Ball-in contest**

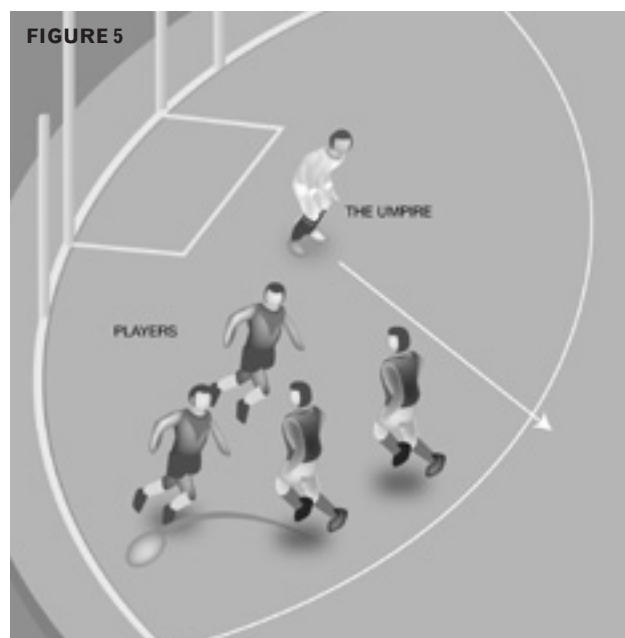
The Umpire should attempt at all times to be inside the play, some 20 to 25 metres away.

■ **Ball heads toward boundary**

When play heads toward the boundary line; The Umpire must attempt to get on the side of play.

■ **Ball heads toward boundary line within scoring distance.**

If play is within a kick of goal, he runs to the long side (see Figure 5).



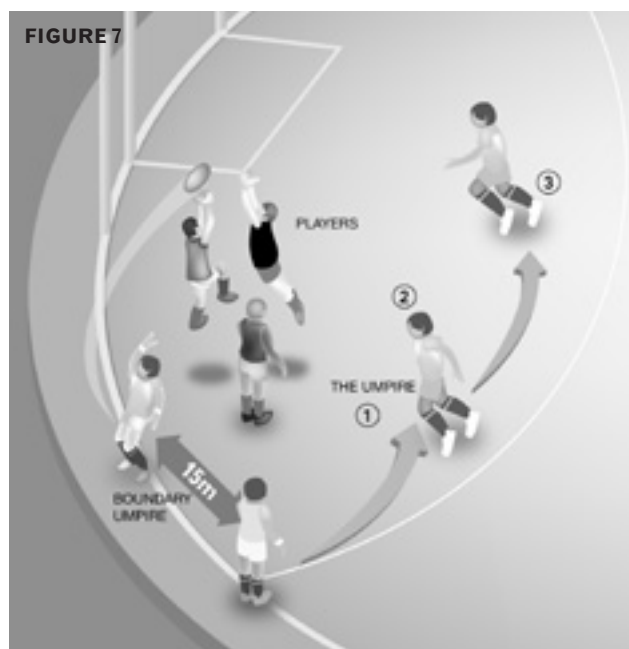
Ball heads toward boundary line not within scoring distance.

On the other occasions he runs to the short side (see Figure 6).

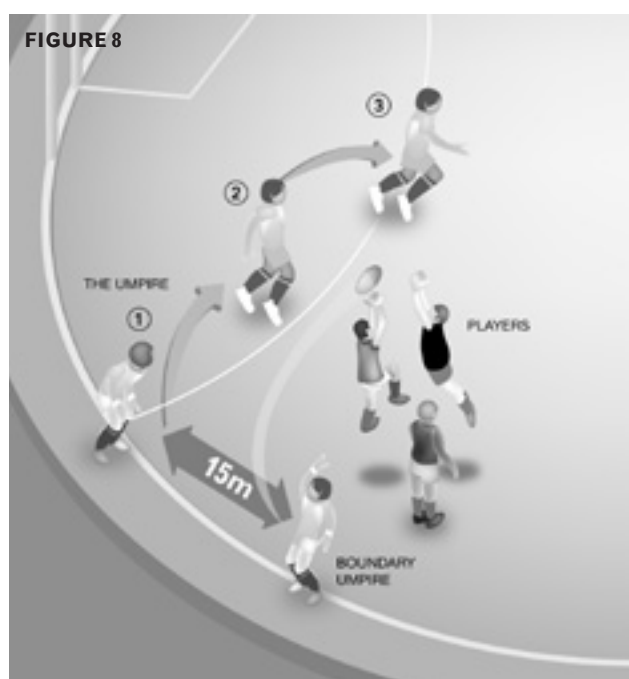


BOUNDARY THROW-INS

The spot where the ball went out of bounds will determine which side of the ruck contest The Umpire will stand. If the spot is within a kick of goal, he will stand on the long side (see Figure 7).



On all other occasions he will stand on the short side (see Figure 8). In either position, The Umpire must be side on (and slightly forward) to the players contesting the hit out at the point of contact, then move quickly toward the major axis, inside play, immediately contact is made with the ball.



Field bounces/throw-ups

The Umpire will bounce/throw-up the ball facing the boundary, goal or behind line when in the vicinity of those lines so as not to be caught outside the play.

Positioning – General Play No. 2

No. 2 should be a little less than a kick away from play, within the tramlines, or just outside where play permits. He will continually adjust his position in accordance with the movements of play.

Retaining Control – General Play

If The Umpire intends to retain control in general play (even though the ball is kicked toward No. 2) he will be moving with the play and tapping himself on the side of the chest nearest No. 2.

■ Short kicks, and kicks across ground

In these instances, The Umpire should generally retain control as he is usually in the better position. He should indicate his decision quickly and clearly, by tapping his chest as indicated above.

■ Ball kicked out of defence

The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground. This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.

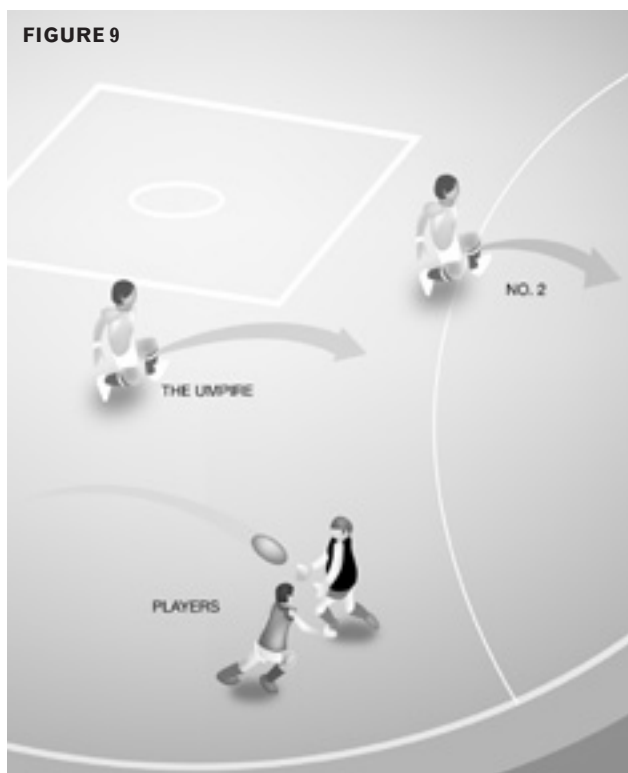
■ Player running with the ball

Where the player with the ball runs towards No. 2, The Umpire must run with the running player. No. 2 will back off accordingly.

■ Long passage of play with ball-in contest

Control must never change while the ball is in contest. The Umpire retains control when the ball travels into No. 2's one Umpire area (without a full length kick) but he must be on the lookout for an opportunity to change control, e.g. by a long handpass, a kick off the ground, a player running with the ball (but not being tackled), etc.

No. 2 should be adjusting his position by backing away when he sees The Umpire moving toward him with the play, but he should be alert, anticipating that The Umpire will be looking for an opportunity to relinquish control (see Figure 9. Play travelling into No 2's one Umpire area – long passage of play with ball-in contest without a full length kick).



Change of Control – Kicks in General Play

If The Umpire intends to relinquish control, he will stop running when the ball is kicked and yell 'yours'.

No. 2 will be watching play and The Umpire, and will act according to the indication given by The Umpire. The onus is on The Umpire to make his intentions known in a quick, obvious and decisive manner.

Change of Control – Breaks in Play

If The Umpire has had control for a long time, he may, at a suitable break in play (e.g. a behind being scored, but Umpires need to be aware of the possibility of a quick kick-in after a behind.) call in No. 2 to take over as The Umpire. No. 2 cannot instigate a change of control.

Awarding Marks and Free Kicks Determines Positioning

The Umpire is responsible for penalising all infringements and awarding all marks in general play (except in special circumstances as noted). He then determines control of the next act of play by his positioning, which will be dependent on the direction of the resultant free kick.

Two Umpire Control – following a mark or free kick

■ Ball kicked toward No. 2 (see Figure 10)

If the kick is to be directed toward No. 2, The Umpire assumes a position along the line of the mark or free kick some 15 metres inside the player on the mark. No. 2 assumes a position just short of the anticipated destination of the kick and inside the players awaiting the ball.



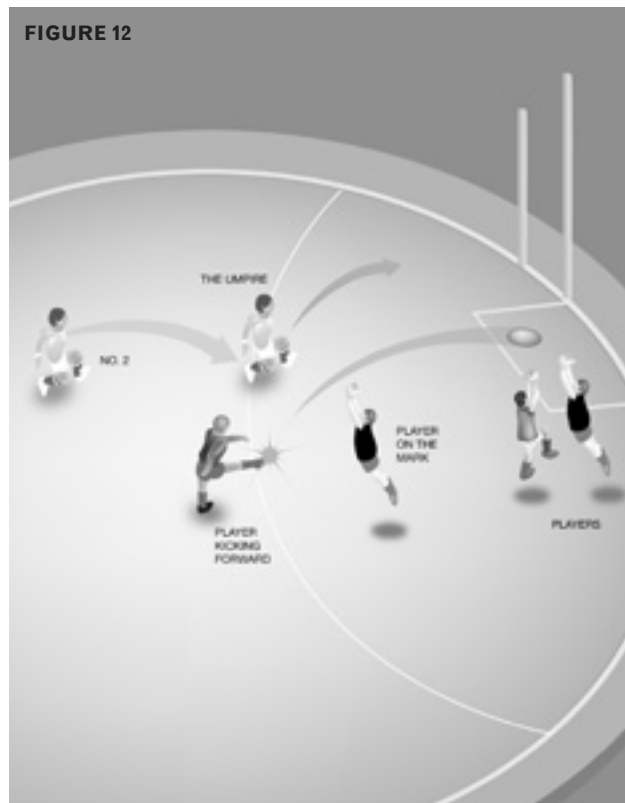
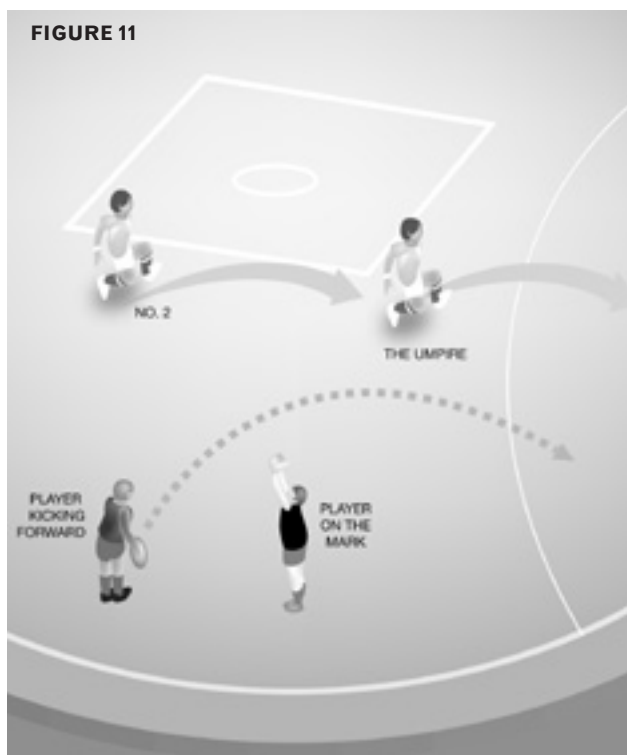
The Umpire supervises the mark. He retains the role of The Umpire until the ball is kicked. No. 2 supervises the players at the anticipated destination and becomes The Umpire when the action commences.

No. 2 has nothing to do with supervising the mark in this situation.

■ Ball kicked away from No. 2 (see Figure 11)

The Umpire supervises play immediately after awarding the mark or free kick, i.e. puts player on mark etc. and retains verbal control whilst backing off in the direction of the anticipated kick until No. 2 arrives within 15/20 metres of the mark (a position from which he can assume verbal control) at which time The Umpire can relinquish control. In these circumstances No. 2 must ensure he moves quickly to his new position to assume control.

No. 2 becomes The Umpire and controls the mark and should aim to achieve a position along the line of the kick 15 metres inside the mark. The new No. 2 now must move very quickly to achieve a position just short of the anticipated destination, 20–25 metres inside the players awaiting the ball.



SPECIAL NOTE

Where The Umpire deems there is a need for him to show strong presence at the mark, he will indicate to No.2 his intention to stay at the mark by tapping his buttock. No.2 will then run past assuming a position 20–25 metres from the anticipated next act of play.

It is vital that The Umpire decide and indicate QUICKLY his intention to remain at the mark, allowing his partner the maximum time available to take up his new position at the next act of play.

Two Umpire control – following a mark or free kick, kick at goal unlikely to score

Two Umpire control applies when a set kick at goal is unlikely to score. (see Fig. 12).

After awarding the mark or free kick, The Umpire adopts the normal position for the ball kicked away from No. 2 (but does not go quite so far down in relation to the anticipated destination; he is a little shorter and wider so as not to get caught up in play around goals) and becomes No. 2.

No. 2 runs in quickly to supervise the mark thereby becoming The Umpire. He must attempt to be in verbal control of the mark as quickly as possible, assuming a position along the line of the mark 15 metres inside.

As soon as the ball is kicked, he quickly returns to the No. 2 position within the tramlines.

(i) Outside the Tramlines

Where The Umpire awards a mark or free kick and the kick is not likely to score and The Umpire is required to attend the mark (that is he needs to show a presence at the spot) he will indicate to No 2 that he will be staying at the mark by tapping his buttock. No 2 will run into the 50-metre area assuming an appropriate position just short of the expected destination of the kick.

(ii) Within the Tramlines

The Umpire may award a mark or free kick and then run forward to position just short of the expected destination of the kick, so as to keep players forward of the play under observation. No 2 will run in and position himself to take control of the mark thus becoming The Umpire.

One Umpire Control – Following a mark or free kick

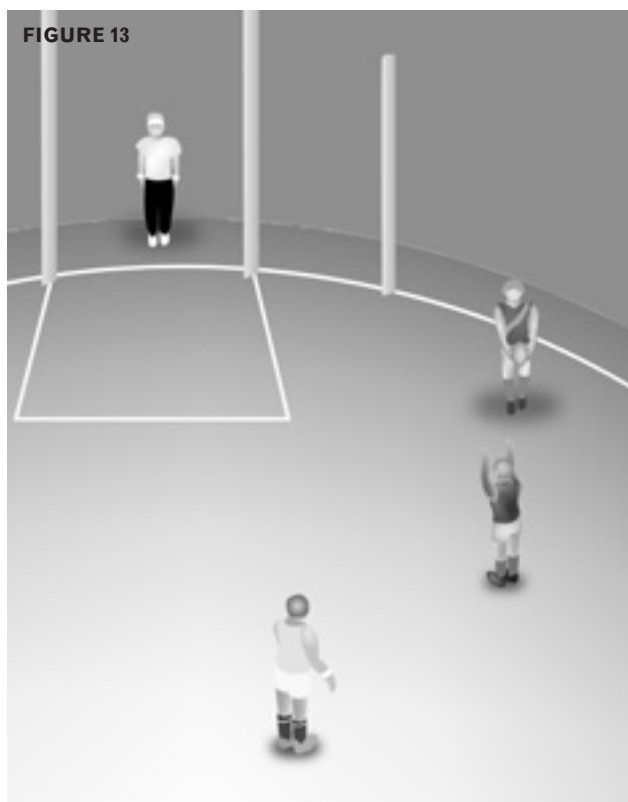
■ Kick out of defence (see Figure 13)

Where a player has a mark or free kick out of defence the usual one Umpire positioning applies. The Umpire will position himself between kicker and catcher at approximately forty five degrees to the line of kick, but close enough to maintain verbal control of the player on the mark and the player with the ball.

As the ball is kicked, The Umpire runs to a position 20–25 metres from the contest, inside play and adjacent to it. No. 2 is positioned within the tramlines or just outside depending on the play and approximately a kick away on the same side of the major axis as The Umpire.

The Umpire retains control when the ball is kicked out of defence and appears unlikely to cross the end of square line or its extension to the boundary on each side of the ground.

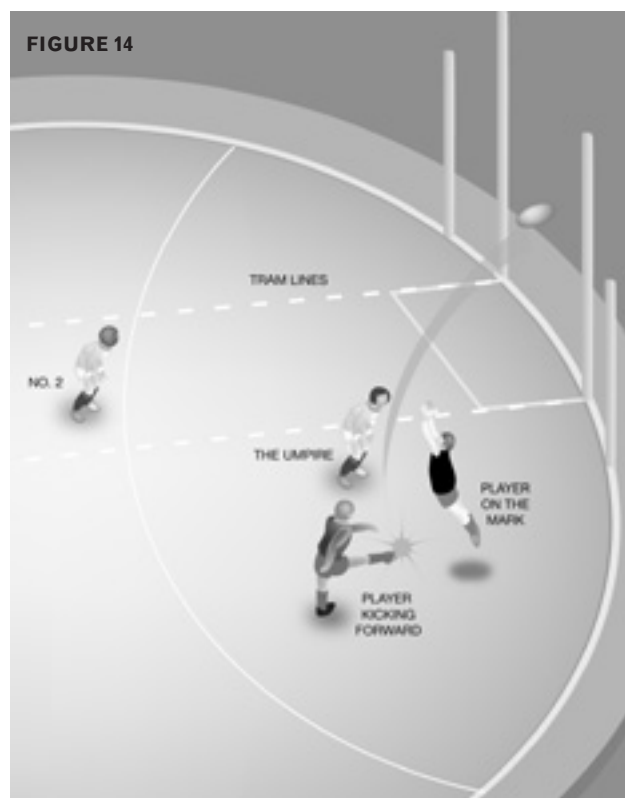
This will ensure the best opportunity for No. 2 to gain good position should the ball continue quickly to a position deep in the forward line.



■ Kick at goal, likely to score (see Figure 14)

One Umpire control applies when the player on the mark is required to take up his position less than 40 metres from the goal line. After lining the player up, The Umpire should position himself close enough to have verbal control of both the player on the mark and the player with the ball at least 45 degrees to the anticipated line of kick. The shorter the kick, the wider the angle.

No. 2 is positioned within the tramlines ready for any rebound.



Special Note

Where the mark of the mark or free kick is wide on the ground (near a boundary line) requiring The Umpire to run out to line up the kick at goal, The Umpire must take into account the possibility of the player with the ball kicking quickly, or playing on. This often results in The Umpire being caught badly out of position, i.e. too close to the mark or under the flight of the ball.

The Umpire must be alert and anticipate the “next act of play”. If it is obvious that the player will kick quickly or play on, The Umpire will not run into the mark but will make position based on the anticipated “next act of play”. If it is obvious that the player will kick at goal, The Umpire will run in quickly, line up the kick and quickly move back to the correct position.

Umpires must always anticipate “the next act of play” in determining their positioning in these circumstances.

Umpires need to remain alert and display anticipation to ensure they are not caught out of position, and miss infringements particularly around goals.

■ Kick in from a behind (see Figure 15)

One Umpire control applies. The Umpire will give the all clear, and players should then immediately clear the area within 5 metres of the goal square (except for the player taking the kick). The Umpire needs to be alert for the player who brings the ball back into the field of play immediately after the goal Umpire signals a behind.

The Umpire will then back off some 25 metres from the kick off line and close to the major axis. If the player kicking off decides to do so from the side of the goal square the Umpire will align himself with the goal post on the side of the major axis that the player is intending to kick to, whilst No. 2 will be positioned within the tramlines, near to the end of the centre square and adjusts position in relation to the kick.

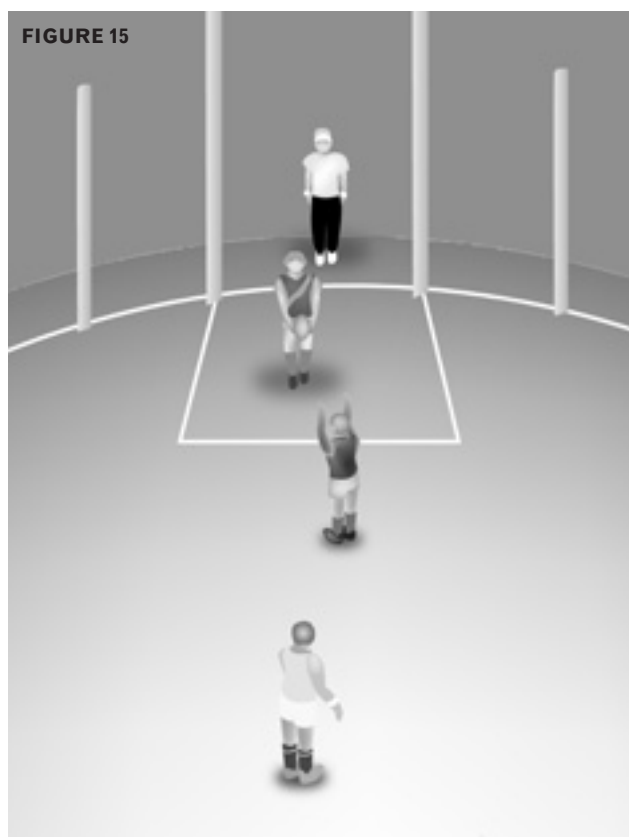


FIGURE 15

Infringement After Disposal

■ Attacking team infringed against

When the attacking team is infringed against after disposal (i.e. the kicker or the shepherd).

■ Kick directed toward No. 2

The Umpire will blow his whistle loudly and point down field, in the direction of the kick, in a definite and obvious manner.

He must make certain No. 2 acknowledges and understands that there is a free kick down field. The Umpire then becomes No. 2 and must ensure he takes appropriate action with the player who infringed. This may mean speaking with the player, a caution, or a report. He certainly needs to show a presence and prevent any retaliation likely to occur.

No. 2 becomes The Umpire and awards the free kick at the spot where the ball landed or was first touched, or allows play to proceed if it has gone to the advantage of the team offended against.

■ Kick directed away from No. 2

The Umpire will blow the whistle, point down field where the ball lands and run with play. He will award the free kick at the spot where the ball landed or was first touched, or allow play to proceed if it has gone to the advantage of the team offended against.

No. 2 should be aware of the situation and immediately take appropriate action, with the player who infringed, as described in above.

■ Defending team infringed against

When the defending team is infringed against after disposal by the attacking team (i.e. chaser infringed against by the shepherd), The Umpire will blow the whistle loudly and award the resultant free kick at the spot where the infringement occurred, provided it will penalise the offending team.

■ Resuming Play at Correct Location after Delay

Where The Umpire has stopped play for any reason, and his attention is directed away from the spot where play stopped (i.e. an altercation further down ground, away from No. 2), No. 2 will particularly note the location where play stopped. Should a team attempt to gain an advantage by either advancing or retracting the location of the spot that play stopped, No. 2 will direct The Umpires' attention to the correct location where the play should recommence.

TIME ON

Only The Umpire can blow "time on" or "time off" however, if No. 2 (at the time the undue delay commenced) becomes The Umpire before the delay is over, he will blow "time off" even though he did not blow "time on".

END OF QUARTERS

The ball shall be deemed dead when one of the Field Umpires hears the first sound of the siren. That Field Umpire shall be the sole judge of whether the ball has been kicked or handled or whether a free kick has been awarded prior to the first sound of the siren.

REPORTABLE OFFENCES

Every Umpire witnessing a reportable offence must make a report. In the case of a Goal and/or Boundary Umpire reporting an incident not seen by either Field Umpire, refer to your Controlling Body's local rules for the correct procedure for following through with the report.

■ The Umpire

In most instances, for The Umpire to observe a reportable offence, it will occur where the play is.

A free kick will be awarded where the incident occurred. The Umpire must be alert; however, not to enforce the free kick if the side offended against will be penalised, that is, if the ball has gone to advantage.

The onus is on The Umpire to decide if the ball has gone to advantage, if not, play must be stopped and the report made immediately. If play has gone to advantage, The Umpire will inform the parties concerned in the report at the first available opportunity.

■ No. 2

■ Refer to – Special Provisions covering the awarding of free kicks by No. 2

If a reportable incident occurs under any of these circumstances the report will be made immediately, subject to provisions applying to play going to advantage (as for The Umpire above).

■ Reportable incident in general play (controlled by The Umpire)

Unless the play has gone to advantage, The Umpire should stop play and No. 2 will make the report immediately in conjunction with The Umpire. Should play have gone to advantage and the ball is kicked toward No. 2, play will proceed and the report will be made by No. 2 at the first opportunity after the incident. If ball is kicked away from No. 2, he will make the report immediately.

■ Reportable incident in general play, not reported by The Umpire

If No. 2 observes a reportable incident in general play, and The Umpire does not report, No. 2 will proceed with the report (as per instruction above). However, No. 2 should take into account The Umpire will be much closer to the incident and generally have a better view unless of course, his view may have been obscured. If No. 2 reports under these circumstances he must be absolutely certain that a reportable offence has occurred.

■ Special Provisions: The Awarding of Free Kicks by No. 2

As a general rule, The Umpire is responsible for awarding all free kicks and marks (set plays). However, occasionally circumstances arise where MAJOR infringements occur and are observed by No. 2 and not The Umpire as his vision may have been obscured. Therefore it is necessary to have special provisions to accommodate these circumstances.

CENTRE BOUNCES/THROW-UPS

■ Infringement Forward of the Ball to be Kicked Toward No. 2

■ Attacking player infringed against

No. 2 will blow his whistle **loudly** attracting the attention of The Umpire. The resultant kick will be taken at the spot where the infringement occurred.

■ Defending player infringed against

No. 2 will blow his whistle **loudly** attracting the attention of The Umpire. The resultant kick will be taken where the ball was at the time.

NOTES

- Under these provisions, a free kick will be awarded only if it will penalise the offending team. Under no circumstances will a free kick be awarded if it will penalise the side offended against.
- Free kicks will be taken at the spot where the infringement occurred, or where the ball was at the time, whichever is the greater penalty against the offending team.
- No. 2 must realise that a free kick awarded under these provisions will interrupt the flow of the game. Therefore only **warranted** infringements will be penalised.
- Free kicks awarded by No. 2 under these provisions are fraught with the possible danger of confusion arising should The Umpire not be aware of No. 2's action. Therefore No. 2 must be definite and obvious in his action and at all times ensure that The Umpire is aware, understands and acknowledges.
- Method of acknowledgement by The Umpire that No. 2 has attracted his attention is to immediately blow time on.

END OF MATCH

Where two (or more) Field Umpires are officiating, the ball shall be deemed dead when one of the Field Umpires hears the first sound of the siren. He will acknowledge that he has heard the siren by blowing his whistle and raising both arms vertically in the air.

■ Kick After Siren

In the event of The Umpire awarding a free kick or mark immediately prior to the siren necessitating in a shot at goal being taken after the siren, it is quite likely that spectators may invade the arena. When this occurs, both Umpires are responsible to attempt to prevent spectator interference with the kick.

In these circumstances No. 2 must run quickly to The Umpire's assistance and their responsibilities are as follows:

■ **At kick: No. 2**

No. 2 to make sure that the kicker has clear access, enlist police, officials and player's aid if possible. If a spectator interferes with the kicker or smothers the kick, endeavour to give the kicker another kick.

This only applies when the actions of the spectator directly affect the attempt to kick the ball.

■ **At goal: The Umpire**

The Umpire to endeavour to clear scoring area, enlist police, officials and player's aid if possible. Should the following circumstances occur, The Umpire will observe the following instructions: –

- Spectator marks or stops ball – end of game.
- Spectator assists ball over scoring line – no score – end of game.
- Ball deflected over score line after contacting spectator. No score – end of game.
- Spectator interferes with defender (irrespective of whether he may have been able to touch ball or not). Give “all clear” – score stands.

Note: On all occasions when any of the above circumstances occur, The Umpire must write to the controlling body giving full details of the incident.

EXIT FROM ARENA

As soon as play is completed, both Umpires are to move to a central spot to enable security measures to be implemented efficiently. The Boundary Umpires will retrieve the ball if possible to do so and join Field Umpires as soon as practical.

THREE-UMPIRE SYSTEM

The following is a brief overview of the Three-umpire system.

(More detailed information is available from the 'Guidelines for Operation of the Three-umpire system' document).

A key feature of the Three-umpire system is the move away from the major axis as the primary reference for Umpires for their on field positioning. When the play enters the End Zone from the Mid Zone, the Near End Zone Umpire must be away from the major axis. The benefit for the players is that it creates more space for them in the area commonly known as “the centre corridor”. The Umpire benefits from the reduced likelihood of being contacted by players wishing to contest the ball-in “the corridor”.

For reference purposes the ground is divided into three unequal zones with each Umpire assuming responsibility for “his” zone at any particular time in the match.

STARTING THE GAME – CENTRE BOUNCES/THROW-UPS

■ **Centre Bounce Positioning**

The Mid Zone Umpire should make his approach along the minor axis for the centre bounce.

The End Zone Umpires should position themselves diagonally opposite each other and on the opposite side of the ground to that of the Boundary Umpires, within an area approximately 5m in radius from the corner of the centre square.

End Zone Umpires should adjust their position according to the next act of play. They should remain on the same side of the ground as their initial position following the bounce and should endeavour to move towards their immediate End Zone along the tramline.

BOUNDARY THROW-INS

■ **Boundary Throw-in Mid Zone**

The Mid Zone Umpire should take up an initial position to the front of the contest, 5–7 metres to the side of the Boundary Umpire, anticipating movement to a position 15–20m side-on to the contest, on the long side of the ground. Following the ruck contest his position is determined by the ensuing direction of play. There will be occasions when he remains outside play. If the ball is in dispute in the area of the ruck contest he can use this opportunity to work his way inside play.

END ZONE UMPIRES

The Near End Zone Umpire must take up a position on or outside “the tramline” on the same side as the boundary throw-in and remain on that side of the ground until a set play situation allows them to adjust position.

The Far End Zone Umpire must take up a position on or outside “the tram line” on the opposite side from the boundary throw-in and remain on that side of the ground until a set play situation allows them to adjust position.

■ **Boundary Throw-in End Zone – 25–50 metres from Goal**

The End Zone Umpire should take up an initial position to the front of the contest, 5–7 metres to the side of the Boundary Umpire on the short side of the ground, anticipating movement to a position 15–20m side on to the contest. His position following the ruck contest will be determined by the ensuing direction of play.

Mid Zone Umpire

The Mid Zone Umpire shall be less than a kick away, within “the tram lines” and adjust his position with the movement of play.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tramline” on the opposite side to the boundary throw-in and remain on that side of the ground until a set play situation allows them to adjust position.

■ **Boundary Throw-in End Zone – less than 25 metres from Goal**

The End Zone Umpire should take up an initial position to the front of the contest, 5–7 metres to the side of the Boundary Umpire on the long side of the ground, anticipating movement to a position 15–20m side on to the contest. His position following the ruck contest will be determined by the ensuing direction of play.

Mid Zone Umpire

The Mid Zone Umpire shall be less than a kick away, within “the tramlines” and adjust his position with the movement of play.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tramline” on the opposite side to the boundary throw-in and remain on that side of the ground until a set play situation allows him to adjust position.

FIELD BOUNCES/THROW-UPS

■ **Field Bounce/Throw-up in the Mid Zone**

As a general guide the Umpire will bounce/throw up the ball with his back to the major axis facing the nearest boundary line.

End Zone Umpires

End Zone Umpires must take up a position on or outside the ‘tramline’ on the opposite side of the ground to the field bounce/throw-up and remain on that side of the ground until a set play situation allows them to adjust position.

■ **Field Bounce/Throw-up in the Mid Zone Close to the 50m Arc**

(Option 1)

Near End Zone Umpire

The Near End Zone Umpire must take up a position outside “the tram line” on the same side of the ground as the field bounce/throw-up and remain on that side of the ground until a set play situation allows him to adjust position.

Far End Zone Umpire

The Far End Zone Umpire must take up a position on or outside “the tramline” on the opposite side of the ground as the field bounce/throw-up and remain on that side of the ground until a set play situation allows them to adjust position.

(Option 2)

End Zone Umpires

The End Zone Umpires should take up a position outside “the tramline” on the opposite side of the ground as the field bounce/throw-up and remain on that side of the ground until a set play situation allows them to adjust position.

■ **Field Bounce/Throw-up in the End Zone**

End Zone Umpire (Controlling Umpire)

The End Zone Umpire will bounce/throw-up the ball with his back to the major axis when the bounce/throw-up takes place outside 30 metres of goal. He will face the major axis when the bounce/throw-up takes place within 30 metres of goal.

Mid Zone Umpire

The Mid Zone Umpire shall be less than a kick away, within “the tram lines” and adjust his position with the movement of play.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tramline” on the same side of the ground as the field bounce/throw-up, on or near the 50m arc, until a set play situation allows him to adjust position.

INITIAL POSITIONING – FOLLOWING A MARK OR FREE KICK

■ **Following a mark or free kick in Mid Zone with resulting contest in End Zone**

Mid Zone Umpire (Controlling Umpire)

The Mid Zone Umpire should supervise the mark from a position 15–20 metres side on to the mark.

Near End Zone Umpire

The Near End Zone Umpire should take up a position on or outside “the tramline”, inside the 50m arc and on the opposite side of the mark, and remain on that side of the ground for the next contest.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tramline”, on or near the 50m arc, on the opposite side of the ground to the mark, and remain on that side of the ground until a subsequent mark or free kick situation allows him to adjust position.

■ **Set Play following a mark or free kick in End Zone with resulting contest in Mid Zone**

End Zone Umpire (Controlling Umpire)

The End Zone Umpire should supervise the mark from a position 15–20 metres side-on to the mark.

Mid Zone Umpire

The Mid Zone Umpire should position himself less than a kick away within “the tramlines” and adjust his position with the movement of play until he becomes the Controlling Umpire.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tram line”, on or near the 50m arc, on the opposite side of the ground to the mark and remain on that side of the ground until a subsequent mark or free kick situation allows him to adjust position.

■ **Set Play following a mark or free kick in Mid Zone with resulting contest in Mid Zone**

Mid Zone Umpire (Controlling Umpire)

The Mid Zone Umpire should retain control of the resultant kick. His initial position should be approximately 45 degrees forward of the mark, 20–25 metres away, to enable him to have verbal control of the players. His subsequent position will be determined by the ensuing direction of play.

End Zone Umpires

Each End Zone Umpire should take up a position on or outside “the tramline” on the opposite side of the ground to the mark and remain on that side of the ground until a subsequent mark or free kick situation allows him to adjust position.

Position within the 50m arc for the Near End Zone Umpire will be determined by the direction of play.

The position of the Far End Zone Umpire is to be on or near the 50m arc.

■ **Mark or free kick greater than 40 Metres from Goal not likely to Score**

Mid Zone Umpire (Controlling Umpire)

The Mid Zone Umpire should supervise the mark from a position 15–20 metres just backward of or adjacent to the mark.

Near End Zone Umpire

The Near End Zone Umpire should take up a position on or outside “the tramline” inside the 50m arc and on the opposite side of the ground to the mark and remain on that side of the ground for the next contest.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tramline” on or near the 50m arc, on the opposite side of the ground to the mark and remain on that side of the ground until a subsequent mark or free kick situation allows him to adjust position.

■ **Mark or free kick less than 40 Metres from Goal likely to Score**

End Zone Umpire (Controlling Umpire)

In this situation, the End Zone Umpire should move in to line up the player with the ball. After lining the player up, the End Zone Umpire should position himself close enough, to have verbal control of both the player taking the kick and the player on the mark. This position should be at an angle of at least 45 degrees to the anticipated line of kick,

(the shorter the kick the greater the angle) and forward of the mark (so he can control the mark and allow adjudication of the resulting contest or score).

Mid Zone Umpire

The Mid Zone Umpire should move to a position along the 50-metre arc, which allows him an unhindered view of all the area forward of where the kick will be taken. This allows the End Zone Umpire to establish initial control of the mark with the knowledge that all the area forward of the mark is under observation.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tram line” on or near the 50m arc, on the opposite side of the ground to the mark and remain on that side of the ground until a subsequent mark or free kick situation allows him to adjust position.

■ **Kick-In From a Behind and following a mark or free kick from Deep in Defence**

End Zone Umpire (Controlling Umpire)

For a kick-in following a behind the End Zone Umpire should position himself on the major axis 15 metres from the kick off line.

- (i) In the instance of the ball being played on, kicked short or kicked wide to the flanks, the End Zone Umpire retains control.
- (ii) In the instance of the ball travelling clearly into the change of control area as a result of a long kick, using the 50-metre line markings as a guide, the End Zone Umpire will relinquish control except for a kick wide to the flank.

After allowing a reasonable time for the defensive player to bring the ball-into play, the End Zone Umpire supervising the kick out shall indicate by blowing his whistle, gesturing that he is required to bring the ball into play promptly.

For a mark or free kick from deep in defence such as from out of bounds close to the behind post, the End Zone Umpire's initial position will be determined by the location of the mark. The provisions of (i) and (ii) apply.

Mid Zone Umpire

The Mid Zone Umpire should be positioned near the major axis and adjust to the resultant kick or act of play. He should be alert to the possibility of a change of control directly from the deep defence kick and if he is required to adjudicate at the contest he should do so from a position 20–25 metres side on to the contest.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on major axis on or near the 50m arc. Following the deep defence kick he shall adjust his position to “the tramline”, on the opposite side of the ground to which the ball was brought back into play and remain on that side of the ground until a subsequent mark or free kick situation allows him to adjust position.

If the ball is brought back into play down the centre of the ground the Far End Zone Umpire must quickly commit to one side of the Major Axis and take up a position near to “the tramline”.

POSITIONING – GENERAL PLAY

■ **Ball-in Contest in Midzone**

Mid Zone Umpire (Controlling Umpire)

As the Controlling Umpire, the Mid Zone Umpire should always aim to be inside play, 20–25 metres away and side on to the contest.

End Zone Umpires

End Zone Umpires should take up a position on or outside “the tramlines” and remain on that side of the ground until a mark or free kick situation allows them to adjust position.

■ **Ball-in Contest in End Zone**

End Zone Umpire (Controlling Umpire)

The End Zone Umpire should always aim to be 20–25 metres away, inside play and side on to the contest.

Mid Zone Umpire

The Mid Zone Umpire should be less than a kick away, within “the tramlines” and adjust his position with the movement of play.

Far End Zone Umpire

The Far End Zone Umpire should take up a position on or outside “the tram line” on the opposite side of the ground to play and remain on that side of the ground until a mark or free kick situation allows him to adjust position.

■ **Change Of Control**

The fundamental principles governing Change of Control between Umpires are:

- the Controlling Umpire at all times relinquishes control.
- the Mid Zone Umpire shall keep the play if he can achieve a position as good as or better than the End Zone Umpire provided he will not place himself under undue pressure in doing so.
- long Kicks from the end zone clearly into the Change of Control area, must instigate a Change of Control.

- short passages of play controlled by the Mid Zone Umpire into the Change of Control area should not instigate a Change of Control however short passages of play (e.g. short, clear handballs, kicks, knock-ons or runs) out of the End Zones controlled by the End Zone Umpire into the Change of Control area should instigate Changes of Control where possible.

Umpires are not restricted to their zone. Umpires should maintain control until a clear opportunity to relinquish control arises. Short passages of play are not always clear opportunities for Change of Control.

The Controlling Umpire should maintain control of the running player until that player clearly disposes of the ball into another zone or if the player clearly runs into another zone and is unlikely to be tackled or lose possession of the ball.

■ **Changing Zones – 50-Metre Penalty**

The Umpire who awards the 50m penalty should maintain control of play and should set up the amended mark. If the resulting penalty extends into another zone, the Non-Controlling Umpire should move around play into the zone from which the Controlling Umpire has come. As a result, there is no Change of Control.

■ **Field Bounces/Throw-ups/Boundary Throw-ins**

The Umpire who calls for a field bounce/throw-up/boundary throw-in should maintain control of play.

■ **Changing Zones – Play into Adjacent Zone**

If the play has extended well into another zone as a result of the preceding passage of play, the Non-Controlling Umpire moves into the zone from which the Controlling Umpire has come.

■ **Changing Zones – Following a mark or free kick unlikely to score**

When play moves from the Mid Zone into the End Zone and the End Zone Umpire awards a mark or free kick which is unlikely to score, the Mid Zone Umpire runs quickly to control the mark, allowing the End Zone Umpire to turn and run forward when appropriate, (e.g. delay in play) to a position just short of the anticipated destination of the kick, thus being able to observe all the area / players forward of his position.

The Far End Zone Umpire should adjust his position to be just less than a kick away from the mark on or near the tramlines. This situation may also apply in the reverse when the Mid Zone Umpire awards a mark or free kick from a kick out of defence into the Change of Control area and which is marked by a team mate of the defender.

The End Zone Umpire should run to position to control the mark. This will allow the Mid Zone Umpire to run to the appropriate position, just short of the resultant contest, keeping under observation all the area and players forward of his position.

Where the mark is wide on the ground – near the boundary line for instance – and the End Zone Umpire has to run out to line up the kick at goal, he must be alert to the possibility that the player with the ball may kick or play on quickly. He should ensure that he is not caught out of position. The important thing is that the Umpire must be alert and anticipate the next act of play.

■ **Changing Zones – Following a mark or free kick in End Zone**

Where an End Zone Umpire is required to attend the mark in his zone (that is, he is required to show a *presence at the mark and there is an anticipated delay*), the Mid Zone Umpire must be alert to a possible Change of Control. This can only be initiated by the End Zone Umpire (the Controlling Umpire).

The End Zone Umpire will indicate this change by clearly tapping his buttock.

The Mid Zone Umpire will quickly run to the far side of the End Zone to a position just short of the anticipated destination of the kick, and become The

Controlling Umpire once the set play has been taken.

Prior to the kick being taken The End Zone Umpire will assume a position – backward of the mark for the resultant play and subsequently become the Mid Zone Umpire once the kick has been taken.

END OF QUARTER – END OF MATCH

■ **Set Kick at Goal After Siren**

The Umpire awarding the free kick shall retain control of the mark and is the Controlling Umpire (this may be the End Zone or Mid Zone Umpire). After the mark has been set the Controlling Umpire controls the mark from an adjacent position 15–20 metres away.

The Near End Zone Umpire controls the likely contest area and gives any required “all clear” signal resulting from the kick.

The Far End Zone Umpire shall move down and control the area directly behind the mark and assist the Controlling Umpire who is controlling the mark.

ASSESSMENT

You will need to demonstrate Two Umpire (Field Umpire) positioning under senior football match conditions by:

- Responding to acceleration points to achieve best position;
- Maintaining correct distance from play;
- Achieving best position for contests;
- Assuming initial control positioning;
- Positioning correctly for centre bounce/throw-up;
- Positioning correctly in general play;
- Positioning correctly following marks and free kicks;
- Positioning correctly for boundary throw-ins;
- Achieving correct initial position at:
 - marks and free kicks midfield
 - marks and free kicks at goal
 - scrimmages.
- Retaining control correctly;
- Positioning correctly following a score;
- Positioning correctly for an infringement after disposal;
- Positioning correctly for end of quarters/match;
- Responding correctly to play and adjusting position;
- Displaying confidence in positioning.

NB. Three umpire positioning is not assessed at Level 2

UNIT 5 – SKILLS AND TECHNIQUES

BOUNCING/THROW-UP

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.

To provide for a fair contest, the bounce/throw-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/throw-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/throwing up the football and if their natural technique produces consistently accurate bounces/throw-ups of appropriate height, then they should continue with it.

Bouncing is simply propelling a level ball, from a high arc, vertically to the ground. The Umpire's 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 the Umpire's body and his extended arms (with elbows slightly bent) together form the radius of arc.

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

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

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

- bringing his weight forward of his front foot – that is, slightly “overbalancing”, and
- a final flinging, or throwing, action of his arms propelling the ball-into the ground.

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

Key Points:

- bounce in front of leading foot;
- stay down after the bounce is completed;
- follow through with arms after release;
- then back out.

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

The basic fundamentals of umpiring apply when bouncing/throwing up the ball: “Watch the players not the ball”

THE BOUNCE



The grip



Approach to bounce



Position for bounce



Follow through after bounce

Common faults of bouncing the ball include:

- 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 due to lack of leverage.

Relevant Laws – The following laws are relevant to bouncing the ball: 11.3, 11.3.3

WHISTLE

The whistle is the Umpires' best friend. It is a key tool with which to control the match.

How and when the Umpire uses the whistle will be an indicator as to the quality of his performance.

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; the plastic sleeves, or alternatively wrapping with tape, will prevent such laceration.

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

It is recommended that the whistle be smeared with a lubricant jelly (such as Vaseline) prior to 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 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 when bouncing, or break off the finger clips or the pea split.

The whistle is worn in the back of the first and second fingers leaving the palm free for bouncing.

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

Short, sharp, soft, weak whistles can be indicative of a lack of confidence in the decision, or of hesitancy or uncertainty.

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

SIGNALS/INDICATIONS

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 amongst Umpires. This promotes a better understanding of what a decision is for. Players, spectators and officials, as well as the other Umpires, are informed by the visual signal/indication as to why a decision has been made.

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, the Umpire should always keep the players under observation.

Visual indications are used to communicate infringements and should be accompanied by a verbal explanation of the decision eg: "push in the back", "your free kick No. 7", (penalise the action, not the individual) but there is no need for the Umpire to go into a long winded explanation of the decision.

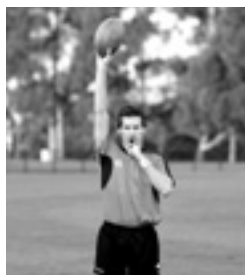
Visual signals are used when communicating with others (Umpires/timekeepers), such as giving "all clear" to a Goal Umpire, signalling "time on" to timekeepers or instructing the Boundary Umpire to throw the ball-in. As with indications for free kicks, signals should be given in a positive, clear and decisive manner.

See next page for examples of signals/indications .

SIGNALS/INDICATIONS: FIELD UMPIRES



■ Illegal disposal by player in possession.



■ Starting the match.



■ All clear: goal.



■ All clear: behind.



■ Player tackled too high.



■ Player tripped by opposition.



■ Ending quarter or game.



■ In the back.



■ Player has run further than 15 metres without bouncing.



■ Illegal shepherding when ball is not within five metres.



■ Holding the man.

ASSESSMENT

You will need to demonstrate the following umpire skills/techniques under senior football match conditions by:

- bouncing/throwing-up the ball to the required standard (70%)
- effectively using the whistle effectively (and with confidence)
- executing signals/indications in a confident manner for:
 - Time on/off.
 - Trip.
 - Incorrect disposal (throw).
 - Deliberate out of bounds.
 - Blood rule.
 - Order-off.
 - Running too far.
 - Abuse.
 - Advantage
- Displays confidence when executing signals/indications.

UNIT 6 – ADMINISTRATION

The Field Umpire has a number of administrative requirements as part of his responsibilities. They fall under Part C: Administrative Provisions in the Laws of Australian Football. One of those is undertaking a player count (Law 5.5) when requested by the captain of the opposing team.

PLAYER COUNT PROCEDURE (LAW 5.5.2)

The Field Umpire shall stop play and call players from both teams who are on the ground to line up in the centre square.

■ Excess Players

Where a team has more players than permitted on the ground the Field Umpire should:

- award a free kick to the captain of the opposing team, to be taken at the centre circle or where play was stopped (whichever is the greater penalty)
- apply a fifty metre penalty from where the free kick was awarded

The team shall lose their score at the time of the count.

The Field Umpire's duties continue after the final siren has sounded. A number of tasks need to be undertaken. These may include:

- completing documentation on behalf of the Controlling Body;
- completing a Report of Player Form;
- assembling all the match paperwork for collection/forwarding.

REPORT OF PLAYER – OFF-GROUND PROCEDURES

It is becoming increasingly more important to ensure that all aspects of off-ground procedures related to reportable offences are implemented correctly. It is essential that Umpires are aware of, and understand, what the requirements of the procedures are, and can implement them correctly on match-days.

Included in these requirements are matters such as:

- completing the details on the Report Forms correctly within any specified time period (compile detailed notes at half-time or end of the match whichever is appropriate to assist this process);
- advising the club representatives verbally of the details of the Reports;
- checking all Report Forms for correctness prior to handing them to club personnel;
- ensuring Reports are lodged with the Controlling Body within the specified time period;
- signing each copy of the Report Form;
- ensuring that writing is legible and that spelling is correct;
- meeting Controlling Body requirements relating to wording and content of Reports;
- distributing copies of Report Form to a representative from each club who should wait upon the Umpire after the match.

Other aspects include not discussing the Report with players or officials, or making comments to umpiring personnel regarding the Report.

Attention to off-ground procedures will minimise the possibility of the Report being dismissed on a technicality.

Relevant Laws: Law 19.0

PLAYER VOTES

An important task of the Field Umpire/s is to allocate votes to the best and fairest players on the field at the conclusion of the match. Recording the numbers of the players who are playing well in each quarter can assist with the final allocation of votes at the end of the match. Seeking an opinion from Goal and Boundary Umpires can also assist with the task. Umpires must remember that the votes are confidential and should not divulge who received votes to anyone.

ASSESSMENT

You will need to demonstrate completing all match administrative requirements under senior football match conditions and in accordance with the requirements of the Controlling Body, by:

- Undertaking a player count;
- Completing a report of Player Form accurately and in a timely manner;
- Completing other paperwork accurately and in a professional manner;
- Forwarding paperwork to relevant personnel.

MODULE 5



MANAGE OTHERS

UNIT 1 – CO-OPERATION WITH OTHER UMPIRES

Teamwork is important on match-day to assist each of the Umpires to carry out their roles in the most effective manner. That may include occasions when Umpires need to consult with colleagues to ensure the correct decision is arrived at.

The Field Umpire/s need to show some leadership when there is a disputed decision/unclear situation, in particular around the scoring area and juggled marks on/near the boundary line. Consultation with umpiring colleagues is essential if the correct decision is to be arrived at in disputed/unclear situations. The consultative process should include ensuring that players are removed from the area, the umpires in question are called in to a discussion and communication is carried out in a calm and concise manner focussing on facts. Field Umpires should develop a communication routine which includes some key questions for use in disputed decisions/unclear situations e.g. What did you see? Was the ball juggled over the boundary line?

Field Umpires need a knowledge of the roles of the Boundary and Goal Umpires and ways in which they can assist their colleagues to strengthen the team ethic.

BOUNDARY UMPIRES

The Boundary Umpire is the final judge of when the ball is out of bounds, except when the Field Umpire awards a mark before the ball passes completely outside the boundary line or awards a free kick, or a Goal Umpire over-rules the Boundary Umpire in relation to a score or when the ball hits or goes directly over the behind post (in which case the Goal Umpire directs the Boundary Umpire that the ball is out of bounds).

The Goal Umpire may over-rule the Boundary Umpire if he considers that the ball has passed across the goal or behind lines and the Boundary Umpire signals the ball out of bounds, or the Goal Umpire considers that the ball has not passed across the goal or behind lines and the Boundary Umpire is of the opinion that it has.

If the ball goes outside the boundary line near the behind post and the Goal Umpire is in a better position to see than the Boundary Umpire and/or the Boundary Umpire is looking to the Goal Umpire for assistance, the Goal Umpire is required to assist the Boundary Umpire as follows:

Boundary Umpires and Goal Umpire working together

(i) Ball out of bounds on the full

The following aspects of co-operation will apply when the ball is kicked out of bounds on the full in the vicinity of the behind post.

- The Goal Umpire assists the Boundary Umpire by signalling the ball out on the full in the normal

manner. That is, he will face the Boundary Umpire and extend his outside arm straight at shoulder level and with a clenched fist. The Boundary Umpire acknowledges by blowing his whistle and signalling out of bounds on the full in the normal manner.

- If, after all of the above, the Boundary Umpire does not know which team infringed, he shall run to the Field Umpire and inform him. If the Field Umpire does not know, the Boundary Umpire shall then signal out of bounds and throw the ball-in from where it crossed the line.

(ii) Ball out of bounds having touched the ground or been touched by a player

When the Goal Umpire is to give an out of bounds signal, he will face the Boundary Umpire and raise his outside arm vertically above his head.

Whilst these signals are to assist the Boundary Umpire, the decision is still the Boundary Umpire's responsibility. However, when caught behind play or out of position, the boundary Umpire should look to the Goal Umpire for assistance.

Note: When the Boundary Umpire is caught some distance behind play and a behind has been scored, the Goal Umpire will tap his chest three times. This will inform the Boundary Umpire a behind has been scored. The Boundary Umpire will then run to the boundary line to position himself for the kick in.

Where the Goal Umpire is giving assistance regarding normal out of bounds signal (no hitting of the behind post) he is not to continue giving the signal until acknowledged. If the Boundary Umpire does not see the signal, or chooses to ignore it, the Goal Umpire is to resume his normal position and if necessary signal and record any subsequent score.

(iii) Ball hits the behind post on the full

When the ball hits the behind post on the full or goes directly over the behind post from a kick, without having been touched by a player, the Goal Umpire shall give the out of bounds on the full signal until acknowledged by the Boundary Umpire. If the ball hit the behind post, the Goal Umpire will hit the behind post three times with his hand, after receiving the Boundary Umpires acknowledgement.

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

(iv) Ball hits the behind post having first touched the ground

When the ball hits the behind post, after having touched the ground, the Goal Umpire shall give the out of bounds signal until acknowledged by the Boundary Umpire. If the ball hit the behind post, the Goal Umpire will then hit the behind post three times.

(v) Ball hits the behind post on the full after being touched by a player When the ball hits the behind post on the full after being touched by a player, the Goal Umpire shall give the out of bounds signal until acknowledged by the Boundary Umpire. Once acknowledged the Goal Umpire shall signal touched by hitting one hand with the other three times above his head then tap the behind post three times.

GOAL UMPIRES

When the ball passes across the behind line resulting in a behind, the Goal Umpire will clearly tap his chest three times. This will indicate to the Boundary Umpires that if the Goal Umpire receives an “all clear” from the Field Umpire, he will be signalling a behind, therefore informing the Boundary Umpires that they do not have to run to the goal area to pick up the ball.

Goal Umpires are the final judge of a score. The following situations require the Goal Umpire and Field Umpire to be co-operating with each other:

■ **Where a mark is taken on or just before the goal line**

- By a player of the defending team – The Goal Umpire shall immediately place his hands behind his back and quickly back away, keeping his eyes on the ball at all times.
- By a player of the attacking team – The Goal Umpire shall wait until the player has moved off the line of kick before repositioning.

■ **Where a mark is taken just behind the goal line**

The Goal Umpire shall step up to the line and look to the Field Umpire for an “all clear”. If “all clear” is not immediately given, the Goal Umpire is to run out to the Field Umpire and seek “all clear”, provided a free kick has not been awarded to a defender prior to or at the same time as the score. The Goal Umpire will turn and run forwards to the goal line to give the signal for a goal.

■ **When the Field Umpire awards a free kick or a 50-metre penalty to a forward concurrent with there being a score (e.g.: a player is infringed after kicking but the ball goes through for a score) any consultation is to take place on the goal line.**

(i) If the score is a goal – the Goal Umpire will immediately step up to the goal or behind line seeking the “all clear” from the Field Umpire. If there is a delay in receiving the “all clear” (e.g.: because the Field Umpire is attending an incident arising from the awarding of the free kick), the Goal Umpire is to run towards the Field Umpire to inform him that a goal

has been scored. In this case, the Field Umpire will give the ‘all clear’ at the spot where the two Umpires meet and the Goal Umpire will turn and run forwards to the goal line to give the signal for a goal.

(ii) If the score is a behind – the Goal Umpire will clearly tap his chest in the usual manner for a behind, or give the touched signal or the hit the post signal. Seeing this, the Field Umpire will run directly to the correct position to control the awarding of the free kick. If the forward declines the free kick in favour of a behind being registered, the Field Umpire will then give the “all clear” while moving towards the Goal Umpire from the spot where the free kick would have been taken. (This is a very rare event, but the Goal Umpire should nevertheless be alert for the possibility of it happening).

If there is any doubt in the Field Umpire's mind about whether a goal or behind has been scored, he will immediately run to the Goal Umpire to clarify the situation. In this case, the Goal Umpire should run to meet the Field Umpire as soon as he realises that the Field Umpire wishes to confer with him.

(iii) In the event that the infringement occurs after the ball crosses the goal or behind line (or hits the goal post)

– the Goal Umpire shall, after receiving the “all clear” from the Field Umpire, immediately implement standard procedures and instructions for signalling and recording the score, and then assume correct position for the resultant free kick.

■ **When the Field Umpire is 100% sure the ball has hit the goal post**

The Field Umpire will give “all clear” whilst tapping one forearm with his other hand three times. If the Field Umpire gives this signal and it appears obviously incorrect (out of context) the Goal Umpire is to run out and talk to the Field Umpire before making a decision. The Field Umpire shall blow ‘time-on’ and conduct the consultation on the goal line.

■ **When the Field Umpire sees the ball go out of bounds on the full close to the behind post and the Goal Umpire is caught out of position**

The Field Umpire will signal to the Goal Umpire by extending his arm with clenched fist at a 45 degree angle to his body. The Goal Umpire then makes the appropriate signal to the Boundary Umpire who will signal out of bounds.

■ **Mark or Free Kick in the Goal Square**

Kicking for Goal Law 16.3.1 (b) ‘Where a player is kicking for goal after being awarded a mark or free kick in the goal square, 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’.

If there is any doubt in a Field Umpire's mind as to where a player has been awarded a mark or free kick in or near the goal square, he may come in to consult with the Goal Umpire.

There are no hand indications given by the Goal Umpire in these circumstances.

CLARIFICATION

A mark must be controlled inside the goal square. However a free kick will be deemed to have occurred in the goal square if any part of the player infringed is within the goal square.

A 50-metre penalty advanced into the goal square will be taken directly in front of the goals.

The communication with the Goal Umpire must be calm, clear and concise.

ASSESSMENT

You will need to demonstrate co-operation with other umpires under senior football match conditions by:

- Providing leadership to the umpiring team;
- Giving clear signals to other Umpires;
- Check Report of Player forms with other Umpires;
- Responding to teamwork situations in a positive and decisive manner.

UNIT 2 – CO-OPERATION WITH MATCH OFFICIALS

The Field Umpire has an important role on match day which includes working with match officials off and on the field, who contribute to the smooth conduct of the match.

Important roles performed by match officials are:

- Timekeeping;
- Interchange Steward;
- Team Manager.

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

TIMEKEEPER (LAWS 10.1 – 10.5)

- Record on time cards the time taken to play each quarter and lodge the completed cards with the relevant Controlling Body;
- Stop the clock which is used for the timing of each quarter as required under Law 10.5 for stoppage of play;
- 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;
- Report to the Controlling Body any infringement by a Team of Law 7.

TEAM MANAGER

- Provide Ground Reports before the match;
- Liaise with Umpires regarding match issues;
- Collect match paperwork where necessary.

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

- introductions by Umpires to other match-day officials prior to the match;
- eye to eye contact when communicating with interchange steward, timekeepers and team managers;
- execute obvious start of quarter, end of quarter and time on/off signals to timekeepers, to assist the timekeepers in performing their duties;
- after the match thank match-day officials for their assistance.

ASSESSMENT

You will need to demonstrate co-operation with match officials under senior football match conditions by:

- Engaging with timekeepers and interchange steward prior to start of match;
- Giving clear signals to timekeepers for start of quarter, time on/off and end of quarters;
- Giving clear visible signals for field bounces/throw-ups to timekeepers;
- Co-operating with club officials on match day.

UNIT 3 – CO-OPERATION WITH TRIBUNALS

The Field Umpire has an important role at a Tribunal following a report. It includes coping with the Tribunal environment and working with a range of people to ensure the smooth conduct of the Tribunal. Attendance and performance at the Tribunal are important elements in the total reporting procedure.

COPING WITH TRIBUNALS

For Field Umpires to satisfactorily cope with pressures, which may arise during Tribunal hearings, it helps to understand the culture, policies and procedures relating to Tribunals.

In order to understand why certain things occur and why people's attitudes and behaviour are as they are, we need to be aware of the roles of the various participants and what their aims and expectations may be and how they may feel if the outcomes do not meet those expectations.

Firstly, the general aim of the reported player, his club and his advocate is to have the charge not sustained. A variety of strategies may be developed and implemented to achieve this aim. Common strategies may include:

- analysis of all available evidence; video tape replay of the incident, the reported player's version, other pro-player witness versions, the version of the player offended against and so on, especially with a view to developing a plausible explanation of the player's actions (perhaps including provocation or retaliation as a motive);
- collaboration with the offended player; obtaining "expert" opinion from doctors, physiotherapists, technicians; obtaining character references from people willing to act as defence witnesses;
- careful analysis of all information and instructions given to Field Umpires to ascertain whether or not the actions of the Field Umpire were in accordance with those instructions;
- selective choice from all available evidence and witnesses, of that which most suits the defence case;
- investigation of possible ways to submit that the case be dismissed on a technicality;
- preparation of a defence, which seeks to create a favourable attitude from Tribunal members, based on knowledge of their characteristics, leanings etc. Gathering of knowledge about the Field Umpire involved, his characteristics, experience etc; whether he is decisive, firm and gives direct answers, or whether he is indecisive, hesitant or a talker. Estimating the character of the reported player; is he a composed type who can give his evidence directly or is he likely to lose composure and therefore needs to be led through his evidence;

- the creation of doubt, uncertainty during the hearing. Seek to confuse the issue. Seek to destroy the credibility of the Field Umpire as a witness. Dispute evidence, especially in relation to distances, lines of vision, areas of contact, location of incident, the location of the ball, number of players in the vicinity etc. Put pressure on the Field Umpire, particularly the inexperienced or talkative ones. Use leading, selective or repetitive questioning techniques to get the Field Umpire to admit doubt, contradict previous statements or evidence of other Umpires;
- look for weaknesses in the Field Umpire's evidence then hone in on them. Put additional pressure on the Field Umpire through intimidating questions or body language;
- personal criticism of the Field Umpire and (deliberate) misrepresentation of his evidence, especially in the summing up.

Field Umpires need to be aware of the above strategies and be able to identify them so that they can more easily cope.

In addition to the strategies employed by the advocate, club officials in attendance may also seek to exert pressure on Field Umpires.

When club officials attend the Tribunal they normally sit behind the reported player and his advocate. Occasionally these officials (coaches, general managers, and football managers) will wage psychological warfare on the Field Umpire by displays of body language aimed at intimidating him. Examples of this body language include – staring at (eyeballing) him, shaking their heads in disbelief/amazement, rolling their eyes to the ceiling, throwing themselves around in their chairs. The reported player may also indulge in some of these antics from time to time.

To cope with this Umpires should:

- avoid eye contact with these officials from the outset. Focus their attention on people who are entitled to speak to them and maintain eye to eye contact with them when addressing them or answering their questions;
- use positive body language of their own; sit straight, hands above the table. Position their chair such that they are facing the Chairman. Be positive in their movements;
- keep their statements and answers brief and precise so as to minimise opportunities for officials to react.

Player advocates will use various questioning techniques in an effort to have the witness contradict himself or to highlight certain aspects at the expense of more relevant aspects. These techniques include leading, selective and repetitive questioning.

Leading questions are an attempt to put words in your mouth to get you to say what they want you to say.

Repetitive questions are an attempt to get you to contradict yourself.

Selective questions are an attempt to prevent you giving a complete version of the incident.

Some strategies for Umpires to cope with these techniques are:

- before attending the Tribunal, make sure they know the guidelines and instructions to Field Umpires. Be prepared to state what the guidelines say if it is necessary to defend their action;
- keeping their evidence brief, it is harder to distort;
- being prepared to correct distortion i.e. "no, I did not say that, I said . . .";
- remaining composed, especially if they identify that the advocate is trying to distort their evidence or attack them. They should not take it personally; stick to their evidence;
- answering questions honestly, without concerning themselves with the scenario the advocate is attempting to portray.

In instances where several Umpires report the same player, it is appropriate for these Umpires to consult in the Umpires' room prior to completing the Report Forms. The purpose of this consultation is to clarify important information relating to the reports.

There is no need for consultation if Umpires are called as witnesses only. If a Field Umpire has not seen a reportable offence then consultation will not clarify the issue.

The following summary should assist Umpire's coping with Tribunals:

- the Umpire's role is that of a witness only;
- they should not concern themselves with the verdict;
- give their evidence honestly, relating what they saw and only what they saw;
- be brief and to the point;
- concentrate when being asked a question. Wherever possible they should maintain eye to eye contact with the person asking the question, both whilst he is asking it and the Umpire is answering it;

- remain calm and composed; do not let the actions of any person intimidate them; do not get emotionally involved and do not take it personally;
- when they are a witness at a hearing where charges have been made by the Investigation Officer, if they are asked after seeing a video replay of an incident whether they would report such an incident, clearly state that their answer is based on what they see on the video and answer honestly;
- avoid "Character References", except in response to a direct question about a player's history of behaviour. Again, keep the response brief and honest;
- use terminology consistent with the charge. If the charge is (intentionally, recklessly or negligently) striking for example, use the words "intentionally struck" when referring to the action. Do not confuse the issue by using words such as "an indiscriminate tackle" or "a poor tackle". An "indiscriminate tackle" is not a reportable offence – intentionally striking is. Use of correct terminology will reinforce their evidence, incorrect terminology will create doubt which the players' advocate will use as an opportunity to dispute their evidence;
- if they feel it is appropriate to withdraw a report, do so at the first opportunity, after consulting the Controlling Body. There is no embarrassment in withdrawing a report;
- if they feel it is appropriate to amend the details of the report, do so at the first opportunity, after consulting the Controlling Body. There is no embarrassment in amending details of a report;
- retain a sense of humour.

RELEVANT LAWS: LAW 19.0

ASSESSMENT

You will need to demonstrate effective communication at senior football tribunals by:

- Coping with the tribunal environment in a positive manner;
- Presenting case in a clear, concise and confident manner;
- Responding to questions in a clear, concise and confident manner.

AUSTRALIAN FOOTBALL LEVEL 2 FIELD UMPIRE ACCREDITATION CHECKLIST

Attachment 1

The following table is the official record of your practical assessments. You will need to ensure that the coach or his representative signs and dates each of the units once satisfied that you have demonstrated your competence in a senior match/es.

Module 1

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 1 – QUALITIES OF AN UMPIRE				
Demonstrate qualities as a person and as an umpire that are underpinned by values and beliefs including: Responsibility Willingness to include others Teamwork	<ul style="list-style-type: none"> ■ Be willing to take on some responsibility in the group ■ Be willing to share knowledge and experiences with others. ■ Be willing to contribute to the umpiring team 			

Module 2

UNIT 1 – ROLE OF THE UMPIRE				
Demonstrate the role of the Field Umpire in senior football matches.	<ul style="list-style-type: none"> ■ Interpreting and applying the Laws. ■ Ensuring a safe environment ■ Attending to the administrative tasks associated with the match. 			
UNIT 2 – ATTITUDE				
Demonstrate a positive attitude towards umpiring senior football matches.	<ul style="list-style-type: none"> ■ Receiving and discussing feedback in a positive manner. ■ Ensuring all umpiring tasks are completed to schedule and to the required standard. 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 3 – PRESENTATION				
Demonstrate an agreed standard of off field and on field presentation for senior football.	<ul style="list-style-type: none"> ■ Supporting and abiding by local dress guidelines. 			
UNIT 4 – INTERPERSONAL SKILLS				
Demonstrate effective interpersonal skills under senior football match conditions.	<ul style="list-style-type: none"> ■ Being courteous. ■ Being a good listener. ■ Speaking clearly. ■ Acknowledging others. ■ Respecting others. ■ Projecting positive body language. 			
UNIT 5 – A PHILOSOPHY FOR UMPIRING AUSTRALIAN FOOTBALL				
Demonstrate approach to umpiring senior football matches.	<ul style="list-style-type: none"> ■ Implementing a pattern to his umpiring (a consistent pattern) ■ Developing and following a Match Plan for senior football. ■ Developing a rapport/relationship with players and others. 			
UNIT 6 – PREPARATION FOR THE MATCH				
Demonstrate effective preparation for umpiring senior football matches.	<ul style="list-style-type: none"> ■ Completing all pre-match duties. ■ Completing personal warm up routine. 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 7 – FITNESS				
Demonstrate fitness level required of a Level Two Field Umpire for senior football matches.	<ul style="list-style-type: none"> ■ Keeping up with the play throughout the match. ■ Responding quickly to changes of play throughout the match. ■ Adjusting position for the duration of the match. 			
UNIT 8 – PERSONAL HEALTH AND SAFETY				
Implement lifestyle management strategies that assist in umpiring senior football matches.	<ul style="list-style-type: none"> ■ Re hydrating during matches and training. ■ Adopting personal health care strategies eg sunscreen, hats, etc. ■ Undertaking recovery. 			
UNIT 9 – IMPROVING PERFORMANCE				
Analyse own performances after umpiring senior football matches and develop strategies for improvement.	<ul style="list-style-type: none"> ■ Undertaking self-reflection process using the Umpiring Diary. ■ Seeking and discussing feedback from others on umpiring performance. ■ Developing strategies (with the coach) for performance improvement. 			
UNIT 10 – CONTRIBUTION TO UMPIRING				
Contribute to the development of other football Umpires.	<ul style="list-style-type: none"> ■ Mentoring a Level One Field Umpire. ■ Observing a Level One Field Umpire in a match on two occasions and provide feedback. ■ Conducting two training/coaching sessions. 			

Module 3

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 1 – THE ENVIRONMENT				
Ensure an inspection of the playing surface and its surrounds has been taken prior to senior football matches and facilitate all necessary action.	<ul style="list-style-type: none"> Ensuring a safe environment exists for the match. Responding to match day cues. Maintaining concentration throughout the match. 			
Demonstrate two coping strategies to handle/ respond to the senior football match-day environment.	<ul style="list-style-type: none"> Re hydrating during matches and training. Adopting personal health care strategies eg sunscreen, hats, etc. Undertaking recovery. 			
UNIT 2 – LEGAL RESPONSIBILITIES				
Implement the Umpire's Legal responsibilities on senior football match-day.	<ul style="list-style-type: none"> Enforcing the Laws of Australian Football and local By-laws. 			

Module 4

UNIT 1 – ROLE OF THE UMPIRE				
Demonstrate effective people management skills under senior football match conditions.	<ul style="list-style-type: none"> Displaying a presence during the match when required; Acting courteously to others; Being approachable; Communicating effectively with others; Acknowledging player's queries; Treating players with respect; Managing conflict or potential conflict situations in an assertive manner. 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 2 – MATCH MANAGEMENT				
Demonstrate effective management in 'general play' situations under senior football match conditions.	<ul style="list-style-type: none"> ■ Projecting self-confidence in 'general play' situations ■ Responding to players and 'general play' situations, in a calm, decisive and confident manner ■ Observing and responding to potential 'hot spots' ■ Managing scrimmages effectively ■ Effectively handling players, officials and situations during match 			
Demonstrate effective management of 'set play' situations under senior football match conditions.	<ul style="list-style-type: none"> ■ Placing players on the spot of the correct mark ■ Lining players up correctly on line of kick ■ Managing the protected area effectively ■ Executing quick 'play on' calls ■ Managing a 'kick in after a behind' effectively ■ Applying 50 metre penalties correctly ■ Applying advantage plays correctly ■ Applying time on/off correctly ■ Observing player with the ball ■ Remaining composed in set play situations ■ Displaying confidence in decision making 			
UNIT 3 – LAWS AND INTERPRETATIONS				
Interpret and apply the Laws related to Field Umpiring under senior football match conditions and in accordance with the Laws of the Game /Spirit of the Laws.	<p>Interpreting and applying the following Laws relating to:</p> <ul style="list-style-type: none"> ■ Possession of the Football ■ Disposal of the Football ■ Permitted and Prohibited Physical Contact ■ Relating to Umpires ■ Relating to Out of Bounds 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
	<ul style="list-style-type: none"> ▪ Deliberate rushed behind ▪ Reportable Offences ▪ Other free kicks ▪ Marks ▪ the 'Blood rule' ▪ the 'Order-off' Law ▪ Report a player/official ▪ Display confidence in decision making 			
UNIT 4 – POSITION				
Implement Two Field Umpire positioning under senior football match conditions.	<ul style="list-style-type: none"> ▪ Responding to acceleration points to achieve correct position. ▪ Maintaining correct distance from play. ▪ Achieving side on position to contests. ▪ Achieving best position for contests. ▪ Assuming initial control positioning. ▪ Positioning for centre bounce/throw-up. ▪ Positioning correctly in general play. ▪ Positioning for marks/free kicks. ▪ Positioning for boundary throw-ins. ▪ Achieving correct initial position at: <ul style="list-style-type: none"> ▪ marks/free kicks midfield; ▪ marks/free kicks at goal; ▪ scrimmages. ▪ Retaining control. ▪ Positioning following a score. ▪ Positioning for an infringement after disposal. ▪ Positioning for end of quarters/match. ▪ Responding to play and adjusting position. ▪ Displaying confidence in decision making. 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 5 – SKILLS AND TECHNIQUES				
Implement the bounce/throw-up to the required standard (70%) under senior football match conditions.	<ul style="list-style-type: none"> ■ Contestable bounce/throw up. 			
Demonstrate effective use of the whistle under senior football match conditions.	<ul style="list-style-type: none"> ■ Strength. ■ Length of blow. ■ Timing of whistle. ■ Displaying confidence when using the whistle. 			
Demonstrate Field umpiring signals/ indications under senior football match conditions.	<ul style="list-style-type: none"> ■ Displaying confidence when executing signals ■ Technique of executing signals/ indications. ■ Time on/off. ■ Trip. ■ Incorrect disposal (throw). ■ Deliberate out of bounds. ■ Blood Rule. ■ Order-off. ■ Running too far. ■ Abuse. ■ Advantage. 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 6 – ADMINISTRATION				
Complete all match administrative requirements under senior football match conditions and in accordance with the requirements of the Controlling Body.	<ul style="list-style-type: none"> ■ Undertaking a player count ■ Completing and/or check the Report of Player Form ■ Presenting copies of Report of Player Form to club officials ■ Completing paperwork accurately and in a professional and timely manner ■ Forwarding paperwork to relevant personnel 			

Module 5

UNIT 1 – CO-OPERATION WITH OTHER UMPIRES				
Demonstrate co-operation with other Umpires under senior football match conditions.	<ul style="list-style-type: none"> ■ Providing leadership to the umpiring team on match day. ■ Giving clear verbal and visual signals to other Umpires. ■ Checking Report of Player Form with other umpires <p>Responding to teamwork situations in a positive and decisive manner.</p>			
UNIT 2 – CO-OPERATION WITH MATCH OFFICIALS				
Demonstrate co-operation with match officials under senior football match conditions.	<ul style="list-style-type: none"> ■ Engaging with timekeepers and interchange steward prior to start of match. ■ Giving clear signals to timekeepers for start of quarter, time on/off and end of quarters. ■ Giving clear visible signals for field bounces/throw-ups to timekeepers. ■ Co-operating with club officials on match-day. 			

WHAT YOU WILL BE ABLE TO DO?	WHAT IS TO BE ASSESSED? (YOU NEED TO PROVIDE THE EVIDENCE.)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)	COMPLETED (SIGNED & DATED)
UNIT 3 – CO-OPERATION WITH TRIBUNAL				
Demonstrate effective communication at senior football Tribunals.	<ul style="list-style-type: none"> ■ Coping with the tribunal environment in a positive manner. ■ Presenting case in a clear, concise and confident manner. ■ Responding to questions in a clear, concise and confident manner. 			

