

Club Umpire (Modified Rules) Handbook 2017



Table of Contents

1. Role of the Club Umpire (Modified Rules)	5
2. Code of Conduct	5
3. Expectations of Umpires	7
What the game expects.....	7
What people expect.....	7
Match day role of the field umpire	7
4. Club umpire uniforms	7
5. Training / Accreditation	7
6. Appointments	7
7. Insurance	8
8. Umpiring Environment	8
Risk management.....	8
Coping with the umpiring environment.....	8
During the match – players/officials /supporters.....	8
9. Cooperation with others	8
10. People management skills	9
11. Match Management	10
Decision making.....	10
Confidence.....	10
Being alert!.....	11
Observation.....	11
Scrimmages.....	11
12. An approach to umpiring Australian Rules football	11
Spirit of the Laws.....	11
13. Laws and interpretations	11
SMJFL Modified Rules.....	12

14. Players' uniform & equipment.....	12
SMJFL logo	12
15. 10 metre penalty	12
16. Footballs	13
17. Match duration	13
18. Send-off rules (Red & Yellow cards)	13
Yellow card	13
Process.....	13
Red card.....	14
Process.....	14
19. Game day procedures	15
Pre-game.....	15
Game day.....	15
During the game	15
Team Sheets.....	15
Competition Match Reports (CMR)	15
Post game.....	15
20. Match day paperwork – paper & online	15
Competition Match Report (CMR) form.....	15
Process.....	16
Competition Match Report (CMR) online – after the game	16
Process.....	16
Player/Official Report Form.....	16
Process.....	16
21. Requirements at tribunals	17

Appendices

A. Game Day Procedures	18
Pre-game.....	18
Day before.....	18
Game day.....	18
During the game	19
Post game.....	19
B. Competition Match Report (CMR) form	21
C. Player & Official Report form	22
D. Modified Rules Summary	23
E. SMJFL Season Dates 2016	26
F. Umpire Department Contact	26
G. Positioning	27
Centre ball up.....	27
Field ball up.....	27
Boundary throw-in	27
General play	28
Setting play – one umpire	28
Kick-in after a behind	28
H. Signals	29
I. Game venues	30

Welcome to umpiring modified rules games in the South Metro Junior Football League

1. Role of the Club Umpire (Modified Rules)

The role of the Club umpire is to apply the modified laws of the game and ensure the game is played in a safe and fair manner.

Modified rules are designed to provide young players with the opportunity to learn the game and develop their skills. Therefore, in modified rules games, the role of the umpire extends further than applying the rules; and Club umpires are required to:

- encourage
- teach good sportsmanship
- make clear explanations to players when decisions are made
- provide guidance on positions and/or what to do next

It is important to remember that the role of the Club Umpire does not extend to coaching and that umpires are still required to be impartial and apply the laws of the game equitably.

2. Code of Conduct

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

Specifically, by signing this Code of Conduct, the umpire endeavours 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. Participate in Club Umpire training sessions as and when required;
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 aid 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 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. Be a positive role model in terms of behaviour and personal appearance.

People expect umpires to be:

- Trustworthy – honest and impartial
- Responsible – appreciate the importance of the role of the umpire
- Fit – physically prepared for the task
- Knowledgeable – know the rules
- Punctual – arrive at the ground a minimum of ½ hour before the scheduled commencement of the game

In aiming to fulfill those expectations, umpires should be aware that first impressions are often lasting impressions and that, when wearing the SMJFL Club Umpire uniform, they are representing their Club.

3. Expectations of Umpires

What the game expects

The game expects its umpires to:

- Place the safety and welfare of the participants above all else
- Accept responsibility of all actions taken
- Be courteous and respectful and open to discussion and interaction
- Value the individual in sport
- Seek continual self-improvement
- Be a positive role model in terms of behaviour and personal appearance

What people expect

People expect umpires to be:

- Trustworthy – honest & impartial
- Responsible – appreciate the importance of the role of the umpire
- Fit – physically prepared for the task
- Knowledgeable – know the roles
- Punctual – arrive at the ground with plenty of time to spare before the game

Match day role of the field umpire

It is the expectation that the field umpire will:

- Apply the laws and their interpretations according to the spirit of the laws
- Attend to the administrative requirements necessary for the successful staging of the game

4. Club umpire uniforms

Club umpires are required to wear the SMJFL Club Volunteer Umpire shirt to be supplied by their club, with the correct SMJFL logo.

5. Training / Accreditation

Volunteers umpiring games governed by modified rules, are required to be accredited with the SMJFL Umpiring Department.

Accreditation is achieved by completing the AFL Victoria Club Umpire online course ([CLICK HERE](#)), and sending the certificate of completion to footballoperations@smjfl.com.au.

Attendance at one of the pre-season information sessions run by the SMJFL's Umpiring Department is also mandatory. Unless both these conditions are met you may not umpire a match.

As per other match day officials all Club Volunteer Umpires must have a current Working With Children Check.

6. Appointments

Club umpires are appointed to a game by their team/club for all games which are played with modified rules. In the SMJFL this applies to Under 8, Under 9 and Under 10 mixed competitions and the Under 12 girls' competition.

At each of these games, teams are to provide one (1) Club umpire each, resulting in two (2) adult umpires officiating the game.

7. Insurance

All Club umpires appointed to officiate games are covered by their Club's Personal Injury cover.

All queries re: insurance should be directed to your Club Secretary.

8. Umpiring Environment

Risk management

Risk management is a priority and involving keeping risk exposure to a minimum to reduce injuries and potential loss. It is the role of the Club's Team Manager to ensure risk management activities are completed using the relevant checklists provided by the League.

Clubs must ensure a Match Day Checklist is completed before the commencement of play. This completed/signed checklist will be placed in the umpire's room prior to the commencement of the first game being played at the venue on any given day.

Coping with the umpiring environment

The umpiring environment on match day can be challenging. It can become very emotional with players, officials, coaches and supporters keen to see their team do well. Often the umpire becomes the focus of attention.

Developing strategies to cope with the environment is an important activity.

During the match – players/officials /supporters

It is very important to communicate well with players during the match. Abuse from players/officials warrants some action from you. Offenders should be politely spoken to and, if serious enough, they should be reported.

It is important to block out the comments from outside the boundary line. If, however, you do notice behaviour outside the boundary line which you consider inappropriate, please speak to the Team Manager during the next break in play. It is the responsibility of the Team Manager to manage their spectator's behaviour.

9. Cooperation with others

Umpires need to work as a team to ensure the smooth conduct of the match. A cooperative approach is important on match day to assist each of the umpires to carry out their roles in the most effective manner. Cooperation can include:

- Introducing yourself to the other umpire before the match
- Eye-to eye contact when using verbal and visual signals to the goal and boundary umpires
- Field umpires using clear 'all clear' signal to goal umpires for goals and behinds.

- Thanking Club officials for their assistance after the match

The field umpire has an important leadership role on match day. It includes working with a range of officials both on and off the field including officials who ensure the smooth conduct of the match.

Never have a disagreement with the other club's umpire in front of the players or spectators. If you do have an issue with the way the other umpire is behaving call the Team Leader: Football Operations & Umpiring immediately on 0421 170 756, but continue umpiring in a fair and non-aggressive manner. Behaviour issues can be sorted out after the match without the players or crowd being made aware of any tension.

Time keepers

- Keep the time of each quarter of a match
- Sounds the siren at the start and end of each quarter
- Notes the time when a player has been ordered off or when a player is injured and play has stopped (Note: clock does NOT stop)
- Monitoring time remaining for ordered off players

Team Managers

- Provide team sheets by the ½ time break
- Ensure umpires are provided with drinks at breaks between quarters

- Ensure Umpire Escorts are present and aware of their responsibilities
- Collect match paperwork where necessary after the game.

Umpire escorts

- Escort umpires on to the field before the start of the first & third quarters
- Escort umpires from the ground at the end of the second and fourth quarters
- Joins the umpires at the centre circle for the quarter time and three quarter time break, bringing them a drink if required.

10. People management skills

Effective people management skills are attributes that are common to successful umpires. Examples of skills demonstrated:

- Acting courteously
- Being a good listener
- Speaking clearly
- Acknowledging others
- Respecting others' opinions
- Projecting positive body language

These skills are demonstrated when communicating, relating and interacting with other people.

Words used by the Umpire in communicating why a decision was made can have a positive effect on players and help to build a relationship and develop rapport with players.

When communicating with players, use a strong, firm and clear voice, this portrays composure. Avoid screaming or shouting, this portrays lack of composure which creates anxiety in players.

Try to develop good communication techniques – the words ‘please’ and ‘thanks’ never go astray.

11. Match Management

Effective match management is demonstrated by managing players and situations in an appropriate manner. Players expect that the umpire will be able to manage the match (or situations) effectively – i.e. be in control, take charge as and when necessary and do it in a calm, and composed manner.

There are a number of factors that contribute to effective control for umpires; the most critical being the manner in which they go about their tasks.

Decision making

Umpires are decision makers, accordingly, they must have the courage of their convictions to make the right decisions irrespective of the circumstances, whenever the need to make a decision arises.

For field umpires, being prepared to make decisions is usually demonstrated by awarding the “first free kick”. This doesn’t only mean the first free kick in the match – although it is good umpiring to award that, as it sets the scene “the umpire is on the job”

– but the first free kick that occurs in any contest.

Umpires who award the “first free kick” are seen as decisive, confident, consistent and in control.

Confidence

Umpires need to demonstrate confidence in their decisions. Confidence can be demonstrated by:

- A strong, long whistle – blow it hard
- Verbal communication of the decision “push in the back, your free kick no. 7” (use player’s name if known”, “ball bounced over the line on the full – out on the full”, “move back a few steps PLEASE #7”, being delivered in a strong, firm manner and voice, not screeching or shouting, but projecting the voice with strength and firmness
- Visual signals/indications being formed in the correct manner.
- Moving promptly to take up position for the next action of play; don’t hang around waiting to see what happens next, move off, let everyone know that the last incident is over and done with and we are moving into the next phase of play. The approach should be – Blow, Show and Go!

Being alert!

Being alert includes the umpire being aware of what is going on around him or her in the immediate area.

A very important aspect in maintaining control during a match is one of observation, that is, where to look!

Observation

There are times during a match when the field umpire needs to observe what is going on around him or her. For example:

General play

- Players contesting the ball;
- Players with the ball (in possession)

After disposal

When a player has disposed of the ball – ensure there is no late infringement of the laws.

Therefore, it is important for umpires to remember to observe:

- Players contesting the ball; players with the ball;
- Players who have just disposed of the ball.

Scrimmages

Umpires who consistently award the “first free kick” and don’t allow scrimmages to go too long, quickly earn the confidence and respect of the players, coaches and supporters.

As a guideline, a scrimmage should be allowed to continue whilst the ball is loose and the players are attempting to gain possession. Once the ball is trapped (i.e. ball

is not moving and there is no chance of the ball coming out) the umpire should break up the scrimmage with a throw-up.

12. An approach to umpiring Australian Rules football

An approach (or philosophy) to umpiring Australian Rules football should encompass:

- Developing a match management style that includes rapport with players; and.
- Developing a consistent approach in the use of discretion and judgment in ensuring the match is played in accordance with the Laws.

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 executes a correct (modified) tackle that results in an opponent failing to dispose of the football in accordance with these laws.

13. Laws and interpretations

All football matches under the control of the SMJFL will be played in accordance with the current Laws of Australian Football (L.O.A.F) and the SMJFL By-laws. In the event of an inconsistency between the L.O.A.F and the

By-laws, the By-laws shall prevail to the extent of the inconsistency.

The AFL is responsible for publishing the Laws of Australian Football (L.O.A.F). The SMJFL is responsible for publishing the By-laws, which are available on the SMJFL website. It is crucial that umpires have a basic knowledge and understanding of the L.O.A.F and a sound knowledge of the By-laws and how they differ.

SMJFL Modified Rules

The overriding objective of the SMJFL modified rules is to 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.

Thus, the children that participate in the modified rules competitions are on a learning curve and developing the skills to play the game of Australian Rules football.

Refer Appendix D for a summary of the modified rules.

14. 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.

NOT permitted

Boots Aluminium, steel or metal stops on boots

Jewellery All rings (eye, nose, ear, lip, chest, etc.) must be removed. They cannot be covered/taped with Elastoplast – regardless of recency of piercing. This also applies to umpires.

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.

Eyewear Regular eye-glasses are not to be worn. Players requiring glasses must wear a pair of sports approved shatter-proof eye wear. No exceptions will be made to this rule.

SMJFL logo

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

15. 10 metre penalty

In accordance with Law 18 of the Laws of Australian Football, a 25-metre penalty will apply in SMJFL matches. However, in Modified Rules matches (U8, U9, U10 and U12 girls) a 10 meter penalty shall apply based on the usage of smaller ground sizes.

16. Footballs

Age group	Leather	Synthetic
Under 8, 9 & 10	Not permitted	Size 2
Under 12 girls	Not permitted	Size 3

17. 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	¼ time	½ time	¾ time
Under 8, 9 & 10 mixed & Under 12 Girls	12 mins	3	6	3
Under 10 Girls	10 mins	3	6	3

There is **no 'time-on' in SMJFL matches** - meaning the time-keepers have NO need to ever stop the clock. There is a provision for a head count to stop the clock, but in modified rules this would be not only exceedingly unlikely, but ridiculous, and such occasion reported on the CMR. If umpires have a concern or are questioned about this, they should immediately contact the Team Leader: Football Operations & Umpiring.

18. 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 23

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.
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 a full quarter duration is elapsed i.e. if sent off at the 6 minute mark of the 2nd qtr, player cannot return to the ground, or be replaced by another player until the 6 minute mark of the 3rd qtr.

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 can only be replaced after period of one (1) quarter **Example:** where a player is sent off for a red card offence at the 16-minute mark of the second quarter the player cannot be replaced until the 16-

minute mark of the third quarter. Then a replacement player – NOT the reported player may take the field.

Process

1. Show your Red Card to the player you have reported.
2. Politely tell them *why* you are sending them off.
3. Do NOT get involved in explanations or arguments over a report. Simply state and record the facts and move on.
4. 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.
5. Note the team and the number on the offending player's jumper & any other player involved
6. After a Red card, the player must go off the ground for the remainder of the game.
7. After a RED card the player can be replaced after the length of one (1) full quarter. For example, if they were sent off at the 16-minute mark of the second quarter they can be replaced at the 16-minute mark of the third quarter.
8. The time starts from when the team manager tells the timekeepers. His/her

team will be one player short for one (1) full quarter.

9. After this time any replacement player may come on the ground other than the reported player.

19. Game day procedures

Pre-game

Preparation the day before game day is key to feeling calm when you walk onto the field – know where you are going, when you need to be there and the names/age groups of the game you are umpiring.

Refer Appendix A for checklist.

Game day

Arrive 30 minutes prior to the game's scheduled start. This will give you enough time to meet your fellow umpire for the day, both teams, facilitate selection of the match ball and warm-up prior to the big game.

Refer Appendix A for checklist.

During the game

- Ensure you have a drink at each break.
- Other than Umpiring Department Officials, ONLY the Umpire Escorts are permitted to approach umpires during breaks and at no time are they allowed to provide feedback on your umpiring.
- Whilst umpires of modified rules competitions are generally team parents, during games they are treated the same

as League umpires – providing a learning opportunity for new players and families.

Team Sheets

By half time, Team Managers will provide umpires with their Team Sheets –

Ensure that each name has a jumper number against it and has a player signature, or is crossed out. You should ask the Team Manager to correct any errors.

Competition Match Reports (CMR)

The CMR pad should be available in the umpire's rooms. If you cannot find them, ask the home Team Manager to bring you the CMR book.

Post game

At the end of the game you will be escorted from the ground. It is now that you return the game ball to the home Team Manager and complete your match day paperwork.

Refer Appendix A for checklist.

20. Match day paperwork – paper & online

Competition Match Report (CMR) form

At the conclusion of play you **MUST** complete the Competition Match Report (CMR) form, and then ensure ONE only of the umpires (usually the home team) transfers the CMR to the online form (**PENALTIES IN THE FORM OF FINES ARE HANDED OUT TO CLUBS IF THE ONLINE CMR IS NOT COMPLETED BY 9.00PM SUNDAY NIGHT**) – Refer Appendix B.

The CMR is the official record of:

- The **match** that was played
- Who **umpired**
- 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** – NO Best & Fairest votes required for Under 8-10 mixed; Under 12 girls will require votes to be submitted.

Process

1. At the end of the match, you must complete the CMR form.
2. Where applicable, include comments about:
 - Incorrect player uniform – SMJFL logo must be on players jumpers & shorts
 - Poor behavior by any official or spectator
 - Any reports
 - Any send-offs
 - Any other information you believe is important to document
3. The umpire is to return the team sheets to the Team Managers after all paperwork is complete.

4. Take the white copy of the CMR for reference when completing the online component of the CMR – the home & away team managers take the green & pink copies (respectively).

Competition Match Report (CMR) online – after the game

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

One umpire for each game (usually the home team umpire) MUST transfer the information from their CMR form on to the SMJFL online form.

Process

Go to SMJFL website – www.smjfl.com.au

Navigate to: Umpires > Club Volunteer Umpires and click link to Competition Match Report (CMR) form.

Player/Official Report Form

Player/Official Report Forms are provided at each SMJFL venue. If you are required to complete this form (ONLY in the case of a RED card offence) and are unable to locate it, please refer to the home Team Manager.

Process

1. Complete all sections of the Player Report Form – match & player details

If more than two umpires report the same player/official, a single Report Form is all that is required. If a player/official is reported for more than one offence, each offence requires a separate form..

1. Umpire(s) to complete all sections of the Player Report Form – match & player details
2. Umpire(s) to select the specific offence for which player (or official) was reported
3. Umpire(s) to complete the Details of the Report – ensuring that the actual report form contains BASIC FACTS only, but separately record ALL THE FACTS (and ONLY THE FACTS) relevant to the player or official being reported. The more detailed account along with a photo of the actual report form MUST be sent to the Team Leader: Football Operations & Umpiring immediately after the game.

Eg – I was officiating as the field umpire at the 4 minute mark in the 3rd quarter when an incident occurred. The play was in the vicinity of the wing when player Scott Thomas (number 15 of Mordi-Brae) was reported for striking John Bate (number 3 of Prahran). The strike was deliberate and forceful, using a clenched right fist to the vicinity of the left shoulder/throat area. The ball was about to be thrown into play after a stoppage.

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

21. Requirements at tribunals

The umpire has an important role following a report. It includes working with a range of people to ensure the smooth conduct of the tribunal. It is important that umpires are aware of the major requirements of an umpire at a tribunal hearing.

Please note that whenever an umpire is called to give evidence before a tribunal, an Umpire’s Advocate will be provided by the Umpiring Department. The Umpire’s Advocate will meet with the umpire prior to the hearing to run them through the tribunal procedures.

Below are some of the key elements the umpire should be familiar with:

At the tribunal

- Arrive in plenty of time looking neat and well presented. Remember the image you are trying to project.
- When giving evidence be positive, forthright and honest. Say exactly what you saw and/or heard when presenting your evidence or in response to questions about the incident. Present information in a logical sequence.
- Avoid vague responses or comments like “might have been”, “possibly”, “er, maybe”
- At the completion of the hearing your job is finished and you will be excused. The resulting outcome is a matter for the tribunal, not the umpire.
- Always conduct yourself in a polite and professional manner before, during and after the hearing
- The tribunal is not a personal dispute between an umpire and a player/official. The umpire is only a witness reporting what he/she saw.

Appendices

A. Game Day Procedures

Pre-game

Day before

1. Confirm the details of the game to which you have been appointed:
 - Start time
 - The time you need to arrive (30 mins prior to start time)
 - Venue
 - Names & age group of teams playing
2. Pack your umpiring bag. It should contain the following items:
 - Laws of Australian football 2017 *
 - SMJFL By-Laws *
 - This information booklet *
 - Red & yellow cards
 - Note book
 - Pens
 - A coin (for the toss)
 - A watch to monitor start time & length of breaks
 - Whistle
 - Umpire shirt
 - Suitable runners or boots
 - Towel
 - Drink bottle

* these are available for download from SMJFL website if you ever need them.

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"/>	Find other umpire	Introduce yourself
<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 pg. 12
<input type="checkbox"/>	Match balls	<ul style="list-style-type: none">▪ Ask the home team manager for match balls (2 should be provided)▪ Ensure match balls are the correct size, have the correct branding, are made of the correct material and are sufficiently inflated. Refer pg. 12

- | | | |
|---|-----------------------|---|
| □ | Away team change room | <ul style="list-style-type: none"> ▪ Locate ▪ Introduce yourself to team manager, coach & players ▪ Check player uniforms and equipment – Refer pg. 12 |
| □ | Match ball selection | Ask away team captain (or coach) to select the match ball – from the 2 provided by the home team |
| □ | 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.
- 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
- NB: No player may be added to the sheet after ½ time

Competition Match Report (CMR)



- The CMR book is often partly filled out pre-game. Most details such as umpires names (print NEATLY) and ground condition details may be filled in, leaving you with more time after the match to concentrate on behaviour ratings and any additional forms in the case of reports. If not already in the Umpire's Room ask the home team manager to locate the CMR book, and ask that it be left in the Umpire's Room for the next game.

- 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 back to the home team manager
<input type="checkbox"/> Go to Umpire's Room	Both team managers should come to see you within a few minutes
<input type="checkbox"/> Competition Match Report (CMR)	Complete the paper CMR in conjunction with the other umpire
<input type="checkbox"/> Best & fairest votes	<ul style="list-style-type: none"> ▪ Votes are <u>not</u> required for Under 8, Under 9 or Under 10 matches, only for 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. Competition Match Report (CMR) form

	SOUTH METRO JUNIOR FOOTBALL LEAGUE COMPETITION MATCH REPORT				
<small>UMPIRE COPY</small>					
Date	Round	Age Group			
Ground	Division				
(Home Team)	V'S	(Away Team)			
SMJFL Club / Field Umpire	Name	Signature <small>(Umpire Completing Report)</small>			
SMJFL Club / Field Umpire	Name	Signature			
Boundary Side 1	Name	Signature			
Boundary Side 2	Name	Signature			
Goal 1	Name	Signature			
Goal 2	Name	Signature			
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				
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				
PLAYERS/OFFICIALS ORDERED FROM FIELD					
Jumper No.	Player	Club	Reason/Infringement	Card Issued	
Name	Home Team Manager	Signature	Name	Away Team Manager	Signature
BEHAVIOUR RATING					
	Home	Away			
Behaviour of officials	Good / Fair / Poor	Good / Fair / Poor			
Behaviour of spectators	Good / Fair / Poor	Good / Fair / Poor			
Behaviour of players	Good / Fair / Poor	Good / Fair / Poor			
If poor, please provide details:					
BEST & FAIREST VOTES					
Votes	First Name	Surname	Jumper No.	Club	
3					
2					
1					
<small>Person completing this report must submit this Match Report online at www.smjfl.com.au under the Umpires – 'CMR Submission' section by no later than 9pm Sunday.</small>					
Penalties apply if sent after this time.					

C. Player & Official Report form



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 head, 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	
-----	--	--------	--	------	--

(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

D. Modified Rules Summary

Rule	Application
1. Playing Time	U8, U9 & U10 mixed & U12 girls: 4 quarters x 12 mins U10 girls: 4 quarters x 10 minutes
2. Breaks	All Modified Rules games: $\frac{1}{4}$ time: 3 min; $\frac{1}{2}$ time: 6 min; $\frac{3}{4}$ time: 3 min
3. Zones	Players are positioned in three (3) equal zones to prevent ball chasing and subsequent congestion around the ball. Umpires should encourage players to stay in their correct positions. Wrist band colours: First named team Forward = Blue; Centre = Red; Back = Yellow Second named team Forward = Yellow; Centre = Red; Back = Blue
4. Transition of ball	When the ball is in transition from the back zone to the forward zone, it must be touched by a player in the mid zone. Failure for this to occur will result in a free kick awarded to the opposition team at the point at which the ball entered the end zone.
5. Out of Bounds	Where kicked out of bounds (regardless of whether it bounced before being out of bounds) a free kick is awarded against the player who last kicked the ball. This free kick will be taken by the closest player to where the ball went out of play. If there is any doubt, or if the ball came off hands or a body, the umpire shall call a ball-up 10 metres in from the boundary.
6. Gaining Possession	A player's prime objective should be to gain possession of the ball (eyes on the ball). No deliberate contact is permitted. 'Running with' the player rather than 'running at' the player must be the intention. Any deliberate contact or contact to the back is strictly prohibited. Once the ball is possessed, other players may apply a modified tackle (refer to rule 8)
7. Scoring	Only players who are positioned as Forward Zone players (home team BLUE wrist bands, away team (YELLOW wristbands) may score. If a "non-forward" accidentally or otherwise, scores with a long kick from the mid-zone or by running into the Forward zone the kick shall be treated as if goal posts were not there, and a free kick paid as if the ball went out of bounds.

8. Modified tackle

A player in possession of the ball may be tackled by an opponent wrapping both arms around the area below the top of the shoulders and on/above the knees.

The tackle may be from either side or from behind, providing the tackle from behind does not thrust the player with the ball forward (i.e. push him or her in the back).

- > If the player in possession of the ball is taken forcefully to the ground in the act of tackling, they will receive a free kick. If the umpire feels the player drops to the ground in order to receive a free kick, or simply because of momentum (non-forceful) they will be penalised for holding the ball.
- > A player in possession of the ball, when held by an opponent applying the wrap-around tackle, should be given a reasonable chance to dispose of the ball by kick or by handball, or by attempting to kick or handball. If he or she fails to do so, a free kick shall be awarded to the tackler for holding the ball.
- > The field umpire shall conduct a ball-up when the player with the ball has it held to the body by an opponent, unless the player has had a reasonable time to dispose of it prior to being tackled. In that case, a free kick shall be awarded to the tackler for holding the ball.
- > The field umpire shall allow play to continue if the ball is knocked out of a player's hands by an opponent in the process of applying the wrap-around tackle.
- > A player, who is held by an opponent when not in possession of the ball, shall be awarded a free kick.
- > No player shall be deliberately dumped or thrown to the ground by a tackle.

There is strictly:

- NO knocking the ball out of an opponent's hands
- NO pushing the player in the side
- NO stealing the ball from another player
- NO bumping an opponent
- NO sling, pull or otherwise application of force when 'holding' a player.

9. Ball-ups

Field ball-ups are contested by 2 players of equal size **selected by the umpire.**

Before the ball-up, the umpire should clear the area by sending players back to their positions.

No more than 3 players, plus a ruck man from each team shall be closer than approximately 20 metres to the ball-up. No free kick will be awarded for non-compliance.

Umpires should advise the players to clear the immediate area.

10. Smothering

Deliberate smothering not permitted and free kick to nearest opponent.

However, when smothering considered incidental (eg. ball kicked into the person on the mark), play will continue.

11. Barging

No barging, fending off or chopping past opponents is permitted. A free kick

shall be awarded to the nearest opponent.

12. Shepherding Not permitted. Free kick to the nearest opponent.

13. Marking A mark is awarded irrespective of the distance the ball has travelled to any player who catches the ball directly from the kick of another player.

14. Distance Run A player running with the ball must bounce it within ten (10) metres. Only one (1) bounce is permitted. Players cannot dispose of the ball to themselves intentionally.

15. Bouncing the Ball A player is only permitted to bounce the ball once, during any single possession.

16. Kicking off the Ground Not permitted unless accidental

17. Distance penalty 10 metres, due to reduced ground sizes in modified rules

18. Interchange / Game time Interchange may take place at any time, but all players must play at least half the match. Rotate players every quarter to provide opportunities in several positions, i.e. players to change from one zone to another and interchange on to the field. Equalise the teams and opponents as much as possible (match sizes, abilities).

E. SMJFL Season Dates 2017

	Date	Under 8 - 9	Under 10	Under 11-13	Under 14+
Sunday	23-04-17	Round 1	Round 1	Round 1	Round 1
Sunday	30-04-17	Round 2	Round 2	Round 2	Round 2
Sunday	07-05-17	Round 3	Round 3	Round 3	Round 3
Sunday	14-05-17	Round 4	Round 4	Round 4	Round 4
Sunday	21-05-17	Round 5	Round 5	Round 5	Round 5
Sunday	28-05-17	Round 6	Round 6	Round 6	Round 6
Sunday	04-06-17	Round 7	Round 7	Round 7	Round 7
Wednesday	07-06-17				Interleague Game 1
Saturday	10-06-17				Interleague Game 2
Sunday	11-06-17			Under 13 Carnival	
Monday	12-06-17				Interleague Game 3
Sunday	18-06-17	Round 8	Round 8	Round 8	Round 8
Sunday	25-06-17	Round 9	Round 9	Round 9	Round 9
Sunday	02-07-17	Round 10	Round 10	Round 10	Round 10
Sunday	09-07-17	School Holidays	School Holidays	School Holidays	School Holidays
Sunday	16-07-17	Round 11	Round 11	Round 11	Round 11
Sunday	23-07-17	Round 12	Round 12	Round 12	Round 12
Sunday	30-07-17	Round 13	Round 13	Round 13	Round 13
Sunday	06-08-17	Lightning Carnival	Round 14	Round 14	Round 14
Sunday	13-08-17		Lightning Carnival	Round 15	Round 15
Sunday	20-08-17			Semi Finals	Semi Finals
Sunday	27-08-17			Grand Finals	Preliminary Finals
Sunday	03-09-17				Grand Finals
Sunday	10-09-17			Under 12 IntraLeague	Under 17 Colts

F. Umpire Department Contact

Name	Title	Contact
Amanda Beet	Team Leader: Football Operations & Umpiring	0421 170 756 footballoperations@smjfl.com.au

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".

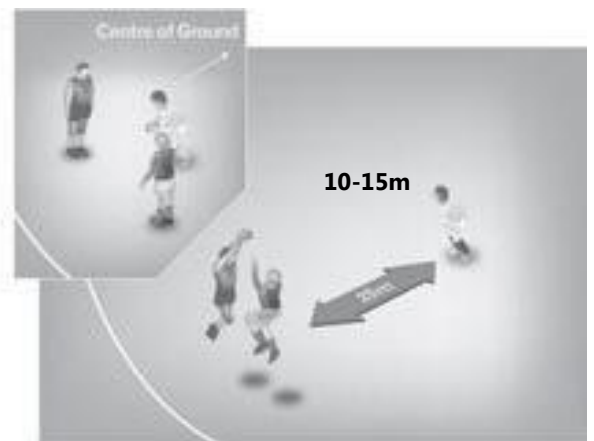


Centre ball up

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–55m from the contest.

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.

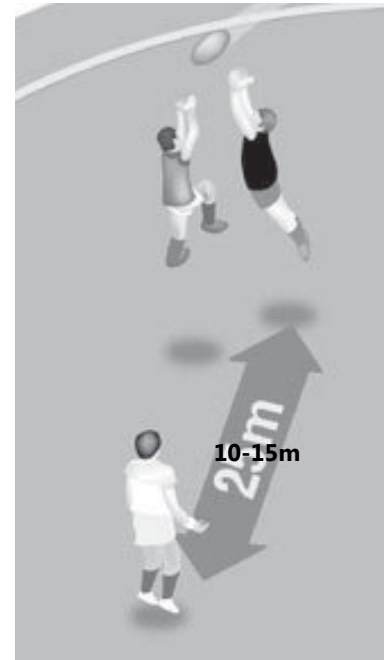


Boundary throw-in

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). 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, 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.

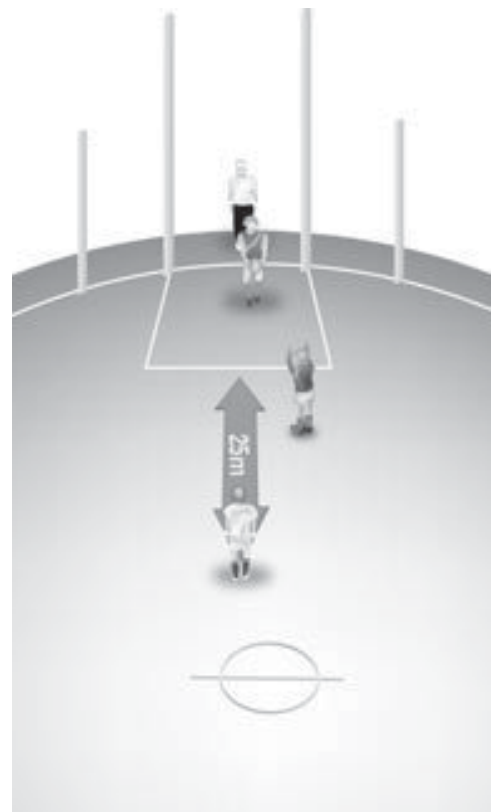


Setting play – one umpire

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.

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 10m-15m inside the play.



NB: A defender can only kick the ball in once the goal umpire has finished waving the flags, signalling a behind.

G. Signals



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

H. 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

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

2017 By-Law Variation Matrix

Regulations	Girls				Mixed							Boys		
	10	12	14	16	18	8, 9 & 10	11	12	13	14	15	16	17	
Ground size	Modified (approved)	Modified (approved)	Standard	Standard	Standard	Modified (approved)	Standard	Standard	Standard	Standard	Standard	Standard	Standard	
# players on ground	12 ^a	12 ^a	15 ⁺	15 ⁺	15 ⁺	18	18	18	18	18	18	18	18	
Ball type	Syn only	Syn only	Syn only	Syn only	Syn / Leather	Syn only	Syn / Leather	Syn / Leather	Leather	Leather	Leather	Leather	Leather	
Ball size	2	3	4	4	4	2	3	3	4	4	full size	full size	full size	
Quarter duration (mins)	10	12	15	15	15	12	15	15	15	20	20	20	22	
Break length 1/4 - 1/2 - 3/4 time	3-6-3	3-6-3	3-10-5	3-10-5	3-10-5	3-6-3	3-10-5	3-10-5	3-10-5	3-10-5	3-10-5	3-10-5	3-10-5	
Scoreboard	*	✓	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Results	Yes (not published)	✓	✓	✓	✓	Yes (not published)	✓	✓	✓	✓	✓	✓	✓	
Best & Fairest/Goals	*	✓	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Finals	Lightning Carnival	✓	✓	✓	✓	Lightning Carnival	✓	✓	✓	✓	✓	✓	✓	
Laws														
Tackling	Modified	Modified	✓	✓	✓	Modified	✓	✓	✓	✓	✓	✓	✓	
Bumping	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Stealing the ball	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Barging	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Smothering	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Fending off	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Shepherding	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Bouncing the ball	1 max	1 max	Unlimited	Unlimited	Unlimited	1 max	✓	✓	✓	✓	Unlimited	✓	✓	
Kicking off the ground	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Ball ups	Nominated players of equal size	✓	✓	✓	✓	Nominated players of equal size	✓	✓	✓	✓	✓	✓	✓	
Throw-ins	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	
Distance over which marks are paid	0m (reasonable attempt)	0m (shows control)	0m (shows control)	0m (shows control)	10m	0m (shows control)	15m	15m	15m	15m	15m	15m	15m	
Distance penalty	10m	10m	25m	25m	25m	10m	25m	25m	25m	25m	25m	50m	50m	
Zones	✓	✓	*	*	*	✓	*	*	*	*	*	*	*	
Deliberate out of bounds	*	*	*	*	*	*	*	*	*	*	*	*	*	
Deliberately rushed behind	*	*	*	*	*	*	*	*	*	*	*	*	*	
Wait for flag after point	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Umpires														
# field umpires	Club (2)	Club (2)+	1	1	1	Club (2)	1	1	1	2	2	2	2	
Boundary umpires	*	*	✓	✓	✓	*	✓	✓	✓	✓	✓	✓	✓	

* if both teams agree, teams may play up to 18 players each. If no agreement can be reached no more than 15 players can be on the field at any one time.

^ if both teams agree, teams may play up to 15 players each. If no agreement can be reached no more than 12 players can be on the field at any one time.

+ SMUFL umpires used for finals matches

Club appointed



2017 Club Umpire Code of Conduct

The role of the SMJFL Club Umpire is to apply the modified laws of the game and ensure the game is played in a safe and fair manner. The laws of the game give the umpire the responsibility to manage the game on and off the ground.

I, _____ hereby pledge to live up to my responsibility as a Club Umpire in the South Metro Junior Football League (SMJFL).

Specifically, by signing this Code of Conduct, I pledge 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. Attend Club Umpire training sessions as and when required;
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 aid 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 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. Be a positive role model in terms of behaviour and personal appearance.

People expect umpires to be:

- Trustworthy – honest and impartial
- Responsible – appreciate the importance of the role of the umpire
- Fit – physically prepared for the task
- Knowledgeable – know the rules.
- Punctual – arrive at the ground a minimum of ½ hour before the scheduled commencement of the game

In aiming to fulfill those expectations, umpires should be aware that first impressions are often lasting impressions and that, when wearing the SMJFL Club Umpire uniform, they are representing their Club.

Signed:

Date
