



This handbook highlights your requirements and competition by-laws for this year's AFL Barwon & GDFL Finals series, please become familiar with and understand the information provided.

2015 AFL Barwon & GDFL Finals

Umpires Handbook

Jock Hillgrove -Regional Director of Umpiring



AFL Barwon & GDFL Senior, Reserves and Colts Finals

Important information for all umpires

Finals entry to ground - All Umpires must pay entry fee.

No gate passes for finals will be provided to umpires or players in 2015. All umpires will be required to pay the admission cost to gain entry. AFL Barwon will reimburse umpires the cost of entry to their age eligibility in their match payment, once those umpires are confirmed as having umpired their match. This will be paid at the scheduled pay period for the month that the match occurred, it will be shown as an adjustment on your pay slip. (Excludes car)

Arrival time and requirements

All umpires are required to be at the venue **minimum one (1) hour prior to scheduled start time** and **report** to the GFUL Ground Manager or Umpire Coach, Field and Boundary Umpires should be changed and warming up no less than 30mins prior to scheduled start or $\frac{3}{4}$ time break of previous match.

Compression gear (Skins)& footwear

Neutral coloured compression gear can be worn, but should not be visible below your on field umpires uniform, black or other coloured compression gear will be politely asked to be removed. Predominately White footwear is expected for Field and Boundary Umpires.

Room visits

Field Umpires please liaise with the AFL Barwon Ground Manager a **suitable time to visit clubs prior to the start of a game**, be approachable and appreciative towards the coaches and players, congratulate them and wish them well.

We will likely to have a club roster ready for match days with requested times from each club.

Your match day umpire coach will meet with the umpire teams no less than 25min before scheduled start time.

Mobile phones and other devices should not be used or checked during the course of your appointed game, including breaks, your focus and attention must be on the game you are umpiring.

Umpires Rooms and match breaks

Only those umpires appointed to the current game are permitted in the rooms or at the quarter breaks, umpires in the following games are to give the umpires space to do their job, no congregating for BTI practice at or near the centre circle or using the match ball for practice, umpires in the following match will have full access to umpire rooms after half time of the current match (dropping bags off is permitted at any time) Well wishes can be done outside of the rooms, please make family and friends aware of this directive.



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Duration of Games

AFL Barwon - All Finals Games

		Start	Quarters	¼ time	½ time	¾ time
Seniors		2.10 pm	20min +TO	5 min	15 min	7 min
Reserves		11.50 am	18 min +TO	5 min	15 min	5 min
Colts		09.45 am	16min +TO	5 min	10 min	5 min

GDFL - Elimination, Qualifying, Semi and Preliminary Finals

		Start	Quarters	¼ time	½ time	¾ time
Seniors		2.15 pm	20min +TO	5 min	15 min	5 min
Reserves		12.00 pm	20 min	5 min	15 min	5 min
Colts		10.00 am	16min +TO	5 min	10 min	5 min

GDFL - Grand Final

		Start	Quarters	¼ time	½ time	¾ time
Seniors		2.15 pm	20min +TO	5 min	15 min	5 min
Reserves		11.45 pm	20 min +TO	5 min	15 min	5 min
Colts		09.45 am	16min +TO	5 min	10 min	5 min

Some Colts Div 4 start times will be advised - pending venue being played at.

Extra time in Finals:

AFL Barwon matches there will be **no drawn games** in any finals:

- In the case of equal scores at the end of scheduled time, the teams will play two (2) five (5) minute periods with time on. The match will recommence with the teams **kicking to the same end as they were in the last scheduled quarter.**
- **Coaches are permitted to address players at the end of the game prior to the commencement of extra time.**
- Players **must be** in position to recommence the game **prior** to the goal umpires returning to their position.
- A five minute quarter will be played (including time-on) before immediately changing ends for another five minute quarter (including time-on). There is to be **no break between these quarters.**
- In the event of scores still being tied at the conclusion of these periods of extra time, play will recommence at a centre ball up (***without change of ends***) first score wins.



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GDFL matches there will be **no drawn games** in any Elimination, Qualifying, Semi or preliminary finals:

- In the case of equal scores at the end of scheduled time, the teams will play two (2) five (5) minute periods with time on. The match will recommence with the teams **kicking to the same end as they were in the last scheduled quarter.**
 - **Coaches are permitted to address players at the end of the game prior to the commencement of extra time.**
 - Players **must be** in position to recommence the game **prior** to the goal umpires returning to their position.
 - A five minute quarter will be played (including time-on) before immediately changing ends for another five minute quarter (including time-on). There is to be **no break between these quarters.**
 - In the event of scores still being tied at the conclusion of these periods of extra time, play will recommence at a centre ball up (***without change of ends***) and the team to score first will be the winner.
 - In the event of a drawn Grand Final, after normal playing time, the match will be replayed the following week. In the event of a draw in the Grand Final Replay extra time will be played as per section (d) of this Rule
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AFL Barwon & GDFL Senior, Reserves and Colts Finals

Siren Schedule

Start of Match

Five minutes prior to scheduled starting time of the Match and as **Umpires enter the Arena** (once)

Two minutes prior to the scheduled starting time (twice) – **Toss of coin (GF after National Anthem line up)**

One minute prior to the scheduled starting time (once) – **All umpires in position**

Scheduled starting time (Start of Match) (once)

First Quarter time Interval

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once) – **All umpires in position**

Scheduled starting time (Start of Quarter) (once)

Half Time Interval Start

Five minutes prior to the scheduled starting time of the Quarter and as Umpires enter the Arena (once)

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once) – **All umpires in position**

Scheduled starting time (Start of Quarter) (once)

Three Quarter Time Interval Start

Two minutes prior to the scheduled starting time (twice)

One minute prior to the scheduled starting time (once) – **All umpires in position**

Scheduled starting time (Start of Quarter) (once)

Umpires are to be proactive at the breaks – Whistle up teams who are running late in a composed manner. This can be done from our starting positions. Any lateness of a club needs to be noted on the match report.

Goal umpires will be responsible to keep the umpiring team advised of time management requirements.



AFL Barwon & GDFL Senior, Reserves and Colts Finals

Officials

The maximum allowable number of officials is:

- Runners shall be **two (2) for seniors and reserve grade** teams and **one (1) for Colts**
- Trainers shall be no more than five (5)
- Medical staff means a qualified medical practitioner, physiotherapist or similar qualified person
- Water carriers – no more than three (3).

“Officials” positions that are allowable on the team sheet and inside the fence are:

Coaching staff (not to exceed 3 (three))

Team Manager

Runner Number 1

Runner Number 2

Trainer Number 1

Trainer Number 2

Trainer Number 3

Trainer Number 4

Trainer Number 5 (accredited trainers only)

Water Carrier Number 6

Water Carrier Number 7

Water Carrier Number 8

Doctor (qualified)

Physiotherapist (qualified)

All authorised persons, apart from Runners, Trainers and Water Carriers, are to remain in the Coaches Box at all times during play, or within the confines of the perimeter lines surrounding the Coach's Box.

Other match day staff must be stationed outside the perimeter fence or fence line.



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Duties of Runners

- Team runner (s) shall **not have affixed to his or her persona** communication device which includes but is not limited to headsets, microphones or earpieces or water bottles.
- Runners shall enter and exit the playing arena via the interchange area where two (2) club runners are used.
- Only one runner from each club is permitted on the playing surface at any given time.
- Failure to adhere to these restrictions, prohibits the offending runner from entering the playing surface for the remainder of the game.
- Should a club use one (1) runner only, the runner may enter and exit the playing area from any point of the ground.
- The sole duty of the runner shall be to confer with the player or players of his/her club and to immediately leave the playing arena.

Runners uniforms

All runners are to wear uniforms as approved by AFL Barwon and GDFL at the commencement of each season. Runner tops must carry the club name and the word "Runner". Where a Club uses two Runners in the Senior or Reserves section the uniforms must be numbered to distinguish the runners.

Trainers and Medical Staff

- Club trainers may enter the arena at any time during the match or intervals, but only to attend to an injured player or to replace a damaged uniform and for no other purpose whatsoever. **Trainers may also carry water as part of their duties.**
- Club trainers will wear uniform dress consisting of a white top and white, navy blue or black pants or shorts. The top must bear the Club name, the word 'trainer' and a number (trainers to be numbered 1 – 5).
- Medical staff are to wear a clear and identifying armband. Medical staff means a qualified medical practitioner, physiotherapist or similar qualified person.



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Water-Carriers

Eligibility to act as water carrier

- A maximum of three (3) water-carriers is permitted in any game
- Water carriers must be aged **over fourteen years**.
- No coach or assistant coach of an AFL VICTORIA COUNTRY open age team shall act as a water carrier in any match.

Water carrier uniforms

- Water-carriers are to wear a white shirt bearing the Club name and the word 'water carrier' and be correctly numbered with black or blue shorts or tracksuit pants.
- Water-carriers must be numbered 6, 7 and 8 respectively and names and number must appear on the official team sheet.

Water carrier duties

- Water-carriers may enter the arena at any time during the match or intervals but only to provide water to players and for no other purpose whatsoever and to immediately leave the playing arena once the drink has been delivered (Refer AFL VICTORIA COUNTRY Rule 18.2.)
- Water carriers are not permitted to operate constantly from the Coaches box area but must be around the boundary area against the fence while not delivering water



AFL Barwon & GDFL Senior, Reserves and Colts Finals

AFL Barwon and GDFL Ground Manager

The AFL Barwon and GDFL Ground Manager will be solely responsible for:

- All Match day paperwork
- Match Footballs
- Liaison between Club Team Managers and Umpires in regards to “all clear”

AFL Barwon Colts Division 4

Evening up rule does not apply, but in Division 4 Colts it is 16 a side **unless** both sides have at least 18 players. In this case it reverts to 18 a side **unless** both teams agree to remain at 16 a side and have a bench. Confirm this with the AFL Barwon Ground Manager prior to the start of the game so as to be clear on permitted numbers in case of a player head count called.

(Venue and start time will be confirmed by AFL Barwon Football Operations the Monday prior to game)

***A maximum of 24 players are permitted in any Colts match*

Jock Hillgrove

AFL Barwon

Regional Director of Umpiring

