

It's  
about  
the  
**kids**



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**SOUTH  
METRO  
JUNIOR**  
FOOTBALL LEAGUE

MAJOR SPONSOR



**MONASH**  
University

# 2018 Club Umpire Information Night

Tuesday 4<sup>th</sup> April

**WELCOME**

## **SMJFL Umpire Academy Manager**

Cam Watts

## **SMJFL (League) & Club Volunteer Umpire**

Joe Galati

- In line with AFL Junior Football Match Guide
- Provide an umpiring structure which fosters the developmental & inclusive nature of modified rules competitions

## THE OVERRIDING OBJECTIVE

- Provide an environment where young players can play the game and sequentially develop their skills through activities, games, match rules and conditions commensurate with their stage of learning and level of ability.

# SPIRIT OF THE LAWS



IT IS THE **SPIRIT** AND THE **INTENTION** OF THE LAWS OF AUSTRALIAN FOOTBALL (L.O.A.F) THAT A FREE KICK SHALL BE AWARDED TO:

- Ensure that a match is played in a fair manner;
- Provide to a player, who makes obtaining possession of the football his or her sole objective, every opportunity to gain possession;
- **Protect players from sustaining injury; and**
- A player who is infringed against, or correctly applies a tackle resulting in the tackled player not disposing of the ball in a legal manner.

- Other umpire was too pedantic (common)
- Other umpire was too lenient (less common)
- Players should be allowed to score from mid-field (NO)
- Umpires need to umpire ½ ground each and cover their own forwards for only ½ game
- Parents need to understand the rules – **Read the rules/laws on the website (2017=2018)**
- Are coaches allowed to talk to their own umpire (NO)

- Club Volunteer Umpires are a Match Official of their HOME CLUB TEAM.
- No different to the other bibbed officials Coach, Assistant Coach, Runner, Trainer, Umpire Escort etc.
- ALL communication regarding club-to-club (& team-to-team) problems must be directed to the Team Manager and/or Club Secretary.
- **NOT** the SMJFL Umpiring Academy.

# TWO UMPIRES ON FIELD....



- Imagine the ground split into forward & back halves (for umpiring purposes)
- Each umpire **MUST** umpire only their half of the ground
- Swap ends at half-time so both forwards and backs receive equal time from each umpire



## GENERAL

- **Encourage**
- Teach good **sportsmanship**
- Make clear **explanations** to players when decisions are made
- Provide **guidance** on positions and / or what to do next
- Be subject matter **expert** on Modified Rules

## MATCH DAY

- Apply the **laws** and make interpretations according to the **Spirit** of the Laws
- Attend to the required **administrative** requirements

## GAME EXPECTS

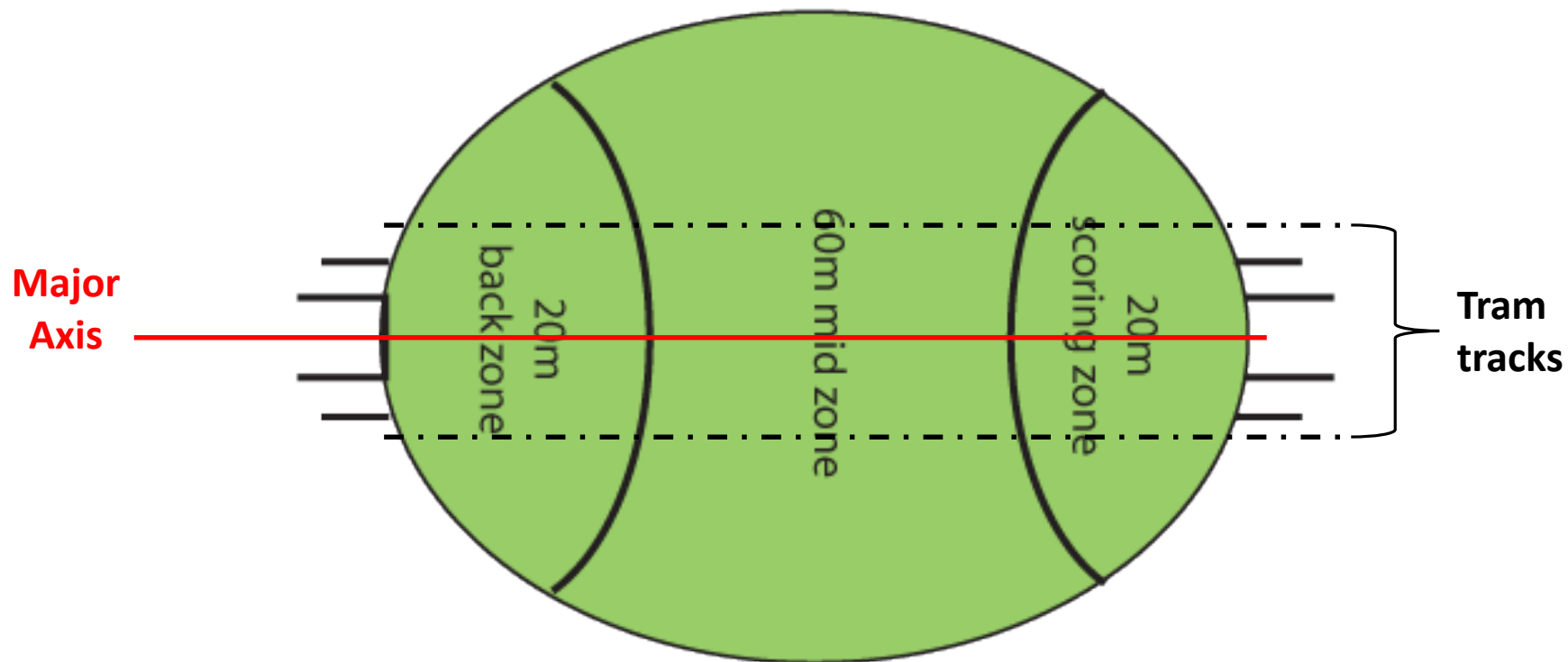
- Safety & welfare placed above all else
- Accept responsibility
- Courteous, respectful & open to discussion
- Value the individual
- Seek improvement
- Positive role model

## PEOPLE EXPECT

- Trustworthy
- Responsible
- Fit
- Knowledgeable
- Punctual
- Be in it for the right reasons – enjoy what you are doing!

- Players expect the umpire to be in control
- Consistent and fair decision making
- Demonstrate confidence by:
  - use of whistle
  - verbal communication
  - visual signalling
  - moving promptly
- Be alert! Know what's happening around the ball

# POSITIONING



## CENTRE BALL UPS

After the ball up, back away quickly, aiming to obtain a position 10m–15m from the contest.

## FIELD BALL UPS

Ball up with your back to the major axis

## **DISTANCE/POSITION FROM PLAY**

For Modified Rules the Umpire should always be inside play, about 10m-15m from the contest, always aiming to be side on to the contest.

# Kick in after a behind



After giving “all clear” the Umpire should position themselves on the major axis, 15m from the kick off line.

Clear the area of all players (other than the player kicking the football into play)

NB: A defender can only kick the ball in once the goal umpire has finished waving the flags

# SIGNALLING



Commencing play



Holding the ball



High tackle



Holding the man



Push in the back



Throw-up



All clear goal



All clear behind



End of play



Blood rule



# BEFORE THE GAME



## DAY BEFORE

- Confirm game details
- Bag packed
- Laws
- Club Umpire handbook
- Red/yellow cards
- Whistle
- Umpire shirt
- Runners/boots
- Towel
- Drink bottle

## GAME DAY

- Arrive 30mins before start time
- Introduce self to other umpire
- Home Team Manager – provide match ball
- Away Team Captain/Coach – select match ball
- Warm up

# DURING THE GAME



## AT EACH BREAK

- Make sure you have a drink
- Remain away from players and coaching team
- Keep track of break times

## HALF TIME

- Team managers provide team sheets
- Home Team Manager will provide Competition Match Report (CMR) form

## ADMINISTRATION

- Return match ball to home Team Manager
- Complete CMR
- Complete Player/Official Report form – if required
- Take all your belongings with you

## COMPETITION MATCH REPORT

- **NO best & fairest votes required**
- Take WHITE copy home in order to complete online CMR by 9pm SUNDAY EVENING!
- [www.smjfl.com.au](http://www.smjfl.com.au) > Umpires > Club Volunteer Umpires > CMR

# PLAYER / OFFICIAL REPORTS

## Yellow card = No report

Issued for:	Audible obscenity or unsportsmanlike behaviour
Penalty:	Player (or official) sent off for the period of one (1) full quarter.
Replacing player:	Unable to be replaced during this time. His/her team will be one player short.

## Red card = Report

Issued for:	All reportable offences as per L.O.A.F
Penalty:	A player sent from the ground for a red card offence shall not take any further part in the game.
Replacing player:	Player cannot be replaced for the remainder of the game.

# PLAYER / OFFICIAL REPORT FORM



## WHAT TO DO NEXT?

- Ensure all sections of the Player/Official Report form are completed
- Details are to reflect what was seen, felt and/or heard by the umpire.
- **FACTS ONLY.** No emotive information should be provided.
- One reportable offence per form
- Both umpires and Team Managers to sign

## WHO TO CONTACT:

- **IMMEDIATELY AFTER GAME**
- **CALL UMPIRE ACADEMY MANAGER –**  
CAMERON WATTS
- **MOBILE – 0414 622 648**

# WHY DO WE COMPLETE THE CMR?



- Track behaviour ratings
- Insurance issues
- Umpire names
- No B&F needed for Mod Rules
- Must be completed by 9pm match day or your club is FINED

The image shows a detailed 'COMPETITION MATCH REPORT' form for the South Metro Junior Football League. The form includes sections for:
 

- Match details: Date, Round, Age Group, Division, Home Team, Away Team, and Venue.
- Officials: Umpire, Referee, and other roles with checkboxes for 'Agree' or 'Disagree'.
- Match Incident Report: A table with columns for 'Question', 'Yes/No', and 'Comments'. Questions include 'Match commenced on time', 'Thanks on time (quarter time)', 'Thanks on time (half time)', 'Thanks on time (three quarter time)', 'Umpire's records accurate', 'Goal posts pitched', 'Ground properly checked', 'Match finished on time', and 'Players correctly advised of their status in Umpire's match book'.
- Player Officials: A table for 'PLAYER OFFICIALS DROPPED FROM FIELD' with columns for 'Umpire No.', 'Photo', 'Club', 'Reason for dropping', and 'Comments'.
- Behaviour Ratings: A table for 'BEHAVIOUR RATINGS' with columns for 'Home' and 'Away', and rows for 'Behaviour of officials', 'Behaviour of spectators', and 'Behaviour of players'. Each cell contains a rating scale: 'Good / Fair / Poor'.
- Mod & Safety Notes: A table with columns for 'Mod', 'First Aid', 'Injuries', 'Player No.', and 'Club'.

# WEBSITE



Website → [www.smjfl.com.au](http://www.smjfl.com.au)

Rules, Handbooks, forms etc....

Click on Umpires > [Club Volunteer Umpires](#) for all information *before* ringing your Club Secretary or SMJFL HQ to ask questions

# IMPORTANT DOCUMENTS



## WHAT ARE THEY?

- Club Umpire Handbook 2018
- SMJFL By-Laws 2018
- Rule Variation Matrix 2018
- AFL Laws of the Game 2018

## WHERE ARE THEY?

- All documents should be available in all umpire rooms and are also available for download on the SMJFL website.



## **NO-ONE CAN APPROACH THE UMPIRES DURING A MATCH**

- Problems can be raised **AFTER** games with club secretary or most relevant club committee member
- Comments to umpires about the game are **NOT** allowed except by members of SMJFL Umpire Academy and staff

## MID-FIELD PLAYERS **CANNOT SCORE**

- Accidental score - treat as out of bounds
- Continued deliberate attempts - free kick to backline from zone boundary

# COMMONLY RAISED ISSUES



## ZONES ARE A GUIDE **NOT GLASS WALLS!**

- Use common sense
- Zones are there as a guide, with some gentle flexibility
- Not 'glass walls' that prohibit movement past the line
- No penalty for crossing line incidentally
- However, definitely no scoring by midfield (no score counted)

# ACCREDITATION REQUIREMENTS



1. Fill in online registration / RSVP form - <http://smjfl.com.au/club-volunteer-umpire-registration-rsvp/>
2. Attend Club Umpire Information Session night (or equivalent) (new umpires, or in season prior [ie: 2017])
3. Sign Code of Conduct
  - Sign the Code of Conduct on Club Umpire Information Session



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