



# *2021*

# *MATCH DAY RESOURCE*

SENIOR COMMUNITY FOOTBALL



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# KEY STAFF CONTACTS



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**ROLE**



**EMAIL**



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TBC	Umpiring Trainee		

# WEBSITE & SOCIAL MEDIA

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## WEBSITE

[www.aflq.com.au](http://www.aflq.com.au)



## FACEBOOK

AFL Queensland - <https://www.facebook.com/AFLQUEENSLAND/>

AFLQ Community Footy - <https://www.facebook.com/AFLQfooty/>

QAFL - <https://www.facebook.com/officialgafl/>

QAFLW - <https://www.facebook.com/QAFLW/>



## INSTAGRAM

AFLQ - @aflq - <https://www.instagram.com/aflq/>

QAFL/QAFLW - @gafl\_gaflw - [https://www.instagram.com/gafl\\_gaflw/](https://www.instagram.com/gafl_gaflw/)



## TWITTER

@AFLQ - <https://twitter.com/AFLQ>

@AFLQfooty - <https://twitter.com/aflqfooty>



## #AFLQFOOTY

# MATCH DAY SET UP

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## OUTDOOR CHECKLIST



### LINE MARKING

Lines clearly marked per the Laws of the Game and required distances applicable.



### AWAY ROOMS

Clean and swept. Toilet paper & white board provided. Hot shower and lights working. Away team to clean up after use.



### UMPIRE ROOMS

Clean and swept. Toilet paper, hot showers, table, chairs & working lighting.



### GOAL POST PADS

Suitably fixed to posts and ready for game day.



### PA SYSTEM

In working order with the ability to clearly be heard.



### SIREN

In clear working order, tested pregame and with back up siren (air horn) in close proximity.



### CONCUSSION

Concussion posters visible in Home and Away Rooms.



### FOOTBALLS

See rules and Procedures for competition specific number and placement of match balls.



### STRETCHER

At interchange bench.



### COVID CHECK IN

Ensure all spectators, patrons, and volunteers check in to the venue using the QR Code which should be displayed clearly at the club.



### COVID PROTOCOLS

Keep up to date with the latest COVID-19 protocols for sport in QLD.

[Click here](#) to view the latest updates for QLD.

[Click here](#) to view the current Field Sports Requirements & Policies.



# MATCH DAY TIMELINE

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## 1 HOUR

Meet with opposition club Team Manager

## 1 HOUR

Complete AFL Match Day Checklist (via the AFL Match Day App)

## 30 MINUTES

Team sheet copies to umpires & away club

## 30 MINUTES

Home team to provide match football to umpires. Spare balls in appropriate places

## 25 MINUTES

Time keepers in place with cards and correct match time displayed

## 20 MINUTES

Live Scorer in place

## 20 MINUTES

Scoreboard attendants are in place

## DURING

Provide drinks to umpires at breaks

## DURING

Umpire escort to/ from ground prior to match, half time & full time

Live Scoring - To be done by the Home team

## POST GAME (15 MINS)

Gain 'All Clear' from umpires including reports. Complete all match day paperwork requirements via online match day paperwork form

## POST GAME

Away team to give Home team best players & goal kickers.

## HOME TEAM

Responsible for ensuring final scores are correct and entered through Sports TG

## HOME TEAM (BY 10AM FOLLOWING DAY)

Enter both club's best players and goal kickers. Must be done by 10:00am following day

## NOTE

The AFL Match Day App by JLT can be downloaded to your smartphone or tablet via iTunes or Google play stores






## AFL MATCH DAY APP

AFL Match Day app available in the Apple or Google Play store













# HOME TEAM DUTIES

## PAPERWORK

-  **PLAYER REGISTRATION**  
All listed players are correctly entered into Sports TG prior to playing.
-  **TEAM SHEET**  
Team selected prior to start of match and copies of team sheet printed (4 copies: home team, away team, umpires + 1 spare)
-  **BLUE CARD**  
Blue card applicable for volunteers/ coaches working with anyone under 18 years old.
-  **CONCUSSION**  
All coaches and trainers have full understanding of AFL Concussion Policy.
-  **AFL MATCH DAY CHECKLIST**  
(Via the app)

## SUPPORT STAFF

-  **RUNNER**  
Only 1
-  **WATER CARRIERS**  
Up to 6
-  **FIELD UMPIRE**  
(If applicable)
-  **GOAL UMPIRE**  
(If applicable)
-  **LIVE SCORER**
-  **SPORTS TRAINER**  
Accredited Level 1 Sports Trainer/ ERC
-  **UMPIRE ESCORT**
-  **BOUNDARY UMPIRE**  
(If applicable)
-  **TIMEKEEPER**  
1 Required
-  **SCORE BOARD ATTENDANT**

**NOTE:** All team officials must be listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.





The home team is responsible for entering both clubs goal kickers and best players in Sports TG **by 10:00am the following day.**

Competition Managers will no longer 'chase up' clubs that haven't entered their results on time. If a club fails to enter the results by 10am the following day, they will be sanctioned \$100.




# AWAY TEAM DUTIES

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## PAPERWORK

-  **PLAYER REGISTRATION**  
All listed players are correctly entered into Sports TG prior to playing.
-  **TEAM SHEET**  
Team selected prior to start of match (3 copies + 1 spare).
-  **BLUE CARD**  
Blue card applicable for volunteers/ coaches working with anyone under 18 years old.
-  **CONCUSSION**  
All coaches and trainers have full understanding of AFL Concussion Policy.

## SUPPORT STAFF

- |   |   |
|---|---|
|  <b>RUNNER</b><br>Only 1               |  <b>SPORTS TRAINER</b><br>Accredited Level 1 Sports Trainer/ ERC |
|  <b>WATER CARRIERS</b><br>Up to 6      |  <b>UMPIRE ESCORT</b><br>(Not required)                          |
|  <b>FIELD UMPIRE</b><br>(If applicable) |  <b>BOUNDARY UMPIRE</b><br>(If applicable)                       |
|  <b>GOAL UMPIRE</b><br>(If applicable) |  <b>TIMEKEEPER</b><br>(Recommended)                              |

**NOTE:** All team officials must be listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.

**The away team is responsible for giving their own goal kickers and best players to the home club immediately post match to enter in Sports TG**



# MATCH DAY PAPERWORK

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## **BOTH TEAM MANAGERS**

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Need to provide a copy of their team sheet to the umpires before the start of the match.

## **GOAL UMPIRES**

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Need to pass on their scorecards to the field umpires following the end of the match.

## **AFLQ APPOINTED FIELD UMPIRES**

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Collect all paperwork including team sheets, goal cards, timekeeping sheet, best and fairest votes and if there any Incident Referral or Set Penalty forms and upload to the Match Day paperwork form online.

## **FIELD UMPIRES**

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To decide on the Competition best & Fairest votes at the end of the match.

## **CLUB UMPIRES**

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Provide all paperwork including team sheets, goal cards, best and fairest votes and if there any Incident Referral or Set Penalty forms to HOME Team Manager.

## **HOME TEAM MANAGERS**

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Games with AFLQ UMPIRES – ensure all paperwork has been given to AFLQ umpires.

Games with CLUB UMPIRES – collect all paperwork from umpires after the match. Complete the Match Day Paperwork form online.

**ONLINE MATCH DAY PAPERWORK FORM INSTRUCTIONS ON FOLLOWING PAGE.**

# ONLINE MATCH DAY PAPERWORK

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**THE ONLINE MATCH DAY PAPERWORK FORM IS A SIMPLE STEP BY STEP ALLOWING TEAM MANAGERS TO UPLOAD ALL REQUIRED MATCH DAY PAPERWORK IN JUST A FEW MINUTES!**

In conjunction with the hard copies of the match day paperwork, you must also complete the online version of the Match Day Paperwork. This is done by using the Cognito Match Day Paperwork Forms, which can be accessed by using a QR reader (which can be found for free in the App store and/or Android Store), or using the link below.

<http://bit.ly/aflqpaperwork>

Once you have done this you will be taken to the Match Day Paperwork Form.

## **TO COMPLETE THE FORM, FOLLOW THESE STEPS:**

1. Select "Competition" from drop down box  
(Home Teams, Away Teams and Venue will appear)
2. Select Round from drop down box
3. Select Date from drop down box
4. Select Home Team from drop down box
5. Select Away Team from drop down box
6. Select Venue from drop down box
7. Enter Name of umpires (1 umpire is Compulsory)
8. Answer Yes or NO to "Was there a report during your game?" from drop down box. If yes, take a clear picture of the report sheet and upload file
9. Answer behaviour questions (rating scale)
10. Take photo of Home Team sheet and upload file
11. Take photo of Away Team sheet and upload file
12. Take photo of Official Scorecard and upload file
13. Take photo of Official Timekeeper card and upload file
14. Take photo of Umpire Vote Card and upload file
15. Complete name of person completing Match Day Paperwork, the Role of Person, club of Person and Email
16. Click submit



# SPORTS TG LIVE SCORING

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**Live scoring is to be completed by the home team.**

1. Log into passport.sportstg.com
2. Click "Results Entry and Live Scoring"
3. If you have access to more than one database, click on the desired database
4. Ensure date filters are correct for current match
5. Click "At Game"
6. Click "Live Score"
7. At the beginning of each quarter, click "Start Period" then "Start Clock"
8. Only the score is required to be kept (interchange is not required)
9. To enter a goal, click "Add Player Action" then "Goal" then select player from team list.  
NOTE: If you cannot determine who kicked the goal, or if the player cannot be found on the list, click unknown player.
10. To enter a behind, click "+".
11. Finish a quarter by clicking "Stop Clock" then "End Period"
12. Following the game, click "Post Game" and enter best players for both teams

**NOTE:** If this does not happen immediately following the match, the home team is required to update the full match scores by 10:00am the following day.

Competition Managers will no longer 'chase up' clubs that haven't entered their results on time. If a club fails to enter the results by 10am the following day, they will be sanctioned \$100.

# TIMEKEEPING

## EACH TIMEKEEPER APPOINTED FOR A MATCH SHALL:

1. Keep time for each quarter of a Match
2. Record on time card the time taken to play each quarter and lodge the completed card with the relevant controlling Body
3. Sound the siren in accordance with the procedures contained in these Laws
4. Stop the clock which is used for the timing of each quarter as required under Law 10.5 for a stoppage in play
5. Record any incidents (stretchers being called, jumper changes due to blood rule, Red & Yellow cards, player leaving ground outside the interchange gates) and;
6. Perform any other function as may be directed by the relevant Controlling Body

## PROCEDURE FOR SOUNDING SIREN

### START OF MATCH AND QUARTERS

The timekeeper shall sound the siren at the times and on the number of occasions as set out in the following table (Below:)

START OF MATCH	NUMBER OF OCCASIONS
Five minutes prior to scheduled starting time of match and as umpires enter the field	Once
Two minutes prior to scheduled starting time	Twice
Scheduled starting time (Start of Match)	Once
First Quarter Time interval	Once

### START OF SECOND QUARTER

Two minutes prior to scheduled starting time	Twice
Scheduled starting time (Start of Quarter)	Once
Half Time interval	Once

### START OF THIRD QUARTER

Five minutes prior to scheduled starting time of the quarter and as umpires enter the arena	Once
Two minutes prior to the scheduled starting time	Twice
One minutes prior to scheduled starting time	Once
Scheduled starting time (start of quarter) Three Quarter Time	Once

### START OF FINAL QUARTER

Two minutes prior to the scheduled starting time	Twice
One minutes prior to the scheduled starting time	Once
Scheduled starting time (Start of Quarter)	Once

### END OF MATCH

## **BRINGING PLAY TO AN END**

### **END OF QUARTER**

The timekeepers shall sound the siren to signal the end of a quarter until a field umpire and, or the Emergency umpire acknowledges that the siren has been heard and brings play to an end.

### **SIREN HEARD BY FIELD UMPIRE**

Play in each quarter shall come to an end when any one of the field umpires or emergency field umpire hears the siren.

### **SIGNAL**

A field umpire shall signal that they have heard the siren by blowing a whistle and holding both arms above their head.

If immediately before hearing the siren, a field Umpire is of the opinion that a Player should be awarded a Free Kick or a Mark, the field Umpire shall signal that play has come to an end and then award the Free Kick or Mark to the Player. A Free Kick will not be awarded where the football has been kicked and, after the field Umpire has heard the siren, lands Out of Bounds on the Full.

## **STOPPING AND COMMENCING TIME**

### **STOPPING TIME**

THE TIMEKEEPERS SHALL STOP THE CLOCK WHICH IS USED FOR THE TIMING OF A MATCH WHEN:

1. Directed to do so by a field Umpire in accordance with Law 10.6.3;
2. The goal Umpire signals that a Goal has been scored;
3. The goal Umpire signals that the football is Out of Bounds or Out of Bounds on the Full; or
4. The field Umpire crosses their arms to indicate they are going to throw the football up.

### **RECOMMENCING TIME**

THE TIMEKEEPERS SHALL RECOMMENCE THE CLOCK USED TO THE TIMING OF A MATCH WHEN;

1. Direct to do so by the field Umpire in accordance with Law 10.6.3;
2. The football is bounced or thrown up by the field Umpire;
3. The football is brought back into play after a Behind has been scored;
4. The football is thrown back into play by the boundary Umpire or brought back into play by a Player (as the case may be), after it has gone Out of Bounds or Out of Bounds on the Full;
5. The football is obviously in play; or
6. The Umpire calls 'Play On'.

### **SIGNALLING**

A field Umpire shall signal to the Timekeeper to stop the clock or re-start the clock used for the timing of the Match by blowing a whistle and raising one arm above their head.

## **RECORDING INCIDENTS**

Using the Timekeeper Sheet, record any incidents that occur in the match. These include: a stretcher being called, jumper change due to blood rule, Red & Yellow cards, player leaving ground outside the interchange gates.

[Click here to view the Laws of Australian Football 2021](#)

# KEY CHANGES 2021

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**BELOW ARE THE KEY CHANGES TO THE 2021 RULES AND PROCEDURES.**

FOR THE FULL COPY OF AFL QUEENSLAND RULES AND PROCEDURES 2021, PLEASE [CLICK HERE](#)



## **PERMIT TYPES**

Type 1 permits can now only be used for players who play for their direct opposition on match day to assist with a team numbers imbalance.

All other permits, except for a Type 3 temporary transfer, must be a Type 2 transfer. A Type 2 requires both clubs to approve before League approval in SportsTG. Refer to rule 3.12 for more.



## **STRETCHERS**

Clarity added that once a stretcher is called for an injured player by their medical staff, the injured player cannot return to the field for twenty (20) minutes of elapsed time, regardless of whether the player left the field on the stretcher or not.



## **FINALS ELIGIBILITY**

To assist time pressures on volunteers, the entry of match results into SportsTG has been extended to 10am the following day. However, clubs are encouraged to enter results ASAP.

The home club is still responsible for entering the full game results for both teams, including quarter by quarter scores, goal kickers and best players for both teams.

Competition Managers will no longer 'chase up' clubs that haven't entered their results on time. If a club fails to enter the results by 10am the following day, they will be sanctioned \$100.



## **CLUB VIDEO REFERRAL (EXCLUDES QAFL & QAFLW)**

Rule amended to the following, the main change is the fee isn't payable straight away and stipulates who can make the request on the club's behalf.

"Where a club has clear video evidence of what they believe may be a reportable incident, the club may formally refer an incident to the Competition Manager to be investigated. Such referral must be made prior to 5.00pm on the first business day after the game has been played and the referral must be in writing from either the club President or Football Manager (not team manager). The referral will incur a fee of \$125, as in accordance with rule 5.8(b)(i)(B) of these AFLQ Rules and Procedures. Where a club refers an incident for review and a charge for a Classifiable Offence is laid, the \$125 fee will not be payable".



# KEY CHANGES 2021

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## **FINALS ELIGIBILITY**

Note: – finals eligibility for all Youth and Senior grade competitions is now four (4) games.

### **QAFLW & Development League**

Ref 8.1 (f) – amendment

QAFLW and Development League finals eligibility changes from 3 to 4 games.

### **QFAW**

Ref 8.1 (g) (iv)(v) – new rule

(iv) QFAW teams are not permitted to list more than two (2) senior primary registered minimum age players per game on their team sheet.

(v) If a youth eligible player is primary registered with her U17s club then that player can play in both U17s and senior women's with very few restrictions (on a Type 2 permit). The only requirement to be eligible for both finals is that the player has participated in at least 4 regular season matches in each competition, and that they have played in more youth matches than they have in seniors.

### **Colts or U18's**

Ref 8.1 (i) (iii) – new rule

In the event a player participates in a Colts game and a Senior or Reserve grade game for their club on the same weekend, all games shall count towards finals eligibility for all grades played.

## **PLAYING AGE**

Ref 12.2 (b) – amendment

Rule amendment around primary registered Youth age players.

The minimum age to play QAFLW, Development League, all QFAW Divisions and Affiliate Leagues is turning 17 years of age in the year of competition. However, QFAW teams are not permitted to list more than two (2) senior primary registered minimum age players per game on their team sheet.

## **QAFLW CLUB LIST & PLAYER MOVEMENT RULES**

Ref 14 – amendment

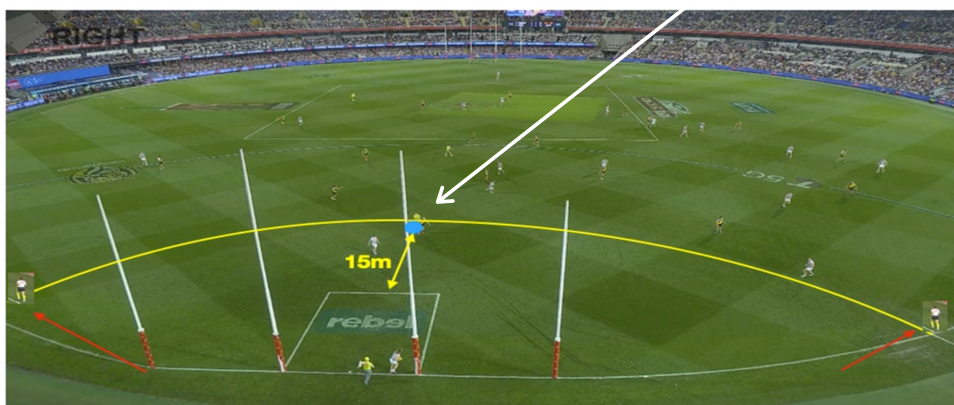
The QAFLW List Management rules have been removed and can be found of the AFL Queensland Policies and Regulations Information Hub - [click here](#).

# KEY CHANGES 2021

## ✓ NEW LINE MARKINGS

With the new rule for the location of the mark at kick ins, we are asking clubs to mark a spot on the field as per the below directions to assist players and umpires with where to stand for a kick out. Refer to blue dot on below diagram.

- Size – 100mm diameter (small dot/ marking 100mm in diameter)
- Location – 24 meters from the goal line and 15 meters from the top of the goal square
- Colour – White (or blue for broadcasting purposes)



# LENGTH OF MATCHES AND BREAKS

COMPETITION	QUARTER LENGTH	BREAKS QTR / HALF / QTR
QAFL Seniors	20 minutes plus time on	6 / 20 / 6
QAFL Reserves	25 minutes no time on FINALS: 17 minutes plus time on	5 / 15 / 5
QFA Div 1 Seniors	20 minutes plus time on	5 / 15 / 5
QFA Div 2 Seniors	17 minutes plus time on	5 / 15 / 5
QFA Div 1 & 2 Reserves Colts	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QFA Div 3 & 4	20 minutes no time on (clock stops for cards & stretchers) FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW Development League	15 minutes no time on FINALS: 12 minutes plus time on	5 / 10 / 5
QFAW Div 1 & 2		

# CLUB UMPIRES

For the following competitions, teams are required to supply a **club** umpire for all home & away games.

COMPETITION	FIELD UMPIRE	BOUNDARY UMPIRE	GOAL UMPIRE
QAFLW Development	✓ (Home Team)	✓ (both Teams)	✓ (both Teams)
QFAW Div 1	✓ (Home Team)		✓ (both Teams)
QFA Div 2 North Reserves	✓ (both Teams)		✓ (both Teams)
QFA Div 2 South Reserves	✓ (both Teams)		✓ (both Teams)
QFAW Div 2 Central	✓ (both Teams)		✓ (both Teams)
QFAW Div 2 North	✓ (both Teams)		✓ (both Teams)
QFAW Div 2 South	✓ (both Teams)		✓ (both Teams)

\*For QAFLW Development League & QFAW Division 1, AFLQ will appoint 1x Field Umpire and the Home team is required to supply the second Field umpire (AFLQ appointed umpires are subject to availability).

Unless a written age exemption is provided by the State Umpiring Manager, the minimum age for a club field umpire in a senior competition is sixteen (16) (must have turned 16).

(ii) The minimum age for a club goal and boundary umpire in a senior competition is fourteen (14) (must have turned 14).

# CONCUSSION MANAGEMENT

## CONCUSSION RECOGNITION TOOL 5<sup>®</sup>

To help identify concussion in children, adolescents and adults



### RECOGNISE & REMOVE

Head impacts can be associated with serious and potentially fatal brain injuries. The Concussion Recognition Tool 5 (CRT5) is to be used for the identification of suspected concussion. It is not designed to diagnose concussion.

#### STEP 1: RED FLAGS — CALL AN AMBULANCE

If there is concern after an injury, including whether ANY of the following signs are observed or complaints are reported, then the player should be safely and immediately removed from play/game/activity. If no licensed healthcare professional is available, call an ambulance for urgent medical assessment:

- Neck pain or tenderness
- Double vision
- Weakness or tingling/burning in arms or legs
- Severe or increasing headache
- Seizure or convulsion
- Loss of consciousness
- Deteriorating conscious state
- Vomiting
- Increasingly restless, agitated or combative

#### Remember:

- In all cases, the basic principles of first aid (danger, response, airway, breathing, circulation) should be followed.
- Assessment for a spinal cord injury is critical.
- Do not attempt to move the player (other than required for airway support) unless trained to do so.
- Do not remove a helmet or any other equipment unless trained to do so safely.

If there are no Red Flags, identification of possible concussion should proceed to the following steps:

#### STEP 2: OBSERVABLE SIGNS

Visual clues that suggest possible concussion include:

- Lying motionless on the playing surface
- Slow to get up after a direct or indirect hit to the head
- Disorientation or confusion, or inability to respond appropriately to questions
- Blank or vacant look
- Balance, gait difficulties, motor incoordination, stumbling, slow laboured movements
- Facial injury after head trauma



Supported by



#### STEP 3: SYMPTOMS

- Headache
- "Pressure in head"
- Balance problems
- Nausea or vomiting
- Drowsiness
- Dizziness
- Blurred vision
- Sensitivity to light
- Sensitivity to noise
- Fatigue or low energy
- "Don't feel right"
- More emotional
- More irritable
- Sadness
- Nervous or anxious
- Neck pain
- Difficulty concentrating
- Difficulty remembering
- Feeling slowed down
- Feeling like "in a fog"

#### STEP 4: MEMORY ASSESSMENT

(IN ATHLETES OLDER THAN 12 YEARS)

Failure to answer any of these questions (modified appropriately for each sport) correctly may suggest a concussion:

- "What venue are we at today?"
- "Which half is it now?"
- "Who scored last in this game?"
- "What team did you play last week/game?"
- "Did your team win the last game?"

#### Athletes with suspected concussion should:

- Not be left alone initially (at least for the first 1-2 hours).
- Not drink alcohol.
- Not use recreational/prescription drugs.
- Not be sent home by themselves. They need to be with a responsible adult.
- Not drive a motor vehicle until cleared to do so by a healthcare professional.

The CRT5 may be freely copied in its current form for distribution to individuals, teams, groups and organisations. Any revision and any reproduction in a digital form requires approval by the Concussion in Sport Group. It should not be altered in any way, rebranded or sold for commercial gain.

**ANY ATHLETE WITH A SUSPECTED CONCUSSION SHOULD BE IMMEDIATELY REMOVED FROM PRACTICE OR PLAY AND SHOULD NOT RETURN TO ACTIVITY UNTIL ASSESSED MEDICALLY, EVEN IF THE SYMPTOMS RESOLVE**

# HEAD INJURY ASSESSMENT

## COMMUNITY FOOTBALL HEAD INJURY ASSESSMENT



### A. GENERAL INFORMATION

Player Name:  Club:

Examiner Name:  Date:

Quarter:  Approximate Time in Quarter:

### B. STRUCTURAL HEAD OR NECK INJURY

1. Are there clinical features of a serious or structural head and/or neck injury requiring urgent and emergency hospital transfer?<sup>1</sup> ☐ Yes ☐ No

### C. REMOVAL FROM PLAY

The player **must** be removed from play with **any** of the following clinical features<sup>2</sup> observed directly, reported by others or from video review (if available):

	Observed Directly	YES Reported	Video Review	NO
2. Loss of consciousness or prolonged immobility (> 2 seconds)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. No protective action in fall to ground (not bracing for impact)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. Impact seizure (stiffening arms or legs on impact)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. Balance disturbance (loss of control over movements)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. Dazed, blank/vacant stare or not their normal selves	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. Unusual behaviour change for the player	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. Confusion or disorientation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. Memory impairment (e.g. fails Maddocks questions <sup>1</sup> )	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10. Player reports concussion symptoms <sup>1</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<sup>1</sup> Refer to the AFL Concussion Management Guidelines available on the AFL Community website: <http://www.aflcommunityclub.com.au/>.

<sup>2</sup> Example videos of each clinical feature are available on the AFL Community website.

### D. OUTCOME AND ACTION

If 'Yes' is selected for question 1, it requires an ambulance to be called for immediate transfer to hospital ☐

If 'Yes' is selected for questions 2-9, it requires immediate removal from play and medical assessment<sup>3</sup> ☐

If 'No' is selected for questions 1-10, no criteria for removal from play for concussion<sup>4</sup> ☐

<sup>3</sup> A player who is removed from play for concussion or possible concussion must not return to play until cleared by a doctor.

<sup>4</sup> A player cleared to play requires regular checks at least every 30 minutes and removal from play with any deterioration.

### E. SIGNATURE OF EXAMINER

Signed:  Date:  Time completed:

### F. MEDICAL CLEARANCE – TO BE COMPLETED BY A MEDICAL PRACTITIONER

I have examined:  following the above head injury and declared him/her medically fit<sup>5</sup> to train and play.

Practitioner Name:  Medical Practice Stamp:

Signed:

Date:

<sup>5</sup> Please refer to the medical check list over the page when assessing the player and determining his medical fitness to train and play.



RESULT OF MATCH

Grade \_\_\_\_\_ Date \_\_\_\_\_

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE \_\_\_\_\_ GOAL UMPIRE SIGNATURE \_\_\_\_\_  
To be completed and signed by each goal umpire. Place with match paperwork in envelope.

RESULT OF MATCH

Grade \_\_\_\_\_ Date \_\_\_\_\_

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE \_\_\_\_\_ GOAL UMPIRE SIGNATURE \_\_\_\_\_  
To be completed and signed by each goal umpire. Place with match paperwork in envelope.

RESULT OF MATCH

Grade \_\_\_\_\_ Date \_\_\_\_\_

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE \_\_\_\_\_ GOAL UMPIRE SIGNATURE \_\_\_\_\_

RESULT OF MATCH

Grade \_\_\_\_\_ Date \_\_\_\_\_

	CLUB		CLUB
	GOALS	BEHINDS	
1st Qtr			
2nd Qtr			
3rd Qtr			
4th Qtr			
TOTAL			

GOAL UMPIRE SIGNATURE \_\_\_\_\_ GOAL UMPIRE SIGNATURE \_\_\_\_\_



### VOTING CARD



DATE \_\_\_\_\_ GRADE \_\_\_\_\_

MATCH \_\_\_\_\_ V \_\_\_\_\_

3 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

2 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

1 VOTE \_\_\_\_\_ CLUB \_\_\_\_\_

\_\_\_\_\_  
UMPIRE 1      UMPIRE 2      UMPIRE 3

To be completed and signed by each umpire. Place with match day paperwork in envelope.



### VOTING CARD



DATE \_\_\_\_\_ GRADE \_\_\_\_\_

MATCH \_\_\_\_\_ V \_\_\_\_\_

3 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

2 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

1 VOTE \_\_\_\_\_ CLUB \_\_\_\_\_

\_\_\_\_\_  
UMPIRE 1      UMPIRE 2      UMPIRE 3

To be completed and signed by each umpire. Place with match day paperwork in envelope.



### VOTING CARD



DATE \_\_\_\_\_ GRADE \_\_\_\_\_

MATCH \_\_\_\_\_ V \_\_\_\_\_

3 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

2 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

1 VOTE \_\_\_\_\_ CLUB \_\_\_\_\_

\_\_\_\_\_  
UMPIRE 1      UMPIRE 2      UMPIRE 3

To be completed and signed by each umpire. Place with match day paperwork in envelope.



### VOTING CARD



DATE \_\_\_\_\_ GRADE \_\_\_\_\_

MATCH \_\_\_\_\_ V \_\_\_\_\_

3 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

2 VOTES \_\_\_\_\_ CLUB \_\_\_\_\_

1 VOTE \_\_\_\_\_ CLUB \_\_\_\_\_

\_\_\_\_\_  
UMPIRE 1      UMPIRE 2      UMPIRE 3

To be completed and signed by each umpire. Place with match day paperwork in envelope.

# TIMEKEEPER SHEET



(HOME) \_\_\_\_\_ VS (AWAY) \_\_\_\_\_

GRADE: \_\_\_\_\_

DATE: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

Club: \_\_\_\_\_

Timekeeper Name: \_\_\_\_\_

INCIDENTS				
TEAM		No.	QTR	TIME
HOME	AWAY			
<input type="checkbox"/>	<input checked="" type="checkbox"/>	eg. 4	1 <sup>st</sup>	19:32
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			
<input type="checkbox"/>	<input type="checkbox"/>			

COMMENCEMENT OF MATCH	
Umpires on Field (Time)	
Home Team on Field (Time)	
Away Team on Field (Time)	
AFTER HALF TIME	
Umpires on Field (Time)	
Home Team on Field (Time)	
Away Team on Field (Time)	
1 <sup>st</sup> QTR Commenced (Time)	
Finished (Time)	
2 <sup>nd</sup> QTR Commenced (Time)	
Finished (Time)	
3 <sup>rd</sup> QTR Commenced (Time)	
Finished (Time)	
4 <sup>th</sup> QTR Commenced (Time)	
Finished (Time)	

NOTES: \_\_\_\_\_

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## How to Fill Out This Form

When the following incidents occur, please fill out the 'Incident' table:

- ☐ Stretcher being called
- ☐ Player changing jumpers due to a blood rule
- ☐ Red & Yellow cards
- ☐ Guernsey number change
- ☐ Player leaves the ground outside of the interchange area

**This sheet must be given to the umpires at the conclusion of the match**

Record any additional notes from the match (players leaving boxes early, boxes not marked etc. in the space provided)

## REMINDER

**Yellow Card** – Player off for 15 min of elapsed time (excluding breaks). Can be replaced instantly.

**Red Card** – Player off for the remainder of the match. Can be replaced after 15 min of elapsed time (excluding breaks).

**Stretcher** – When a stretcher is called for an injured player, the player may not return to the field for 20 min of elapsed time (excluding breaks).

## Interchange Gates

