



# CSLFUP FIELD UMPIRE MANUAL



## FIELD UMPIRING WITH THE CSLFUP:

This handbook is designed to introduce people to Field umpiring and for those with experience, refresh some of the specifics around this discipline of umpiring.

It is only an introduction to the practice of umpiring and more detailed information will be given to umpires at coaching sessions held weekly.

CSLFUP umpiring coaching programs are about:

- establishing a positive learning environment for umpires
- developing umpires
- improving umpiring performances at all levels
- building relationships within the CSLFUP

## CONTACTS:

Your points of contact as a goal umpire should be as follows:

Field Umpire Coach: **Jason Edwards**      **0412429961**      Email: [cslfupcoach@gmail.com](mailto:cslfupcoach@gmail.com)

Assistant Field Umpire Coaches: **Ian Curran, David Curran, David Popplewell**

### CSLFUP Contacts

Selection Secretary: **Ian Curran**      **0412729396**      Email: [cslfupselection@gmail.com](mailto:cslfupselection@gmail.com)

Secretary: **David Curran**      **0435657898**      Email: [david.curran2@anz.com](mailto:david.curran2@anz.com)

President: **Roy Webb**      **0401121747**      Email: [roy.webb564@schools.sa.edu.au](mailto:roy.webb564@schools.sa.edu.au)

Umpires Representative: **David Uthenwoldt**      **0417840360**      Email: [dubolt@bigpond.net.au](mailto:dubolt@bigpond.net.au)

CSLFUP Website - [http://websites.sportstg.com/club\\_info.cgi?c=0-6233-130348-0-0&slD=342564](http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&slD=342564)

CSLFUP Facebook - <https://www.facebook.com/groups/cslfup/>

Field Umpire Resources - [http://websites.sportstg.com/club\\_info.cgi?c=1-6233-130348-0-0&slD=390945](http://websites.sportstg.com/club_info.cgi?c=1-6233-130348-0-0&slD=390945)

Resource Videos - [http://websites.sportstg.com/club\\_info.cgi?c=1-6233-130348-0-0&slD=413377](http://websites.sportstg.com/club_info.cgi?c=1-6233-130348-0-0&slD=413377)

## APPOINTMENTS:

Appointments are managed by the Schedula online appointments system. All umpires are required to register via Sports TG as an umpire before being provided with access to Schedula.

Appointments will be released each Tuesday evening. If you have been appointed to a match then you will receive an email notifying you of an appointment. You are then required to login to Schedula ([www.schedula.com.au](http://www.schedula.com.au)) to confirm your appointment. Appointments **must** be confirmed by as soon as possible. **If you do not confirm by Thursday evening your match could be allocated to another umpire.**

Appointments take a lot of time to organise so please be respectful to our Selection Secretary by following this process.

- All appointments will be performance based.
- Keep your availability and unavailability in Schedula up to date.
- Any special request must be received by Ian Curran ([cslfupcoach@gmail.com](mailto:cslfupcoach@gmail.com)) by Monday, midday before the weekend in question.

- It is recommended to go into “Manage Your Profile” in Schedula to tick the box so all officiating umpires can see all umpires’ phone numbers and call if necessary.
- Rotation will happen for all field umpires (if you have not been spoken to before appointments are emailed out and you are umpiring a lower grade, it is a rotation).
- 3 umpires will be used for as many A grade games as possible
- All Appointments will be posted on CSLFUP Website when finalised – [CLICK HERE](#)
- We accept that unforeseen circumstances can arise after appointments have been confirmed. In this instance you must contact the Selection Secretary as soon as possible so alternative arrangements can be made

## UNAVAILABILITY:

It is your responsibility to inform your coach and Selection Secretary if you are unavailable to umpire on a particular day by recording it in Schedula and by email or phone. If you know well in advance your unavailability especially during school holidays please advise the above as early as possible.

If possible, we require at least **two** weeks’ notice.

Information on how to use Schedula can be found -

[http://websites.sportstg.com/club\\_info.cgi?c=0-6233-130348-0-0&slD=413376](http://websites.sportstg.com/club_info.cgi?c=0-6233-130348-0-0&slD=413376)

## REGISTRATION:

Registration to umpire with the CSLFUP is managed online, via Sports TG. A link to register with the CSLFUP can be found [HERE](#) (Green Button in top right corner).

By registering with the CSLFUP you are also agreeing to the terms and conditions set out via Sports TG and the CSLFUP. These documents can be viewed [HERE](#)

Registering to Umpire with the CSLFUP does not guarantee that you will be appointed to a game. This will be at the discretion of the Selection Panel.

All Umpires over the age of 14 require a DCSI check. To arrange a DCSI, which is free of charge, contact the CSLFUP Secretary ([david.curran2@anz.com](mailto:david.curran2@anz.com))

## APPOINTMENTS – SELECTION / CRITERIA:

### Regular Season – Lower Grades

- Umpires WILL be appointed based on performance.
- Performance is at the ultimate discretion of the Selection Committee.
- Performance will include fitness level (which impacts on decision making), general skills (positioning at set plays, whistle, clear signaling), decision making (including knowledge of the laws of football and local by-laws) and overall communication (between umpires, players, coaches and officials).
- Umpires will be appointed to a specific grade based on performance.
- Umpires must have the fitness level required to umpire in the grade they are selected.
- If an umpire fails to give notice via SMS, email or Schedula to the Selection Secretary, Senior or Discipline Coaches of their unavailability this may impact their selection.
- Professional appearance and attitude on and off the field will be taken into consideration when selections are made.
- In circumstances where an umpire has a genuine reason for not being at training and this is conveyed to the Selection Secretary, Umpire Director or Discipline Coach this will be noted. The umpire will continue to be judged on performance when selections are made.
- Any other relevant factors may be considered when making selections.

## **A Grade and Finals**

All Umpires wishing to umpire A Grade football and / or Finals are expected to train regularly at either Hackham or Encounter Bay and attend Panel Meetings. All criteria above also apply.

Observers will endeavor to assess all Field Umpires at least 2-3 times every season. The Field Umpire will receive written and verbal feedback and video of their games if available. Each umpire is asked to assess their own performance, particularly if video of your game is available. We may also ask you to provide peer feedback.

## **TRAINING:**

Trainings take place on Wednesday Nights at two separate venues –

- Hackham Football Club – 6.30pm
- Encounter Bay Football Oval – 5.30 pm

## **PURPOSE OF THE LAWS:**

- To ensure the game of Australian Football is played in a fair manner and in a spirit of true sportsmanship.
- To prevent injuries to players participating in a match so far as this objective can reasonably be achieved in circumstances where Australian Football is a body contact sport.

## **SPIRIT AND INTENTION OF AWARDED FREE KICKS:**

It is the spirit and intention of the 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 their sole objective every opportunity to obtain possession;
- Protect players from sustaining injury;
- A player who executes a legal tackle which results in an opponent failing to dispose of the football in accordance with these Laws.

## **GROUND RULES / GAME PLAN FOR CSLFUP UMPIRES:**

### **RELAX - HAVE FUN**

Make the most of the opportunity to be involved our great game of Australian Rules Football

### **BE A TEAM PLAYER**

Represent the umpiring panel in a professional manner at all times  
Assist other umpires wherever necessary

### **SET THE PATTERN IN THE FIRST FIVE MINUTES**

Stay alert  
Strong Whistle, Effective Communication, Clear Signals  
Ensure the players' prime objective is the ball

### **PAY THE FIRST OBVIOUS FREE KICK**

If they want to play footy, let them

### **ERR ON THE SIDE OF THE BALL PLAYER**

PRIOR OPPORTUNITY - No red hot holding the ball decisions  
The high tackle is the most important free to pay

### **TAKE CONTROL (When Required)**

Take positive action when required Have a presence when necessary  
Respectful Communication  
50m penalty, yellow or red cards when required

### **BE PROACTIVE WITH POSITIONING, REACTIVE WITH DECISION MAKING**

High work rate and high urgency = high performance  
Constant movement - must see the ball player's head and shoulders  
Pay what you see, not what you think you saw

### **COMMUNICATE EFFECTIVELY WITH PLAYERS**

Umpire with your voice – Stop the game with your whistle  
Speak with offending players; let them know what they are doing wrong  
Talk to players in the same manner you would like to be spoken to

### **KNOW WHERE TO FOCUS**

Umpire IN Control - 90% of the time - focus on the player with the ball  
NON-Controlling Umpire - 10% of the time focus on the player with the ball - 90% of focus on players in the anticipated contest

### **WORK RATE**

Prepare physically the best we can  
20 – 25m side on to the contest  
Trigger Points!!

### **DON'T RELAX – ALWAYS UMPIRING**

Keep your vision on the last act of play when the ball is disposed of  
Don't worry about any previous decisions – the next contest is the most important contest to concentrate on

### **HOLD YOUR WHISTLE**

In a scrum where no obvious free kick is seen – **HOLD YOUR WHISTLE**  
Encourage the player to move the ball on, knock it out  
Minimise ball ups as much as we can

### **CONSISTENCY AND POSITIVE APPROACH**

In everything we do, on and off the field

## ADVANTAGE:

It is the player, and not the field umpire, who determines whether his team has advantage after a whistle is blown for a free kick infringement. The teammate “playing the ball” is the person who elects to take advantage by continuing to play on or not to take the advantage by stopping.

The play must still be continuous to allow an advantage play.

- It is important for the umpire to delay the advantage call to allow the player a chance to assess his options and hence make a decision to stop or to take the advantage.

Once the player has elected to take the advantage and the umpire has signaled advantage, the ball can't be recalled.

There is No advantage:

- for a Centre Square Infringement paid by a boundary umpire or for an Out of Zone Free Kick at a Centre Bounce.
- for a free paid by a non-controlling umpire.
- from a mark

Advantage in relation to siren

- If the umpire has called advantage prior to hearing the siren, the advantage will not be cancelled.

## ALL CLEAR:

It is imperative that when signaling “All Clear” to the goal umpire for a goal or behind, that the field umpire clearly says “All Clear” and makes **eye contact** with the goal umpire. The signal for “All Clear” is two hands in front of your face for a goal and one hand for a behind. If you are undecided your hands are behind your back.

The field umpire must also **be aware and observe** that the goal umpire has signaled the score before play can recommence.

There should be consultation between Umpires when any doubt in relation to scoring.

## COMMENCEMENT OF PLAY:

To start the game the Umpire will hold the ball aloft with one hand, wait for the siren to sound then blow their whistle loudly and commence their approach and throw the ball in the air.

A Free Kick can be awarded prior to the start of game.

Free kicks can be awarded at any time prior to the start of a quarter but as a general guide it is as teams take up their position prior to the start of each quarter.

If a free kick has been awarded, the umpire must hold the ball until such time as the siren sounds to commence play in accordance with Law 11.2.2 (c). The ball can then be handed to the player awarded the free kick.

The timekeeper will be advised to start the clock on either the disposal of the ball by the player, or once the player plays on (deviates off line) or when the umpire calls “play on.”



## BLOOD RULE:

Active bleeding	Passive (minor) bleeding
<p><b><u>Definition</u></b> The term “Active Bleeding” means the existence of an injury or wound, which continues to bleed</p>	<p><b><u>Definition</u></b> Minor bleeding from a graze or scratch, which has abated and can be readily removed from a Player at the first opportunity by player or trainer.</p>
<p><b><u>Action by Field Umpire</u></b> Play stops when the umpire blows time on. The Field umpires shall then raise both arms and crosses them above his head. The player shall be directed to immediately leave the ground and be replaced by a teammate.</p>	<p><b><u>Action by Field Umpire</u></b> Play continues and umpire instructs the player / trainer at first available opportunity for the wound to be “cleaned”. The field umpire crosses both arms in a downward direction and points to the bleeding player.</p>
<p>Play can recommence if the team has been provided with a clear opportunity to replace the bleeding player but has not done so (usually approximately 30 seconds).</p>	

A team should not be disadvantaged when a bleeding player leaves the field under this rule.

### Active bleeding and shot on goal after siren

A player who has been awarded a free kick or taken a mark as the siren sounds and is actively bleeding will be allowed to take his kick **if he desires**. If the player decides not to take his kick it goes to the closest teammate.

### Player refusing to go off

If a player who refuses to leave the field under the blood rule the umpire should:

- Direct the player to leave the field;
- Tell them him if they refuse you will report them;
- If they continue to refuse to leave then make a report for Misconduct for failing to follow a direction of an umpire;
- If they still refuse tell them their team will forfeit the game and liaise with Captain before implementing such action (We need to use our management skills before getting to this stage).
- End the game if they still refuse and the game will be forfeited by the offending player's team.

### Report for wiping blood on opponent

A player should be reported for Misconduct in that they smeared blood on an opponent. The player with the blood on the jumper or their body should then have time to have the blood removed or have the jumper replaced prior to the game recommencing.

## **CONSULTATION BETWEEN UMPIRES:**

### **Consultation between Umpires when any doubt in relation to scoring**

If any umpire has significant doubt concerning a scoring decision there needs to be consultation with all of the umpires within the immediate vicinity of the scoring line. The field umpire will control the consultation process.

- If there is real uncertainty the goal umpire should go to the lesser result.
- The goal umpire makes the final decision on the call.

### **Consultation between Umpires when any doubt in relation to out of bounds**

If any umpire is in doubt concerning a ball being out of bounds, out of bounds on the full or touched before going out of bounds there needs to be consultation. The field umpire will control a consultation process similar to above.

- If there is uncertainty the boundary umpire should go to the lesser result. A throw in.
- The boundary umpire makes the final decision on the call when not involving a score.

### **Consultation between goal and boundary umpire in relation to a behind or out of bounds.**

If, (after consultation) there is still no agreement as to whether the ball is out of bounds or out on the full or a behind, Law 8.2.4(b) states “the decision of the goal Umpire shall prevail”.

### **Consultation between Field Umpires General Play**

In general play situations, blow time on when required to consult. i.e. – marking the ball (did it carry), 2 umpires simultaneously awarding different free kicks.

### **Marking ball in goal square**

If you are unsure as to whether a player has marked the ball in the goal square (*any part of the marking player's body is in the goal square / on the line will determine that the mark is within*), do not hesitate to consult the goal umpire, as this will affect where the player will take his set shot from.



## DELIBERATE OUT OF BOUNDS:

The deliberate out of bounds rule has been totally abandoned and replaced with the **Last Possession Out of Bounds** rule.

## LAST POSSESSION OUT OF BOUNDS:

A free kick will be paid when -

- The ball is KICKED or HANDBALLED over the Boundary Line without being Touched
- The ball is DELIBERATELY KICKED off the ground and goes over the Boundary Line without being Touched
- The ball is hit over the Boundary Line on the Full from a Ball Up or Throw In

No Free Kick will be paid in if – (A Throw In will take place)

- When the ball is Touched by any player prior to going over the Boundary Line
- The ball is ACCIDENTLY kicked off the ground and goes over the boundary line (Unless it's on the full)
- The ball is Touched, Fumbled or Spoilt over the Boundary Line
- A player Shepherds another player to stop them touching the ball before it goes over the Boundary Line. A player can elect not to touch the football, but they cannot stop another from touching the football.
- If it is unclear if the ball was touched or not prior to going over the Boundary Line

Out on the Full remains the same.

These rules apply all over the ground and from Kick Ins.

To view some examples – view the [CSLFUP Umpiring Video](#)

## DELIBERATE RUSHED BEHIND:

NO Free Kick will be awarded for a deliberately rushed behind, regardless if the defending player was under pressure or not. All Clear will be given and the point recorded.

**The only time a Free Kick will be awarded for a rushed behind is when**

- A defending ruck, from a ball up or throw in, is not permitted to punch the ball over the scoring line **on the full**. A free kick for deliberately rushed behind will be awarded

A Free Kick awarded under this Law shall be taken at the point where the football crossed the Behind Line or directly in front in instance of where a rushed behind occurred over the goal line.

In the case of the ball hitting a goal post, the free kick shall be taken from the middle of the goal line, directly in front.

### NOTE:

An attacking ruck may knock the ball over a scoring line in this situation and a behind will be recorded as they are allowed to score for their side.

## **DRAWN MATCHES IN FINALS:**

### **Playing of Additional Time**

Should a tie occur in any Finals Match, the following procedure shall apply to determine the winning Club:-

- (a) the goal Umpires shall immediately consult with each other to confirm that the score of each Club is tied and if that is the case, the field Umpires shall signal to the Time Keepers that the Match is to proceed into extra time;
- (b) **GREAT SOUTHERN FOOTBALL LEAGUE ONLY** - Teams will change ends and play 5 (five) minutes one way then immediately change ends (**No Coaches on the ground**) and play 5 (five) minutes the other way. If, after the extra ten minutes, the scores are still tied then the same procedure will be repeated until a winner is decided.
- (c) **SOUTHERN FOOTBALL LEAGUE ONLY** - Teams will change ends and play 5 (five) minutes one way then immediately change ends (**No Coaches on the ground**) and play 5 (five) minutes the other way. If, after the extra ten minutes, the scores are still tied then the siren will not sound until the next score.

## **DANGEROUS TACKLES:**

A dangerous tackle is considered a tackle that is inherently dangerous, whereby the action of the tackle has the ability to cause injury - factors including the force of the tackle and the head being placed in vulnerable position, for example the player's head makes contact with the ground. Other examples may include 'sling' tackles, 'spear' tackles or a tackle that causes both arms of an opponent to be pinned and placing that player in a vulnerable position.

A **DANGEROUS TACKLE** includes, but not limited to –

- A second action that puts the player forcefully to the ground.
- Where a player is slung to the ground and not able to control their fall or:
- When a player's arms are pinned and tackled to the ground causing their head to hit or driven into the ground.
- Any other action during a tackle that puts a players safety at risk

This is a serious player safety issue and will be dealt with a free kick, yellow or a red card. This is an occasion where the injury to a player will be taken into account. Take your time and get your penalty right. If the player is groggy, leaves the field or unconscious then a free or yellow card may not be enough penalty.

The decision is up to you, but we must hold the safety of players as top priority.

## **END OF QUARTERS:**

### **End of quarter**

“play shall come to an end when any one of the field umpires hears the siren” (Law Book10.4.2) The field umpire shall signal that they have heard the siren by blowing their whistle and raising both hands above their head.

### **Out on full after siren sounds**

If a player has kicked the ball and the siren sounds before the ball crosses the boundary line, **NO** free kick shall be awarded for out on the full as per law book. (10.4.3)

### **Set Shot after siren: umpire positioning with two umpires.**

The Field Umpire controlling the mark at the time of the siren remains at the mark to control the protected 5m area.

The other Field Umpire will take up a position so as to monitor the players on the goal line and to adjudicate any contests that may take place on or near the goal line. This could include any free kicks or score-assists.

### **Set Shot after the siren: umpire positioning with three umpires.**

The Field Umpire controlling the mark at the time of the siren remains at the mark to control the protected 5m area. There may be a need to communicate with the kicker re his obligations to kick over the mark.

An adjacent zone Field Umpire will take up a position so as to monitor the players on the goal line and to adjudicate any contests that may take place on or near the goal line. This could include any free kicks or score-assists.

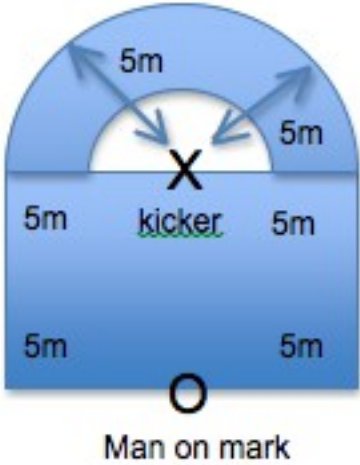
The third Field Umpire takes up a position directly behind the kicker to ensure that the kicker does not move off their line and as such would be deemed to have played on. This umpire can assist with the score.

## 50 METRE PENALTIES:

### Delaying the Play Objective

A player who has earned the ball will be given every opportunity to move it on quickly after taking a mark or being awarded a free kick.

Fifty-Metre Penalty will be imposed when a player:

50 m Penalty	Application / Notes
has <b>encroached (cribbing)</b> the mark;	Players who delay the play by cribbing forward over the mark shall be penalised 50m. Umpires need to call back players who crib over mark once. Players must then stop and move to the mark quickly to ensure they do not delay the play. A Player blatantly goes well over the mark would result in an immediate 50m penalty.
engages in <b>Time Wasting</b>	A 50m will be awarded against a player who has the intent to obviously delay the play.
uses abusive, insulting, threatening or obscene language toward an umpire or behaves in an abusive, insulting, threatening or obscene toward an umpire or disputes the decision of an umpire	There is zero tolerance to any type of abuse to an umpire.
enters the Protected Area and delays play in any way	<p>The protected area is clearly distinguishable.</p> 

has not returned the football directly and on the full to the Player awarded the Free Kick or Mark	Needs to be given to an opponent directly on the full. Common sense needs to be applied.
engages in any other conduct for which a Free Kick would ordinarily be awarded	A further infringement / free kick.
a Player in the contest who unreasonably holds a Player after that Player has Marked the football or who has been awarded a free kick	A player needs to immediately release a player when requested by the umpire.
Delays the attacking player during the advancement of the 50m penalty	If this happens – give clear warnings to move away, out of the protected area, if the delay continues and stops the attacker from advancing or playing on – award another 50m penalty (click <a href="#">HERE</a> for further details)

For further instructions on awarding a 50m in relation to the new rules / interpretation – [CLICK HERE](#)

### **Implementing a 50 Metre Penalty**

**\*\* Team work between ALL umpires will be required – DON'T SWITCH OFF \*\***

In implementing a 50m penalty the umpire blow their whistle, communicate, move defenders out of the protected area and then keeping the players under observation move quickly and directly to the new mark. The Non-Controlling umpire/s need to keep the players under observation as well while the 50m is being implemented as the player is able to play on at any time during the advancement.

The player awarded the 50m penalty should not be impeded or delayed in going to the amended mark. If he is, the umpire needs to communicate and award another 50m penalty if required.

Umpires should use ground markings to assist them in measuring 50m (Centre Square, 50m arcs). Any 50m penalty awarded within the forward 50 must result in a free kick directly in front of goal on the goal line.

**Any subsequent infringement by the attacking team will result in the free kick being reversed at the spot where the infringement occurred.**

## HIGH CONTACT:

**“ALL High Contact will result in a free kick”.**

The ONLY exceptions will be –

- Where a player in possession of the football elects to duck into a tackler, or
- When a player bending down drives his head / body forward to create high contact

In these instances the tackler must be STATIONARY and attempting to apply a legal tackle, NOT A BUMP

If a player drops at the knees or shrugs their shoulders to create high contact a Free Kick WILL be paid. The onus is on the tackler to tackle legally between the knees and shoulders.

## HIGH FRONT-ON CONTACT (PROTECT THE HEAD):

### Definition:

*“Bumps or makes forceful contact to an opponent from front on when that player has their head down over the ball.”*

A player can bump an opponent’s body from side on but any high contact forward of side on will be deemed as front on.

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

Where players are in possession, or attempting to gain possession of the football, they will be protected. A player who has his head over the ball is vulnerable to serious spinal injury and should not be bumped from the front.

A Player who has possession of the ball and then drives or ducks his head into a stationary or near stationary opponent should not be awarded a free kick for initiating the contact.

### Protection of Ball Player – High Tackles / Push in the Back

Where a player has won or is contesting the ball at ground level, the opposition player tackling or contesting the ball must do so in a legal manner.

Umpires need to be diligent and award a free kick against any player who lies or sits on an opponent’s back, who sits on an opponent’s head or shoulders or makes **any high contact** in any other form.

**Protect the ball player especially his head.**



## **STOPPAGES: HOLDING THE MAN / PUSH IN BACK (PIB):**

All players have a right to attack the ball on their merits. The non-controlling Umpires need to focus on holding and PIB at stoppages

A player will be penalised for holding a player not in possession if they:

- Firmly hold the uniform of an opponent. The umpire needs to see more than a momentary flag of the uniform.
- Put one or two arms around an opponent stopping them from moving to the contest
- Holds any part of an opponent's body, generally the arm. A layer will be penalised for PIB at a stoppage.

Out of zone umpires need to adjust their position so they can adjudicate these decisions at stoppages. Umpires need to hold their vision on players as these decisions can often occur just after the ruck contest.

## HOLDING THE BALL:

### Legal Tackle

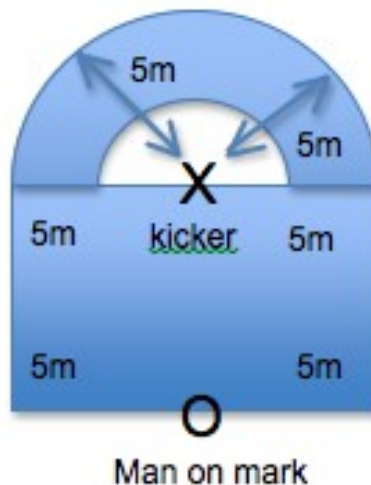
The umpire's first objective is to **protect the player** who makes the ball his sole objective. A player must be **legally tackled** before the umpire can consider whether the player with the ball is holding it.

Prior opportunity must be just that. 1 or 2 steps is probably not prior opportunity, 3 or more steps, dodging, fending off, sidestepping could be prior opportunity.

No Prior opportunity, genuine attempt	Prior opportunity	Diving on the ball / Drags the Ball In
<p>When a player has had no prior opportunity to dispose of the ball they must be given a reasonable opportunity to dispose of the ball when tackled legally. In this situation a <b>genuine attempt</b> to kick or handball is acceptable.</p>	<p>Where a player has possession of the football and has had a prior opportunity to dispose and is legally tackled, he must <b>immediately and successfully</b> kick or handball the ball.</p>	<p>Players, who dive on the ball or elect to drag the ball under their body, if tackled correctly, must <b>immediately knock the ball clear or legally dispose of the ball</b>. The Umpire must communicate to knock the ball out, hold the whistle for a second to see if the ball comes out</p> <p>Failure to do so will result in a free kick. The onus is on the player who dives on or drags the ball in to successfully hit it clear.</p>
<p>It is important to hold the whistle in these circumstances to give the player an opportunity to dispose of the ball or attempt to do so.</p>	<p>A free kick shall be awarded to the tackler under these circumstances.</p> <p>An attempt to kick or handball in this instance is not acceptable and a free kick will be awarded to the tackler.</p>	<p>Again the tackle must be legal and the tackler cannot lie or sit on an opponent's back, head or shoulders or make <b>any high contact</b> in any other form.</p>
<p>If there is no legal disposal or genuine attempt, umpires may award a free kick against this player (eg drops, throws or places ball on the ground).</p>	<p>A drop kick is <b>NOT</b> considered legal disposal and a free kick will be awarded to the tackler.</p>	
<p>A ball up will occur when the ball is pinned to the player on the ground and the player is making a genuine attempt to dispose of the ball.</p>		

## PROTECTED AREA:

The protected area in our leagues is different to that in the AFL – our protected area is 5m – not 10m



## KICK IN FROM BEHIND:

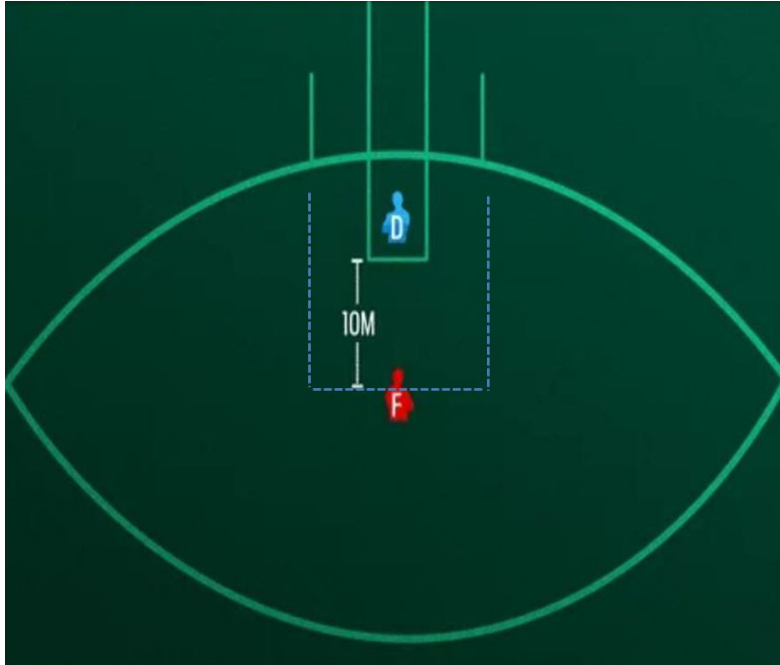
### Bringing the ball back into play after a behind

- A Player will no longer need to kick to him or herself to Play On out of the Goal Square, but MUST start in the Goal Square.
- The Player kicking in can do so as soon as the goal umpire has signaled
- The Umpire will call “play on” when the Player kicking in exits the goal square or after 8 to 10 seconds if they choose to remain in the goal square
- A Player cannot handball out of the square – they must exit the goal square and be called to play on. (Player will be reset if the ball is brought back into play incorrectly)
- After exiting the goal square (“play on”), the Player can run 15m from the point of exit, before having to dispose or bounce the football.
- Following a Behind, the player on The Mark will be positioned 10m from the top of the Goal Square (currently 5m).
- No opposition player can enter the area shown with the dotted line, the “protected area” (from point post to point post out to the player on the mark), until the designated kicker has played on or been called to play on from the goal square.
- Any opposition player already in the protected area when the behind is scored must be actively exiting the area. They cannot linger in the protected area.
- Once ‘Play On’ has been called, defending players can enter the protected area

### Penalty for a breach

- Any player within the 10m area that is not actively exiting the area, but instead approaching the ball carrier before they have played on will have a free kick and a 50m penalty awarded against them from the 19m mark – new mark will be at the 69m mark

The above sequence will continue to run even if the player who initially prepares to kick out is replaced by a teammate. Common sense need to be applied in this situation.



**DASHED LINE MARKS WILL BE ON ALL SFL / GSFL OVALS AS ABOVE**

## **MARKING CONTESTS:**

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

### **Free Kicks in Marking Contests**

Guide for the umpire is that a player is not looking at the ball in the marking contest but at his opponent' may make prohibited contact resulting in a free kick.

### **Free Kick**

- Push – double action push out (back, side, chest) Extending arms - moves opponent out of the contest.
- Bumps an opponent who is in the act of marking or attempting to mark the football and puts his opponent out of the contest (double action).
- Blocks an opponent preventing him from contesting the ball.
- Front on contact - eyes on the opponent and makes contact not watching ball. This is considered a block.
- Holds – both arms around body holding / clear hold of the jumper / hold of arm.
- Chop of the arm – Attempt to spoil is unrealistic and not near the ball and making contact with the arms / biceps.
- Early leap – leaps for the ball in an unrealistic manner and does not make contact with the ball, but in doing so makes contact with opposition player
- High contact (arm around neck)
- Any 'STUDS UP' – Toby Greene style which is Dangerous to an opponent.

It is important to note that players can jostle for position and hold their ground, protect their space with their hands, arms, body as long as it doesn't involve a pushing action.

## **Considerations for no free kick / Play on**

- Incidental contact to the arm – closer to the ball the contact is made, the more realistic the spoil and hence “play on” will result.
- Players can make or jostle for position using body on body.
- Watching an opponent and then realistically going the ball is permissible.
- A player may make contact with another player if such contact is incidental to a marking contest and the player is legitimately marking or attempting to mark or spoil the ball.
- A player can protect their space or hold their ground using their hands, arms or body

## **MARKING THE BALL IN THE GOAL SQUARE:**

The player is deemed to have marked the ball in the goal square if the ball is controlled **within or on** the goal square line. Give the marking player the benefit of any doubt.

If you are unsure as to whether a player has marked the ball in the goal square, do not hesitate to consult the goal umpire whether the ball was marked in / on or outside of the goal square, as this will affect where the player will take his set shot from either directly in front if marked in the square, or on an angle if outside. Any part of the body deemed within or on the goal square is considered in.

## **MISCONDUCT:**

### **Free kick for misconduct**

The umpire should manage situations prior to the act of misconduct by having a physical presence to quell a situation if possible. Therefore, misconduct free kicks should rarely be paid. Generally a free kick for misconduct would also result in the player being sent off or reported. Examples of misconduct-

- Spitting
- Biting
- Eye gouging
- Head Butting
- Wiping blood on an opponent

## FREE KICK OR MARK – DEEP INSIDE DEFENSIVE 50

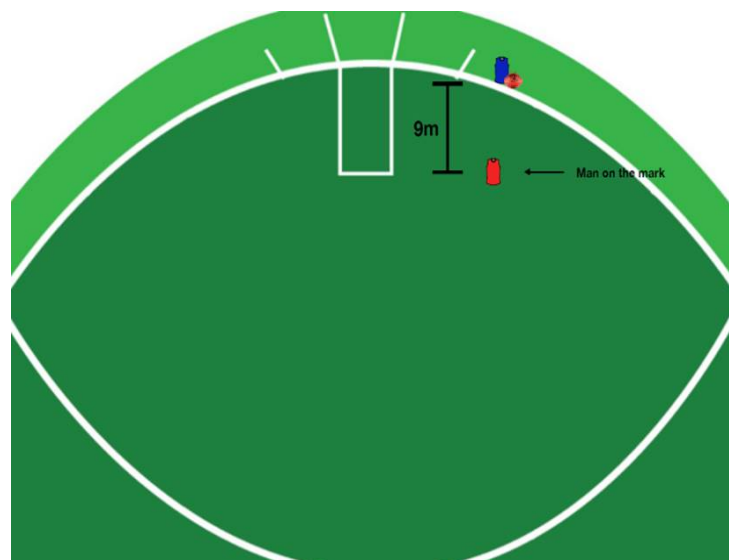
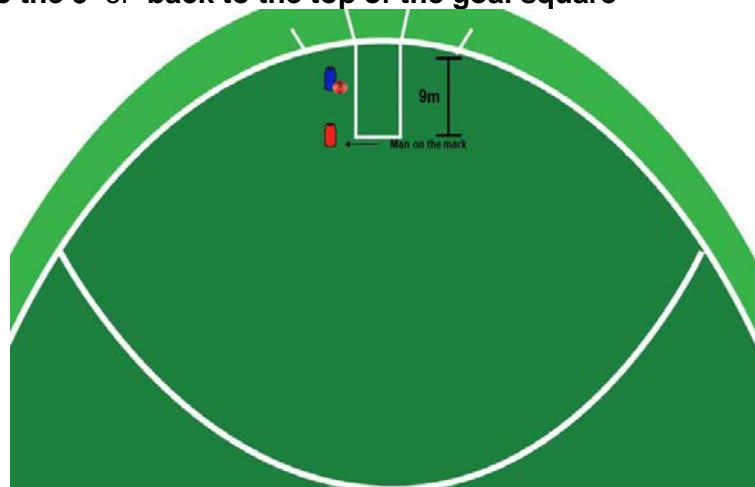
The AFL have introduced a new rule that affords a defender who marks the football or receives a free kick deep inside their defensive 50 extra room to move the ball quickly and laterally.

- For all Defenders who take a Mark or gain a Free Kick within 9 metres of their own Goal, the person on the Mark for the attacking team will be brought in line with the top of the Goal Square (which is 9 metres).
- Umpire will call play on when the player with the football deviates from their line, not when they cross the boundary line

For consistency – when bring a player on the mark back level with the top of the square can we use / say the following

- **‘Back to the 9, Back to the 9’ or ‘Back to the top of the goal square’**

There will be an education phase early in the season, communicate with players as they run over the mark to **‘Come back to the 9’** or **‘back to the top of the goal square’**





## **PROHIBITED CONTACT:**

Prohibited contact is not in the spirit of the game.

### **Prohibited Contact and Paying a Free Kick**

A field umpire shall award a Free Kick against a Player where they are satisfied that the Player has made Prohibited Contact with an opposition Player.

Some players are forcefully bumping, pushing, elbowing or striking their opponent (often in the back) when the ball is further than 5 metres away and in some cases when the ball is more than 100 metres away.

All umpires will closely monitor this practice and award free kicks against players who forcefully bump, push, elbow or strike their opponent.

## **RECALL PROCEDURE - BALL UP / THROW IN:**

### **Recall Centre Ball Up**

An umpire will recall a centre ball up – that is unable to be contested by one ruck and generally lands outside the outer circle.

### **Recall Field Ball Up**

An umpire will recall a ball up when the ball can't be contested by the rucks. The field umpire will call play on when a ball drifts off line and it can't be contested by any player. Umpires are instructed to throw the ball approximately 4-5m high.

### **Recall Boundary Throw-in**

A field umpire will recall a boundary throw in when in their opinion it is extremely short, low or wide which has prevented players from either side from being able to fairly contest that throw in. An off line throw in should be called play on and then any player from either team can contest the ball.

## **SEND OFF – YELLOW CARD:**

Yellow cards are used when a player's actions are not within the spirit of the game but not serious enough for an official report. They can be effective in helping a player to calm down and focus again on playing the ball.

When a yellow card is issued, the player is off for a period of time determined by that league and cannot be replaced.

- GSFL – 5 Minutes
- SFL – 10 Minutes

An Umpire is to escort the player off of the field (at a safe distance) and indicate to the bench (Team manager) and time keepers that a yellow card has been issued. Be aware of your own safety, keep a safe distance.

If a player chooses not to leave the field as instructed, a second yellow card will be issued and the player will remain off for the rest of the game.

If a second yellow card is issued to the same player in a game, they cannot return to the field for the remainder of the game, but can be replaced after the specified time.

ALL Yellow Cards must be reported to the Leagues via the Match Day Paperwork APP – [CLICK HERE](#) for instructions.

## **REPORTS – RED CARDS:**

All Umpires are required to Report players for serious breaches of the Laws. Some points to remember when reporting –

- Red cards are for serious offences.
- The player cannot come back onto the field and cannot be replaced for the specified time determined by that league. (See above for times)
- An Umpire is to escort the player off of the field and indicate to the bench and time keepers that a red card has been issued. Be aware of your own safety, keep a safe distance.
- After the game, complete a Report via the Match Day Paperwork App – Instructions above.
- Include as much details as possible on the Report – it could save you a trip to the Tribunal
- Get the Player's Number, Name, Club and Offences committed right – be professional
- Inform David Uthenwoldt as soon as possible
- Make detailed notes in case you are required to attend the Tribunal
- Be available to attend the Tribunal on the following Tuesday night if required

Every Yellow and Red Card issued MUST be reported to the Leagues. Examples –

- Player Sent Off (Yellow Card) – 1 x Report Submitted
- Player sent Off twice in the game (2 x Yellow Cards) – 2 x Reports Submitted
- Player Reported (Red Card) – 1 x Report Submitted – advise David Uthenwoldt
- Player Sent Off (Yellow Card) then Reported (Red Card) – 2 x Reports Submitted, one for each card and advise David Uthenwoldt

## **RESTARTING PLAY FROM A FREE KICK OR MARK FROM OUTSIDE THE FIELD OF PLAY:**

### **Disposal by a defending player — goal line and behind line**

Players who take a mark or are awarded a free kick and move behind the scoring line must bring the ball back into play through the same opening they initially crossed. Failure to do so – player will be reset and kick taken again.

### **Disposal by a defending player — boundary line**

A player who plays on from beyond the boundary line and runs through the scoring line to bring the ball back into play will be reset and take their kick again

### **Disposal — from out of bounds**

Players who take a mark or are awarded a free kick and move beyond the boundary line are allowed to dispose of the ball as long as the player moves in one direction.

If a player taking his kick from outside the boundary line fails to bring the football into play or attempts to play on outside the boundary line the ball shall be deemed to be out of bounds. Throw in.

### **Called to play on**

If the player is called to play on while outside the field of play they may still dispose of the ball in accordance with the Laws of the Game.

- If tackled legally beyond the scoring line then a point will result.
- If tackled legally beyond the boundary line then a throw in will result.

### **Disposal from beyond the Scoring or Boundary line that hits a scoring post**

If the defending player, in disposing the football, (kick or handball) hits either the goal or behind post, the play is reset and the kick retaken

## **ROUGH CONDUCT:**

**Rough Conduct, Prohibited Conduct and Charging can be similar types of acts and are free kicks and possible reports.**

### **Prohibited Contact and Paying a Free Kick.**

- engaging in rough conduct against an opponent which in the circumstances is unreasonable;

### **Players who are in vulnerable positions and not expecting contact must be protected.**

- Standing the Mark

A player who is standing on the mark can be shepherded in accordance with the laws after the field umpire has called play-on but will result in a free kick if they use excessive or unreasonable force.

- Slinging / driving opponent into the ground

Player's when tackling should not sling or drive their opponents into the ground. Doing so will be deemed to be rough conduct and will result in a free kick and possibly a report.

- Players when tackling must not lift opponents above horizontal.
- Tackle that forces an opposition player head first towards the ground. This is dangerous and has the potential to cause serious injury

## **CONTACT BELOW THE KNEES / SLIDING INTO CONTESTS:**

### **Contact Below the Knees**

*'The spirit of this law is to encourage players to remain on their feet when contesting the ball or attempting to take possession of the ball.'*

A free kick shall be paid against a player who contacts an opponent below the knees **with force. (A dangerous action)**

Free kick will not be paid when:

- When a player is genuinely attempting to mark the ball and in doing so, makes contact to an opponent below the knees.
- When a player is already on the ground and makes contact below the knees of an opponent in a genuine effort (reaches out) to contest the ball.
- When players are competing for the ball in a genuine contest and are moving in the same direction and considered to be "shoulder to shoulder."
- Where a player is pushed, bumped or tackled to the ground and makes contact to the knees of an opponent.
- When a player smothers, or attempts to smother an opponent's kick (including kicking off the ground) when contact is made with hands or arms.

### **Sliding into contests**

A free kick for rough conduct will be paid against a player who slides into an opponent feet or knees first and makes any type of contact with an opposition player

## **LAST ACT OF PLAY:**

It is important to watch the last act of play for any late hit or act worthy of a free kick.

This should be done by the controlling and non-controlling umpire without compromising watching the next act of play.

Any infringement during the last act of play needs to be penalised with a down filed free kick, reversal of a free kick, 50m penalty or send off.

Don't let these undisciplined acts go unpunished.

## **RUCK CONTESTS:**

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

Ruckmen are to be separated by at least 1m prior to the ball leaving the umpires hands. This is to ensure that the ruck's objective is to play the ball and not the man.

A free kick will be awarded against a ruck that makes contact prior to the release of the ball by an umpire, after players have been requested to separate.

- The field umpire will call play on for any off-line boundary throw in or ball up and the ball cannot be contested by any player from either team.
- A boundary throw in or a ball up which cannot be contested will be recalled.

A field Umpire shall award a Free Kick against a Player where they are satisfied that the Player has made Prohibited Contact with an opposition Player. A Player makes Prohibited Contact with an opposition Player if they:

- Unduly pushes, bumps, holds or blocks an opposition Player who is Ruck contesting a ball up by a field Umpire or boundary throw in by the boundary umpire

The following are examples when a Free Kick could be paid –

- Straight arms – block – preventing opponent contesting the ball
- Early leap, make contact with opponent, then land on the ground, then hit the ball
- Cross the line – go past the flight of ball– then make contact to restrict the opponent from contesting the ball up
- Eyes on opponent and make contact not watching ball
- Obvious or unduly pushes, bumps, blocks or holds
- Straight leg or foot out – block

There is no requirement for Rucks to nominate and a third person up in the ruck contest is allowed.

The ruck is allowed to take possession of the football out of the ruck and then have a reasonable time to dispose of the football – prior opportunity. [CLICK HERE](#) for further details re this rule interpretation change.

## **OVERRULING THE CONTROLLING OR OTHER UMPIRE:**

In a two umpire situation, the non-controlling umpire should only pay OBVIOUS, non-interpretational free kicks that the controlling umpire was not in a position to see.

An example would be an obvious high tackle / contact, but not a holding the ball that would be classed as interpretational.

Appropriate free kicks to be paid by the non-controlling umpire are – High Contact, Illegal Tagging, OBVIOUS behind the play incidents that warrant a free kick.

In a three umpire system the non-controlling umpires have the same instruction to pay the OBVIOUS non-interpretational free kick.

The non-controlling umpire should first form the opinion that the controlling umpire was not in a

position to see the OBVIOUS free kick before awarding the free kick.

It is our aim to have an umpire on each side of a contest to avoid missing OBVIOUS free kicks when the controlling umpire is 'Blind Sided'.

## SCORING IN RELATION TO THE SIREN:

### Player rushing ball through separate act

If a player takes possession of the ball immediately after the siren sounds and prior to the ball passing over a scoring line, then the player elects to step over a scoring line, the all clear will **NOT** be given for a behind as this is deemed a separate act of play.

### Shot after siren or ball in transit

The Field Umpire controlling the mark at the time of the siren remains at the mark to control the protected 5m area.

Another Field Umpire will take up a position to monitor the players on the goal line and adjudicate any contests that may take place on or near the goal line. This could include any free kicks or score-assists.

The third Field Umpire (if applicable) takes up a position directly behind the kicker to ensure that the kicker moves directly in line and kicks over the mark. Any deliberate movement other than this will result in no score.

Circumstance	Result
Defender punches the ball through for a score even though the siren has sounded	Behind
Ball comes off the hands of the pack and goes over the scoring line	Behind
Ball is assisted through by a "forward"	No score
Ball touches any player below the knee while in transit.	No score (deemed a kick)
Free Kick awarded beyond the scoring line	<ul style="list-style-type: none"><li>to a defender = no score</li><li>to an attacker = may accept score or take the free kick at point on scoring line where ball crossed or where kick originally came from, whatever greatest advantage.</li></ul>



## **SCORE / BOUNDARY THROW IN NOT OBSERVED BY FIELD UMPIRE:**

### **Score / out of bounds not observed by Field Umpire**

Goal umpires are instructed to run out to the field umpire when the field umpire does not observe that the ball had crossed the scoring line.

The score stands (*if a free kick had been given in the meantime is cancelled*), and the ALL CLEAR is given and the play is restarted as per the normal method after a behind or goal.

### **Out Of Bounds Signal not Observed by Field Umpire**

Where the field umpire has failed to notice a boundary umpire's signal that the football has gone Out of Bounds or Out of Bounds on the Full, the following shall apply:

- the boundary umpire shall continue signaling and run to the field umpire until they are noticed by the field Umpire;
- upon noticing the boundary Umpire's signal, the field umpire shall stop play and direct that the football be taken to where it crossed the Boundary Line, at which point the football shall be thrown in by the boundary umpire or kicked back into play, as the case may be.
- This provision does not apply if a Free Kick or Fifty-Metre Penalty is awarded before the field Umpire notices the boundary umpire's signal; this Law applies even if a Goal or Behind is scored before the field umpire notices the boundary umpire's signal. In such instances, the field Umpire shall direct the goal umpire to annul the score.

## **STRETCHER:**

### **Stop Play**

Stop the game when advised or as soon as you notice the stretcher is on the ground. Player safety is most important in this situation.

### **Restart of play following a stretcher on the ground**

If one team has possession when play is stopped for a stretcher to enter the field, that same team will retain possession of the ball when play is restarted.

If the ball is in dispute, is out of bounds, or where a goal or behind has been registered before play was stopped, it will continue to be restarted with a bounce, throw in, centre bounce or kick in (whichever restart is relevant to that situation).

### **Stretcher called, but not Used**

If the Player is assessed by a Club Medical Officer or Club trainer as being capable of leaving the Arena without the aid of a Stretcher, then the Player must do so via the interchange gates.

## **STOPPING PLAY WHEN PLAY IS NEAR INJURED PLAYERS:**

All Umpires have a duty of care to provide as safe a playing environment as possible.

In instances where a player is clearly injured and attended to by trainers, you are to stop play to ensure the safety of the player when the ball approaches them. You are to apply the guidelines as per stretcher rule above to restart.

## TRIGGER POINTS:

Trigger points are vital tool for umpire to make good decision from good positions. For those aspiring to umpire A Grade Football and Finals trigger points must be used.

- A trigger point is a 100% effort sprint with an obvious change of pace in the following situations:
- As the ball crosses the line for a score (i.e. just prior to giving the all clear signal), commence sprint.
- As the ball starts to run towards the boundary line, the umpire should sprint and deviate to side of the contest.
- At a boundary throw in, the umpire should be adjacent to contest, then sprint to 20 - 25 metres away from the ball.
- When the umpire pays a free kick or mark and is to retain control, the whistle is the trigger to sprint. This is especially important when paying head high free kicks so as to speak to players and create a presence.
- When a mark is taken the non-controlling umpire, who should be backing up the umpire is to use the whistle sound as a trigger to sprint and control the mark, pushing the umpire to the next contest.
- As the umpire in general play, just prior to a kick or hand ball and you are to retain control, anticipate and sprint.
- As the running player takes a bounce, use the bounce as the trigger point to sprint (don't allow the player to run from you).
- When the whistle is blown for a ball up after the ball has become trapped, the whistle is the trigger to sprint in for the throw up. Following the throw up, it is a trigger to sprint backwards to 20 - 25 metres from the ball.
- When a player is awarded a free kick or a mark within scoring distance, the whistle is the trigger to sprint in and line players up.

## BALL UP:

Umpires are instructed to throw the ball up approximately 4-5m. Ball will be thrown up NOT bounced by CSLFUP Umpires.

## TIME GIVEN PRIOR TO CALLING "PLAY ON":

### General Play 5 - 6 Seconds

When a player takes a mark or free kick, the field umpire will

- blow the whistle twice in quick succession after 5 to 6 seconds and say '**move it on**' or '**move it now**'
- Call '**Play On**' immediately if the player has not moved on.

### Kick In From a Behind 8 - 10 Seconds (after signal has been given)

When a player is kicking in after a behind, the field umpire will

- blow his whistle twice in quick succession after 8 to 10 seconds and say '**move it on**', or '**move it now**'
- Call '**Play On**' immediately if the player has not moved on.

The ball must still be brought into play in accordance with the laws. Failure to do so will result in the play being reset. A team can change the player to kick the ball in; however, the above process will continue to apply.

Note the full back must exit the square before they can handball the ball.

### **Player Kicking for Goal – Completing set shot by 30 seconds.**

- If player has not commenced moving in at 15 sec – advise player “**15 seconds gone**” (no whistle)
- If player still not commenced at **20 sec – blow whistle twice** to warn player.
- The player must be in the act of **commencing their approach at goal by 30 seconds**, or the umpire will call play on.

### **TIME ON:**

Umpires need to indicate “Time On” where appropriate (signaling any delay in play by raising an arm straight up and blowing your whistle). “Time off” needs to be signaled when play recommences or ‘Play On’ is called.

Time On is only applicable to A Grade football during the Minor Round and GSFL Reserve and Junior Football in the 2<sup>nd</sup> half of Finals.

### **UMPIRES:**

#### **Umpire Abuse**

The CSLFUP Field Umpires will not tolerate any loud demonstrative behavior or language that is directed at them. Players will be able to ‘vent’ at decisions but not direct any abuse or swearing towards an Umpire

Allow players the opportunity to ‘vent’ at a decision, but, If any abuse is loud, demonstrative, directed at the umpire, action must be taken (50m penalties, yellow cards, red cards for extreme cases).

Zero tolerance of abuse when 100% sure it is from officials on the coach’s bench – pay a free kick and / or report if warranted.

In Junior Football, all swearing, whether directed at the umpire or not, and loud enough to be heard by others, should be stamped out, this may include an initial warning, but more likely, a free kick and communicate why a free was paid.

Umpires are to always “take the high road” and not lower themselves to the level of anyone who decides they want to verbally abuse umpires.

If a player questions a decision without abusing, do not penalise them. Use this as an opportunity to communicate and build rapport / respect.

#### **Approaches to Umpires**

- No person shall approach or talk to an Umpire during the quarter time, half time or three quarter time interval other than the Captain of a team involved in the match.
- Any team address shall be given away from the immediate vicinity of the Umpires.

## **Officials Interfering with Umpire or Play**

A free kick shall be awarded against any club official including runners and trainers that interfere with play or the umpire in performing their duty.

## **RACIAL AND RELIGIOUS VILIFICATION:**

If a player reports an instance of racial or religious vilification without you hearing what was said, take notes and write a detailed ground report, under a confidential heading and deliver to the CSLFUP Secretary ASAP. Do not discuss the issue with anyone else.

If you overhear an instance of racial or religious vilification from a player or official, use a yellow card to send off the offending player.

DO NOT announce that it is for racist / religious vilification as this may insight other incidents.

Take notes and write a detailed ground report, under a confidential heading and deliver to the CSLFUP Secretary ASAP. Do not discuss the issue with anyone else

## **COMMUNICATION**

### **“Use your VOICE to umpire, your whistle to stop the play”**

It is preferable to use your voice instead of your whistle to let players know what you want them to do.

Your whistle is an effective tool to get the attention of players; however, it should always be accompanied by some verbal commands.

A good example of using your whistle and voice in combination is when moving play on from a set play –

- Double blow your whistle to get the attention of players
- Then request the player with the ball to ‘Move it now’ before calling ‘Play On’.

Always speak to players how you would like to be spoken to, if a player asks a question respectfully, respond to them, or get back to them when you can, don’t just ignore a player asking a reasonable question.

## FIELD UMPIRE RESOURCES – 2 AND 3 UMPIRE SYSTEMS AND VIDEOS:

The CSLFUP will use a combination of 2 and 3 Field Umpires. Further instructions on how to umpire in a 2 or 3 umpire system [CLICK HERE](#)

Resource Videos including the Umpiring Video can be viewed [HERE](#)

### 2 Umpire System – Quick Guide

- Always just less than a kick away, as the non-controlling umpire you must pay attention to the controlling umpire – if they move, you move
- Non-Controlling Umpire - constantly moving, re-positioning, always umpiring - ready for rebound kick or hand over
- Non-controlling umpire, need to get to back of square, top of 50 m arc when following play out of your area into the 50 at the other end, ready for rebound keep or tap through
- Kick out, as the umpire, 10 m off line run with play, handover as ball leaves 50m arc
- Tap when retaining play call **'Mine'** or **'Keeping It'** - loudly
- Kick goes short, sideways or a handball - tap and retain.
- Big kick into square handover
- Getting out of the arc think – be ready to handover but wait for next act of play
- Never let play run away from you - run with the player
- Must always line player up for goal kick likely to score
- Paying a 50 m penalty work as a team, the ball could move quickly at any point
- As the non-controlling umpire for kick out you should be between square and 50 m arc.
- Tap thru when set kick on arc every time 35m + out from goal whether wide or in the corridor.
- Rotate if your partner has had all the play in a one sided game
- Each half new person starts in middle.
- As non-controlling umpire always endeavour to get down and square up to mark and assume control - use your voice to control the mark and let the umpire1 know you are there and they can move down to next contest.
- Always try to get back inside play as the umpire in control
- Boundary throw in inside 50m arc – goal side of throw in – non-controlling umpire at the top of arc watching opposite side of contest ready for short kick towards them, stay wide, keep as much in front of you as possible
- Tapping and using your voice is the key to communicate with your fellow umpire.
- As non-controlling umpire you can award free kicks that are blatant and obvious (high contact / hanging on / blocking) that the controlling umpire could not see. Do not over rule on not interpretational decisions.

### **NO 2 UMPIRE - YOU ARE ALWAYS UMPIRING**

## SIGNALS:

All Signals need to be clear and obvious, accompanied by a strong loud and crisp whistle. When making a decision and signaling, have a presence and confidence – sell your decision.

To view videos of signaling – [CLICK HERE](#)

## ACCREDITATION:

It is an AFL and CSLFUP expectation that all umpires will have completed the Umpire Introductory Course. The course can be accessed [HERE](#). Once you have completed the online course you need to email your certificate to [cslfupcoach@gmail.com](mailto:cslfupcoach@gmail.com) for recording.

## MATCH DAY ATTIRE:

Neat casual dress to and from the ground – CSLFUP Polo, Hoody or Jacket must be worn

**On-Field** – Green Polo, Grey Shorts, Green / Grey socks, Green or White Sweatbands and Green or White Hat. Running shoes or football boots in any colour, appropriate for the conditions.

**\*\* Shirts MUST be tucked in and Socks MUST be pulled up when on field \*\***

With the increased awareness and concerns surrounding skin cancer and other associated health concerns the CSLFUP Management recommends you take all reasonable precautions to protect yourself.

The Management recommends the use of

- CSLFUP On-Field Cap
- Sunscreen
- Long Sleeve On Field Green Shirt
- Any other equipment that aids in the prevention of injury associated health issues

## FIELD UMPIRE EQUIPMENT:

Off-Field uniform -

Before and after games, all umpires are expected to wear –

- CSLFUP Polo Shirt (Grey or Blue)
- CSLFUP Warm Up Jacket or Hoody (Grey or Blue)
- Black Pants / Jeans (no rips) / Chino's / Shorts (Not Football or Board Shorts)
- Black Shoes / Casual Shoes in good condition

**NO THONGS, BOARD / FOOTBALL SHORTS OR SINGLET'S**

On-Field uniform –

- CSLFUP Green Shirt (short or long Sleeve and TUCKED in)
- Grey Shorts
- Green / Grey Socks (Pulled UP)
- Green or White Wristband/s
- Running Shoes or Football Boots (in any colour, fit for purpose)
- White or Green Cap

You will need to carry with you –

- Yellow / Red Cards
- Two whistles (Plastic or Metal Acme Thunderer)
- Notepad and Pen / Pencil
- Green Emergency Contact Card

### Pre-Game Expectations

- Arrive at least 45 minutes before game starts and check conditions
- If running late, contact another umpire at that ground by calling them. Don't text.
- Have Match Day Paperwork (MDP) App on your phone
- Have both team sheets before starting the game.
- Walk out together, as a team.
- Make sure everyone is in position before starting the game, Goal and Boundary umpires and ask the captains if they are ready. Ground clear of all spectators

All Umpires **MUST** have a hard or Electronic copy of the Laws of Australian Football – An Electronic copy can be downloaded [HERE](#)

### VOTES:

Votes are required to be submitted by Field Umpires for ALL minor round matches. All votes are submitted via the Match Day Paperwork (MDP) App. The MDP App is available for both Apple and Android devices and can be downloaded from the respective store.

For further details on how to complete votes via MDP – [CLICK HERE](#)

### GROUND REPORTS:

Ground Report forms should be used to advise the SFL / GSFL or KIFL of ALL incidents that are 'out of the norm'. i.e. - Player Counts / Games Called Off / Bad Spectator or Official Behaviour / Unsafe or Inadequate Facilities or any other matter that requires reporting through the CSLFUP Management.

Ground Reports should be forwarded to the Secretary – [David.Curran2@anz.com](mailto:David.Curran2@anz.com) and not left at the ground or given to a club.

Ground Reports can be found [HERE](#)

### SFL / GSFL – DIFFERENT RULES THAN THE AFL:

- If defender plays on incorrectly from behind the goal / behind line, the umpire resets the mark for another kick.
- If the player kicks into the goal or behind post from behind the goal line, the umpire resets the mark for another kick.
- Deliberate rushed behind is not to be paid unless hit over the goal line on the full by a defender.
- The only penalty paid is a 50m penalty, except
  - U14 (SFL) – 25m penalty and
  - Junior Colts (GSFL) – 15m penalty
  - All other grades – 50m penalties
- Junior Colts (GSFL) – only two bounces allowed and the player must dispose of the ball.
- If a player shrugs his shoulders, drops his knees or raises his arms to create high contact, a free kick for high contact **WILL** be paid.
- No 3<sup>rd</sup> man up rule, 3<sup>rd</sup> man up is permitted.
- The protected area in a set kick situation is 5m (not 10m as in the AFL).