



# Ainslie Junior Football



## Supporting your Child's Team – Parent Roles

### Fact Sheet 5 – Goal Umpire

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This Fact Sheet sets out important information that you will need to know if you are performing the role of **Goal Umpire** for your child's team. If you have any questions please speak to your Team Manager in the first instance.

#### Role

Your role as Goal Umpire is to:

- be the judge of a score
- be the judge of the final score by keeping a record of all goals and behinds scored in a match

You will do this by setting up in a position between the goal posts which will allow you to effectively observe the game being played.

#### Equipment

Before the game starts the Team Manager will provide you with two flags, a Scorecard and a pen/pencil to use while acting as Goal Umpire. If you have not received these items before the start of the game please speak to the Team Manager. Please return the flags and pen/pencil to the Team Manager at the end of the game.

At the end of the game you will need to sign off on either a *Result of Match Card* provided by the Home Club Team Manager or simply sign the Scorecard you have used. These cards may be taken by the Central Umpires for them to complete their online paperwork. Do not give these to the Central Umpire until you have confirmed scores with your Team Manager.

You should wear clothing suitable for running (eg tracksuit pants or shorts, not jeans) together with running shoes or football boots while acting as Goal Umpire.

#### Scoring

In order for a score to be registered, **BOTH** of these conditions must be met:

- the ball must be completely over the goal or behind lines (score lines) or have hit one of the goal posts; **and**
- the Goal Umpire must have received a verbal "all clear" from the Central Umpire (no "all clear" - no score).

A **GOAL** is scored when the ball:

- completely crosses the goal line after being kicked (a kick occurs where contact is made with any part of the leg below the knee) by a player on the attacking team without touching another player or goal post.

A **BEHIND** is scored when the ball:

- hits the goal post (any part) or travels over the goal post;
- is touched by any player before crossing the goal line;
- is kicked by the non-attacking team through the goals; or
- crosses the behind line.

### **Examples of Goals and Behinds**

- if a player's boot contacts the ball before the ball completely crosses the line, the ball is deemed to have been kicked before the line, and a goal is scored.
- if a player marks the ball with a single grab close to the line it can only be a goal or a mark. The decision can never be a behind. It is the position of the ball that determines the decision, not the player's position. (On the line is a mark).
- in the case of a player attempting to mark the ball on or before it crosses the goal line and the ball rebounds off the player's hands or chest and is caught again behind the line, a behind is scored.
- if the ball is kicked off the ground while a player has his hand on it or the ball is kicked from another player's hands and the ball crosses the score line, it has been touched and scored as a behind.
- if the football touches an Umpire or any official and then passes over the score line, a goal or behind, as the case may be, shall still be recorded;
- if the football touches an Umpire or any official and does not pass over the score line, the football shall remain in play.

### **Goal Umpire Unsighted**

- if you are unable to see whether the ball has passed over the score line and you are unable to make a decision, the Field Umpire can make a decision.
- if the Central Umpire thinks you have made a mistake your decision can be over ridden.

### **No Score / Out of Bounds**

- if the ball touches or passes over the behind post, then the ball is considered out of bounds and no score shall be recorded. In this event you will signal to the Boundary Umpire whether the ball has gone:
  - out of bounds on the full; or
  - out of bounds, not on the full
- the Boundary Umpire will arrange for play to restart with a free kick or a throw in

**Note** - goal post pads are considered part of the post and so should a ball hit the goal post padding the ball will have been deemed to have hit the post.

## Scoring a Goal or Behind After Play Has Ended

Even though play has come to an end, you shall record a goal or behind if:

- the goal or behind is scored by a player from a free kick or mark which was awarded to the Player before play came to an end.
- the goal or behind was scored by a player who disposed of the football before play came to an end.

You will still record a behind if the football is touched in transit by another player, provided the Field Umpire is satisfied that the scoring of the behind was not assisted by a player from the same team.

A Field Umpire shall be the sole judge in deciding whether a free kick or mark should be awarded or whether the football was disposed of before play came to an end.

## Positioning

### Under the flight of the ball

- to correctly determine whether the football in flight has gone through the goals, over a goal post, or through the behinds, you need to position yourself under the flight of the ball. When the ball is within scoring distance, your initial position should be in line with the ball and the centre of the line
- while the ball is in flight, you should run to get underneath the line of the ball as it crosses the score line.

### Astride the score line

There are some occasions that will require you to straddle (or stand astride) the score line and out of the way of the players. They are:

- ball dropping in flight
- ball bouncing along the ground towards goal
- player running for close kick
- contest on goal/behind line

## Indication of Scores

You will indicate scores to the Central Umpire with your hands and index fingers. Your hands should not be raised above the head during the signal procedure and should finish level with hips and parallel with the ground with index fingers extended. You will wave the flags after you have given the hand signal.

## GOAL

**Hands** – two fingers pointed horizontally in front of the hips.



**Flags** – raise the flags at a 45° angle and hold still until the other Goal Umpire is at the same point (waving together ensures both Goal Umpires record the same score). Wave each flag once to the other side and once back again - only! On the return wave, the wrists twist and in a swirling movement the plane of the wave is changed from horizontal to vertical in anticipation of the lowering to the end phase. Lower the flags from above the head vertically with a firm, snapping motion.



## **BEHIND**

**Hand** – as for a goal but with only one index finger.

**Flag** - like for goal above. Hold the tip of the flag in place whilst waiting (for other Goal Umpire) to commence the flag waving action. Bring the flag across once, back once and down to the side.

## **Other Signals**

### **Touched off the Boot**

After indicating a behind with your hand, raise your hands above your head and tap the one on top of the other three times only. This will signal to the Field Umpire and other umpires that a kick has been touched and becomes a behind instead of a goal - given only when the ball crosses the goal line (not behind line).



### **Hit the Post**

After indicating a behind with your hand, tap (three times) on the nearest goal post with up stretched arm. This will signal to the Field Umpire and other Goal Umpire that the kick has hit the post.



### **Non-Kick - Behind**

After indicating a behind with your hand, tap your knee three times, indicating that a kick has come from the knee or above, such that it doesn't qualify as a "kick" and, therefore, cannot score as a goal.



### **Out of Bounds (Throw in Anticipated)**

Signals that the ball has gone out of bounds, but not on the full (includes ball hitting the Behind Post, where not kicked into it on the full). Used particularly when Boundary Umpires are not in the vicinity. Use an outstretched arm, the one on the outside (nearer the fence).



### **Out of Bounds on the Full**

Signals to the Field and Boundary Umpires that in the area immediately adjacent to the goal area, a kick has gone out on the full. Used particularly when Boundary Umpires are not present. Use an outstretched arm on the side nearest the boundary line.



## Recording the Score

- every score must be recorded using the scorecard provided immediately after finishing flagging the score.
- record the scores progressively, that is, 1, 2, 3, rather than 1 1 1.
- at the end of each quarter, you and the other Goal Umpire will meet in the middle of the ground to check the scores (for quarter and cumulative) with each other and the Team Managers.
- give your scorecard to the Team Manager. If the scores do not agree, both Goal Umpires should discuss the situation to resolve the matter. As a guide, there are three general rules for resolving different scores:
  - i. it is often the Goal Umpire at the non-scoring end who has the accurate score as they have not been under pressure to make decisions.
  - ii. it is easier to 'forget' to record a score than it is to add a score in error. Therefore, the Goal Umpire with the extra score is usually correct.
  - iii. if there is a scoreboard, check the scoreboard. The Goal Umpire with the same score as the scoreboard is usually correct as the other Goal Umpire may have made a mistake.

A Goal Umpire appointed by a Team Manager cannot report any players. If you think an event is serious enough to warrant an investigation you can submit a report to the Junior League through the Club General Manager.