

Mt Martha Junior Football Club



GOAL UMPIRE ROLE DESCRIPTION

Firstly, a big thanks for taking on the role of goal umpire today. Without the support of many volunteers, our teams would never make it onto the field each week, and believe us we are very grateful for your wonderful support. Please take a couple of minutes to read through the points below and if you have questions or concerns about any of them please speak to your team manager:

Equipment needed:

- Your team manager will issue you with two white goal umpire flags, a white jacket and a goal umpire score card (U11s and up).

Signalling a score:

- Once you receive the all clear from the umpire (they will show two hands in front of face goal and one hand in front of face behind) when the ball passes between the two main posts by raising his/her hands and pointing with both index fingers and then waving both flags to signal the score to the goal umpire at the other end of the ground.
- A point is signalled by raising one hand in such a manner when the ball passes between one of the main posts and one of the smaller posts and then waving one flag.
- If the ball hits, or passes over a goal post it will be signalled as a point by patting the goal post, then signalling appropriately.
- If the ball bounces and hits the behind post, in it ruled 'out of bounds'.
- If the ball hits without bouncing or goes over the behind post, in it ruled 'out on the full'.

Flag waving:

- The first movement is for the goal umpire to raise their flag or flags above their head at a position akin to 11 and 1 on a clock face.
- The flag waving process for a goal requires the flag to be brought from the starting position across once, back once, and down to the sides.
- For a behind only one flag is required. From starting position across, back and down

Positioning tips:

- The trick to positioning is to always have the ball in front of your line of vision coming towards you. For example, if the ball is coming from your left as you look out you should move to your right to keep the ball in front of your line of vision.
- Generally you should try and stay 1m to 1.5m behind the line to avoid getting caught in the field of play.
- For any ball dropping on the line you need to straddle the line side on to the ball and the players.

Decision Making:

- The decision point is when the whole of the ball crosses the line.

Recording the Score:

- In U11s and above it is the role of the goal umpire to keep score. At each of the breaks you will need to confer with the opposing goal umpire to ensure the scorecards are correct.

If you have any concerns or questions about an opposition player or official during the game please report it to your team manager. Please don't take the matter into your own hands.



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