

VERISON 2



# **SDJFUA 2024 UMPIRE HANDBOOK**

# UMPIRING WA CULTURE CHARTER



## OUR PURPOSE:

Umpiring WA exists to create a great environment to develop great people.

## OUR VISION:

Umpiring WA will have more engaged Umpires than football requires.

## OUR CULTURAL CHARTER:

Umpiring WA put “people first” by:

- Being open, honest and accountable
- Valuing everyone’s thoughts, feelings and contributions equally
- Supporting and empowering our people
- Demonstrating a commitment to learning
- Celebrating success
- Being PROUD



# SOCIAL MEDIA POLICY

## WHAT IS INAPPROPRIATE BEHAVIOUR ON SOCIAL MEDIA?

Many people use social media to communicate with friends and give their opinions. This can have both a positive and negative impact. While interacting online, especially in relation to umpiring, it is expected that you will be a role model.

- The following is considered inappropriate:  
Discussion of match day incidents (reports, melees etc.) with anyone who is not a WAFC official, umpire coach or manager.
- Encouraging or joining in with abuse, harassment, or intimidation of other umpires at any level. This includes relating to juniors, PFL, WAFL, AFLW, AFL, or any other competition.
- Comment about an umpire or the performance of an umpire in any competition.
- Make any public statement on behalf of the umpiring panel or comment that could be interpreted as such

If you receive abusive messages or experience intimidation or harassment online in relation to your umpiring, PLEASE DO NOT RESPOND and email a screenshot of what was said to Frazer immediately.

[manager@swansumpires.org.au](mailto:manager@swansumpires.org.au)



# MATCH DAY KIT

## WHAT TO WEAR TO AND FROM THE GAME

### Umpires

- SDJFUA Match Day Polo
- Black Pants with a Black Belt
- Black Shoes
- Black Socks (NO GREEN SOCKS)
- Xblades Jumper

### Match Day Coaches

- SDJFUA Match Day Polo
- Xblades Walk Shorts or Black Shorts
- Xblades Trackpants or Black Pants
- Xblades Jumper

## WHAT TO WEAR DURING A GAME

### Field and Boundary Umpires

- SDJFUA Green On-Field Shirt
- SDJFUA On-Field Shorts
- Green Umpire Socks
- Red, Yellow or Green Wrist Bands
- White Boots (Recommended)
- SDJFUA Hat (Optional)

### Goal Umpires

- SDJFUA Green On-Field Shirt
- Black Pants with a Black Belt
- Black Boots (Recommended)
- SDFJUA Approved Hat
- SDJFUA Approved Wet Weather Jacket





# OPEN FIELD CHEATSHEET

OPENS	YEAR 7	YEAR 8	YEAR 9	YEAR 10	YEAR 11/12
Players on Field	15-a-side (5 on bench)	15-a-side (5 on bench)	15-a-side (5 on bench)	15-a-side (5 on bench)	18-a-side (5 on bench)
Minimum Players	10	10	10	10	12
Equalisation	Even-up	Even-up	Even-up	Even-down	Even-down
Ground Size	110m - 140m (L) 70m - 110m (W)	110m - 140m (L) 70m - 110m (W)	120m - 150m (L) 90m - 120m (W)	135m - 185m (L) 110m - 155m(W)	135m - 185m (L) 110m - 155m (W)
Match Length	4 x 15 min	4x 15 min	4 x 20 min	4 x 20 min	4 x 20 min
Breaks	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins
Ball Size	Size 3 leather	Size 4 leather	Size 4 leather	Size 4 leather	Size 5 leather
Competition Details	Scores, ladders, finals and F&B permitted E- points apply	Scores, ladders, finals and F&B permitted E- points apply	Scores, ladders, finals and F&B permitted E- points apply	Scores, ladders, finals and F&B permitted E- points apply	Scores, ladders, finals and F&B permitted E- points apply
Contact	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game
Bounces	2 Bounces	2 Bounces	Unlimited	Unlimited	Unlimited
Marking	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m
Out of Bounds	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule	As per AFL Laws of the Game
Kicking off Ground	Permitted	Permitted	Permitted	Permitted	Permitted
Stealing, smothering, shepherding and bumping	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball
Field Umpire Fee	x1 ump - \$80 x2 ump - \$60 ea	x1 ump - \$90 x2 ump - \$70 ea	x1 ump - \$100 x2 ump - \$75 ea	x1 ump - \$100 x2 ump - \$80 ea	\$120 per umpire

# FEMALE CHEATSHEET

FEMALE	YEAR 3/4	YEAR 5/6	YEAR 7/8	YEAR 9/10	YEAR 11/12
Players on Field	12-a-side (unlimited bench)	15-a-side (unlimited bench)	15-a-side (5 on bench)	15-a-side (5 on bench)	16-a-side (5 on bench)
Minimum Players	7	10	10	10	10
Equalisation	Even-up	Even-up	Even-up	Even-down	Even-down
Ground Size	80m - 100m (L) 50m - 75m (W)	90m - 110m (L) 70m - 85m (W)	110 - 140m (L) 70m - 110m (W)	120m - 150m (L) 90m - 120m (W)	135m - 185m (L) 110m - 155m (W)
Match Length	4x 15 min	4x 15 min	4x 15 min	4x 15 min	4x 15 min
Breaks	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins	5 mins 10 mins 5 mins
Ball Size	Size 1 synthetic	Size 2 synthetic	Size 3 leather	Size 4 leather	Size 4 leather
Competition Details	No score, ladders, finals or F&B	No score, ladders, finals or F&B	Scores, ladders, finals and F&B permitted E- points apply	Scores, ladders, finals and F&B permitted E- points apply	Scores, ladders, finals and F&B permitted E- points apply
Contact	Modified Wrap Tackle. No taking to ground	Modified Wrap Tackle.	As per AFL Laws of the Game	As per AFL Laws of the Game	As per AFL Laws of the Game
Bounce	1 Bounce	1 Bounce	2 Bounce	Unlimited	Unlimited
Marking	Any reasonable attempt	Kick must have travelled 10m	Kick must have travelled 15m	Kick must have travelled 15m	Kick must have travelled 15m
Out of Bounds	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule
Kicking off Ground	Not permitted	Not permitted	Permitted	Permitted	Permitted
Stealing, smothering, shepherding and bumping	Not permitted	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball	Permitted within 5m of the ball
Field Umpire Fee	\$40	\$40	x1 ump - \$90 x2 ump - \$70 ea	x1 ump - \$100 x2 ump - \$80 ea	\$120 per umpire



# MODIFIED CHEATSHEET

MODIFIEDS	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Players on Field	12 (unlimited bench)	15 (unlimited bench)	15 (unlimited bench)	15 (unlimited bench)
Minimum Players	7	10	10	10
Equalisation	Even up	Even up	Even up	Even up
Ground Size	80m – 100m (L) 50m – 75m (W)	80m – 100m (L) 50m – 75m (W)	90m – 110m (L) 75m – 85m (W)	90m – 110m (L) 75m – 85m (W)
Match Length	4x 15 mins	4x 15 mins	4x 15 mins	4x 15 mins
Breaks	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins	3 mins 8 mins 3 mins
Ball Size	Size 1 synthetic	Size 2 synthetic	Size 2 leather	Size 3 leather
Competition Details	No score, ladders, finals. No Fairest & Best	No score, ladders, finals. No Fairest & Bet	No score, ladders, finals. No Fairest & Best	No score, ladders, finals. No Fairest & Bet
Contact	Modified Wrap Tackle. No taking to ground	Modified Wrap Tackle. No taking to ground	Modified Wrap Tackle.	Modified Wrap Tackle.
Bounces	1 Bounce	1 Bounce	1 Bounce	1 Bounce
Marking	Any reasonable attempt	Any reasonable attempt	Kick must have travelled 10m	Kick must have travelled 10m
Out of Bounds	Last Possession Rule	Last Possession Rule	Last Possession Rule	Last Possession Rule
Kicking off Ground	Not permitted	Not permitted	Not permitted	Not permitted
Stealing, bumping, smothering& shepherding.	Not permitted	Not permitted	Permitted within 5m of the ball	Permitted within 5m of the ball
Field Umpire Fee	\$40	\$40	\$40	\$40

# MATCH DAY CALL LIST

## Friday and Sunday

1. Matthew Laycock - 0433 805 582
2. Jared Fowler - 0459 903 200
3. Frazer Beazley - 0402 655 147

## Saturday

1. Matthew Laycock - 0433 805 582
2. Guy Quick - 0450 369 350
3. Frazer Beazley - 0402 655 147





# TEAMSHEET PROCESS

1. Collect team sheets from both team managers. They should be fully completed. Any players not playing should have a line through their name.
2. If a report or melee, you are to write player info or incident info on 1 of both club's teamsheets. If there is no incidents, you are to write "All Clear" on the bottom.
3. Take a photo of both Teamsheets and return the Teamsheets to the Managers.
4. At the end of the game upload it to OHQ. Also, send a copy of both Teamsheets and votes to [mdp@swansumpires.org.au](mailto:mdp@swansumpires.org.au). After this has been done, delete the photo from your phone.
5. Return teamsheets to the Team Manager. If not successful, return to training for Frazer to collect.

# REPORTING PROCESS YELLOW CARD

## Reportable Offences can be reported by the following people:

- Umpire
- Umpire Coach
- Competition Official
- WAFC Staff Member

Offenders must be escorted  
from the field immediately and  
remain off the field for 15  
minutes of game time.

Offender can be replaced  
immediately.

## The following are examples of when you should issue a yellow card:

- Dangerous tackle/bump where the player is not
- impacted/injured
- Disputing a decision
- Umpire abuse eg. "Umpire, you are a donkey" = Yellow Card
- Slapping
- Hair pulling
- Repeated obscene language not directed at another person
- Any other misconduct that you deem to be more severe than a 50m penalty

## Post-Match Reporting Process:

- At the completion of the game, complete the Report section of the Umpires' Match Report in the Officials HQ.
- The Umpire(s) is not responsible for offering a Prescribed Penalty on the day.
- After lodging a report, you must call **Matthew Laycock** (If not available, work down the match day contact list) immediately after the match.
- Then Matthew Laycock will inform you of the next steps.

**IF YOU SEE SOMETHING, REPORT IT - ALL UMPIRES/COACHES  
MUST FOLLOW THROUGH WITH THE REPORT.**



# REPORTING PROCESS

## RED CARD

### Reportable Offences can be reported by the following people:

- Umpire
- Umpire Coach
- Competition Official
- WAFC Staff Member

An offender ordered off for a Red Card offence cannot be replaced for 15 minutes of playing time. Offending player must leave the venue as soon as is practical.

### The following are examples of when you should issue a red card:

- Striking
- Attempted Striking
- Dangerous tackle or rough conduct that results in injury
- Umpire abuse eg. "Umpire, you are a F\$\*&#en donkey" = Red Card
- Instigating a melee
- Spitting at or on another person
- Or anything under section In the AFL Law book

### Post-Match Reporting Process:

- At half time or as soon as possible after the game has finished, you must call **Matthew Laycock**  
(If not available, work down the match day contact list)
- After the game is over, complete the report section of the Umpires' Match Report in the Officials HQ. Write a brief description of what happened.
- Matthew Laycock will inform you of the next steps, including attendance at a tribunal hearing if applicable.
- This will include filling out the Metro Central Match Report Template. This can be found at [www.swansumpires.org.au](http://www.swansumpires.org.au) under the downloads section.
- Once completed, email it to [mdp@swansumpires.org.au](mailto:mdp@swansumpires.org.au)

**IF YOU SEE SOMETHING, REPORT IT - ALL UMPIRES/COACHES MUST FOLLOW THROUGH WITH THE REPORT.**

# DANGEROUS TACKLES

## The cues of a dangerous tackle include:

- Leaves head or body in a vulnerable position.
- Excessive rotation, including slinging.
- One or both arms pinned.
- Lifting of the legs.
- A tackle that drives or has two actions.

Impact / Severity	Head Contact	Outcome
Low	Head DOES NOT hit the ground	Free Kick
Low	Head DOES hit the ground	Yellow Card
High	Head DOES NOT hit the ground	Yellow Card
High	Head DOES hit the ground	Red Card

## Other circumstances which may warrant an instant Red Card are those that are deemed to be inherently dangerous. Examples include;

- Leaves head or body in a vulnerable position.
- Excessive rotation, including slinging.
- One or both arms pinned.
- Lifting of the legs.
- A tackle that drives or has two actions.

**If you have to think twice or you say “oooo” it’s most likely a Dangerous Tackle.**



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# SWAN DISTRICTS Junior Football Umpires Association



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