

Umpire Handbook

2020



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Welcome to Umpiring in the South Metro Junior Football League

About the SMJFL Umpiring Department

Our Vision

The SMJFL Umpiring Department aims to be the industry leader in developing Australian Rules Umpires who consistently display a high level of understanding of the rules which are applied in a fair, consistent and professional manner.

Our Mission

To provide a safe, supportive and inclusive environment in which a structured development program for first time and more experienced umpires is delivered, focusing on skills, knowledge and fitness. We will encourage regular attendance at training sessions and provide mentors to assist and develop umpires in game day situations.

Our Values

In line with the stated values of the SMJFL, the Umpiring Department strives to uphold the values of:

- **Fun** – Passionate, energetic and innovative
- **Accountability** – Through open and transparent communication
- **Integrity** – Independent, honest, fair and impartial
- **Respect** – by promoting tolerance and fairness for all

2020 Umpire Academy Program

Outline

At SMJFL, our mission is to provide quality umpires to officiate our junior Australian Rules competition, with a vision to have umpires trained at the highest standard. In order to realise our mission and vision, we deliver a comprehensive umpire education program which embodies the values of the organisation and the umpiring group; commitment, responsibility and honesty. Through strategic vision and programming, it is with absolute belief we will have the most robust umpiring program in junior football.

To ensure the program continues to improve, we are committed to maintain and increase umpiring standards, provide pathways and progression for our umpires, and provide a safe environment for umpires to learn and perform their duties. Additionally, our program will not only aim to improve skills on the field but life skills off the field to become a better person in society and future career choices.

The academy will;

- recognise umpires for their commitment to the sport,
- support, empower and educate umpires in their roles and responsibilities,
- nurture both physical fitness and mental strength to ensure progression along the umpiring pathway.

Program specifications and important features

Umpire category

NOVICE

Distinguished by:

- **RED** wrist bands

Umpiring experience:

- New umpire
- Less than 1 season umpiring
- Between 0-10 games

Skills/Qualifications/Knowledge:

- Introductory Umpire Course online – link [HERE](#) to access the course. (For more information, contact Cam Watts umpiring@smjfl.com.au)
 - Everproof compliance WWC (If over 18)
 - SMJFL By-Laws (including matrix)– viewed before first training session.
- AFL Laws of the Game, Must attend one of the SMJFL information sessions for all information involving umpiring OR as an alternative, read the powerpoint provided on the night

Responsibilities/Duties/Tasks:

- Register on SportsTG
- Set up schedula account and add attributes (bank details and SMJFL football team, if applicable)
- Must train a minimum of 12 out of the total 20 sessions (including preseason).
 - If the umpire misses training sessions totalling up to but not exceeding the permitted number of 8 sessions, no notice is required.
 - If the umpire exceeds the allowed 8 missed sessions, then a conversation with the Head Coach or Umpire Academy Manager is required immediately.
 - If they are NOT a consistent trainer, then they will be given the lowest age groups to umpire, regardless of their skill level. Unless:
 - They watch the affiliated content videos
- Must accept all appointments, unless genuinely sick/injured and given plenty of notice (NOT Saturday morning). **If you are sick/injured on the Thursday, please decline your appointment immediately, this will not affect your appointment the following week. If you decline your appointment any later, this may affect future appointments** ***** TBC Need to think more about this process*****
- Must attend at least 4 training sessions before their first game, unless authorised by Coach or Umpire Academy Manager

Code of conduct signed and acknowledged (by parent if under 18).

Reports to:

- Coach
- Mentor/Experienced Umpire (match day)
- Umpire Academy Manager

Supervision received to move up to level 2:

- Seen by Mentor/Experienced Umpire/Coach/UAM in at least 5 games and been assessed as competent in:
 - Communication
 - Decision making
 - Positioning
 - Match management
 - Organisation

INTERMEDIATE

Distinguished by:

- **YELLOW** wrist bands

Umpiring experience:

- Second year and above umpires
- First year umpires who are deemed ready by the Head Coach to move to this level

Skills/Qualifications/Knowledge:

- Start the Umpire AFL Development Umpire Course
 - Everproof compliance WWC (If over 18)
 - Development Umpire Accreditation achieved
- Must attend one “Buddy System” workshop run by the SMJFL
- SMJFL By-Laws
- SMJFL Rule matrix

Responsibilities/Duties/Tasks:

- Will act as a buddy for first year and less experienced umpires at training and on game day when given the opportunity.
- Must have completed all Novice requirements the season prior or during the current season if applicable
- Be on time for every game umpired (minimum 30 minutes before bounce, unless coming from prior game or just played in a game)
- Must accept all finals and in-season appointments
- CMR submission (& votes) on time 100%

Reports to:

- Coaches
- Mentors (match day)
- Umpire Academy Manager

Supervision received to move up to Experienced:

- ALL intermediate umpires must have shown the ability and endeavour to offer support as “a buddy” to younger or less experienced umpires on match day and at training.
- Supervised by coach/mentor on game day and shows adequate levels of:
 - Novice requirements
 - Leadership on ground
 - Taking control
 - Consistency

EXPERIENCED

Distinguished by:

- **GREEN** wrist bands

Umpiring experience:

- Fully competent, seasoned professional umpire
- Under 16/17 level umpire
- Potential to progress to umpire senior football OR already umpired senior football and can or has acted as a mentor previously

- Currently umpiring, experienced in match and paperwork duties. Able to give feedback to less experienced umpires.

Skills/Qualifications/Knowledge:

- Must at a minimum have completed the Development Umpire Accreditation or Advanced Umpire Accreditation
- Everproof compliance
 - WWC (If over 18)
 - Development Umpire Accreditation achieved
- SMJFL By-Laws
- SMJFL Rule matrix
- Attend training once every week at seniors and/or juniors (is negotiated with Glenn Emery, Nick Bergman or Cam Watts)

Responsibilities/Duties/Tasks:

- Meet all Novice & Intermediate requirements (or excepted credit)
- Be on time for every game umpired (minimum 30 minutes before bounce, unless coming from prior game or just played in a game)
- Attend 1 x Personal Development Courses
- Must accept all finals and in-season appointments
- CMR submission (& votes) on time 100%
- For those in this group who have not umpired senior football yet - Cam Watts, Nick Bergman or Glenn Emery have made contact with head coach of a supporting senior league in regard to interest in becoming a senior umpire, on your behalf. Or if you wish to contact them yourself, that's completely acceptable. (Jonathan Auditore) – SFNL, Tony Hales – VAFA)
- Will run with a less experienced umpire (primarily Novice and also Intermediate)
- Attend 1 x Coach/Mentor/Experienced umpire meeting per month run by Head Coach, Experienced Umpire Coordinator and Umpire Academy Manager, information including:
 - Umpire feedback from online form
 - Coaching feedback from umpire surveys handed out at training
 - Coaching approach
 - Public Speaking
 - Confidence
 - Communicating with umpires
 - General discussion Q&A's

Reports to:

- Coaches
- Glenn Emery – Experienced Umpire Coordinator
- Appointments Coordinator
- Umpire Academy Manager

COACH

Distinguished by:

- **GREEN** wrist bands
- Coaches Jacket

Umpiring experience:

- Minimum 50 games experience across junior and senior football
- Minimum 10 games season prior (at any league)
- Umpiring Senior football

Skills/Qualifications/Knowledge:

- Everproof compliance
 - WWC (If over 18)
 - Development Umpire Accreditation OR
 - Advanced Umpire Accreditation
 - Development/Advanced/High Performance Coach Qualification

- Current/Updated or previous AFL Umpire Coaches Conference and complete requirements to gain accreditation
- SMJFL By-Laws
- SMJFL Rule matrix

Responsibilities/Duties/Tasks:

- Attend 1 x Coach/Mentor meeting per month run by Head Coach and Umpire Academy Manager, information including:
 - Umpire feedback from online form
 - Coaching feedback from umpire surveys handed out at training
 - Coaching approach
 - Policies and procedures
 - Values, Mission and Vision
 - General discussion Q&A's
- Attend 1 x Personal Development Course
- Attend no less than 90% of training sessions as set by Head Coach and Umpire Academy Manager, unless genuine reason is given with at least 2 days' notice, so training plans can be properly coordinated.

Reports to:

- Head Coach
- Appointments Coordinator
- Umpire Academy Manager

MENTOR OFF-FIELD

Distinguished by:

- SMJFL Jackets to be brought into 2019 for all umpires
- SFNL/VAFA Jackets

Umpiring experience:

- Must have been registered in an umpiring body in the last 5 years
- Minimum 50 games experience across junior and senior football
- Experienced in match and paperwork duties. Able to give umpires feedback to more novice umpire
- Won't be running the match on the ground, will be observing and making feedback from the sideline

Skills/Qualifications/Knowledge:

- Everproof compliance
 - WWC (If over 18)
 - Advanced Umpire Accreditation
- SMJFL By-Laws
- SMJFL Rule matrix

Responsibilities/Duties/Tasks:

- Attend 1 x Coach/Mentor meeting per month run by Head Coach and Umpire Academy Manager, information including:
 - Umpire feedback from online form
 - Coaching feedback from umpire surveys handed out at training
 - Coaching approach
 - General discussion Q&A's
- Accept finals appointments as mentor
- Attend 1 x Personal Development Course

Reports to:

- Coaches
- Glenn Emery – Experienced Umpire Coordinator
- Mentors (match day)
- Appointments Coordinator

- **Umpire Academy Manager**

Role of the umpire

The role of the umpire is to apply the laws of the game and ensure the game is played in a safe and fair manner. The laws of the game gives the umpire the tools and responsibility to manage the game on and off the ground.

SMJFL Umpires Code of Conduct

Each umpire officiating in the SMJFL is required to agree to and comply with a Code of Conduct.

Specifically, by agreeing to this Code of Conduct, the umpire endeavors to:

1. Remember that junior sports provide an opportunity for children to learn and have fun and will place their safety above all else;
2. Operate within the Rules and Spirit of the code; ensuring that they are knowledgeable of the rules Australian Rules football and the By-Laws of the South Metro Junior Football League, and apply those rules fairly to all participants, teams and coaches;
3. Seek continual self-improvement by regularly attending, and actively participating in, umpire training sessions;
4. Encourage good sportsmanship by demonstrating positive support of all players, coaches, fellow umpires and league administrators at all times;
5. Not make physical contact with any player unless it is to assist with first aide for an injured player.
6. Ensure all administrative tasks associated with umpiring in the SMJFL are completed accurately, fully and meet designated timelines;
7. Display control, respect and professionalism to all involved with the sport. This includes other umpires, players, coaches, officials, administrators, the media, parents/caregivers and spectators;
8. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion;
9. Take responsibility for all actions taken;
10. Not allow personal friendships and associations to influence my decisions during a contest;
11. Know what responsibilities come with Social Media accounts and use them appropriately;
 - i. Trustworthy – honest and impartial
 - ii. Responsible – appreciate the importance of the role of the umpire
 - iii. Fit – physically prepared for the task
 - iv. Knowledgeable – know the rules.
 - v. Punctual – arrive at the ground a minimum of ½ hour before the scheduled commencement of the game
12. Be a positive role model in terms of behaviour and personal appearance.

Expectations of Umpires

We expect our umpires to:

- Place the safety and welfare of the participants above all else;

- Accept responsibility of all actions taken;
- Be courteous and respectful to all participants;
- Value the individual in sport;
- Seek continual self-improvement;
- Be trustworthy, honest and impartial;
- Be responsible – know and appreciate the importance of the role of the umpire;
- Be fit – physically prepared for the task;
- Be knowledgeable – know the rules and be able to apply them;
- Be punctual – arrive at the ground with plenty of time to spare before the game;
- Fulfil the match day role of the field umpire by applying the rules and their interpretations according to the spirit of the laws;
- Attend to the administrative requirements necessary for the successful staging of the game.

In aiming to fulfil these expectations, umpires should be aware that first impressions are often lasting impressions, and that when wearing the SMJFL umpire uniform, they are representing the Umpiring Department and the League.

SMJFL Rules (By-Laws)

All SMJFL rulings can be found on the SMJFL website on the “Rules, By-Laws and Policies” tab. Please ensure you read these to familiarize yourself with the rules of the competition.

Player Undergarments

All SMJFL players that wear undergarments MUST be **BEIGE, BLACK or SAME COLOUR AS PLAYING SHORTS** and must not extend below the knee. Please ensure players are wearing the correct colour undergarments before the start of the match.

Draws in Finals

As per the SMJFL by Laws/Rules, the process for a draw in finals is:

24.7. Where, in a finals match, scores are tied at the end of the match, the following shall

apply:

- The Goal Umpires shall meet in the centre of the ground to confirm that the scoreboard is correct.
- Where the scoreboard is correct, and the scores are tied, the senior Field Umpire shall be informed.
- Two further halves of five minutes with no “time on” shall then be played, with the teams changing ends at the conclusion of the first five-minute half.
- Only the Runner is allowed onto the field whilst the teams change ends.

24.8. Should the scores remain tied at the end of the two five-minute halves, the process shall be repeated until such time as there is a winner.

Player Protective Equipment

All SMJFL players who are required to wear protective equipment during matches must seek SMJFL approval through a letter/email to the General Manager of Football who will then grant their approval. Players must have this confirmation letter/email from the GM, Football on match day and show umpires prior to the match commencing. Eye wear MUST meet sporting standards – not able to shatter or cause injury to other players.

Girls' Football Rules differences (Under 12 Girls Div 1, Under 14, Under 16 and Under 18 Girls)

Girls teams may have a maximum number of 16 players for 14s, 16s and 18 Girls. If both teams have at least 20 players on the team sheet at the start of the game, both teams must play with 18 on the field.

A mark is awarded irrespective of the distance the ball has travelled as long as it is caught on the full in U12 Div 1, U14 and U16 Girls, in Under 18 Youth Girls the distance for a mark is 10m.

Please be aware when umpiring a Girl's match at any age group that you may need to modify your usual thinking. When looking for Team Managers or coaches, it would not be appropriate for an older male umpire to wander into a change room full of Under 15 Girls who may be in the process of changing. Some of the rules may be slightly modified – CHECK THE BY-LAWS GRID, and try to think of gender neutral terms where appropriate ie: not "Holding the MAN" when the "man" is clearly female!!

AFL Laws of the Game

A copy of the AFL 2020 Laws of the Game has not been brought in yet from the AFL yet, the 2019 can be found through the AFL Community's website or at:

<https://resources.afl.com.au/afl/document/2019/12/04/d8d5f2cf-04eb-4530-b2d5-5cc799ff625c/2019-Laws-of-Australian-Football.pdf>

Game times

As a general rule, games are fixtured on Sundays during the season for all SMJFL age groups. On occasion games may be played on a weeknight or Saturday when unable to be played at other times or for a replay. Special requests for umpires at odd times will be communicated via email or social media.

Training

Sessions / Venues

The SMJFL have two training sessions per week, with the expectation that every umpire will attend one of these sessions or a session at one of the local senior leagues. Monday training sessions will be held at Elsternwick Park (Sportscover Arena) (or Moorleigh Reserve during COVID-19) from 6:00-7:15pm and Wednesday training sessions will be held at Moorleigh Reserve (90-92 Bignell Road, East Bentleigh) from 4:30-6pm.

Note: Monday nights the field umpires are coached by SMJFL staff, the boundary umpires are coached by Ex-SMJFL Boundary Umpire Coach, Asha, with the VAFA boundary umpires.

Attending training

Umpires are encouraged and expected to attend training during the pre-season training sessions and during the season.

Training will be held regardless of the weather – and will be held within club rooms if it is unsuitable to train outside. Umpires are encouraged to check their emails or Team App News section, prior to training in case of last minute changes in the case of extreme weather conditions.

Umpires who regularly attend training will be given preference in the allocation of games (especially finals). Umpires should ensure they sign the Attendance Register at each training session attended.

Umpire Coaching Team

The umpire coaching team has been structured to provide umpires with a varied and exciting program in an environment which nurtures personal confidence and growth, provides constructive feedback and enables developmental relationships between umpires to be encouraged and fostered.

We aim for all of our coaches have adequate Umpire Coaching accreditations with several having already achieved the “Advanced Umpire Coach” accreditation, and all are actively encouraged to participate in further coaching courses to enhance their knowledge.

Role	2020 Coach
Head Coach	Nick Bergman
Novice Field Coaches	Nathan Guy, Alanah French, Adam Bailes, Hamish McCartney and Nick Ritchie
Intermediate and Experienced Coaches	Doug Haworth and Glenn Emery
Boundary Umpire Head Coach	Courtney Stelling
Boundary Umpire Assistant Coach	Georgia Collinson
Umpire Liaison	Doug Haworth
Experienced Umpire Coordinator	Glenn Emery

Mentoring/Experienced Umpires

Each season the SMJFL has approximately 200 first year umpires and the Umpiring Department understands the importance of mentoring our fledgling talent (as well as our more experienced umpires to ensure ongoing development).

Each week, based on observation/feedback at training and from club feedback, mentors will be allocated based on need. We will have experienced umpires and mentors running with and observing all age groups but in particular our novice first year umpires to aid in the process of becoming an umpire.

Please keep in mind that our supply of mentors is significantly less than the demand for mentoring. We will do our very best to provide each new umpire with the opportunity to be mentored at least once during the season.

If you have a special request for mentoring, please feel free to approach your coach to discuss.

Mentors

The SMJFL Umpiring Department have a team of mentors who have a varying level of experience in the SMJFL, the Southern Football League, the Victorian Amateur Football Association or other level of football. All mentors have completed the AFL Mentor (or equivalent) Program.

If you wish to become involved in the development of our young umpires, please contact the Head Coach – Nick Bergman or the Umpire Academy Manager – Cam Watts. We would love to have you on board. The only proviso is that it would be mandatory to the monthly Coach/Mentor meetings, as without the knowledge of what is being taught at training, there is no point mentoring.

Process

Mentoring is generally conducted with a suitably qualified person 'shadowing' an umpire on the field during a game. The amount of 'co-umpiring' varies depending on the experience and competence of the umpire being mentored.

The other form is purely observation, where a mentor will watch the less experienced umpire carefully during a game and advise them at quarter breaks. Please note – such mentors will always be identifiable with SMJFL umpiring dept. tops, and you should notify the Umpire Academy Manager immediately if you ever believe someone is approaching umpires without official backing.

Umpire Positioning

It is the goal of the field umpire to be side on to play at all times. This is so that the umpire in control has the best view of the play whether it be a marking contest or an active passage of play where the ball is moving along the field. Unless the play is in the middle of the ground, the umpire shall always have their back to the centre circle/axis. When the play is in the corridor the umpires back should be towards the boundary line.

The recommended distance from play for the umpire is 10-15 metres for our younger age groups under 13s and below and 15-20 metres for our older age groups under 14s and above. If the controlling umpire is too close to the play - his/her visibility can be restricted and there is an opportunity to miss free kicks as well as being caught up in the play. Finally, the controlling umpire is too far away from the play (25+ metres) the umpire will in a pack situation will not be able to see clearly and as a result his view will be restricted by players and officials.

COME TO TRAINING TO LEARN THE SPECIFICS

Positioning

Maintaining the best possible position in relation to play from which to adjudicate is the most important skill in the Umpires' preparation.

Accurate and consistent decision making can only occur if the Umpire gets a "good look at the incident".

Centre ball up

The approach is along the minor axis (an imaginary line across the centre of the ground). After the ball up, back away quickly, aiming to obtain a position 10m–15m from the contest for our younger age groups under 13s and below and 15-20 metres for our older age groups under 14s and above.



Field ball up

Ball up with your back to the major axis (an imaginary line extending from the centre of the goal at both ends and passing through the centre). Or the centre of the ground. After the ball up, back away quickly, aiming to obtain a position 10m–15m from the contest for our younger age groups under 13s and below and 15-20 metres for our older age groups under 14s and above.



Boundary throw-in

Initial position should be 10m-15m side-on to and slightly in front of the contest on the long side of the ground (play between Umpire and nearest goal). Umpire should ask the teams to nominate a ruckman and tell the boundary umpire to throw the ball in. Then at the throw-in, the Umpire should be on the move and be side on to the ruckmen as they contact the ball, then moving quickly inside play (play will be between the Umpire and the nearest boundary line).

General play

The Umpire should always be inside play, about 10m-15m from the contest for our younger age groups under 13s and below and 15-20 metres for our older age groups under 14s and above, always aiming to be side on to the contest. This allows the Umpire a clear view of the contesting players and correct positioning for the next act of play.

10-15m

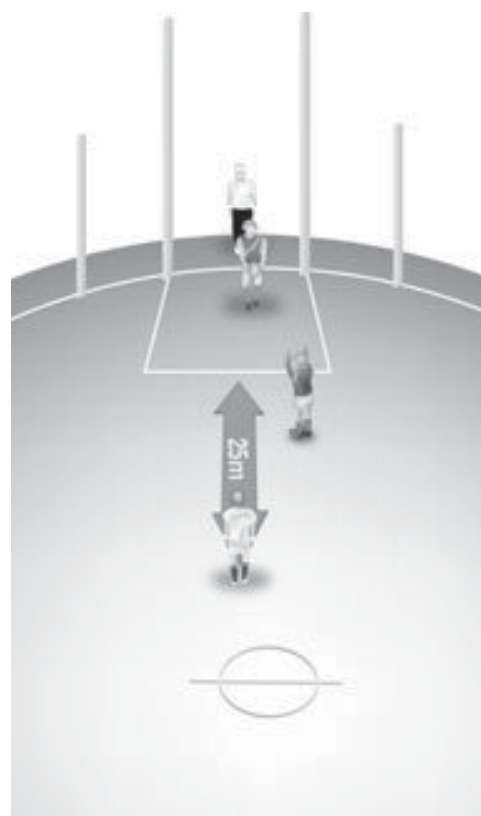
Setting the mark

After placing the player on the mark and ensuring the kicker is on the correct line of kick, the Umpire should back off at 45 degrees from the mark, to a position half way between the mark and the anticipated destination of the kick. After the kick the Umpire should run to a position side on to the contest about 10m-15m inside the play for our younger age groups under 13s and below and 15-20 metres for our older age groups under 14s and above. However, if the second umpire is already down the ground in the direction of the kick you need to call out “yours” to the other umpire and they will take the play and be side on to the marking contest/ball drop.

Kick-in after a behind

After giving “all clear” the Umpire should position himself on the major axis, 15m from the kick off line. Before the kick being taken, the Umpire must immediately clear all players (other than the player kicking the football into play) from the area within 5m of the goal square. After the kick, the Umpire should run to a position side on to the contest some 10-15m inside the play for our younger age groups under 13s and below and 15-20 metres for our older age groups under 14s and above.

NB: A defender can only kick the ball in once the goal umpire has finished waving the flags, signalling a behind – except for in the under 16 boys, under 17 boys and under 18 girls, where you do not have to wait for the flags.



Signals



Commencing play



Holding the ball



High tackle



Holding the men



Push in the back



Throw-up



All clear goal



All clear behind



End of play



Blood rule

Accreditation

As of 2020, all FIRST YEAR novice umpires must complete the online AFL Umpire Introductory Course to achieve their accreditation.

The process in which to do so:

The course can be accessed [HERE](#)

Please note the following information.

- If you already have an account on the Umpire AFL portal, you can log in and go to “My Courses”.
- If you don't have an existing account, you will need to create a new account using your email address (in lowercase) as your username.
- Once signed in, you will need to scroll down and select the Umpire Introductory Course. Cost of the course will be \$15.00 once processed through PayPal.
- If you forget your password, you will need to click on the 'Forgot Password' link, or email the help desk. You shouldn't create a new account as you will end up with multiple accounts and enrolments in different courses.

Once you have finished the course you should receive a certificate (digitally) or an email confirmation of your completion of the course. Once you receive this, please email it to me on umpiring@smjfl.com.au with the email subject “Introductory Course Completed” and I can put you in the system as completed the course.

As of 2020, all SECOND year or above umpires must have a minimum based accreditation (Level 1 or Development), run through AFL Vic.

The process in which to do so is:

1. Email Umpire Academy Manager (umpiring@smjfl.com.au) and say you are a second year or above umpire and are ready to undergo the accreditation process.
2. Get observed by a coach throughout the 2020 season.
3. Attend minimum of two (2) SMJFL training sessions
4. By the end of the year the Umpire Academy Manager will have developed your certificate.
5. Upload to your everproof account if you have not already

If you are over the age of 18, you MUST obtain a volunteer Working with Children Check

Umpire Registration

Each year all new and previous umpires are required to register/reregister for the upcoming season. It is a compulsory requirement for all SMJFL umpires to register online. This online registration process will be a compulsory requirement for ALL umpires as listed through the AFL's National Umpire Registration Process and in order to comply with the privacy amendment (Enhancing Privacy Protection) Act 2012. It also makes it easier for us as a league to ensure we comply with all of the requirements of this legislation.

How to register: **NEW UMPIRES**

The umpire registration form link can be found on the SMJFL website (www.smjfl.com.au) under Umpires → Become a League Umpire (new umpires).

Once you have clicked on this link, you will be directed to the umpire.afl site to get you started and you will be put in direct contact with the SMJFL Umpire Academy Umpire who will give you an information kit.

How to register: **PREVIOUS UMPIRES**

You will be automatically sent a personalized link which you can use to re-register with the minimum of fuss. If you do-not receive an auto-registration request please contact Cam Watts on umpiring@smjfl.com.au

Umpire Uniforms

The appearance of the umpire communicates so much, even before the game has commenced and the first blow of the whistle. It is essential all umpires take pride in their uniform and adhere to the umpire uniform guidelines. Uniform orders are managed on Team App > Dashboard > Uniform.

What uniform do I wear?

In 2020, the SMJFL in conjunction with league partner ISC are insisting all umpires be kitted out in onfield shorts, shirt and socks similar to what the AFL Umpires are wearing.

Umpires who have been with us for some time **MUST** swap to the new ISC (or BLK) gear for 2020. Old SMJFL uniform will not be allowed. Please note: Umpires who also officiate in the SFNL, VAFA, or any other league must purchase SMJFL uniform if intending to umpire on a regular basis within the SMJFL. Please respect OUR right to show our brand rather than a senior group!

Our entire uniform cost can be covered by officiating 2 games at the most junior level, or just one Under 17/Under 18 Girls game – so we believe it is not too much to ask for all umpires to be in correct uniform.

Uniform Pricing

Item	Price
ISC Green Shirt (with SMJFL logo)	\$41.50
ISC Grey Shorts	\$36.50
ISC Green Socks	\$10.50
Wrist Bands (with SMJFL or AFL logo)	\$8

Appointments

Schedula

All appointments to games are made through the Schedula online system.

After registration you will receive login details for this program and will be able to specify your availability for games *generally* (e.g. you may never be available on Sunday afternoon due to basketball commitments) and *specifically* (e.g. you may be going to a family event one Sunday and are unavailable to umpire).

Process

Appointments are allocated in the following manner:

1. Developmental appointments – where the coaching team believes certain appointments will benefit the umpire developmentally.
2. Mentoring appointments – umpires are allocated to specific grounds to provide mentoring.
3. General appointments – where games are yet to have an umpire allocated, and umpires are yet to be appointed, a general appointment process will be adopted.

In all situations it is assumed that umpires will be available for appointment unless they mark themselves **“UNAVAILABLE”**. It is the responsibility of each individual umpire to ensure their availability on the Schedula system is current.

Accepting appointments

Again, this occurs on the Schedula system by **“ACCEPTING”** appointment.

Take note of the time, the venue and the teams of the game to which you have been appointed – it can sometimes get confusing when there are multiple games occurring over a number of ovals.

If, an umpire is unable to attend an appointed game, they are to contact the Appointments Coordinator **IMMEDIATELY** on appointments.smjfl@gmail.com. If you wake up sick, or are injured on a Sunday please ring Cam Watts the Umpire Academy Manager on 0414 622 648 or Nick Ritchie the Appointments Coordinator on 0427 831 414 ASAP in case we can someone to cover the game.

Please note: Inability to accept/officiate an appointed game due to failure to update personal availability on the Schedula system is viewed poorly by the Umpiring Department and can result in being given low preference in the appointment of the following week's games.

Pay rates (per umpire)

Pay rates for the 2020 season are:

Typ	Umpires' Pay	I Field Umpire
<u>Field</u>		
Under 11-13 Mixed & Girls	\$53	\$63.60
Under 14 Mixed & Girls	\$60	\$81.00
Under 15 Boys	\$71	\$95.18
Under 16 Boys & Girls	\$82	\$122.25
Under 17 Boys & Under 18 Girls	\$91	\$135.75
<u>Boundary</u>		
Under 11-13 Mixed*	\$35	N/A
Under 14 Mixed	\$36	N/A
Under 14 Girls*	\$36	N/A
Under 15 Boys	\$43	N/A
Under 16 Boys & Girls	\$49	N/A
Under 17 Boys & Under 18 Girls	\$55	N/A
<u>Goal</u>		
Under 11-13 Mixed & Girls	\$32	N/A
Under 14 Mixed & Girls*	\$32	N/A
Under 15 Boys*	\$34	N/A
Under 16 Boys & Girls*	\$35	N/A
Under 17 Boys & Under 18 Girls*	\$35	N/A

Everproof Accreditation Tracking System

All of our umpires are now required to have a Working With Children Check if they are 18 or older. For 2020 we are also requesting that every umpire who is a second year or older completes at a minimum the online component of the Development Umpire Accreditation before the season begins.

Both of these accreditations must be entered into the Everproof system. The SMJFL will create your account once you have begun the training process.

Once you have taken ownership of your Everproof account you can enter the details into it of your accreditations, including personal ones such as license, passport, first aid certificates etc. You control what is visible to the SMJFL and what is visible only to yourself. The system will alert you if/when you need new qualifications, or are needed to update your existing ones.

Insurance

All umpires appointed by the SMJFL are provided automatic Personal Injury cover at Bronze Level with JLT Australian Football National Risk Protection Program. If an individual umpire wishes to upgrade to a higher level of cover, the Australian Football National Risk Protection Program can offer additional cover.

More information	www.jltsport.com.au
Claim form/process	http://afl.jltsport.com.au/claim_pi.aspx

Appendices

A. Game Day Procedures

Pre-game

Day before

1. Confirm the details of the game to which you have been appointed:
 - Start time
 - Time you need to arrive (30 minutes minimum prior to start time)
 - Venue (consider how long it will take to get there)
 - Names & age group of teams playing
 - Rules applying to game age group (e.g. is it a modified rules games?)
2. Uniform - Is it laundered and ready to go?
3. Pack your umpiring bag. It should contain the following items:
 - Laws of Australian football
 - SMJFL By-Laws
 - This information booklet
 - Accreditation journal (if you are participating in the AFL Accreditation Program)
 - Player Report forms
 - Red & yellow cards
 - Note book
 - Pens
 - A coin (for the toss)
 - A watch to monitor start time & length of breaks
 - Whistle
 - Uniform
 - Correctly branded umpire shirt
 - Grey shorts
 - Socks
 - Garters (or rubber bands) to keep socks up
 - Wrist bands (these are part of the uniform and **COMPULSORY**)
 - Clean runners or boots
 - Towel
 - Drink Bottle

Game day

<input checked="" type="checkbox"/>	Action	Details
<input type="checkbox"/>	Arrive early	30 mins before scheduled start
<input type="checkbox"/>	Umpires room	Locate – ask canteen staff or official if unsure
<input type="checkbox"/>	Change into uniform	Ensure all equipment ready to go
<input type="checkbox"/>	Other umpires	Introduce yourself, if umpiring U14-18
<input type="checkbox"/>	Home team change room	<ul style="list-style-type: none">▪ Locate▪ Introduce yourself to team manager, coach & players▪ Check player uniforms and equipment – Refer Appendix C
<input type="checkbox"/>	Match balls	<ul style="list-style-type: none">▪ Ask home team manager for match balls (2 should be provided)▪ Ensure match balls are the correct size, has the correct branding, is made of the correct material and is sufficiently inflated. Refer Appendix F
<input type="checkbox"/>	Away team change room	<ul style="list-style-type: none">▪ Locate▪ Introduce yourself to team manager, coach & players▪ Check player uniforms and equipment – Refer Appendix C
<input type="checkbox"/>	Match ball selection	Ask away team captain or coach to select the match ball – from the 2 provided by the home team
<input type="checkbox"/>	Warm up	Warm up to avoid injury and be ready to go as soon as the game commences

During the game

At each break

- Make sure you have a drink! Ask one of the Umpire Escorts to provide you with one.
- Check the time after the siren so you can determine when play should recommence. Refer Appendix G
- Advise teams to get ready for the next quarter if it appears they will cause any delay

At half-time

Team Sheets

- The team managers will bring you their team sheets
- Ensure that each name has a jumper number beside it
- Ensure that each name either has a signature, or the name has been crossed out
- Ask the team manager to correct any errors

Competition Match Report (CMR)

- The home team manager will bring you the CMR book

Post game

At the end of the match:

<input checked="" type="checkbox"/>	Action	Details
<input type="checkbox"/>	Match ball	Bring the ball off the ground and hand it to the home team manager
<input type="checkbox"/>	Go to umpires' change room	Both team managers should come to see you within a few minutes
<input type="checkbox"/>	Competition Match Report (CMR)	Complete the CMR
<input type="checkbox"/>	Best & fairest votes	<ul style="list-style-type: none">▪ Allocate best & fairest votes for games▪ Under 11-18▪ Votes are <u>not</u> required for Under 8, Under 9, Under 10 girls and Under 12 girls
<input type="checkbox"/>	Player reports	Complete Player Report form (if player reported)
<input type="checkbox"/>	Take home with you...	White – Umpire copy – of CMR Check, before leaving, that you have left nothing behind

B. Paperwork – paper & online

Regardless of the age of competition, the home team manager will provide you with the **Competition Match Report (CMR) book** at half time.

Both the home and away team managers will provide you with the **team sheets**, also at half time.

Leave all this paperwork in the umpires' room until the conclusion of play.

Competition Match Report (CMR)

The CMR is the official record of:

- The **match** that was played
- Who **umpired** – field, boundary & goal
- Any and all **incidents** during the game – team punctuality, presence of umpire escorts, marking of ground, padding of goal posts, behaviour of officials, match balls used, player attire and any other comments worthy of mentioning to the Umpiring Department/League.
- Players **ordered from the field** – yellow and/or red carding of players (further details of **red** carding/report to be recorded on SMJFL Player Report Form)
- Best & Fairest **votes** – for Under 11-17 mixed competitions and Under 14 - 18 girls competitions (NO Best & Fairest votes required for Under 8-10 mixed or Under 10 - 12 girls)



SOUTH METRO JUNIOR FOOTBALL LEAGUE COMPETITION MATCH REPORT



Date		Round		Age Group		Division	
Ground							
(Home Team)	VS				(Away Team)		
SMJFL Club / Field Umpire	Name		Signature		(Umpire Completing Report)		
Boundary Side 1							
Boundary Side 2							
Goal							

MATCH INCIDENT REPORT

Question	Yes/No		Comment
Match commence on time	Yes	No	
Teams on time quarter time	Yes	No	
Teams on time half time	Yes	No	
Teams on time three quarter time	Yes	No	
Umpire escorts present	Yes	No	
Goal posts padded	Yes	No	
Ground properly marked	Yes	No	
Behaviour of officials acceptable	Yes	No	
Spectator behaviour acceptable	Yes	No	
Match football <small>e.g. league logo on ball</small>	Yes	No	
Players correctly attired <small>e.g. league logo on jumpers, shorts & socks</small>	Yes	No	

ANY OTHER COMMENTS

PLAYERS/OFFICIALS ORDERED FROM FIELD

Jumper No.	Player	Club	Reason/Infringement	Card Issued

Name **Home Team Manager** Signature

Name **Away Team Manager** Signature

Umpire / Club Umpire responsible for submitting this Match Report online.

UMPIRE VOTES TO BE COMPLETED ON UMPIRE COPY

Process

1. At the end of the match, you must complete the physical CMR form.
2. Where applicable, include comments about:
 - Incorrect player uniform
 - Poor behavior by any official or spectator
 - Any reports (red cards) – also complete report form and inform Team Leader: Football Operations & Umpiring IMMEDIATELY
 - Any send-offs (yellow cards) – log on CMR only
 - Any other information you believe is important to document
3. Where **Best & Fairest votes** are required to be allocated (Under 11 – 18 competitions), complete this section in private – asking the Team Managers to step out of the room if necessary.
4. The umpire is to return the team sheets to the Team Managers after all paperwork is complete.
5. Take the white copy of the CMR for reference when completing the online CMR – the home & away team managers take the green & pink copies (respectively).
6. Complete paperwork ONLINE as well using the Match Day Paperwork App

Player/Official Report Form

In the event that you are required to report a player or official, you will find a Player/Official Report form in the Umpire's Room at each venue. If you are unable to locate this form, please ask the Home Team Manager for a copy.

Process

1. To simplify the process, only ONE report form is needed for a report. If two umpires both saw the incident please write this clearly on the form.
2. Umpire(s) to complete all sections of the Player/Official Report Form – match & player details
3. Umpire(s) to select the specific offence for which player (or official) was reported
4. Umpire(s) to complete the Details of the Report – ensuring that you document ALL THE FACTS (and ONLY THE FACTS) relevant to the player or official being reported.

Eg – I was officiating as the field umpire in the 3rd quarter when an incident occurred. The play was in the vicinity of the wing when player Jenny Jones (number 15 of Cheltenham) was reported for striking Tina Thomas (number 3 of Port Melbourne).

5. Ensure Umpire(s) print and sign name
6. Home & away team managers to print and sign name
7. Umpire to take **green** copy of form – for reference when completing the CMR online



SOUTH METRO JUNIOR FOOTBALL LEAGUE PLAYER/OFFICIAL REPORT FORM



ONE FORM PER PLAYER/OFFICIAL REPORTED IN MATCH

The following player/official was involved in an incident during the _____ quarter of the _____ match between _____ and _____

The match was played on the _____ at _____

PLAYER/OFFICIAL	NUMBER	CLUB

Details on set penalties (if applicable) can be found in the SMJFL By-Laws.

19.2 REPORTABLE OFFENCES

19.2.2 Specific Offences

Any of the following types of conduct is a Reportable Offence:-

- (i) (c) (a) Intentionally (i) or carelessly (c):
- (i) striking another person;
 - (ii) kicking another person;
 - (iii) kneeling another person;
 - (iv) stomping on another person;
 - (v) charging another person;
 - (vi) engaging in rough conduct against an opponent which in the circumstances is unreasonable
 - (vii) bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football;
 - (viii) head-butting an opponent or making contact to an opponent using the head;
 - (ix) eye-gouging an opponent or making unreasonable or unnecessary contact to the eye region of an opponent;
 - (x) making unreasonable or unnecessary contact to the face of an opponent;
 - (xi) making unreasonable or unnecessary contact with an injured Player;
 - (xii) scratching another person; or
 - (xiii) tripping another person whether by hand, arm, foot or leg;
- (b) intentionally making contact with, or striking, an Umpire;
 - (c) attempting to make contact with, or strike, an Umpire;
 - (d) carelessly making contact with an Umpire;
 - (e) spitting at or on an Umpire;
 - (f) spitting at or on another person;
 - (g) attempting to strike another person;
 - (h) attempting to kick another person;
 - (i) attempting to trip another person whether by hand, arm, foot or leg;
 - (j) using abusive, insulting, threatening or obscene language;
 - (k) using abusive, insulting, or obscene language towards or in relation to an Umpire;
 - (l) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
 - (m) disputing a decision of an Umpire;
 - (n) use of an obscene gesture;
 - (o) engaging in time wasting;
 - (p) engaging in an act of staging;
 - (q) engaging in a melee, except where a Player's sole intention is to remove a teammate from the incident;
 - (r) instigating a melee;
 - (s) wrestling another person;
 - (t) pinching another person;
 - (u) interfering with a Player kicking for goal;
 - (w) intentionally shaking a goal or behind post when another Player is preparing to kick or is kicking for goal or after the Player has kicked for goal and the football is in transit;
 - (x) failing to leave the playing surface when directed to do so by the Umpire;
 - (y) wearing boots, jewellery and equipment prohibited under Law 9; or
 - (z) engaging in any other act of misconduct or serious misconduct

Severity Ranking:

LOW		MEDIUM	HIGH
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(Please tick the box you deem appropriate when judging the severity of the alleged offence.)

Reporting Person:

Name: _____ Signature: _____ Role: Field Umpire, Boundary Umpire, Goal Umpire, Umpiring Department Staff, SMJFL Staff

Home Team Manager's Name: _____ Signature: _____
(if available) (please print)

Away Team Manager's Name: _____ Signature: _____
(if available) (please print)

White Copy - Reported Player/Club

Green Copy - Opposition

Blue Copy - Umpires/SMJFL

Competition Match Report (CMR) online – after the game

MUST BE COMPLETED AND SUBMITTED BY 9PM ON THE SAME DAY AS THE MATCH.

Umpire game payments are linked directly to the completion of the online CMR.

Process

Make sure you have downloaded the Match Day Paperwork app from the Apple App Store or Google Play Store (appropriate for your device). Once you have the app, login with your SPORTING PULSE PASSPORT account – this may not be the same as SCHEDULE account details. If you have been appointed to a game, details will be listed on the app. You can then input details directly to Sporting Pulse via your phone/tablet.

Instructions on how to use the app are on our website under Umpiring > League Umpires

In the case that the app is not working (please make sure you are correctly logging in before giving up) Go to SMJFL website – www.smjfl.com.au Navigate to: Umpires > Forms and documents > Competition Match Report (CMR) and input data on this form. You will be contacted afterwards to see why you couldn't use the app.

Players' uniform & equipment

When checking players' uniform and equipment to ensure that it meets the guidelines set out under the SMJFL by-laws, check for the following items.

Item	NOT permitted
Boots	Aluminum, steel or metal stops on boots
Jewellery	All rings (eye, nose, ear, lip, chest, etc.) must be removed. They <u>cannot be covered/taped with Elastoplast</u> – regardless of recency of piercing. This also applies to umpires. Eyeglasses – unless approved “sports goggle” type
Gloves	Unless a medical certificate has been provided to the SMJFL by the player's club. Umpires should sight this certificate (or copy) prior to the game.

SMJFL logo

Each player shall wear the SMJFL logo upon the right hand side of the front of their football jumper and club shorts.

C. Send-off rules (Red & Yellow cards)

The SMJFL has a red & yellow card system to assist umpires when enforcing the laws and spirit of the game, along with maintaining levels of behavior which should be demonstrated on-field during the course of a game – by both players and team officials.

Refer SMJFL By-law 45

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.

Process

1. Show your Yellow Card to a player if you hear an audible obscenity (i.e. swearing) or notice unsportsmanlike behaviour.
2. Politely tell them *why* you are sending them off.
3. Note the team and the number on the player's jumper
4. The player must go off the ground for one (1) full quarter. You cannot send them off for longer than one (1) quarter.
5. The time starts from when the team manager tells the timekeepers. If a player is sent off at the 6 minute mark of a quarter, they cannot be replaced until the 6 minute mark of the next quarter.
6. At the end of the game write details of this "carding" in the Competition Match Report (CMR)

Note: The player cannot be replaced until the full quarter "time-out" is complete.

Red card

Player (or official) is reported.

Issued for	All other reportable offences – Refer L.O.A.F for full listing
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 rest of the game as well.

Reportable Offences under Laws of Australian Football (L.O.A.F) law 19.2.2

Any of the following types of conduct is a Reportable Offence:

- a) intentionally, recklessly or negligently making contact with or striking an Umpire;
- b) attempting to make contact with or strike an Umpire;
- c) using abusive, insulting, threatening or obscene language towards or in relation to an Umpire;
- d) behaving in an abusive, insulting, threatening or obscene manner towards or in relation to an Umpire;
- e) disputing a decision of an Umpire;
- f) use of an obscene gesture;
- g) intentionally, recklessly or negligently:
 - i. kicking another person;
 - ii. striking another person;
 - iii. tripping another person whether by hand, arm, foot or leg;
 - iv. engaging in Time Wasting;
 - v. Charging another person;
 - vi. throwing or pushing another Player after that Player has taken a mark, disposed of the football or after the football is otherwise out of play;
 - vii. engaging in rough conduct against an opponent which in the circumstances is unreasonable;
 - viii. engaging in a melee, except where a Player's sole intention is to remove a teammate from the incident;
 - ix. kicking or otherwise causing the football to hit any part of a stadium roof's structure;
 - x. spitting at or on another person; or
 - xi. bumping or making forceful contact to an opponent from front-on when that Player has their head down over the football.

Note:

A Player can bump an opponent's body from side-on but any contact forward of side-on will be deemed to be front-on;

A Player with their head down in anticipation of winning possession of the football or after contesting the football will be deemed to have their head down over the football for the purposes of this law.

- h) attempting to kick another person;
- i) attempting to strike another person;
- j) attempting to trip another person whether by hand, arm, foot or leg;
- k) intentionally shaking a goal or behind post when another Player is preparing to Kick or is Kicking for Goal or after the Player has Kicked for Goal and the football is in transit;
- l) wrestling another person;
- m) using abusive, insulting, threatening or obscene language;
- n) failing to leave the Playing Surface when directed to do so by a field Umpire;
- o) wearing boots, jewellery and equipment prohibited under Law 9;
- p) any act of misconduct.

Process

1. Show your Red Card to the player you have reported.
2. Politely tell them *why* you are sending them off.
3. If another player was involved (for example a player who has been struck or kicked) you must also tell them that you have reported the player who is being sent off.
4. Note the team and the number on the offending player's jumper & any other player involved
5. After a Red card, the player must go off the ground for the remainder of the game.
6. After a RED card the player cannot be replaced for the remainder of the match.

D. 25 metre penalty

In accordance with Law 18 of the Laws of Australian Football, a 25-metre penalty will apply in SMJFL matches (U11-U15). There is a 50-metre penalty in Under 16 & U17 only in the SMJFL.

E. Footballs

Age group	Leather	Synthetic
Under 12 girls	Not permitted	Size 3
Under 14 girls	Not permitted	Size 3
Under 16 girls	Size 4	Size 4
Under 18 girls	Size 4	Not permitted
Under 11 & 12 Mixed	Size 3	Size 3
Under 13 & 14	Size 4	Not permitted
Under 15+	Full size	Size 5
		Not permitted

F. Match duration

Umpires are responsible for starting the match on time.

Start the match quickly, as soon as players and officials are in position, and spectators are off the ground. You may need to encourage the teams to complete their warm-ups and get into position by using your voice and whistle.

Age group	Each ¼ length	¼ time	½ time	¾ time
Under 12 girls	12 mins	3 mins	6 mins	3 mins
Under 14 girls	15 mins	3 mins	8 mins	5 mins
Under 16 girls	15 mins	3 mins	8 mins	5 mins
Under 18 girls	17 mins	3 mins	8 mins	5 mins
Under 11 -14	15 mins	3 mins	8 mins	5 mins
Under 15-17	20 mins	3 mins	10 mins	5 mins

There is absolutely **NO** 'time-on' in **SMJFL** matches for injuries. The only time the clock is EVER to be stopped is for a head count called for by a team's captain. If umpires have a concern about this, they should immediately contact the Umpire Academy Manager.

G. SMJFL Season Dates 2020 for SMJFL Umpires

Season 2020					
Date	Day	U8 & U9	U10	U11-U13	U14+
19/04/2020	Sunday	Round 1	Round 1	Round 1	Round 1
26/04/2020	Sunday	Round 2	Round 2	Round 2	Round 2
3/05/2020	Sunday	Round 3	Round 3	Round 3	Round 3
10/05/2020	Sunday	Round 4	Round 4	Round 4	Round 4
17/05/2020	Sunday	Round 5	Round 5	Round 5	Round 5
24/05/2020	Sunday	Round 6	Round 6	Round 6	Round 6
31/05/2020	Sunday	Round 7	Round 7	Round 7	Round 7
7/06/2020	Sunday	No Games			
14/06/2020	Sunday	Round 8	Round 8	Round 8	Round 8
21/06/2020	Sunday	Round 9	Round 9	Round 9	Round 9
28/06/2020	Sunday	No Games			
5/07/2020	Sunday	No Games			
12/07/2020	Sunday	Round 10	Round 10	Round 10	Round 10
19/07/2020	Sunday	Round 11	Round 11	Round 11	Round 11
26/07/2020	Sunday	Round 12	Round 12	Round 12	Round 12
2/08/2020	Sunday	Round 13	Round 13	Round 13	Round 13
9/08/2020	Sunday	Lightning Carnivals*	Round 14	Round 14	Round 14
16/08/2020	Sunday		Lightning Carnivals*	Round 15	Round 15
23/08/2020	Sunday			Semi Finals	Semi Finals
30/08/2020	Sunday			Grand Finals	Preliminary Finals
6/09/2020	Sunday				Grand Finals

H. Umpire Department Contacts

Name	Title	Contact
Cameron Watts	Umpire Academy Manager	0414 622 648 umpiring@smjfl.com.au
Nick Bergman	Head Coach	0431 138 141 nick_bergs@hotmail.com

	Name	Contact
Umpire Liaison - Registration or Uniform queries	Doug Haworth	0432 221 322 doug.haworth.p@gmail.com
Pay queries	Mick Bridges	Online form http://form.jotformpro.com/form/32887422506963
Appointments	Nick Ritchie	appointments.smjfl@gmail.com 0427 831 414

I. Game venues

Home Club Name	Venue Name	Address	Melways Ref
Ajax	Princes Park - Ovals 1 & 4	Beech Street, CAULFIELD SOUTH	68 B6
Ashwood	Essex Heights Reserve	Outlook Road, MOUNT WAVERLEY	61 B9
Beaumaris	Banksia Reserve	Oak Street, BEAUMARIS	86 E7
Beaumaris	Donald Mcdonald Reserve	Fifth Street, BLACK ROCK	86 B6
Beaumaris	Jack Barker Oval	Weatherall Road, CHELTENHAM	86 G3
Bentleigh	Bentleigh Reserve	Arthur Street, BENTLEIGH	77 F1
Bentleigh	King George Reserve - Ovals 1 & 2	East Boundary Road, BENTLEIGH	77 K3
Bentleigh	Packer Park	Oakleigh Road, CARNEGIE	68 J8
Brighton Beach	Brighton Beach Oval	South Road, BRIGHTON	76 D4
Caulfield Bears	Koornang Park	Munro Avenue, CARNEGIE	68 H6
Cheltenham	Le Page Park - Ovals 1 & 2	Cnr Herald & Argus Streets , CHELTENHAM	78 B12
Dingley	Heatherton Recreation Reserve	Ross Street, HEATHERTON	87 K2
Dingley	Namatjira Park	47 Springs Rd, CLARINDA	79 A4
Dingley	Souter Reserve	Marcus Road, DINGLEY	88 G6
East Brighton Vampires	Elsternwick Park - Oval 2	St Kilda Street, ELWOOD	67 D5
East Brighton Vampires	Hurlingham Park - Ovals 1 & 2	Nepean Highway, EAST BRIGHTON	67 J10
East Brighton Vampires	William Street Reserve	Cnr William and Halifax Streets, BRIGHTON	67 G11
East Malvern	Darling Park - Basil Reserve	Basil Street, EAST MALVERN	60 A12
East Malvern	DW Lucas Oval - Dunlop Reserve	Dunlop St, EAST MALVERN	59 K11
East Malvern	Stanley Grose Reserve	Stanley Grose Drive, EAST MALVERN	60 A12
East Malvern	Waverley Oval	Waverley & Belgrave Rds, EAST MALVERN	69 A2
East Sandringham	Chisholm Reserve - Ovals 1 & 2	Duncan Street, SANDRINGHAM	76 K8
East Sandringham	Peterson Reserve - Ovals 1 & 2	Peterson Street, HIGHETT	77 B8
East Sandringham	Widdop Crescent Reserve	Widdop Crescent, HAMPTON EAST	77 B6
Hampton Rovers	Boss James Reserve	David Street, HAMPTON	77 A7
Hampton Rovers	Castlefield Reserve	Ludstone Street, HAMPTON	76 J5
Highett	Highett Reserve - Ovals 1 & 2	Turner Road, MOORABBIN	77 H9
Mordialloc Braeside	Gerry Green Reserve	Nepean Highway, PARKDALE	87 E8
Mordialloc Braeside	Parkdale Secondary College	Warren Rd, MORDIALLOC	87 G8

J. Game venues (continued)

Home Club Name	Venue Name	Address	Melways Ref
Mordialloc Braeside	Walter Galt Reserve - Ovals 1 & 2	Victoria Street, MORDIALLOC	87 F8
Murrumbeena	Murrumbeena Park - Ovals 1 & 2	Kangaroo Road, MURRUMBEENA	69 B7
Northvale	Wellington Reserve	Mackie Road, MULGRAVE	80 C3
Oakleigh	Princes Highway Reserve - East	Princes Highway, OAKLEIGH EAST	70 B10
Oakleigh	W.A. Scammell Reserve	Guest Road, OAKLEIGH SOUTH	69 G11
Ormond	E.E. Gunn Reserve - Oval 1	Malane Street, ORMOND	68 E7
Ormond	Glen Huntly Park	Booran & Neerim Road, CAULFIELD EAST	68 E4
Port Melbourne Colts	Murphy Reserve - Aanenson Oval	Williamstown Road, PORT MELBOURNE	56 K1
Port Melbourne Colts	Murphy Reserve - J.W. Woodruff Oval	Williamstown Road, PORT MELBOURNE	56 K1
Prahran	Como Park	Williams Rd and Como Ave, SOUTH YARRA	58 G2
Prahran	Toorak Park	Orrong Road, ARMADALE	58 J7
SMJFL	Meade Reserve	Haughton Road, CLAYTON	79 B2
SMJFL	Mentone Grammar Ovals 1, 2 & 3	756-768 Springvale Road, BRAESIDE	89 G10
SMJFL	Moorleigh Reserve	90-92 Bignell Road, BENTLEIGH	78 B5
SMJFL	Springvale Reserve	Newcomen Road, SPRINGVALE	79 J7
SMJFL	Trevor Barker Oval	Cnr Beach Rd & Hampton St, SANDRINGHAM	76 F8
South Melbourne Districts	Albert Park - Oval 11	Aughtie Drive, ALBERT PARK	57 J7
South Melbourne Districts	Albert Park - Oval 12	Aughtie Drive, ALBERT PARK	57 K6
South Melbourne Districts	Albert Park - Oval 9	Aughtie Drive, ALBERT PARK	57 K7
St Bedes/Mentone	Mentone Reserve	Brindisi Steet, MENTONE	86 K7
St Bedes/Mentone	Southern Road Reserve	Southern Road , MENTONE	87 E6
St Kilda City	Peanut Farm Reserve	Blessington Street, ST.KILDA	58 A11
St Kilda City	Wattie Watson Oval - Elwood Park	Ormond Esplanade, ELWOOD	67 C5
St Paul's Mckinnon	Mc Kinnon Reserve - Ovals 1 & 2	Tucker Road, MC KINNON	68 G11
St Peters	Centenary Park - Ovals 1 & 2	Brady Road, EAST BENTLEIGH	78 B3
Waverley Park	Capital Reserve	Capital Ave, GLEN WAVERLEY	62 G12
Waverley Park	Columbia Park	Columbia Drive, WHEELERS HILL	71 H11
Waverley Park	Lum Reserve (West)	Cintra Ave, WHEELERS HILL	71 F11

Notes

2020 By-Law Variation Matrix

Regulations	Girls					Mixed					Boys			
	10	12 (Excluding Div 1)	14 (Including U12 Girls Div 1)	16	18	8	9 & 10	11	12	13	14	15	16	17
Ground size	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Standard	Standard	Standard	Standard
# players on ground	12	12 (15)	16 (18)	16 (18)	16 (18)	18	18	18	18	18	18	18	16 (18)	16 (18)
Ball type	Syn only	Syn only	Syn/Leather	Leather	Leather	Syn only	Syn only	Syn / Leather	Syn / Leather	Leather	Leather	Leather	Leather	Leather
Ball size	2	3	4	4	4	2	2	3	3	4	4	4	20	20
Quarter duration (mins)	10	12	15	15	17	10	12	15	15	15	15	20	20	20
Break length	3-6-3	3-6-3	3-8-5	3-8-5	3-8-5	3-6-3	3-6-3	3-8-5	3-8-5	3-8-5	3-8-5	3-10-5	3-10-5	3-10-5
3/4 time	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Scoreboard	Yes (not published)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Best & Fairest/Goals	✓	✓	✓	✓	✓	Yes (not published)	Yes (not published)	✓	✓	✓	✓	✓	✓	✓
Finals	Lightning Carnival	✓	✓	✓	✓	Lightning Carnival	Lightning Carnival	✓	✓	✓	✓	✓	✓	✓
Laws	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified
Tackling	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified	Modified
Bumping	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Stealing the ball	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Barging	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Smothering	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Fending off	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Shepherding	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Bouncing the ball	1 max	1 max	Unlimited	Unlimited	Unlimited	1 max	1 max	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited	Unlimited
Kicking off the ground	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Ball use	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size	Nominated players of equal size
Throws ins	0m (reasonable attempt)	0m (shows control)	0m (shows control)	0m (shows control)	10m	0m (shows control)	0m (shows control)	15m	15m	15m	15m	15m	15m	15m
Distance over which marks are paid	10m	10m	25m	25m	25m	10m	10m	25m	25m	25m	25m	25m	50m	50m
Distance penalty	10m	10m	25m	25m	25m	10m	10m	25m	25m	25m	25m	25m	50m	50m
Play on whilst advancing	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Zones	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Deliberate out of bounds	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Deliberately rushed behind	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Wait for flag after point	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Set playing positions	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Umpires	Club Appointed (2)	Club Appointed (2)	2	2	2	Club Appointed (2)	Club Appointed (2)	2	2	2	2	2	2	2
# field umpires	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Boundary umpires*	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

*Where no SNAPE Boundary Umpire is appointed, the field umpire will conduct a ball up 10 metres inside the field of play adjacent to where the ball crossed the line.