

Strathmore  
**Community Bank®** Branch



# Goal Umpire Handbook 2020

## Table of Contents

Goal Umpiring in the EDFL .....	2
Contacts.....	2
Coaches .....	2
EDFL Contacts .....	2
Administration .....	3
Appointments Process .....	3
Unavailability .....	3
Goal Umpires Equipment .....	3
Judging the Score .....	4
A Goal is Scored.....	4
A Behind is Scored .....	4
Ball Out of Bounds/ Out of Bounds on the Full .....	4
Duties Prior to Commencement of Match.....	4
Positioning of a Goal Umpire.....	5
Position astride the scoring line .....	5
Position Under/Behind the Flight of the Ball .....	5
Assisting a Boundary Umpire .....	1
Out of Bounds On the Full .....	1
All Clear by Field Umpire .....	1
Recording and Checking of Scores .....	2
Agree on Scores .....	2
At Completion of the Game.....	2
Recording the Score .....	3
On Field Score Card .....	3
Laws of the Game a Goal Umpire Should Know .....	4
Signals .....	5

## Goal Umpiring in the EDFL

This handbook is designed to introduce people to goal umpiring and for those with experience, refresh some of the specifics around this discipline of umpiring. It is only an introduction to the practice of umpiring and more detailed information will be given to umpires at coaching sessions held weekly.

EDFL umpiring coaching programs are about:

- establishing a positive learning environment for umpires,
- developing umpires,
- improving umpiring performances at all levels,
- building relationships within the EDFL.

## Contacts

Your points of contact as a goal umpire should be as follows:

### Coaches

Goal Umpire Coach:

**Tom Ennis**

Phone: 0406 754 897

Assistant Goal Umpire Coach:

**John Bladen**

Phone: 0408 337 194

Development Coach:

**Leigh Keen**

Phone: 0419 521 317

Skills Coach:

**Michael Blair**

**Dennis Moloney**

Academy/School Coach:

**David Peers**

### EDFL Contacts

Umpiring Manager:

**Rowan Sawers**

Phone: 0434 689 690

Email: [rowan.sawers@essendondfl.com.au](mailto:rowan.sawers@essendondfl.com.au)

Umpiring Administration:

**Patrick Moloney**

Phone: 0438 572 144

Email: [patrick.m@essendondfl.com.au](mailto:patrick.m@essendondfl.com.au)

## Administration

All administration information is contained in the EDFL Umpire Information Manual which can be downloaded from the EDFL website and is in Umpiring>Umpiring Information.

This contains all administrative issues such as payment, injury treatment, and umpire association details together with the EDFL code of conduct. If you have any administrative matter or question, please don't hesitate to contact either Rowan or Patrick.

**Goal Umpire's Role.**

The Goal Umpire has the responsibility to be the **final judge on all scores**. To keep and record all the scores in a match and forward match results to the EDFL via the Time Keepers Sheet which will be scanned. The Goal Umpires must retain their score cards after every game.

### Qualities of an EDFL Goal Umpire

Trustworthy – a person who is honest and impartial to ensure all aspects of the game involving scores is above reproach.

Responsible – a person who has integrity and takes his role in football seriously.

Competent, Knowledgeable and fit – a person who is well equipped to perform the role of a goal umpire.

## Appointments Process

Appointments are managed by the Schedula online appointments system. All umpires are required to register via Sporting Pulse as an umpire before being provided with access to Schedula.

Appointments will be released each Monday evening. If you have been appointed to a match, then you will receive an email notifying you of an appointment. You are then required to login to Schedula ([www.schedula.com.au](http://www.schedula.com.au)) to confirm your appointment. Appointments **must** be confirmed by you as soon as possible, preferably before training Tuesday.

Appointments take a lot of time to organise so please be respectful to your Coach and our Umpire Administrator by following this process.

If your email / contact details change at any time, please inform our Umpire Administrator Patrick Moloney ([patrick.m@essendondfl.com.au](mailto:patrick.m@essendondfl.com.au)) immediately.

### Unavailability

It is your responsibility to inform Tom if you are unavailable to umpire on a particular day by recording it in Schedula, email or phone. If you know well in advance your unavailability especially during school holidays, please advise Tom as early as possible.

Please inform Tom with at least **two** weeks' notice.

## Goal Umpires Equipment

**Below is a list of recommended items to pack:**

- Appointment Details
- Laws book
- Umpires Manual (this document)
- Uniform – EDFL Jacket, black pants, EDFL umpire shirt, EDFL cap
- Black boots and socks
- Watch
- 4 Flags white sailcloth approx. 420 x 540mm. Note it's a good idea to carry a spare flag

- Goal Sticks 750mm single or screw type
- Flag holders
- Score cards, pencil/pen, pocket note pad
- Sunglasses and sunscreen
- Coin for the toss

## Judging the Score

For a score to be registered the **whole of the ball** must have crossed the line or hit the goal post.

### A Goal is Scored

A goal is scored if the ball completely crosses the goal line after being kicked by an attacking player and does not touch any player or a goal post.

### A Behind is Scored

- When the ball goes over the top of a goal post or hits a goal post or the padding or any other attachment to the goal post.
- When the ball completely crosses the behind line.
- When the ball completely crosses, if punched, touched or carried across any scoring line.
- When a defender disposes of the ball from beyond the scoring line and fails to bring the ball over the same goal or behind line originally crossed.

### Ball Out of Bounds/ Out of Bounds on the Full

The ball is out of bounds if it hits the behind post after having been touched, punched or bounces prior to hitting the post. The ball is out of bounds on the full if the ball hits the behind post on the full or goes over the top of the behind post.

## Duties Prior to Commencement of Match

- Contact your coach by phone if for any reason you are unable to umpire or running late for a game.
- Be in the umpires change room at least 45 minutes prior to start time of your match. (An hour for finals matches.)
- Regularly advise both the field and boundary umpires of the time to ensure the group enters the playing arena seven minutes prior to match start time. This is also required of the goal umpires at half time. It is important to be aware of the finish time of the second quarter.
  - Quarter Time break: 3 minutes
  - Half Time break: 15 minutes
  - Three Quarter Time break: 5 Minutes
- Enter the playing arena immediately behind the boundary umpires and walk in step to the centre of the ground.
- As soon as the toss of the coin is completed, walk to the goal area at which you are to officiate and place your flags in the flag holders as appropriate. Check the scoring line, posts, padding and your working area to ensure there are no hazards. At half time repeat this procedure at the time when the first of the competing teams enter the playing arena.



## Positioning of a Goal Umpire

To make the best possible position as a goal umpire you need to ensure:

- Stay involved in the game and not be distracted in any way. This requires concentration and the ability to read the play.
- Don't lean on the fences as this inhibits making the correct position.
- Positioning is critical to ensure you have the best view of the ball at all times.
- Stay out of the way of players and the football.
- Position astride the scoring line

### Position astride the scoring line

Goal umpires should be positioned astride the scoring line for a ball which is likely to be kicked/touched/contested on or near the line. For example, on the following occasions: -

- a ball kicked at goal which is being contested on or near the scoring line.
- the ball is bouncing along the ground towards the goal line.
- player running at goal and will kick from close range.
- the ball is being contested close to the scoring line.
- a ball dropping in flight.
- a dropping or bouncing ball that is likely to stop or bounce on its point right above the scoring line.



### Position Under/Behind the Flight of the Ball

For the goal umpire to correctly determine whether the football in flight, well above touching and contesting height, has gone through the goals or over the top of the goal post, or through the behinds. The goal umpire's positioning needs to be directly under the flight of the ball.

This will give the goal umpire a good view of the ball and will be able to tell if the ball grazes or passes over the post.

If a ball passes over the behind line on such occasions this will require the goal umpire to run across to a position under the flight of the ball rather than adjudicate from the goal area.

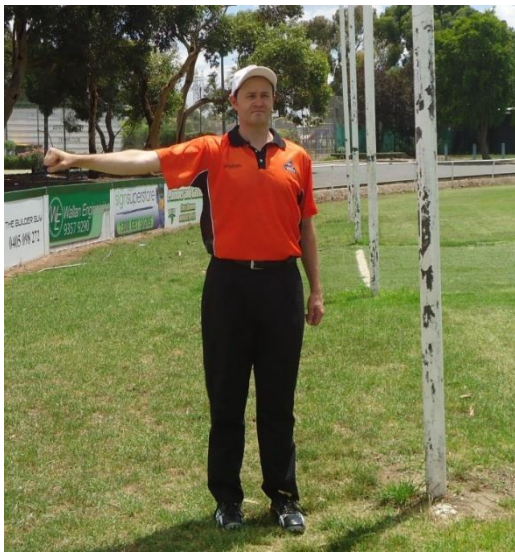
This will be practiced at training in match simulated drills.



## Assisting a Boundary Umpire

When the ball is kicked or played out of bounds and the boundary umpire is positioned a reasonable distance away it is the duty of the goal umpire to assist the boundary umpire. On the occasion of the ball going out of bounds on the full the goal umpire will signal this by facing the boundary umpire and signaling with one arm extended straight at shoulder height horizontal to the ground and with a clenched fist. The goal umpire is required to run across to and if necessary beyond the behind post to ensure the correctness of the decision and to ensure the boundary umpire will see the signal.

### Out of Bounds On the Full



If the ball goes out of bounds and is touched before crossing the boundary line on the full, then it should be a "touched, out of bounds" indication (ie. tap 3 times the back of your hand after out stretched arm above the head). Also if the ball bounces out of bounds near the scoring area the signal by the goal umpire is a vertically outstretched arm above the head.





## All Clear by Field Umpire

When a goal is to be awarded, the goal umpire will come to attention in the centre of the goals and this will signify the goal umpire's intention and the field umpire will signal all clear. All flag waving should be sharp and flowing.



**Signal Goal after receiving All Clear**



**Wave both Flags**

On any occasion a behind is scored (except for 'touched' over the goal line), the goal umpire will tap their chest three times to signify that it is a behind. This will assist the boundary umpire by letting them know the goal umpire's intention to pay a point when not positioned on the post.





On all occasions when a goal umpire wishes to signal a score he or she must look to the field umpire for an all clear indication before signaling. Eye contact and an obvious hand indication must be obtained.

It should be remembered that the goal umpire is the final judge of a score and has the final say as to whether or not a score is recorded.

If the "all clear" indication is not received, and it is obvious no other action is being taken by a field umpire the goal umpire must run to the field umpire and receive the all clear before signaling a score.

It should be remembered a goal umpire can consult with another umpire near the goal line prior to making a decision.

## Recording and Checking of Scores

On the occasion a goal is scored, note the score on the score card immediately after waving the two flags and holding the score card chest high in order to be aware of what is happening in front of you.

After a behind is scored note the score after the ball is brought back into play and it is obvious the play will not immediately return near the scoring area (at least two kicks away).

At the end of each quarter quickly go to the centre of the ground and check the score with the other goal umpire. When the score is agreed one of the goal umpires is to turn to the scoreboard and wave both flags to acknowledge the scores as shown are correct.

Should there be a mistake on the scoreboard both goal umpires go over and inform the attendant of the correct score and then wave the flags in acknowledgement.

## Agree on Scores

In the situations that goal umpires can't agree on the score for whatever reason, umpires need to use all resources to determine the score at the end of a quarter or the final score.

If after discussion the goal umpires are unable to agree on the scores, then they should confer with the time keepers who also record the scores.

The goal umpire with the same score as the scoreboard or time keepers is more likely to have the correct score.


## At Completion of the Game

The Goal Umpire has the responsibility to be the **final judge on all scores**. Once the goal umpires agree on the final score they need to check the Time Keepers Sheet and adjust the score if necessary to ensure it reflects the final score agreed upon by the two goal umpires.

The Time Keepers Sheet containing the match result will be scanned by the field umpires and forwarded to the EDFL. The Goal Umpires must retain their score cards after every game in case of disputes.



## Recording the Score


 Played at: KEILOR RES. on: 9/9/15  
 Grade: Premier Div  
KEILOR v MARIBYRNONG PARK

	Goals	Behinds	Score	Goals	Behinds	Score
Q1	<del>123</del> 4567 89101112	<del>12345</del> 67 89101112	23	<del>123</del> 4567 89101112	<del>123</del> 4567 89101112	21
Q2	<del>1234567</del> 89101112	<del>12345</del> 67 89101112	46 69	<del>12345</del> 67 89101112	<del>123</del> 4567 89101112	26 47
Q3	<del>12345</del> 67 89101112	<del>123</del> 4567 89101112	25 94	<del>12345</del> 67 89101112	<del>123</del> 4567 89101112	33 80
Q4	<del>1234567</del> 89101112	<del>12345</del> 67 89101112	46	<del>123</del> 4567 89101112	<del>123</del> 4567 89101112	13
FS	21	14	140	14	9	93

6 12 18 24 30 36 42 48 54 60 66 72 78 84 90 96 102 108 114 120 126 132 138 144 150

## On Field Score Card

# ESSENDON DISTRICT FOOTBALL LEAGUE

## GOAL UMPIRE'S SCORE CARD

Played at: KEILOR RES. on: 9/9/15  
Under 18 Premier Div Grade  
KEILOR v MARIBYRNONG PARK.

	GOALS	BEHINDS	POINTS	GOALS	BEHINDS	POINTS
1st Qr.	3	5	23	3	3	21
2nd. Qr	7	4	46	4	2	26
3rd Qr.	4	1	25	5	3	33
4th Qr.	7	4	46	2	1	13
Final Scores	21	14	140	14	9	93

John Black (JOHN BLACK) Goal Umpire  
EDFL Club

CARDS TO BE COMPARED AT HALF - AND THREE - QUARTER TIMES  
 COMPLETE, SIGN AND GIVE TO FIELD UMPIRE AFTER MATCH.  
 GOAL UMPIRE MUST CONSULT FIELD UMPIRE FOR "ALL CLEAR" PRIOR TO RAISING THE FLAGS.

## Laws of the Game a Goal Umpire Should Know

1. If the ball makes contact with a player below the knee it is deemed to have been kicked.
2. After receiving an all clear from a field umpire a goal umpire is the final judge of a score.
3. A goal umpire receiving a touched all clear signal from a field umpire (a hand held above shoulder height and hit three times with the other hand) cannot indicate a goal.
4. The ball must completely pass over the goal or behind line for a score to be registered. If any portion of the ball is not over the line, a score has not been registered. For a goal to be registered the ball must have been kicked over the goal line by an attacking player without it being touched by any other player.
5. The score is a behind when the ball hits or is kicked directly over a goal post. This is also the case when the ball is carried through the goal area or is handballed over the goal line.
6. A ball kicked towards the scoring area and strikes the behind post on the full is out of bounds on the full. If the ball strikes the behind post but bounces first it is out of bounds.
7. A goal umpire is allowed to change his or her mind on a scoring decision but can only do so before the ball is brought back into play. This rarely happens as a consultation process generally occurs prior to a score being signaled.
8. A goal umpire should give the lesser score if unsure if the ball has crossed the scoring line or gone out of bounds.
9. Scoring after the siren - a touched behind can still be recorded after play has come to an end provided the field umpire is satisfied that the scoring of the behind was not assisted by a player from the same team.
10. A ball kicked towards the scoring area and passing through the goal area after having been touched by an umpire, trainer or any official (not a player however) is a goal as long as the touching of the ball was accidental.
11. If a team count occurs the goal umpires need to make a note of the quarter, the time and the scores at the time of the count. The goal umpires then need to rule a line on their score card and recommence scoring regardless of the result of the count.
12. Implementation of a traditional set up at centre throw ups. Both Clubs must now have players inside both 50 metre arcs, with one player required to be inside the goal square. 18 per side = 6/6/6 (6 forwards/ 6 centres (max 4 in centre square)/ 6 backs)  
Teams with less than 18 may position their players in any zone with no more than 6 in a zone, with one player from each team required to be inside the goal square at both ends.
  - The Goal Umpire will assist in relation to a player not being in the goal square prior to the bounce, by raising one arm straight up to alert the field umpire. The Goal Umpire can be proactive and ask the players to be in the goal square as required.
  - If there are a player from each team in the goal square the Goal Umpire will just continue with their normal duties.



## Signals

All signals and indications should be clear, precise and given in the correct order.



**Mine, Goal Umpire wishes to signal a score.**



**Signal a Behind**



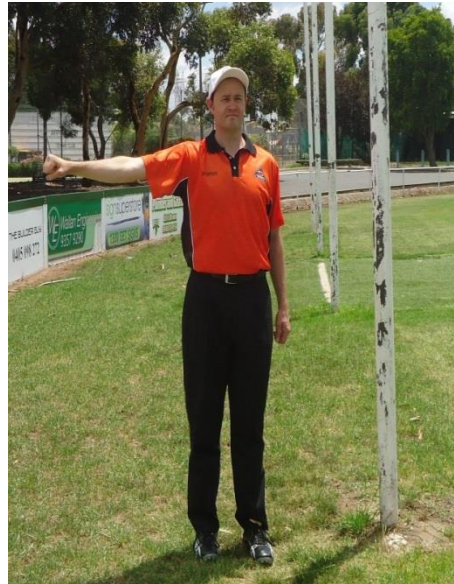
**The ball hitting the goal post**



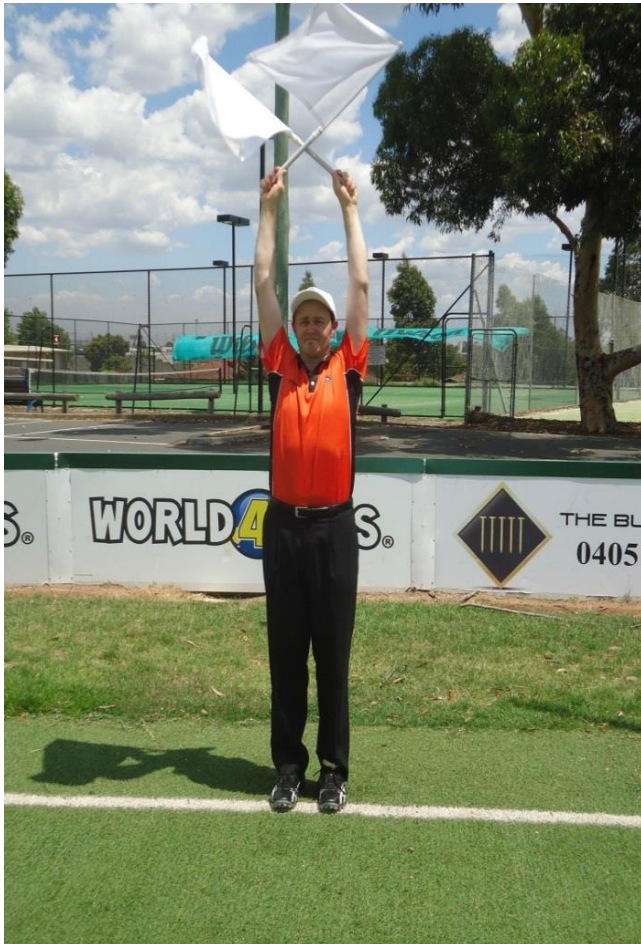
**Signal a Goal**



**Out of bounds**



**Out of bounds on the full**



**Annul a score by crossing both flags above your head in the middle of the goals.**





**Ball hitting the behind post on the full.  
Indication of “on the full” followed by  
three taps of the behind post.**



**Ball being touched before crossing the goal line.**



**Blood Rule**





**Goal umpire making a quick movement to get under the flight of the ball needs to keep their eyes on the ball.**



**The ball making contact on or above the knee of a forward before crossing the goal line.**



**The Goal Umpire placing both hands behind his back indicates to the field umpire that a mark has been taken close to the scoring line.**

**If the defender takes the mark or is awarded a free kick the Goal Umpire then backs away off the line.**

**In the case of an attacking player, the Goal Umpire may need to stay on the line for a quick play on situation.**