

# 2017 Match Day Paperwork and Game Day Operations Guide

# Contents

Online Match Day Paperwork Summary	3
Team Lists and Premier Division Team Lodgement Deadlines	4
Team List – Match Day Paperwork	8
Team List for Newspaper – Men's Premier Division Only	8
Registrations	9
Transfers	10
Local Interchange Permits	11
Match Times	12
Match Durations	12
Premier Division	12
All Other Competitions	12
Warning Sirens	12
Time on	12
Umpire Match Reports	14
Notice of Report and Offence Grade Template	19
Match Day Ground Requirements	23
Ground Markings	23
Goal Post Padding	23
Scoreboard	23
Changerooms	23
Timekeeping Facilities	23
Footballs	23
Emergency Medical Arrangements	23
Stretcher	23
JLT Match Day Insurance Checklist	24
Match Day Club Official Duties	25
Ground Manager – Home Club Responsibility	25
Umpires Escort – Home Club Responsibility	25
Team Manager	25
Timekeeper	25
Team Runner	25
Trainers, Other Medical Staff & Water Carriers	26
Officials on Ranch	26



# Online Match Day Paperwork Summary

BLK AFL Sydney Competition will once again be online in 2017. The below will need to occur on match days.

- Results entered online each match day by 7pm that night
- Umpire Match Reports entered online by umpires (including club appointed umpires) by 7pm Sunday after the match (encouraged to do this straight after game). This will include Best and fairest votes entered as part of Umpires Match Report. Only one umpires match report is to be submitted per match. If a league appointed umpire officiates the match it will be their responsibility however if there are two club umpires officiating a match, responsibility will fall to the home club if none has been submitted by 7pm Sunday
- Team sheets (Home and away), Time Keepers report and Goal Umpire Scorecards to be scanned / photo taken and emailed to <a href="mailto:chris.corby@afl.com.au">chris.corby@afl.com.au</a> by the home club by 7pm Sunday after the match
- When there are manual changes made to a team sheet prior to a match, it will be
  that Team Manager's responsibility to update these changes on Footyweb prior to
  the match commencing. This will require your Team Manager to have access to your
  clubs database so they can log on and add / remove players as required. Failure to
  make these changes will effect goal scores, best and fairest voting and finals
  qualification.
- Home clubs to keep all hard copies of paperwork until the end of season in case
   League needs to review any matter

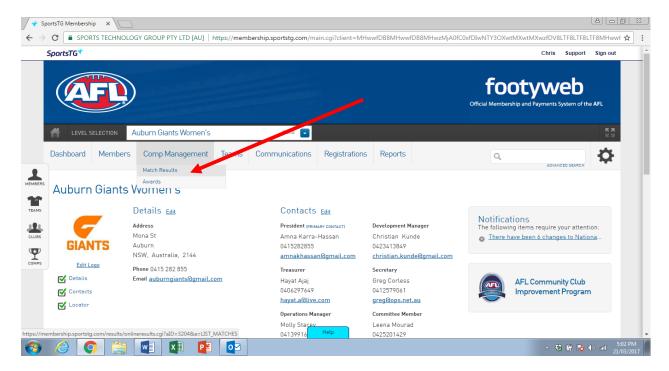
In this manual we will explain the match day processes that will need to be followed by each team.



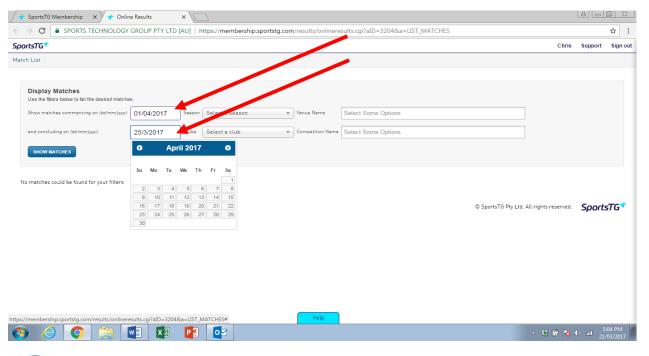
# Team Lists and Premier Division Team Lodgement Deadlines

Team lists for each weekend are produced in each clubs footyweb database. To name a team please follow the below steps:

- 1. Open Sports TG Passport
- 2. Click the Comp Management tab and then Match Results

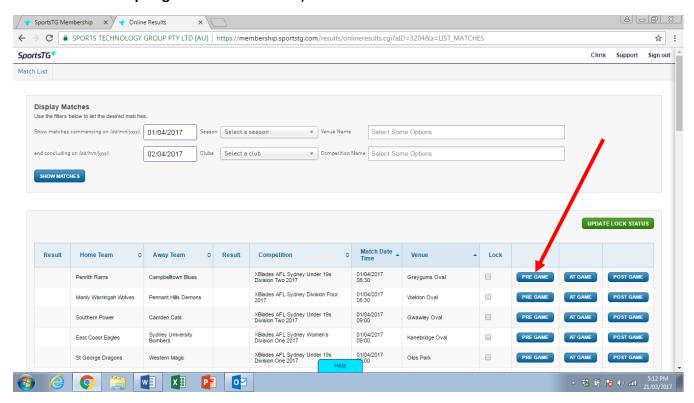


3. To view matches enter date of the weekend (e.g. 1st April to 2nd April)

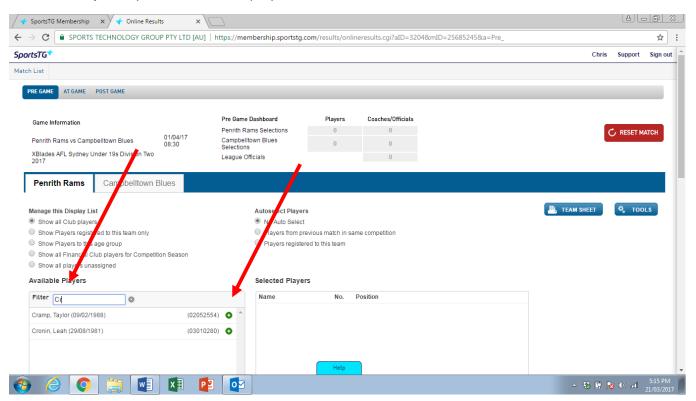




4. Select "pre-game" on the match you wish to enter a team

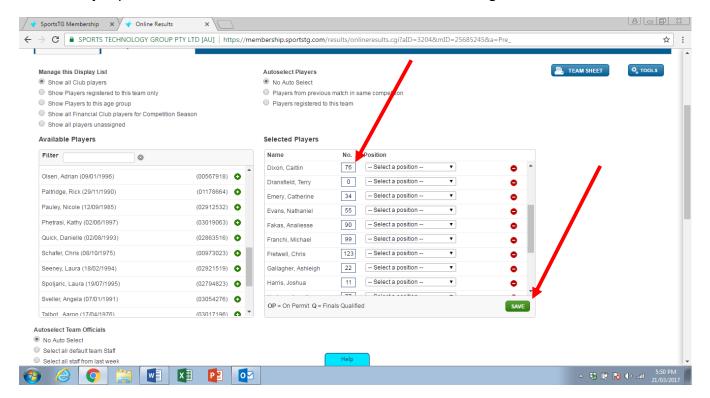


5. Search player's surname you wish to add to the team sheet then press the green 'plus' symbol to add the player

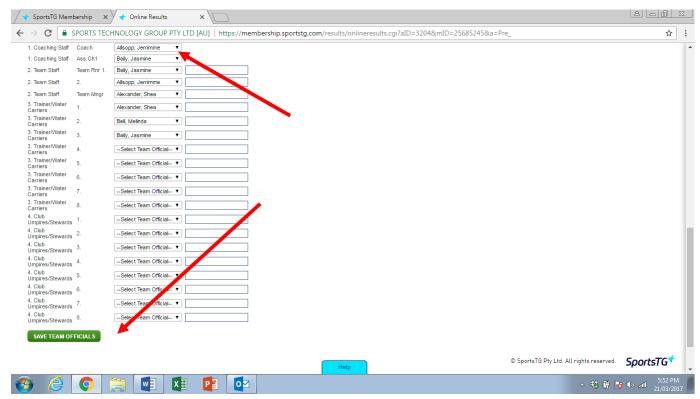




6. Once players have been added to the **'Selected players'** list, add in each player's jumper number in the **'No'** boxes. Once this is done click the green **Save** button

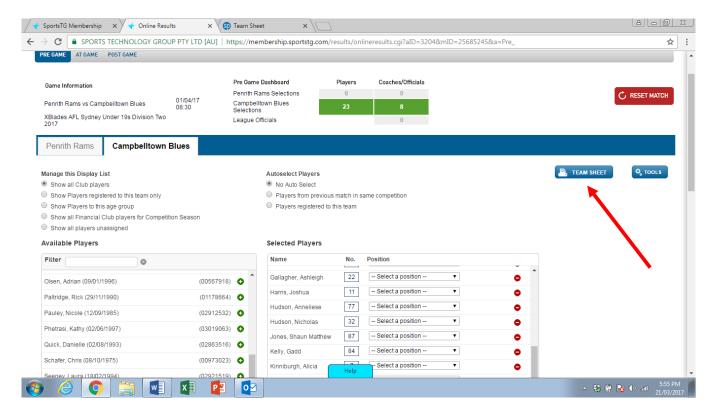


7. Scroll down and select coaching Staff and other team officials by scrolling down the page. Please note to select coach, the coach must be registered with the club as a coach. Then click the other green **Save** button





8. Once all this information has been entered press the blue 'Team sheet' button at the top of the page to print a team sheet.



9. The next page will open up a printable team sheet. Please print at least three team sheets. At a minimum you will be required to hand one to the umpires, one to the opposition and one for your team.



### Team List – Match Day Paperwork

On match days the following applies to the above team sheets:

- Must be prepared via Footyweb (above guide)
- Must include jumper no's, coaches, runners, trainers etc.
- 3 copies printed (at least)
- Umpires must receive their copy 30 mins before the game
- Opposition must receive a copy 30 mins before the game
- Each club is required to record ¼ by ¼ scores, goal kickers and best players. Both home and away team sheets to be handed to ground manager after the game.

Additions and alterations may be made to the original team list by arrangements with the umpire up until the commencement of the match but must be updated online before the match commences. The opposition team are also to be advised of any alterations. Only amendment permitted after the commencement of the match is a change of jumper number (due to tear/blood on jumper e.g.). Again these amendments must be reported to the umpires (at the end of the quarter) and to the opposition team manager as soon as the change is made.

# Team List for Newspaper – Men's Premier Division Only

Accurate teams, in position order are to be input into *Footyweb* by 10am Friday. Max 25 players (i.e. 22 + 3 emg). There are sent to the newspapers for publication. A club of the year points will be deducted for clubs who do not have their team entered by this time.



# Registrations

All players must be registered prior to taking the field. (A player is considered registered when they appear as active on the club's Footyweb membership database).

All player registrations must be submitted electronically via Footyweb by the player or, where the player is Under 18 years of age as of 1 January in the year of registration, the registration must be completed by the player's parent or legal guardian.

Players who have played previously for another club, senior or junior must obtain a transfer from their previous club. If you have any issues with transfers please email Chris Corby at <a href="mailto:chris.corby@afl.com.au">chris.corby@afl.com.au</a>.



# **Transfers**

Any player who has played previously, either for a junior or senior club is required to obtain a transfer from their previous club. This is done via Footyweb.

Transfers must be actioned within 6 business days or the transfer will be automatically granted on club databases.

Transfers can only be denied for the following reasons:

- Under contract with previous club (Club needs to provide copy of contract)
- Owes money to previous club (Clubs needs to provide proof)
- Has property belonging to previous club (Clubs needs to provide proof)
- No longer wishes to be cleared (player needs to complete Withdrawal of transfer form)

Automatic transfers will be granted to any player who has not played for 24 months, or played for a junior club. This will still need to be approved manually.

Any Under 17's players playing Under 19's must be processed with a "Local Interchange Permit" as opposed to a full transfer. Players who are under the age of 16 years as at Jan 1 of the relevant season must approved by the league before being eligible to play U19s. Prior to approval being considered, the league must receive consent (via the club) from the player's parents/legal guardians.



# Local Interchange Permits

Permits can only be provided on the following basis:

- GSJ Under 17's playing Under 19's (Local Interchange Permit)
- Student Permits. Can return to home clubs during school holidays. Evidence of school term must be provided and must be lodged before 30th June (Local Interchange Permit)
- Transfer between AFL Sydney Clubs subject to MOU. (Local Interchange Permit)
- NEAFL top up players (Local Interchange Permit)
- Transfer between leagues with MOU in place i.e. NEAFL, South Coast, Black Diamond, North Coast, etc. (Local Interchange Permit)

Match Day Permits option in Footyweb is not to be used, only Local Interchange Permit



# **Match Times**

### **Match Durations**

The duration of quarters for all home and away matches will be as follows:

- Premier Division twenty (20) minutes plus time on
- Division One twenty two (22) minutes (no time on)
- Division Two twenty two (22) minutes (no time on)
- Division Three twenty two (22) minutes (no time on)
- Division Four twenty two (22) minutes (no time on)
- Division Five twenty two (22) minutes (no time on)
- Women's Premier Division twenty (20) minutes (no time on)
- Women's Division One twenty (20) minutes (no time on)
- Under 19's Division One twenty (20) minutes (no time on)
- Under 19's Division Two twenty (20) minutes (no time on)

Times for quarter, half and three quarter time breaks are as follows:

### **Premier Division**

- Quarter Time Shall not exceed six (6) minutes
- Half Time Shall not exceed twenty (20) minutes
- Three Quarter Time Shall not exceed six (6) minutes

# All Other Competitions

- Quarter Time Shall not exceed five (5) minutes
- Half Time Shall not exceed fifteen (15) minutes
- Three Quarter Time Shall not exceed five (5) minutes

### Warning Sirens

Timekeepers are to sound the siren as an indicator to players and officials as follows:

- As umpires enter the playing field prior to the start of the game and start of the third quarter (when umpire hold ball up in the air, once)
- Five minutes prior to scheduled starting time of the match and third quarter (once)
- Two minutes prior to scheduled starting time of all quarters (Twice)
- One minute prior to scheduled starting time of all quarters (Once)
- Scheduled starting time of all quarters (Once)

### Time on

### *In competition where time on is applicable:*

The Timekeepers shall stop the clock which is used for timing when:

- a) Directed to do so by a field umpire by blowing the whistle and raising one arm above his or her head.
- b) The goal umpire first signals that a goal has been scored
- c) The goal umpire first signals a behind has been scored



d) When the field umpire crosses his or her arms to indicate he/she is going to bounce or throw the ball up

The Timekeepers shall recommence the clock when:

- a) Directed to do so by a field umpire by blowing the whistle and raising one arm above his or her head.
- b) The football is bounced or thrown up by the field umpire
- c) The football is brought back into play after a behind has been scored.
- d) The football is obviously in play

Please note, for Premier Division games only, in the case of the ball going out of bounds or out of bounds on the full, the time added is that which elapses between the time that the boundary umpire signals out of bounds and the football is thrown back into play by the umpire or brought back into play by the player.

# *In competitions where time on is not applicable:*

The clock is only stopped when the field umpire signals the blood rule or when the field umpire stops the game after the stretcher has been taken onto the field. If a stretcher is taken onto the field, the player concerned CAN NOT take the field again until 20 minutes (excluding beaks) has elapsed from the player leaving the field.

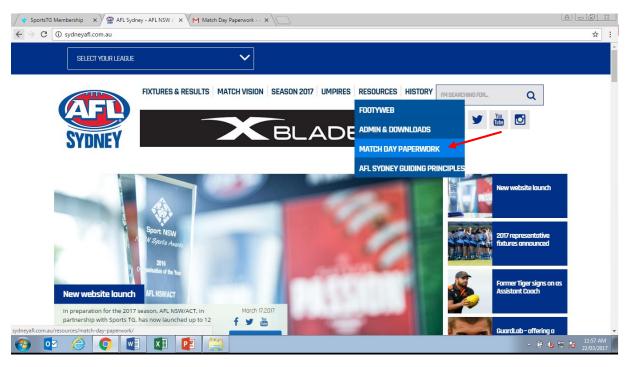


# **Umpire Match Reports**

Post-game all umpires will be required to fill out an umpires report online. This is the third season umpire reports have been entirely online. Clubs who fail to enter in an umpire report for each match that club umpires officiate will be fined club of the year points. Below is a guide of where to find the umpire reports. The link is below, or can be found on the AFL Sydney website as per the following instructions.

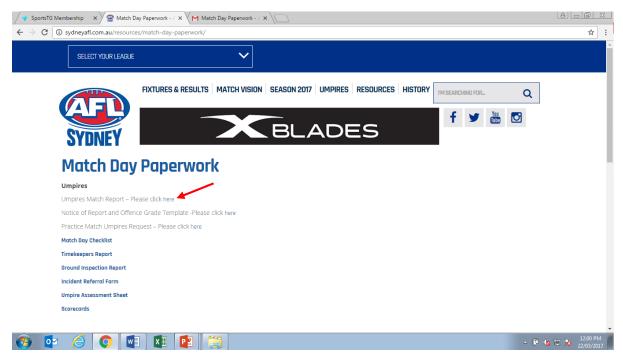
https://docs.google.com/forms/d/e/1FAIpQLSfpy7OtiNTsazRSPcUI w0namF714TpwJvKDvQ a2Hm8SEyX6A/viewform

Open up the AFL Sydney website and under the Resources tab select Match Day Paperwork

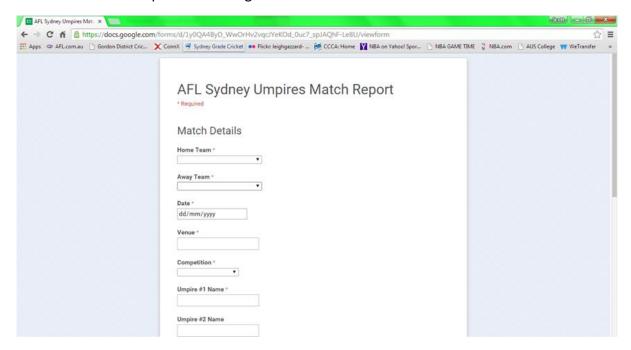




# Once inside Match Day Paperwork select Umpires Match Report

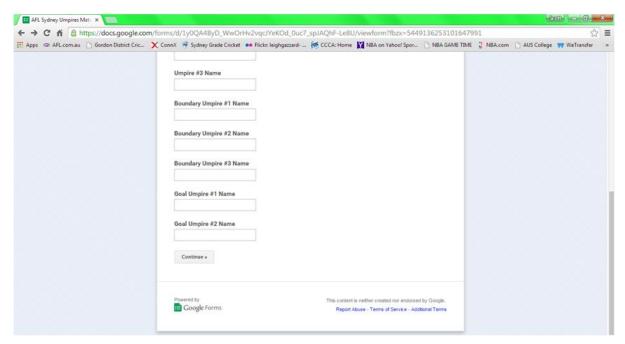


Page 1 of the Umpires Match Report is about match details where the Umpire will select / enter required information such as teams playing, date, venue, what division and also the names of all field umpires officiating the match.

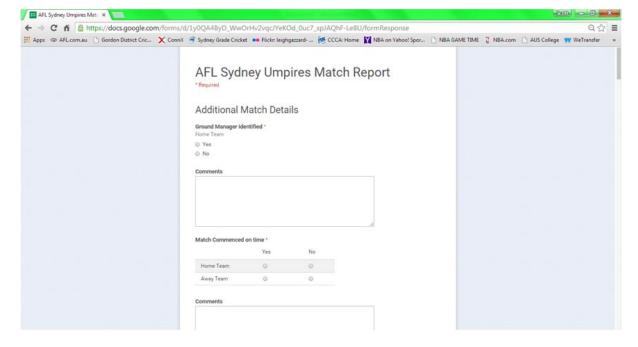




Once completed click the **Continue** button. NOTE: you will not be able to go onto the next stage unless all questions with a red asterisks (\*) next to them are completed

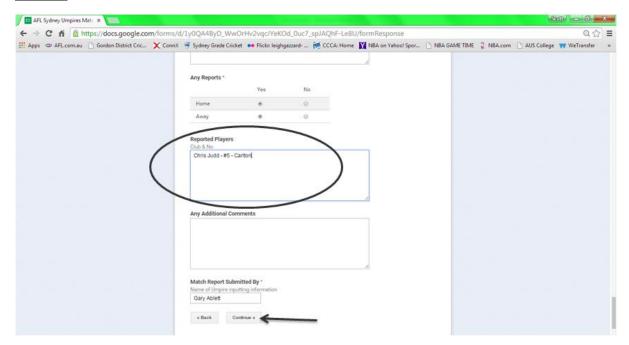


The next page is where additional match details such as Ground Manager identified, teams correctly attired, siren audible etc. are entered. There is a comments box under each question for anything that is worth noting.

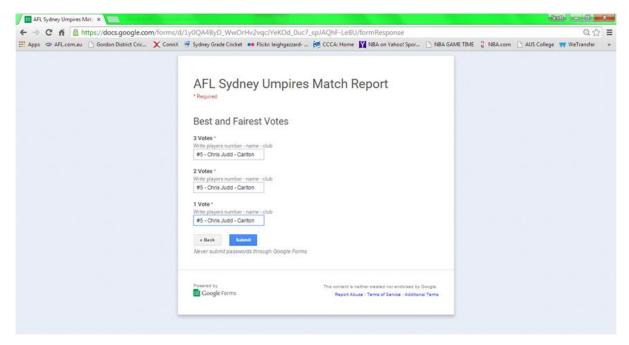




Also in this section is where report details are noted if a player has been reported. The player's details need to be recorded here (as per example below). Once this section has been completed, press **Continue**. Please note, if a player(s) has been reported the umpire must also complete a Notice of Report & Offence Grade Template form (see next section for details).

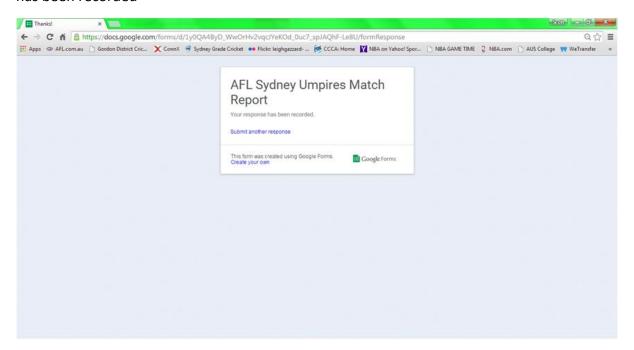


The last section requires umpires to input best and fairest votes. When recording these votes into the document shown, please make sure you enter the players number, name and club, in this order. Once completed, press the **Submit** button





After submitting the report the below page should show up confirming that the response has been recorded



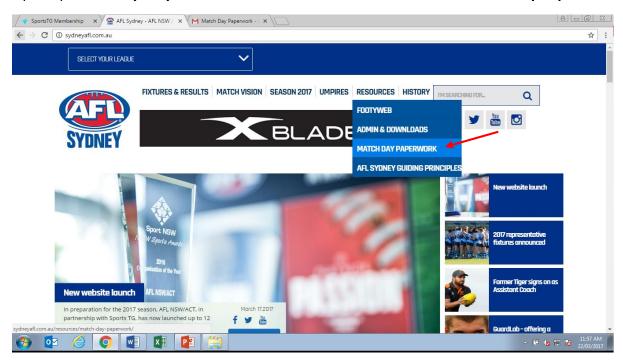


# Notice of Report and Offence Grade Template

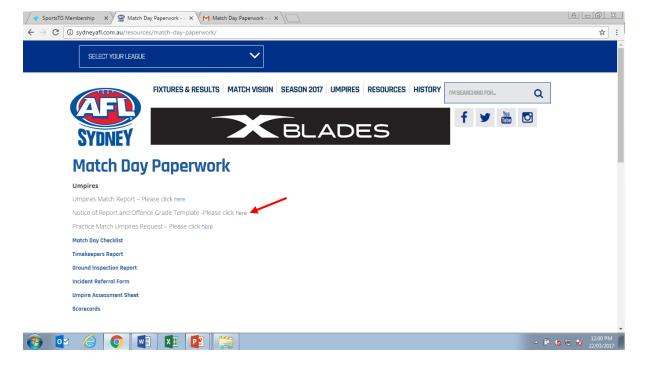
Post-game any umpires that lay a report will be required to fill out a notice of report and offence grade template form online. The link is below, or can be found on the AFL Sydney website as per the following instructions.

https://docs.google.com/forms/d/e/1FAIpQLSe32grZn7HzSfic1AlvUpDPsxj8FSyUE8iE-H4frVSVYUZ1aA/viewform

Open up the AFL Sydney website and under the Resources tab select Match Day Paperwork



Once inside Match Day Paperwork select Notice of Report and Offence Grade Template

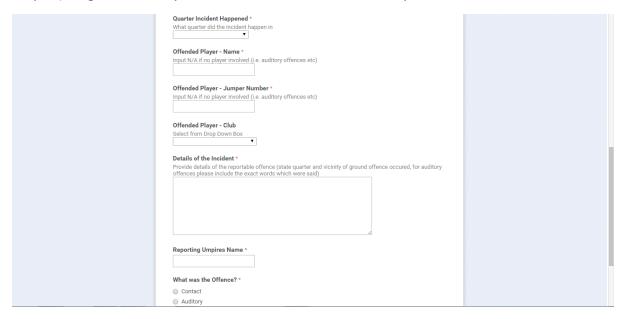




Page 1 of the template is about the report details and will ask the Umpire to select / enter required information such as the reported players name, jumper number and club, what division, what was the offence, what is the offended player's details, etc.



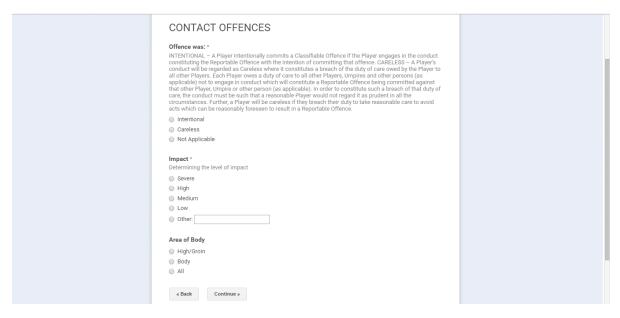
At the bottom of page one, the umpire will be asked to select whether the offence was a contact offence (eg. striking) or an auditory offence (eg. obscene language towards an umpire). Page 2 of the report will then be tailored to the umpire's selection.





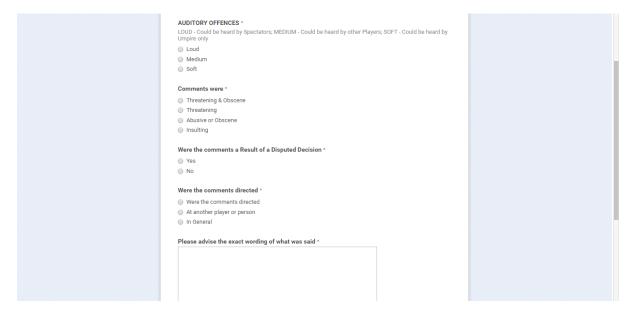
# Page 2 – Contact Offences.

If the umpire selects 'contact offence' on page one, they will be asked to grade the offence as either intentional or careless, and then will be asked to rate the level of impact, plus indicate what area of the body contact was made to.



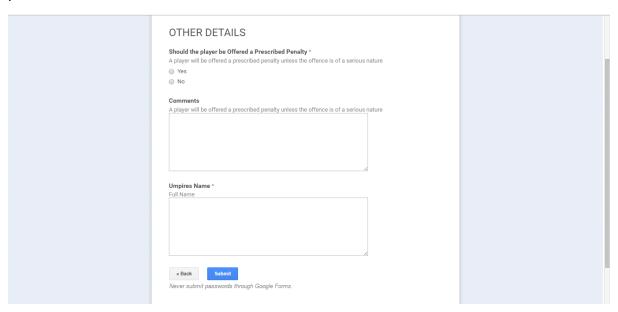
Page 2 – Auditory Offences.

If the umpire selects 'auditory offence' on page one, they will be asked to grade the level of the offence (i.e. were the comments loud/medium/soft, where the comments threatening/abusive/obscene, etc.).

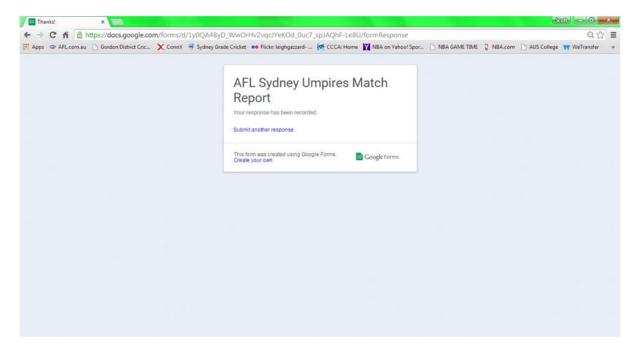




Page 3 of the report is the same for auditory and contact offences. The umpire will be asked whether they believe a prescribed penalty should be offered and will also be given the opportunity to make any comments to go with this recommendation. Once completed, the **Submit** button must be pressed.



After submitting the report the below page should show up confirming that the response has been recorded





# Match Day Ground Requirements

# **Ground Markings**

- Must be clearly marked (i.e. weekly)
- Centre square must be 50m
- Interchange must be equidistant from both interchange benches
- Boundary line must be a minimum 3m inside the fence/any obstructions

# **Goal Post Padding**

• Must be a minimum of 2.5m in height & 35mm in thickness

### Scoreboard

All matches are to have a scoreboard in operation

# Changerooms

• Opposition changerooms must be cleaned prior to matchday and anything stored in them removed.

# Timekeeping Facilities

- Table & Chairs with unobstructed view of the match
- Siren
- Time Clock
- Timekeepers Card
- Yellow/Red Card

### Footballs

- KB Sherrins (men's excluding Division Four & Five and Under 19 Division Two size 5 can be useed) and Women's Match 4 (women's div one 4 or 4.5) Only
- Red for day; Yellow Veg Tan for night (3pm or onwards start time)
- 2 Balls to be available for each match (game ball & spare)
- Premier Division 1 new ball
- All other divisions 2 suitable 'used' footballs (used ball is one that has been used for a maximum of two games previously)

# **Emergency Medical Arrangements**

- ERC must be in attendace for all AFL Sydney matches. Match is not to commence if none present
- All clubs should have details of nearest emergency medical centre's displayed in all changerooms.
- Ensure that ambulance gates are unlocked and access to ground is unimpeded.

### Stretcher

- Scoop stretcher or similar
- No canvas stretchers



# JLT Match Day Insurance Checklist

A JLT Match Day insurance checklist <u>must</u> be completed prior to the first game of the day. If a player is injured and they match day checklist has not been completed they will not be covered by insurance.

To complete the form, download the JLT app in the app store (search JLT AFL Match Day). Once in the app, select 'Checklist) the 'New' and complete the relevant match details.

The app requires the home team to enter the name of an appropriate away team official who has given their sign off on the ground conditions.



# Match Day Club Official Duties

# Ground Manager – Home Club Responsibility

- Responsible for Match day requirements
- Wear Yellow Vest
- Introduce themselves to opposing team & umpires
- Distribute & collect paperwork to/from umpires and timekeeper
- After match collect team sheet from both club, which is to include ¼ by ¼ scores, goalkickers and best players
- Clubs no longer required to SMS scores through to the league following completion of games
- Arrange for match details to be input into Footyweb by 7pm for day games and 10.30pm for night games. Home club should enter all details including opposition player changes as listed on team sheet
- Arrange for paperwork to be email to <a href="mailto:chris.corby@aflnswact.com.au">chris.corby@aflnswact.com.au</a> by 7pm Sunday night (no longer are hard copies returned to the League). Hard copies of paperwork should be kept by the club for the season in case league needs to check anything
- Ensure umpires (league and club appointed) are aware they are required to complete Umpires Match Report online

# Umpires Escort – Home Club Responsibility

- Wear Orange Vest
- Escort umpire to/from change room to centre of field before the game, at half time & after the game.
- Stand with umpires, and provide drinks at ¼ & ¾ time
- Any other reasonable requests from umpires

# Team Manager

- Ensure team players & officials abide by By-Laws & any reasonable request from the umpire
- Introduce themselves to umpire & opposition team manager & exchange team lists at 30mins prior to the match
- Make any team changes online prior to start of match
- Record ¼ by ¼ scores, goalkickers and best players on team list and give to ground manager at completion of match.
- Get "All clear" from the umpires after the match

### Timekeeper

- Premier Division Both clubs to provide a timekeeper
- All Other Divisions Home club only, however away clubs are encouraged to provide one and are incentivised via Club of the Year.

# Team Runner

- Only 1 permitted per team
- Name recorded on team list



- Can enter straight from bench
- Coaches & suspended players <u>cannot</u> act as runners
- No communication devices allowed
- Pink Shirt & Shorts, club name on back

# Trainers, Other Medical Staff & Water Carriers

- Max of **four** in total
- Home teams responsibility to provide accredited Sports Trainer
- Names must be recorded on team list
- Coaches & Suspended players cannot fill this role
- Cannot deliver messages & must not linger on ground
- Must wear blue trainers tops with club name on the back, club shorts or black tracksuit pants/leggings, running shoes or football boots
- Must be a minimum of 14 years of age

# Officials on Bench

- 4 officials outside of the trainers/medical staff/water carriers are permitted on the bench (coaches etc)
- Must be recorded on team list

No club official is to consume alcohol either before or whilst fulfilling an official role.

