



2018 Community Football Team Manager's Resource Booklet

AFL Goldfields

Updated: 26/03/18

INSIDE YOU WILL FIND....

- Match day checklists for home and away
- Match day timelines
- Frequently asked questions about rules and regulations
- Paperwork requirements
- Length of matches and breaks
- Duties of an interchange steward
- Sports TG live scoring
- Match Running Sheets
- Match day resources to photocopy (if required)

MATCH DAY CHECKLIST

Outdoor Checklist:

- Line Marking – lines clearly marked within the laws of the game and required distances applicable
- Away rooms – clean and swept, toilet paper, white board provided. Hot shower and light globes working. Away team to clean up after use.
- Umpire rooms – clean and swept, toilet paper, hot showers, table, chairs, lighting
- Goal Post Pads – suitably fixed to posts and ready for game day
- Siren – in clear working order with back up siren (air horn) if needed in close proximity

Items:

- Stretcher at interchange bench
- Footballs (see rules and regulations for competition specific number and placement of match balls)

MATCH DAY TIMELINE

- 1hr:** Meet with away club Team Manager
- 1hr:** JLT Match Day Checklist has been completed (via JLT App)
- 30min:** Team Sheet copies to umpires/away club
- 30min:** Match football to umpires. Spare balls in appropriate places.
- 25min:** Time keepers in place with cards and correct match time displayed
- 20min:** Interchange steward in place with paperwork (if applicable)
- 20min:** Scoreboard attendants are in place
- During:** Provide drinks to umpires at breaks
- During:** Umpire escort to/from ground prior to match, ½ time & full time.
- POST 20min:** Gain all clear from umpires including reports. Hand in all match day paperwork to BFUA or RDFNL Umpires (if appointed), or Home Team Manager
- POST 60min:** Match Day results are entered through Sports TG.
Home Team: Responsible for ensuring final scores are correct.
Both Teams: Their own club's best players and goal kickers.

GAME DAY & MATCH CONDITIONS

Game start times and quarter lengths.

| FOOTBALL GRADE | QTR LENGTH | BREAKS (mins) | TOTAL (mins) |
|------------------|--------------------|---------------|--------------|
| U13 Junior Girls | 4 x 12mins (No TO) | 2 – 3 – 2 | 55mins |
| U15 Youth Girls | 4 x 15mins (No TO) | 3 – 5 – 3 | 71mins |
| U18 Youth Girls | 4 x 15mins (No TO) | 5 – 7 – 5 | 77mins |
| Women's | 4 x 20mins (No TO) | 5 – 10 – 5 | 100mins |

HOME TEAM

Paperwork:

- Player registration – all listed players are correctly entered into Sports TG prior to playing
- Team sheet – team selected prior to start of match (3 copies + 1 spare)
- WWCC - Applicable for volunteers working with underage children.
- Concussion – all coaches and trainers have full understanding of AFL Concussion Policy
- JLT Match Day Checklist (via the app)

Support Staff:

- Runner(s) – check By laws for numbers or runners
- Water carriers
- Sports Trainer – Accredited Level 1 Sports Trainer
- Field Umpire (if applicable)
- Boundary Umpire (if applicable)
- Goal Umpire (if applicable)
- Umpire Escort
- Time Keeper
- Score board attendant
- Interchange
- Live Scoring

Please note: All team officials must be listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.

AWAY TEAM

Paperwork:

Player registration – all listed players are correctly entered into Sports TG prior to playing

Team sheet – team selected prior to start of match (3 copies + 1 spare)

WWCC - Applicable for volunteers working with underage children.

Concussion – all coaches and trainers have full understanding of AFL Concussion Policy

Support Staff:

- Umpire Escort
- Sports Trainer – Accredited Level 1 Sports Trainer
- Runner (s)
- Water carriers
- Time Keeper (optional)
- Interchange (optional)

Please note: All team officials must be listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.

The away team is responsible for entering their own goal kickers and best players in Sports TG by 6pm on the day of the match or 1 hour after the match if it finishes after 6pm.

A media release with all results, best [players and goal kickers is sent to all of our media partners at 6pm on a Saturday and Sunday evening.

MATCH DAY PAPERWORK – CLUB UMPIRES

BOTH clubs need to have provided a copy of their team sheet to the umpires before the start of the match.

GOAL UMPIRES to pass on their scorecards to the field umpires following the end of the match.

FIELD UMPIRES to decide on the best players at the end of the match.

After the game, the following documentation must be provided to appointed umpires (if an AFL Goldfields affiliated umpire is not appointed, it is the HOME team's responsibility to collect all paperwork and return it to AFL Goldfields): goal cards, interchange sheet, time cards and team sheets.

If you have any issues on Match Day, please contact your Competition Manager.

INTERCHANGE STEWARD DUTIES (if applicable)

An Interchange Steward has the following responsibilities:

- Ensure the correct number of players begin each quarter on the field
- Ensure players only leave the Interchange Holding Area upon the player leaving the field
- Assist field umpires in the event of a head count, where asked
- Liaise between timekeepers and Team Managers with regard to players who must wait before re-entering the field of play

They must record:

- Stretcher being called
- Blood rule
- Red & Yellow cards
- Guernsey number change
- Player leaves the ground outside of the interchange area

IMPORTANT RULES & REGULATIONS

These are some FAQ's from the rules and regulations. For the full copy of AFL Goldfields Rules and Regulations 2018, please visit:

www.aflgoldfields.com.au

Match Day Permits

The club requesting the match day permit must seek written permission (text or email) from the club **(not the player)** to which the player is registered before submitting this request.

Player Permit Forms

AFL Goldfields has policies in place relating to Player Permits. For a full list, head to Inside the League @ <https://bit.ly/2GalUt0>

Live Scoring

LIVE SCORE is the perfect way to keep your members updated on all the on-field action.

It also makes match officiating easier for your volunteers and administrators - <http://support.sportstg.com>

Footballs

Total of 2 footballs (one new ball and one near new ball) for the match ball and one on the interchange bench.

Umpire Escorts

Both clubs are responsible for providing an umpire escort for all matches. They should escort the umpires from the umpire's rooms to the field whenever they enter or leave the field (start of match, half-time & end of match).

Stretchers

Clubs must ensure a Sports Medicine Australia approved stretcher is available from the interchange bench. A match is not to commence until a stretcher is available.

A player on a stretcher is to be taken off the ground in the shortest and most direct route.

A player, for whom a stretcher is called, shall not resume playing for a period of twenty (20) minutes of play, as per the Laws of Australian Football

Mentor (Junior Girls competition only)

Club mentors can be the coach of the side. Mentors are not allowed to carry a coach's board on the field whilst the match is being played. Club mentors are only permitted on the ground to talk to players who are not in the direct play. At no stage should a mentor be anywhere near the ball. Mentors are to deliver their message to the player and return to the coach's box straight away. The difference between a runner and a mentor is that the mentor can deliver coaching advice whilst on the ground whereas a runner cannot. A runner is to deliver a message and leave the playing field immediately.

Mentors Inside the Forward 50m During a Kick-Out: As long as the mentor is not affecting the play, mentors are allowed inside the forward 50m during a kick-out to provide coaching advice to the players

Water Carriers

Water carriers must be in the prescribed uniform. Water carriers must only enter the field of play when there is a shot at goal, after a goal is scored or if a player requires assistance.

Player Uniforms

All protective apparel, including bandages & skins must be light beige in colour.

Extreme Weather

AFL Goldfields has policies in place relating to extreme weather. For a full list, head to www.aflgoldfields.com.au

Melee Matrix

AFL Goldfields has policies in place relating to the Melee Matrix. Please refer to your Melee Matrix book for guidelines around the policy.

Yellow & Red Cards

Only field umpires and emergency field umpires have the power to send players from the ground. When ordering a player off, an umpire shall signal his/her intention by pointing to the interchange area with an outstretched arm and holding a coloured card above his/her head with the other.

- A Red Card indicates the player is ordered off for the remainder of the match and is able to be replaced after 20 minutes actual playing time.

(E) For under age matches, field umpires may order a player off the ground for 15 minutes without reporting her.

- A Yellow Card indicates the player is ordered off for 15 minutes of actual match playing time and cannot be replaced within that time. A player ordered from the ground must leave the ground through the interchange area, report to the Interchange Steward or appropriate official on leaving the field and before returning.

Example A:

A player gets yellow carded 2 minutes into the third quarter, at 3.15pm. They may return to the field at 3.30pm.

Example B:

A player gets red carded in the first quarter, with one minute to go (no time on), at 2.30pm. The quarter finishes at 2.31pm and teams have a 6 minutes break. The player can be replaced 19 minutes after the second quarter has started, at 2.56pm.

Evening up rule

Where one team has between 12 and 18 players (Youth Girls & Women's) 10 – 16 players (Youth Girls & Junior girls) and the second team has more players than the first team, **both teams shall field the same number of players**, therefore an equal number of players shall take the field.

If a team begins with less than 12 players (Women's) 10 (Junior girls) the match will be forfeited, however a match **must** still occur as a scratch match.

If during a match, a team's playing numbers drop to below 12 players (Youth Girls & Women's) 10 (Junior girls) a forfeit will occur, and the match must continue with an equal number of players on the field for both sides.

If players are not offered to the team with less than 18 players, then playing numbers must be reduced so that both teams field the same number of players on the ground.

Team Managers, particularly from the Team that requires the evening-up rule to apply, **must** ensure that the process is organized as early as possible and prior to the teams taking



AFL GOLDFIELDS COMPETITION BY LAWS – MODIFIED RULES

| FEMALE FOOTBALL | | | | |
|--|------------------------------|---------------------|-------------------------|---------------------|
| | Under 13 | Under 15 | Under 18 | Open Age |
| REGULATIONS | | | | |
| Ground Size | 100m x 80m | Standard | Standard | Standard |
| No. of players on ground | 10 – 16-a-side | 12 – 18-a-side | 12 – 18-a-side | 12 – 18-a-side |
| No. of players on bench | Unlimited | Unlimited | Unlimited | 6 players |
| Ball Type | Syn only | Syn only | Syn only | Leather |
| Ball Size | 3 | 4 | 4 | 4 |
| Quarter Duration (mins) | 12 | 15 | 15 | 20 |
| Break Lengths, ¼, ½, ¾ | 2-3-2 | 5-7-5 | 5-7-5 | 5-10-5 |
| Scoring | Mercy Rule | Mercy Rule | Mercy Rule | ✓ |
| Results | ✓ | ✓ | ✓ | ✓ |
| LAWS | | | | |
| Tackling | ✓ | ✓ | ✓ | ✓ |
| Bouncing the ball | 2 Max | 3 Max | Unlimited | Unlimited |
| Kicking off the ground | X | ✓ | ✓ | ✓ |
| Ball-Ups (instead of throw-in) | ✓ | ✓ | X | X |
| Throw-ins | X | X | ✓ | ✓ |
| Marking | Any Distance Show Control | 10m Direct Catch | 10m Direct Catch | 15m Direct Catch |
| Penalty distance | 15m | 15m | 25m | 25m |
| Deliberate out of bounds | X | X | X | X |
| Deliberate Rushed Behind | X | X | X | X |
| UMPIRES & COACHES | | | | |
| No. Field Umpires | 1 Club (Home) | 1-2 UA | 1-2 UA | 2 UA |
| Boundary Umpires | (0) Ball-Up Rule | (0) Ball-Up Rule | 2 Club (when Available) | 2 Club (Compulsory) |
| Goal Umpires | Club | Club | Club | Club |
| Mentors | 1 per club | X | X | X |
| Runners | 1 per club | 1 per club | 1 per club | 1-2 per club |
| Last Updated 17/04/18: Krista Woodroffe | | | | |

- **Please note, U18 & U15 breaks for 2018 are (5min – 7min – 5min) there was a typo on the Modified Rules chart, please see above for updates**

Ball-Ups

Please note in the U15's boundary umpires are not required and a ball up will be enforced. U18's - each club is required to have a boundary umpire for each game of football, where a boundary umpire is not supplied the Central Umpire will be given sufficient notice and will be asked to Ball up as per U15 rule.

U15 Youth Girls Club Runners

Please note: Club runners in the U15's Youth Girls can have an active role in mentoring girls on game day, and not just delivering messages. The Runner will still be required to enter and exit the field immediately after giving any instructions to ensure they do not impede on the Umpire performing his/her duties

Kicking off the Ground

Players in all grades except the U13 Junior Girls can kick the football off the ground in the AFL Goldfields Competition. The rule will remain in place for the U13 Junior Girls for their continued football development

Junior Girls Football

| Game | Start Time | Ground | Quarters | Breaks |
|------------------------|------------|--------|----------------------|--------------------|
| Game 1 (if applicable) | 12:30pm | Half | 4 x 12min No time on | 2min – 3min – 2min |

| Time | Information | Siren |
|----------------|------------------------------------|--|
| 12.20pm | Game 1 Sides & Umpires onto ground | Three blast to indicate time to enter field |
| 12.28pm | Two Minute Warning | Two blast to indicate 2 minutes to bounce |
| 12.30pm | Game 1 Bounce | Single blast to indicate start of match |
| 12.42pm | Game 1 ¼ Time | Single blast to indicate end of quarter |
| 12.43pm | One Minute Warning | Two blast to indicate one minute to bounce |
| 12.44pm | Start of 2nd Quarter | Single blast to indicate start of quarter |
| 12.56pm | Game 1 ½ Time | Single blast to indicate end of quarter |
| 12.58pm | One Minute Warning | Two blast to indicate one minute to bounce |
| 12.59pm | Start 3rd Quarter | Single blast to indicate start of quarter |
| 1.11pm | Game 1 ¾ Time | Single blast to indicate end of quarter |
| 1.12pm | One Minute Warning | Two blast to indicate one minute to bounce |
| 1.13pm | Start 4th Quarter | Single blast to indicate start of quarter |
| 1.25pm | Game 1 Full Time | Single blast to indicate end of match |

Youth Girls Football

| Game | Start Time | Ground | Quarters | Breaks |
|------------------------|------------|--------|----------------------|--------------------|
| Game 1 (if applicable) | 9:00am | Full | 4 x 15min No time on | 5min – 7min – 5min |
| Game 2 (if applicable) | 10:30am | Full | 4 x 15min No time on | 5min – 7min – 5min |

| Time | Information | Siren |
|---------------|------------------------------------|--|
| 09.50am | Game 1 Sides & Umpires onto ground | Three blast to indicate time to enter field |
| 09.58am | Two Minute Warning | Two blast to indicate 2 minutes to bounce |
| 9.00am | Game 1 Bounce | Single blast to indicate start of match |
| 9.15am | Game 1 ¼ Time | Single blast to indicate end of quarter |
| 9.19am | One Minute Warning | Two blast to indicate one minute to bounce |
| 9.20am | Start of 2nd Quarter | Single blast to indicate start of quarter |
| 9.35am | Game 1 ½ Time | Single blast to indicate end of quarter |
| 9.41am | One Minute Warning | Two blast to indicate one minute to bounce |
| 9.42am | Start 3rd Quarter | Single blast to indicate start of quarter |
| 9.57am | Game 1 ¾ Time | Single blast to indicate end of quarter |
| 10.01am | One Minute Warning | Two blast to indicate one minute to bounce |
| 10.02am | Start 4th Quarter | Single blast to indicate start of quarter |
| 10.17am | Game 1 Full Time | Single blast to indicate end of match |
| | | |
| 10.20am | Game 2 Sides & Umpires onto ground | Three blast to indicate time to enter field |
| 10.28am | Two Minute Warning | Two blast to indicate 2 minutes to bounce |
| 10.30am | Game 2 Bounce | Single blast to indicate start of match |
| 10.45am | Game 2 ¼ Time | Single blast to indicate end of quarter |
| 10.47am | One Minute Warning | Two blast to indicate one minute to bounce |
| 10.48am | Start of 2nd Quarter | Single blast to indicate start of quarter |
| 11.03am | Game 2 ½ Time | Single blast to indicate end of quarter |
| 11.07am | One Minute Warning | Two blast to indicate one minute to bounce |
| 11.08am | Start 3rd Quarter | Single blast to indicate start of quarter |
| 11.23am | Game 2 ¾ Time | Single blast to indicate end of quarter |
| 11.25am | One Minute Warning | Two blast to indicate one minute to bounce |
| 11.26am | Start 4th Quarter | Single blast to indicate start of quarter |
| 11.41am | Game 2 Full Time | Single blast to indicate end of match |

Open Age Women's Football

| Game | Start Time | Ground | Quarters | Breaks |
|------------------------|------------|--------|----------------------|---------------------|
| Game 1 (if applicable) | 12.30pm | Full | 4 x 20min No time on | 5min – 10min – 5min |
| Game 2 (if applicable) | 1.40pm | Full | 4 x 20min No time on | 5min – 10min – 5min |

Time

Information

Siren

12.20pm Game 1 Sides & Umpires onto ground
 12.28pm Two Minute Warning
12.30pm Game 1 Bounce
 12.50pm Game 1 ¼ Time
 12.54pm One Minute Warning
 12.55pm Start of 2nd Quarter
 1.15pm Game 1 ½ Time
 1.24pm One Minute Warning
 1.25pm Start 3rd Quarter
 1.45pm Game 1 ¾ Time
 1.49pm One Minute Warning
 1.50pm Start 4th Quarter
 2.10pm Game 1 Full Time

Three blast to indicate time to enter field
 Two blast to indicate 2 minutes to bounce
Single blast to indicate start of match
 Single blast to indicate end of quarter
 Two blast to indicate one minute to bounce
 Single blast to indicate start of quarter
 Single blast to indicate end of quarter
 Two blast to indicate one minute to bounce
 Single blast to indicate start of quarter
 Single blast to indicate end of quarter
 Two blast to indicate one minute to bounce
 Single blast to indicate start of quarter
 Single blast to indicate end of match

1.30pm Game 2 Sides & Umpires onto ground
 1.38pm Two Minute Warning
1.40pm Game 2 Bounce
 2.00pm Game 2 ¼ Time
 2.04pm One Minute Warning
 2.05pm Start of 2nd Quarter
 2.25pm Game 2 ½ Time
 2.34pm One Minute Warning
 2.35pm Start 3rd Quarter
 3.55pm Game 2 ¾ Time
 3.59pm One Minute Warning
 4.00pm Start 4th Quarter
 4.20pm Game 2 Full Time

Three blast to indicate time to enter field
 Two blast to indicate 2 minutes to bounce
Single blast to indicate start of match
 Single blast to indicate end of quarter
 Two blast to indicate one minute to bounce
 Single blast to indicate start of quarter
 Single blast to indicate end of quarter
 Two blast to indicate one minute to bounce
 Single blast to indicate start of quarter
 Single blast to indicate end of quarter
 Two blast to indicate one minute to bounce
 Single blast to indicate start of quarter
 Single blast to indicate end of match