

2022 FIELD UMPIRES INFORMATION HANDBOOK



UMPIRE CODE OF CONDUCT and EXPECTATIONS: As an EFNL Umpire, you are required to uphold the position and maintain a professional approach always:

- **Appointments/Commitment** – You are expected to be available for selection each week of the season. If you are unavailable for any reason, you must provide your relevant coach with **14 days 'prior notice of your unavailability** as well as noting your unavailability on the League's Appointment System **Schedula** at www.schedula.com.au. In circumstances where illness strikes leading up to and on match day, you **must** phone your coach to advise your unavailability.
- **Arrival at games** – All umpires are expected to arrive at their games at least 45min before the start of their game in the home & away season & 1hr before their game start time in the finals.
- **Dress Standards/Uniform** – The EFNL expects all umpires to attend matches dressed in an acceptable uniform as outlined by the Head of Umpiring earlier under Presentation.
- **Personal Appearance** – You are expected to present yourself in a neat, groomed manner for every match you are officiating in.
- **No Jewelry to be worn** – Umpires are to remove all jewelry prior to the start of their game. Under our AFL Laws players are not permitted to wear jewelry whilst playing football. If a player was found to be wearing jewelry and refused to remove the jewelry, they could be charged with “wearing unacceptable equipment”.
- **Training Requirements** – Umpires are encouraged to attend training, both Monday and Wednesday for all senior field, boundary & goal umpires and coaching sessions on Wednesday evenings (during the season). Regular training/coaching session attendance is taken into consideration when appointing umpires to finals.
- **Behaviour** - You are expected to represent our umpiring group by conducting yourself in a professional manner always. This includes at umpire functions, training and before, during and after any match. Umpires, who also play football in the EFNL, are expected to be respectful of officiating umpires during their match.
- Umpires are not permitted to use derogatory comments about any umpire, the EFNL or any official publicly, either verbally or through any public/social medium.
- **Smoking and the consumption of alcohol** whilst in your on-field umpire's uniform is strictly prohibited.

UNAVAILABILITY:

First point of contact for notice of unavailability is your coach. If you are unavailable for any reason, please provide your relevant coach with 14 days 'prior notice as well as noting your unavailability on the leagues Appointment System **Schedula** at www.schedula.com.au. In circumstances where illness strikes leading up to and on match day, you must contact your coach of your unavailability. This must be via a phone call (NOT a text) no later than 10:00 am on the day (8:00 am if an U19 game is involved) – this will enable us to get a replacement, especially if it involves a Senior umpire).

FIELD UMPIRE EQUIPMENT

1. Always ensure you pack your umpiring bag the night before your match to avoid rushing at the last minute. Use the following checklist to ensure you don't forget anything:

- Appointment Details
- Laws Book
- Umpires handbook (this book)
- Uniform - EFNL Umpire Shirt, EFNL Umpire Shorts, Socks, Sweat Bands x 2, Warm Up Jacket
- Runners (white) & wet weather footwear
- Pen / Pencil / Pocket note pad
- Red & yellow card
- Spare whistle

EFNL - UMPIRES UNIFORM



2. It is vital you carry a spare whistle in your sock or pocket, a notepad/card or similar and pen (for noting best players and details of send offs and reported offences) and your red and yellow card for send offs.
3. When weather is, or has been overcast and wet, it is vital that you take your boots and runners to the match.
4. Make sure your equipment is clean. It is useful to keep a spare top and shorts in your bag, so you can change at half time if you become wet, sweaty or muddy.
5. Try to avoid a late night before your match. You will be letting down two football teams, their supporters, your umpires and also yourself if you are not fully rested and fit for the contest.

It is important to eat a good hearty breakfast on the morning of your match but avoid eating large quantities within three (3) to four (4) hrs. Adequate liquid (water) intake is essential, particularly in warm weather.

AT THE GROUND

Arrival at the ground should be **no later than 45 minutes before** the game is due to commence. This time will be needed to change, prepare and visit both teams in their rooms if you are a field umpire.

DO NOT LEAVE VALUABLES IN THE UMPIRES ROOM WHILE IT IS UNATTENDED, THE CLUB IS NOT RESPONSIBLE FOR SECURITY.

Use the breaks of the previous game as an opportunity to check the ground and its markings and all other features of the playing ground are safe. If they are unsatisfactory, use common sense and diplomacy in raising the matter with the home team football manager. If the football manager refuses your request, please note it on the match day report form.

Get changed so that you are dressed and ready for warm up exercises at least 25 minutes before the scheduled start time of your game. Please ensure your shirt is tucked in for the entirety of your match.

DUTIES PRIOR TO COMMENCEMENT OF MATCH

1. Contact your coach by phone if for any reason, you are unable to umpire or are running late for a game.
2. Be in the umpires change room at least 45 minutes prior to start time of your match. (An hour for finals matches.)
3. **Field umpires** MUST visit both club's rooms about 20 mins before the game. Try not to interrupt the coach addressing his team. In all matches you will be provided with two footballs (one new and one used) of which the new one should be used to begin the game with.
4. In each room, introduce yourself to the coach and captain. Check each player's boots for damaged/dangerous protrusions (incl. metal stops) as well as eyes, hands and ears for earrings and rings as they must be removed to avoid possible injury to player or opponent. Take time in the rooms to chat to players. You should be unobtrusive and establish friendly contact at this stage.
5. You should stretch and warm up thoroughly prior to entering the ground.
6. Enter the ground in an orderly group at least 5 mins prior to scheduled starting time. Once you are 25 metres onto the ground, hold the ball aloft until acknowledged by the timekeepers. Walk directly to the centre and introduce yourself to club goal and boundary umpires (for junior and reserve matches). Check that these umpires know the basic communication signals. Boundary umpires in junior matches are frequently inexperienced and should be encouraged.
7. When entering or leaving the field of play keep your head up and walk directly to the centre of the ground or the umpire change rooms. It is important that you again do a light warm up then to ensure muscles are warmed up and ready for action.

8. If teams enter the ground on time, then give players a reasonable time for their warm-up then call the captains to the centre for the tossing of a coin to determine in which direction each team will kick. It is normal for a goal umpire to provide the coin and the visiting captain to “call” the toss.

SPIRIT of the LAWS

Purpose of the Laws

- To ensure the game of Australian Rules Football is played in a fair manner in a spirit of true sportsmanship
- To prevent injuries to players participating in a match so far as this objective can reasonably be achieved in circumstances where Australian Football is a body contact sport.

CONTEST FOR THE BALL..... *“The player who is making the ball their sole objective will be protected against any form of illegal contact” such as:*

- Contact to the head
- Contact below the knees
- Held when not in possession of the ball
- Push in the back
- Kicking in a manner likely to cause injury
- Or any conduct which is deemed unreasonable or unnecessary in the circumstances

MARKING CONTESTS..... *“The player whose sole objective is to contest a mark shall be permitted to do so”*

- Illegal contact includes players who unduly (excessively or unreasonable) push, bump, block, hold, interfere with arms or make high contact
- Where there is incidental contact in a marking contest when the ball is the sole objective (eyes on the ball) play on will result.
- When a player leaps early, the attempt must be realistic (i.e. they must touch the ball)

RUCK CONTESTS..... *“The player whose sole objective is to contest the ruck shall be permitted to do so”*

- Illegal contact includes players who push, bump, block, hold or make high contact.
- Where there is incidental contact in a ruck contest when the ball is the sole objective (eyes on the ball), play on will result.

TACKLING – HOLDING THE BALL..... *“For a holding the ball free kick to be awarded, the tackle must be legal”*

DIVING ON THE BALL..... *“The ball shall be kept in motion”*

- Where a player elects to dive on the ball or elects to drag the ball underneath their body and is correctly tackled, the player is to be penalized for holding the ball if they fail to knock the ball clear or correctly dispose of it immediately.

NO PRIOR OPPORTUNITY - Genuine Attempt..... *“The player who has possession of the ball and has not had prior opportunity, and is tackled correctly by an opponent, shall be given a reasonable opportunity to demonstrate a genuine attempt to kick or handball the ball”*

- If the tackle pins the ball and a genuine attempt is made to dispose of the ball, a field bounce will result.
- If a correct tackle or bump causes the player with the ball to lose possession, play on will result.

ILLEGAL DISPOSAL

“The player who has possession of the ball and drops, throws or places the ball on the ground without making a genuine attempt to handball or kick will be penalized”.

25 – METRE PENALTY

“After a mark or free kick has been awarded a 25-metre penalty will be awarded against the opposing team which unduly delays the play or abuses an umpire”

An undue delay of play includes:

- Cribbing on the mark
- Not returning the ball directly to a player after they have been awarded a mark or free kick
- Unduly holding up an opponent after that player has marked the ball.
- A player not involved in a marking contest holds a player who has marked the ball or has been awarded a free kick.
- Remaining in or entering the protected area.

DANGEROUS or SLING TACKLES

YouTube link to video explaining Dangerous Tackles: <https://youtu.be/wiCxCHt3Ehk>

The purpose of the Laws of Australian Rules Football is to ensure the game of football is played in a fair manner in a spirit of true sportsmanship. To prevent injuries to players participating in a match, dangerous tackles where a player is swung or thrown to the ground in a manner likely to cause serious injury cannot be tolerated. If it is not intentional but careless/reckless, a Yellow Card is warranted. If it is deemed intentional, a Red Card and the player reported would result.

Players have a responsibility to tackle an opponent within the spirit and laws of the game and must be reminded that, when tackling an opponent, that player is not swung or thrown to the ground in a manner likely to cause serious injury due to the amount of force used, whether in possession of the ball or not.

A dangerous or sling tackle is where a player is swung or thrown to the ground in a manner likely to cause serious injury due to the amount of force used, whether in possession of the ball or not.

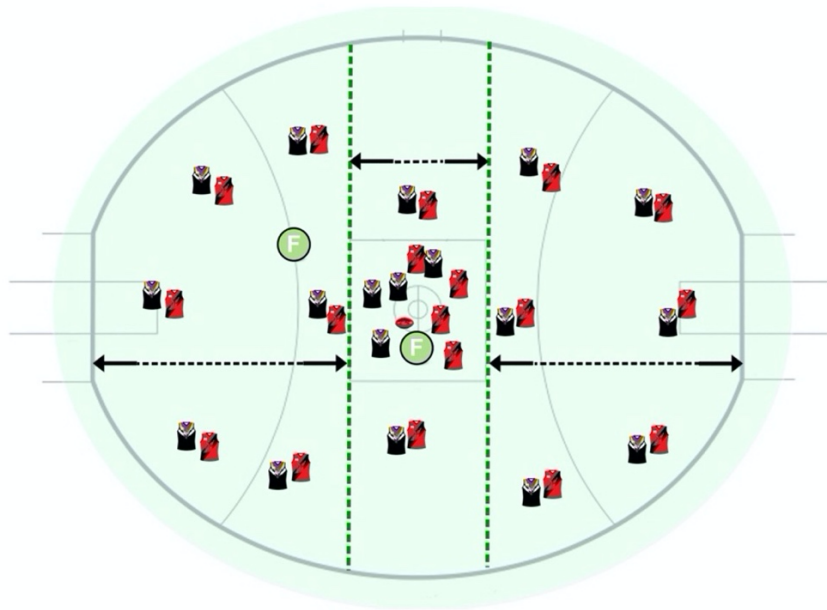
A tackle is considered dangerous if:

- The tackle consists of a **second action** (regardless of if the player has the ball or not)
- The tackle is **inherently dangerous**; for example, where a player is **lifted** off the ground
- The tackle is applied with **excessive force**; for example, the player being tackled is **slung, rotated, or driven** into the ground with excessive force
- The player being tackled is in a vulnerable position with little opportunity to protect themselves; for example, one or both arms are pinned
- Where a player's **head strikes the ground** because of the tackle, a **free kick** should be awarded
- Where a player is **affected** by a dangerous tackle, that is, is unable to immediately take their kick, the offending player should also be **reported for rough conduct**

RULE CHANGES AND INTERPRETATIONS 2020.....CARRIED OVER TO 2022

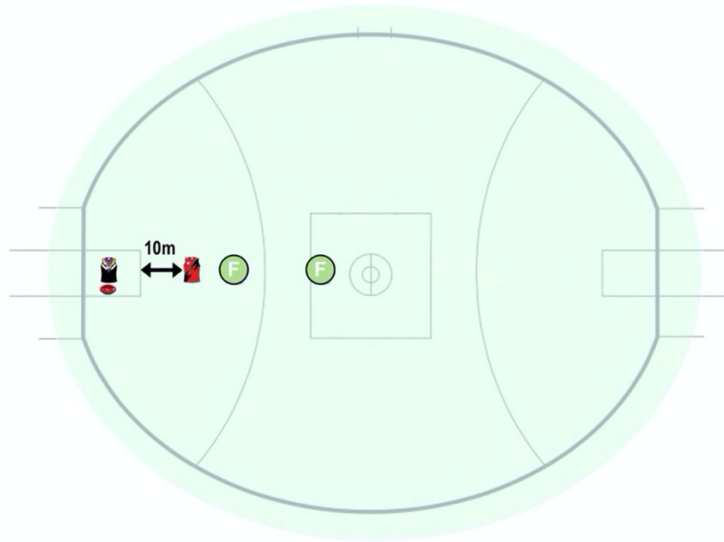
Traditional Playing Positions at Centre Bounce

- Implementation of a traditional set up at centre bounces – Clubs must have six (6) players inside both areas from the back of the centre square to the goal line.
- Four (4) midfield players are positioned inside the centre square with the players on the wing required to be placed somewhere along the wing (outside the centre square).
- If a team is found to have a player/s out of position. The umpire will pay a 25m penalty against the infringing team from the centre circle and the free kick will be taken by the ruck man – there will **not** be a warning given to the offending team



Kick-Ins

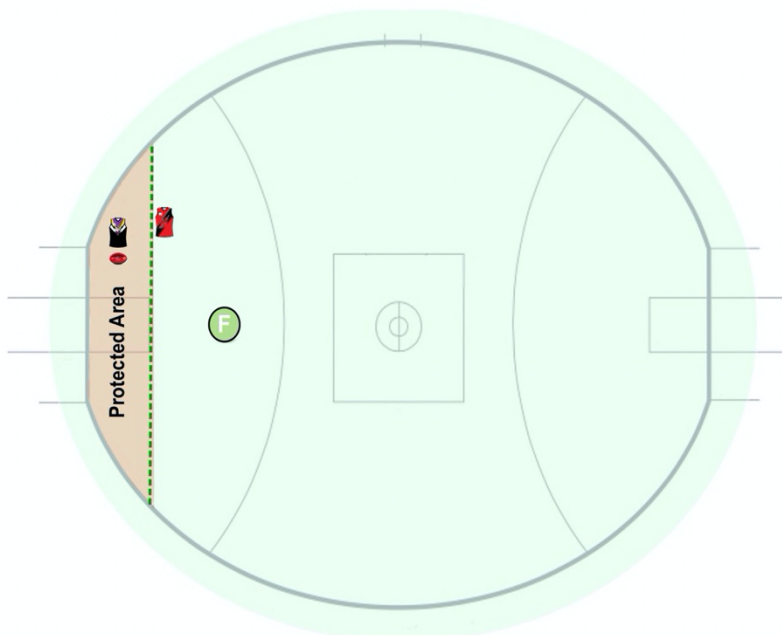
For Kick-Ins from a Behind, a Player will no longer need to kick to himself to Play On out of the Goal Square.



Following a Behind, the man on The Mark will be positioned **10m** from the top of the Goal Square. The umpire will position themselves 5 meters from the man on the mark. Once the player leaves the goal square, the umpire must call play on.

Marks / Free Kicks

For all Defenders who take a mark or gain a free kick within 9m of their own goal, the player on the mark for the attacking team will be brought in line with the top of the goal square



Umpire Contact.....Players will be prohibited from setting up behind the Umpire at each Centre Bounce.

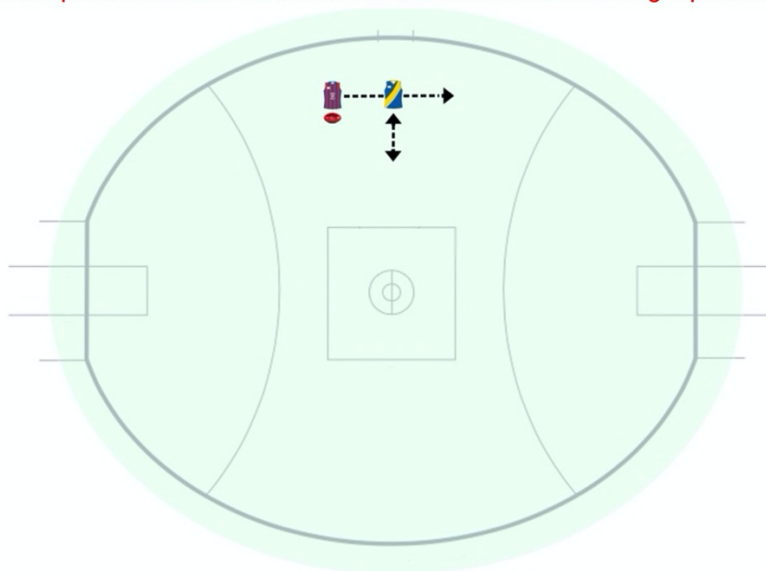
25-Metre Penalty.....Stricter on the infringing player, allowing the Player with the ball to advance The Mark by 25m without the infringing player delaying the game. In addition, the Player with the Football will be able to play on during the advancement of the 25m Penalty

Ruck Contests – Prior Opportunity.....A Ruck Player who takes possession of the Football while contesting a bounce or throw up by a field Umpire or a boundary throw in by a boundary Umpire, will not be regarded as having had Prior Opportunity. Where there is uncertainty over who is the designated Ruck, the Ruck for each Team will continue to nominate to the field Umpire.

Rule Changes and Interpretations Introduced in 2021

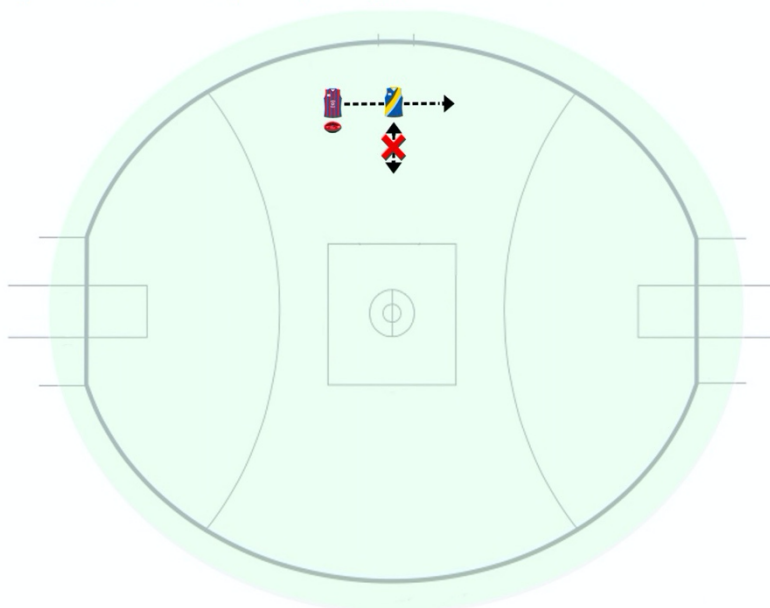
Player Standing the Mark (Previous Interpretation)

The defending Player was permitted lateral movement on The Mark. This is no longer permitted in Season 2022.



Player Standing the Mark

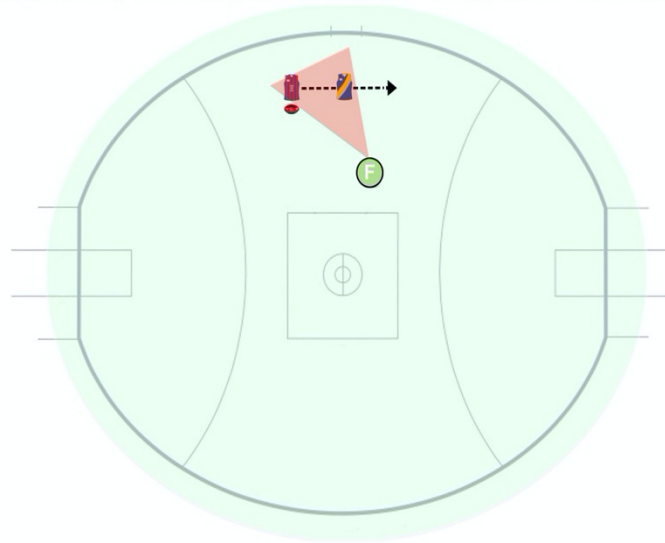
A defending Player must hold his position on The Mark. If the defending player moves off The Mark in any direction prior to "Play On" being called, a 25-metre penalty will apply. The defensive team is unable to substitute the Player on The Mark.



YouTube link to video explaining the interpretations: <https://youtu.be/7iSzK06-Byw>

Player Standing the Mark – Umpire Positioning

To assist in policing this new rule, the umpire controlling the mark will position themselves forward of the mark which will allow the umpire to extend his/her vision to see both the player on the mark and the player in possession of the football. The umpire will call "STAND" when the defender is on the correct mark at which point that player is not permitted to move off The Mark in any direction prior to "Play On" being called - if this occurs, a 25m penalty will apply.



The umpire, however, must be alert to call "PLAY ON" immediately when the player in possession of the football, runs, handballs or kicks or attempts to handball or kick other than over The Mark.

EFNL UMPIRING GAME PLAN (THE FOUR PILLARS)

All umpires should umpire to a game plan. This game plan ensures that all umpires are working on maintaining the same standards in every game they umpire in any grade or division.

THE FOUR (4) PILLARS:

The role of the umpire on match day has many functions. Our primary function is to the game of football. As umpires, it is our responsibility to officiate and make decisions around the contest, decisions around the ball being in or out of bounds and score adjudicating. We also need to ensure that the game is managed within the guidelines & rules of the EFNL.

As an individual and group, we must always contribute positively in:

- Teamwork
- Work rate on and off the field
- Inclusive environment
- Pay all major and obvious
- Education and opportunity
- Be professional in everything we do

THE FOUR (4) PILLARS OF UMPIRING

The four (4) pillars of umpiring is designed to ensure that we are focussed on the components of our chosen discipline being field, boundary or goal and to maintain standards in our umpiring as an individual and a group. The four (4) pillars serves as a 'game plan' to ensure we have a focus in every match we officiate in.

1. Pillar 1 - Work rate

- Work hard at training to replicate match day
- Prepare well – diet, sleep/rest
- Anticipate play – always thinking 'ball position v my position'.....am I working hard to be in the correct decision-making position (CDMP) so that I can make the correct call.
- Don't switch off – always concentrating / focusing on the game

2. **Pillar 2 - Trigger Points**

- Anticipating play is a skill that assist us in making our CDMP. Knowing these 'trigger points' will assist you greatly in managing your positioning in the game. Remember "as"
 - The player bounces the ball
 - The ruckman contests the ball
 - As the player handballs the ball
 - As the player kicks the ball
 - When the ball goes over the boundary line

3. **Pillar 3 - Match Management**

- Attend training / coaching sessions
- Know the rules / understand your role
- Teamwork with your fellow umpires at all times
- Follow report procedures

4. **Pillar 4 - Correct Decision-Making Position (CDMP)**

- Umpires in all disciplines in all games need to be working hard to ensure that they are in the best Correct Decision-Making Position (CDMP) so that they can make the correct call

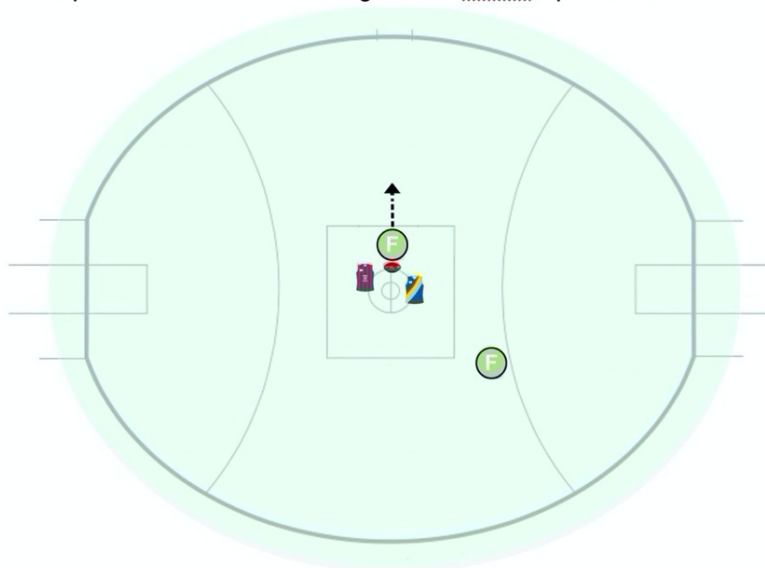
And remember.....

- **Be** Predictable to each other
- **Be** positive in your approach and be respectful of all stakeholders on the day
- **Be** an Umpire who umpires to the "Spirit of The Laws"

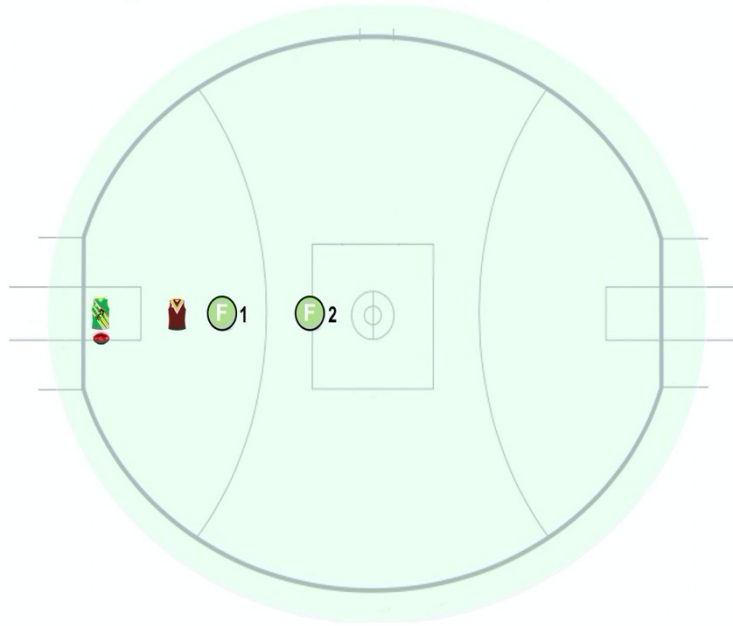
UMPIRE POSITIONING

Start of game, quarter or after a goal.

The No.1 umpire sets up in the centre of the ground ready to start the game. The No.2 umpire sets up on the opposite side of the ground, positioned between the edge of the centre square and the 50m line.

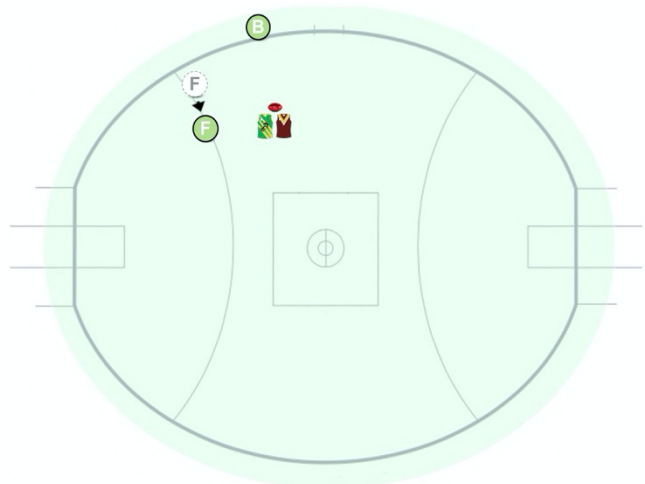
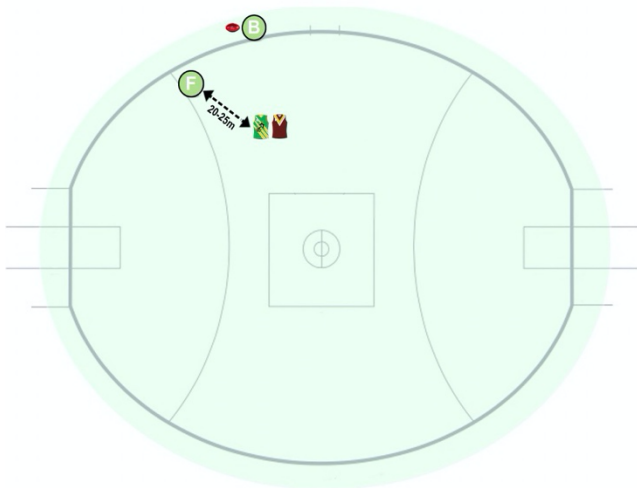


Kick out after a behind: On a kick out after a behind the No.1 umpire should position themselves 20m from the kick-off line or 5m from the man on the mark. The No.2 umpire should position themselves around 35m from the No.1 umpire to be between the edge of the 50m line and the edge of the square.

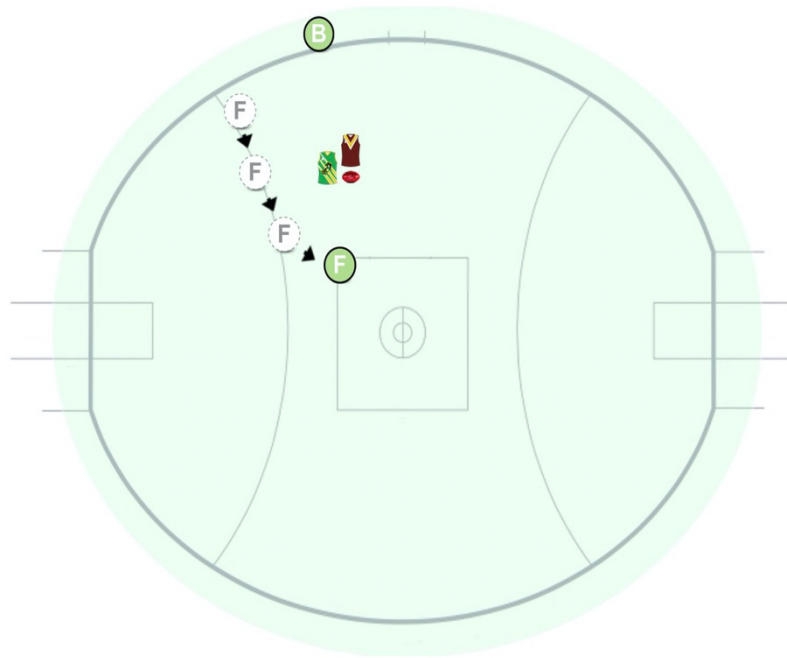


Boundary Throw In:

1. The field umpire needs to position themselves 20-25m from the contest and around 5m in from the boundary line
2. 'As' the boundary umpire throws the ball in, the field umpire needs to be moving towards the contest (maintaining a position 20-25m side-on to the contest)

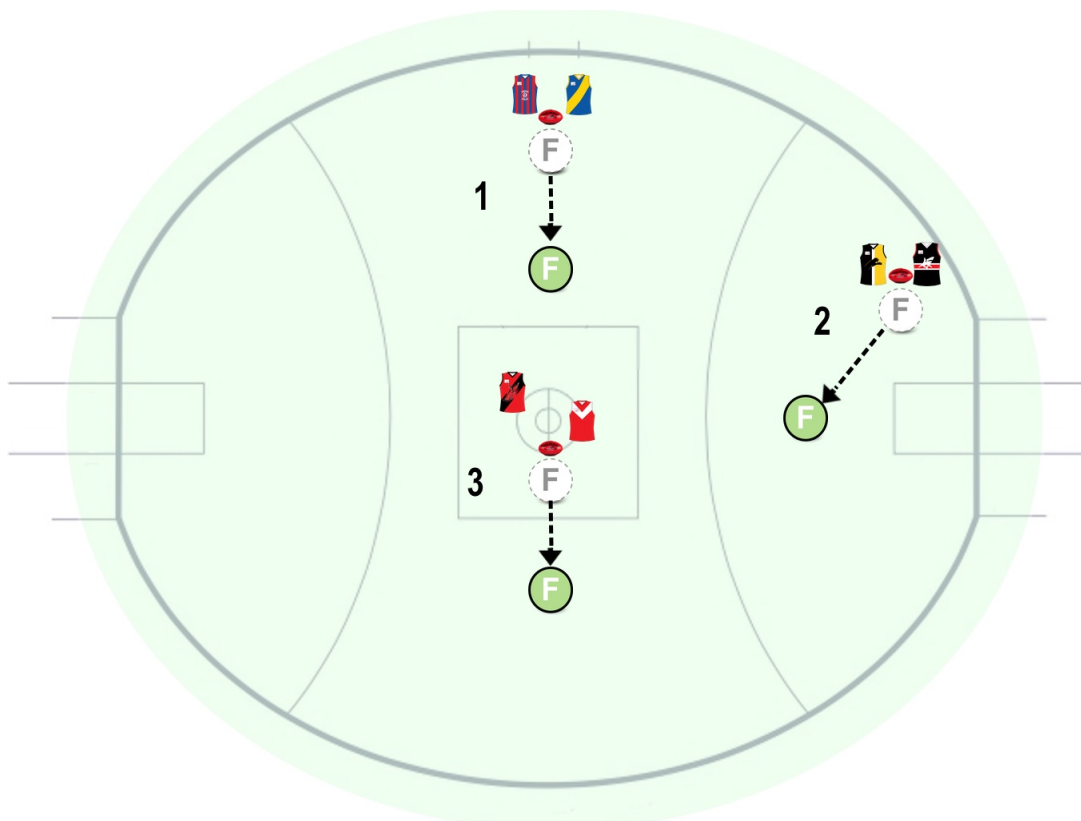


- As the ball makes contact with the ruckmen the umpire needs to trigger to get inside of play and keep maintaining a 20-25m distance from the contest.



Ruck Contests

Generally, at ruck contests we will have a lot of players around the ball. It is important to ensure that you get a good view around a ruck contest. If you are too close you will not be able to see the contest and if the ball comes out and moves quickly you will more than likely be too narrow to the next contest. Ruckmen need to nominate for the contest and must be 1m apart before you throw the ball up. Once you have thrown the ball up you need to work to get to a distance of 20-25m from the contest (never back away to the boundary line, always face back towards the centre of the ground). Pictured below is an example of three ruck situations and the correct positioning of the field umpire.

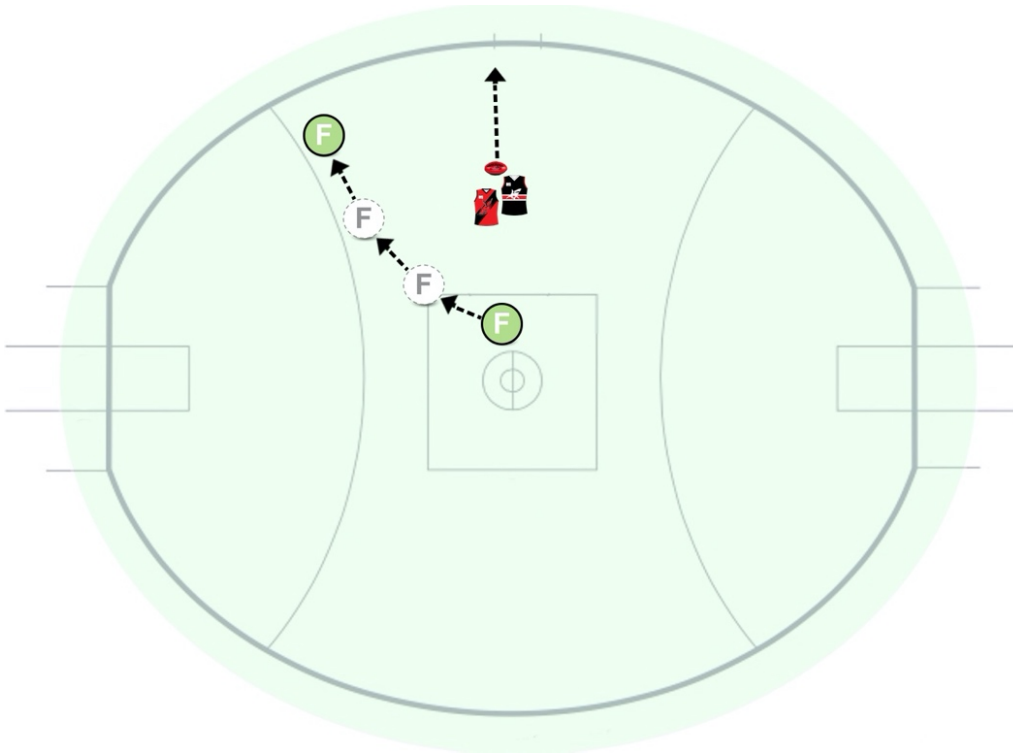


Ball/play moves towards the boundary line

As the ball / play moves towards the boundary line we as umpires need to ensure that we don't follow in behind the players (chasing backsides) as this will narrow our view and limit our view into the contest.

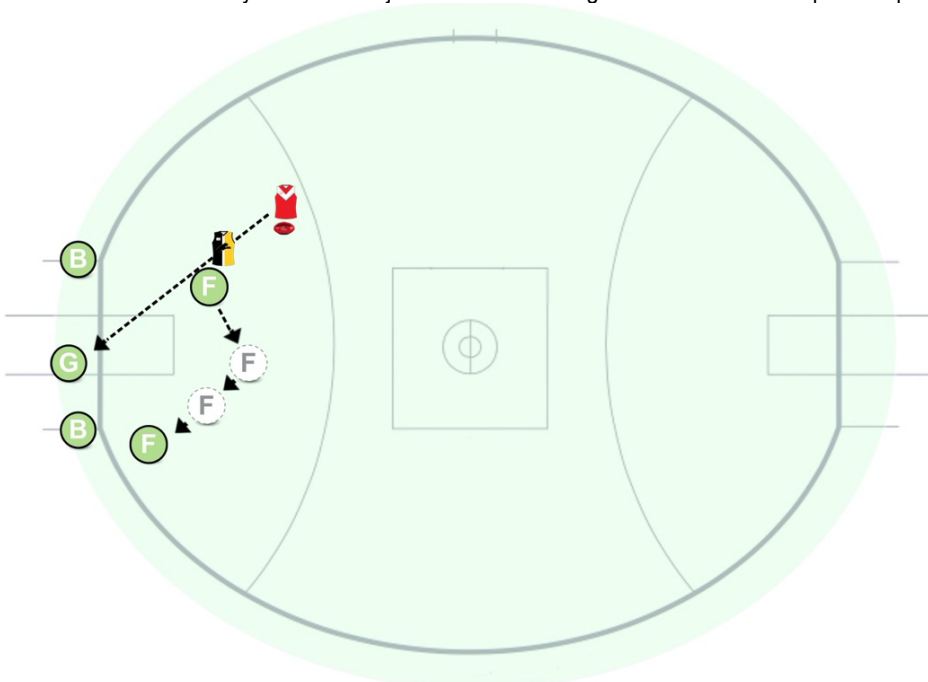
We must look to move sideways and always maintain a 20-25m position side onto the contest. This means that as the ball moves towards the boundary line we must run at an angle away from the contest and towards the boundary line.

When the ball goes over the boundary line and several players are together, (over the the boundary line and near the fence), we must trigger in quickly and have a presence. This will help to reduce the chances of an incident or a melee.



Positioning at Set Kick Likely to Score

Once you have set the kicker on his/her line you need to adjust away to be 15m away from the man on the mark. As the player comes in to kick the ball you need to adjust and run at an angle towards the behind post to open your angle of the scoring area.



FIELD UMPIRE SIGNALS:



VOTES

The Sir Gilbert Chandler, better known as the Chandler Medal, is awarded to the "[fairest and best](#)" player in the Eastern Football Netball League (EFNL) during the home-and-away season, as determined by votes cast by the officiating [field umpires](#) after each game. It is the most prestigious award for individual players in the EFNL.

To determine the *best* player, the two field umpires (not the goal umpires or boundary umpires) confer after each home-and-away match and award 3 votes, 2 votes and 1 vote to the players they regard as the best, second best and third best in the match respectively & in the EFNL we work the same way.

Votes – The players adjudged the 3 best players on ground for the game is awarded 3, 2 & 1 votes. The criteria for choosing the best players should be based on:

- Skills
- Influence on the game
- Consistency over 4 quarters
- Fairness displayed in game conditions
- Competitiveness

It should not be decided by:

- The players negative / competitive attitude
- They are a “Yapper”
- Their criticism at you (unhappy with free kicks etc).

If a player is constantly disputing your decisions, you can report them. So, if you did not deem their negative comments as reportable, it should not have an impact on your votes for that player.

IN GAME - REMINDERS

- Always jot down at the end of each quarter the numbers and teams of the players you think have been the best 3 in the quarter.
- Remember that players do get emotionally invested & some players can assert their opinions more than others.
- Our job is to ensure we get the three (3) best players for that game based on their:
 - Skills
 - Influence on the game
 - Consistency over 4 quarters
 - Fairness displayed in game conditions
 - Competitiveness

TEAM APP: EFNL Umpires use **TEAM APP** as it's mode of communications with all our umpires. Instructions on how to access **TEAM APP** are outlined on page 43 of this document.

PAPERWORK REQUIREMENTS

Umpires on the day will use the GameDay App to complete their match report and votes from the match. Should the GameDay App not work on the day, you must fill in the hard copy Matchday Paperwork Form manually with all relevant details and include in the paperwork which will be returned to EFNL House

ALL team Sheets from the game must be returned to EFNL House by 12:00pm on the Monday following their game.

Clubs will need to ensure that their players names are loaded into Sports TG (Sporting Pulse) prior to all matches on the day and will need to still provide the umpires with physical copies of team sheets for the game.

Match Day Procedure

Pre-Game to Half Time

1. Competing clubs are to ensure that their players names are loaded into Sports TG (Sporting Pulse) prior to all matches on the day.
2. In reserves & U19s matches, both clubs to supply copies of their team sheets to the field umpires officiating in the match on the day & must be supplied before half time in that match.
3. In senior matches, both clubs to supply copies of their team sheets to the field umpires officiating in the match on the day, 30 minutes before the start of the match.

Post-Game

1. Team Manager to attend the umpire's room to gain the “all clear” from the match.

2. In the event of a report in the match, the umpire who made the report is to read through the report with both team managers.
 - If the umpire ticks for the report to go direct to tribunal, both team managers & the reporting umpire will name & sign the Player/Official Report Sheet & take a copy back to their club & umpires' copy will be delivered to the league.
 - If the umpire offers a set penalty for the alleged offence the club can choose to either accept or challenge the offence and have up until 12.00pm of the Monday following the game to make their choice. However, if the Football Operations Manager does not hear from the club before 12pm on that Monday, then the set penalty will stand.
 - Club must deliver the Timekeepers report/scorecard & interchange sheets after the game to the umpires.

REPORTING PLAYERS: Notice of reports of players/officials made must be lodged at the EFNL office **no later than 12 noon on the first working day** following the weekends round of matches. Match Day paperwork must be lodged by 12 noon Tuesday. **All officiating umpires are required to sign at the foot of the match report to ensure correct payment is made.** The following is a list of what must be submitted by an umpire from each match.

MATCH DAY PAPERWORK REQUIREMENTS FOR SENIORS/RESERVES/UNDER 19s

Umpire's Match Report including Best & Fairest Votes on the same form (completed using the GameDay App)
 If your GameDay App is not working, you **MUST** fill in the hard copy of the Umpires Match Report (see example listed on the right)

EASTERN FOOTBALL LEAGUE											
UMPIRES MATCH REPORT						DATE: _____					
VS						DATE: _____					
DIVISION	C1/C2	TWO	THREE	FOUR	CONVENOR	A	B	C	D		
GRADE	SENIOR	RESERVE	U19	U17	U15	U14	U13	U12	U11	U10	U9
			GOOD	FAIR	POOR					YES	NO
Ground Condition						Match commences on time?					
Line Marking						Team officials uniforms correct?					
Goal Posts, Flag Holders						Escort supplied & correctly placed?					
Stren						Correct football supplied?					
Conditions of Entrance Room						GO TO GENERAL COMMENTS SECTION					
GENERAL COMMENTS:											
FOR JUNIOR USE ONLY - BEST CONDUCTED CLUB AWARD (MUST BE COMPLETED)											
CLUB:						CLUB:					
POINTS AWARDED: MAX (5)	* Behaviour of Spectators/Officials *					POINTS AWARDED: MAX (5)					
POINTS AWARDED: MAX (5)	* Player unfitness/appearance *					POINTS AWARDED: MAX (5)					
POINTS AWARDED: MAX (5)	* Display of Attitude of Players *					POINTS AWARDED: MAX (5)					
TOTAL POINTS: MAX (15)	* Goal-keeping and Referee (to which no award)					TOTAL POINTS: MAX (15)					
SEND OFF DETAILS											
TEAM:	NO:	PLAYED:	MIN:	REASON FOR SEND OFF:							
ANY PLAYERS REPORTED YES <input type="checkbox"/> NO <input type="checkbox"/> MUST BE COMPLETED BY ALL OFFICIAL EFL UMPIRES											
FIELD UMPIRE (1):				SIGNATURE:							
FIELD UMPIRE (2):				SIGNATURE:							
BOUNDARY UMPIRE (1):				SIGNATURE:							
BOUNDARY UMPIRE (2):				SIGNATURE:							
GOAL UMPIRE (1):				SIGNATURE:							
GOAL UMPIRE (2):				SIGNATURE:							
BEST AND FAIREST VOTES											
	NO.	NAME	TEAM								
3 VOTES (Best Player)											
2 VOTES (2nd Best Player)											
1 VOTE (3rd Best Player)											
NOTE: The WHITE copy, along with any Player Reports, are to be returned to the EFL Office by midday MONDAY. YES FOR Copy "HOME" Club. GREEN copy "AWAY" Club.											

- Team Sheets of both teams

ROWVILLE - Team Sheet					
Association: Eastern Football Netball League					
Teams: Noble Park V Rowville Competition: Premier Division Reserves. Match Date: 20/06/21					
Venue: Pat Wright Senior Oval					
ID	Jump No.	Player Name	Goals	Best	Signature
1	02448682	1	Cartledge, Tyler		
2	02859275	5	Golotta, Jack		
3	02857662	6	Fernando, Kai		
4	02705214	7	Sherfield, Aaron		
5	03546402	9	Addison, Caleb		
6	02637648	10	Mijanac, Filip		
7	02718851	11	Salt, Dion		
8	03043649	13	Tsakmakis, Thomas		
9	02904621	14	Jochinke, Jared		
10	02629231	16	Gold, Taydon		
11	02717447	17	Williams, Max		
12	03778411	18	Salaheddine, Ron		
13	02418830	19	Western, Lachlan		
14	02503281	20	Vethecan, Aaron		
15	03126658	21	Brown, Jeremy		
16	02830162	22	Thompson, Benjamin		
17	02638826	24	Young, Xavier		
18	02848011	25	De Cesare, Sebastian		
19	02786542	30	Citizen, James		
20					
21					
22					
23					
24					
25					
26					

Teams	Q1		Q2		Q3		Q4		Final		
	G	B	G	B	G	B	G	B	G	B	P
Noble Park											
Rowville											

- 1 **Coach/es**
Coach Scott Cartledge
- 2 **Coach/es**
- 2 **Selector**
- 3 **Runner**
Runner Gary Young
- 4 **Team Manager**
Team Manager Lauren Boyle
- 5 **Time Keeper**
- 6 **Inter. Steward**
- 7 **Umpire Escort**

- Goal Umpire Score Cards

EASTERN FOOTBALL LEAGUE		DIVISION																				
		ONE	TWO	THREE	FOUR	COMBINED	A	B	C	D	GRADE	SENIOR	RES	U/19	VETS	U/17	U/15	U/14	U/13	U/12	U/11	U/10
Heathmont		v. Knox																DATE 23.5.21				
		GOALS				BEHINDS				GOALS				BEHINDS								
1st Quarter																						
2nd Quarter																						
3rd Quarter																						
4th Quarter																						
FINAL SCORES		GOALS	BEHINDS	POINTS	GOALS	BEHINDS	POINTS															
		7	11	53	1	1	7															
Signature of Goal Umpire		Signature of Goal Umpire																				
m		awer																				
DON'T FORGET																						
• ASTRIDE THE LINE & ON ONE SIDE WHEN FOOTBALL NEAR GOAL LINE						• CHECK WIND & SUN DIRECTIONS																
						• BE UNDER FLIGHT OF BALL																

- Interchange Steward Reports
- Player Reports (if applicable)

- Timekeeper Cards (only from last game at each venue)

The above-listed paperwork should be placed in an envelope (DL size is preferred) with the following information written on the envelope.....

Date: _____
 Umpire's Name(s): _____
 Age Group/Division _____
 Teams: _____

Match Day Paperwork Requirements for Under 11-17

- Umpire's Match Report including Best & Fairest Votes on the same form (completed using the GameDay App)
- If your GameDay App is not working, you MUST fill in the hard copy of the Umpires Match Report (see example listed on Page 20)
- Team Sheets of both teams (see example listed on Page 21)
- Goal Umpire Score Cards (see example listed on Page 21)
- Interchange Steward Reports
- Player Reports (if applicable)
- Timekeeper Cards (only from last game at each venue)

Match Day Paperwork Requirements for Under 8-10

- Umpire's Match Report (completed using the GameDay App) Note: Best & Fairest Votes not given
- Team Sheets of both teams (see example listed on Page 21)
- Player Reports (if applicable)
- Timekeeper Cards (only from last game at each venue)

POLICIES: The EFNL takes great pride in its approach to equal opportunity and fair play. As an umpire you are required to adhere to the leagues policies as set out below. These policies can be read in full under the Umpires link on the leagues website <https://efnl.org.au> under the heading of 'RESOURCES > BY-LAWS and RULES >.

INFORMATION ON CLUB OFFICIALS: The following is a list of the officials each club must supply for home and away matches. Also listed are the dress requirements & behaviour for all team officials.

Boundary Umpires (where official EFNL umpires are not appointed)

- Must wear the official 'EFNL Boundary Umpire' bib
- All boundary umpires must be at least 15 years of age in grades higher than U14. In all U11 to U14 grade matches boundary umpires must be at least the same age as the grade in which they are officiating.

Goal Umpires (where official EFNL umpires are not appointed)

- Must wear the official 'EFNL Goal Umpire' bib
- All goal umpires must be at least 15 years of age.
- Must complete goal umpires 'card and submit to field umpire after the match.
- Goal umpires are not required in the U8's & U9's.

Team Manager (armband – Junior Competition only)

Although the responsibility of the Team Manager will vary from club to club, in general this position is responsible to see that all activities or League rules associated with the actual playing of the game (other than coaching) are carried out or adhered to.

Team Uniform – Ensure that all players are correctly attired

Other Officials – Ensure that persons are designated for each of the following roles where required and that they are aware of all necessary dress requirements, age requirements & duties:

- Trainer
- Water carrier
- Runner
- Interchange steward
- Timekeeper
- Boundary Umpire
- Umpire Escort

Team Manager.....continued

Umpire Comfort – Ensure that the umpire's room is adequate in terms of cleanliness & security. Make sure that the umpires are offered refreshments during quarter breaks.

Security of player belongings – This aspect should be considered prior to players taking the field. No home club can fully guarantee the safety of items that remain in change rooms during a game.

Team Sheets – Fill out the team book in alphabetical order with correct jumper numbers and ensure that all players and officials sign the book. Team books have three copies:

- Original to umpire at half time
- Second copy to opposing team by half time
- Third copy is retained in the book

Footballs – Home team manager to present two footballs to the umpire before the game.

Start Times – Be aware of the starting times of all quarters and ensure that the coach has the players ready to start accordingly.

Umpire's report – The team manager and/or coach complete an Umpire's Performance Report following the game. This is then sent to EFNL House.

Match Reports – Match reports are completed by umpires online. The team manager must attend the umpire's room after the match to ask for an all clear. The team manager must also ensure that the Interchange sheet & timekeeper's sheet are delivered to the umpires room after the match.

Reported Players – Ensure that all the details of any reported players are handed to the appropriate club officials as soon as possible and that players involved are informed.

Cannot approach, question, or make comments about the umpire's performance whilst performing the role of Team Manager.

Umpires Escort

- Must wear the official 'EFNL Umpires Escort' bib.
- All umpires 'escorts must be at least 18 years of age.
- Must be supplied in all grades.
- At all senior, reserves, U19 & all junior grade (U9 to U17) matches both competing clubs shall supply an Escort for umpires who shall:
 - Escort the umpires from the ground at half time and at the completion of the game.
 - Where the club is the home club, offer umpires cool drinks between each quarter.
 - Remain in the centre of the ground with the umpires during quarter time and three-quarter time breaks.
 - Always show courtesy to the umpires and opposition escort.

Cannot approach, question, or make comments about the umpire's performance whilst performing the role of umpire's escort.

Interchange Steward

- Must wear EFNL armband and complete the interchange form.
- Must be supplied in all grades except U9/10s.
- It is recommended that they sit inside the fence on the ground.

Timekeeper

- Must complete Timekeeper Card, except in U9/10.
- Only one timekeeper card to be used at each venue.

Drink Carriers

- Must be wearing the official 'EFNL Drink Carriers' bib, and is permitted to wear top in club colors
- In junior competition must be at least 12 years of age and maximum of 16 years of age.
- In the senior competition must be at least 15 years of age.

Cannot approach, question, or make comments about the umpire's performance whilst performing the role of drink carrier.

ORDER OFF RULE – ALL EFNL MATCHES (inc. Veterans)

A PLAYER REPORTED BY A FIELD UMPIRE OR AN OFFICIALLY APPOINTED EMERGENCY FIELD UMPIRE FOR THE FOLLOWING OFFENCES MUST BE SENT OFF FOR THE REMAINDER OF THE GAME AND **RED CARD** SHOWN:

- intentionally, recklessly, or negligently making contact with or striking an umpire.
- attempting to make contact with or strike an umpire.
- intentionally, recklessly, or negligently kicking another person.
- any act of misconduct if the umpire is of the opinion that the act constituting misconduct is serious in nature, including threatening behaviour towards an umpire, head butting, spitting at a player/umpire etc.

For an action or behaviour to be classified as serious misconduct and player sent off for the remainder of the game, the incident must have a severe degree of malice and violence.

This includes things not specifically listed as a reportable incident in the rule book.... some examples are listed in the lower section of the EFNL report sheet.

Remember, a player being sent off for the remainder of the game under one of the laws set out above for **Red Cards** **must** be reported **and can be replaced**.

A PLAYER COMMITTING ANY OTHER OFFENCE CAN BE SENT OFF WITH A **YELLOW CARD** FOR 15 MINUTES OF PLAYING TIME, WHETHER REPORTED OR NOT, HOWEVER, IF A REPORT IS MADE, A SEND OFF MUST FOLLOW AND **THE PLAYER CAN BE REPLACED**.

PLEASE NOTE: IN JUNIORS, ALL DANGEROUS TACKLES MUST BE **YELLOW CARDED** AND THE OFFENDING PLAYER SENT OF THE FIELD FOR 15 MINUTES OF PLAYING TIME.

A PLAYER SENT OFF BY EITHER FIELD UMPIRE OR AN OFFICIALLY APPOINTED EMERGENCY FIELD UMPIRE FOR THE SECOND TIME IN A GAME FOR ANY OFFENCE RESULTING IS TO BE **RED CARDED** AND SENT OFF FOR THE REMAINDER OF THE GAME. THE PLAYER, HOWEVER, DOES NOT HAVE TO BE REPORTED BUT **CAN BE REPLACED**.

When sending a player off, keep a metre or so away and tell the player for how long the send-off is and the reason for it. Turn to the interchange steward and hold up the yellow card for a 15-minute send-off or a red card for a send-off for the rest of the game. The game must be stopped and not restarted until the player has reached his interchange bench.

If the player refuses to leave the ground when ordered off, go to the captain, and ask for the player to be removed from the ground and allow a reasonable time for this to happen. If the player still refuses to leave the ground, report him/her for misconduct in that he failed to leave the playing surface when ordered to do so. The match would not continue, and you would inform the EFNL of the matter in writing.

It is very important at the time of making a report to be very deliberate about making sure all the facts relevant to the offence are correct and recorded in your notebook. Take your time as the game cannot re-commence until you are ready and have conferred with your fellow umpires (unless it is a behind-the-play offence you are reporting).

SUMMARY OF ORDER OFF RULE

1ST OFFENCE – MINOR (Section A of report sheet)

Penalty: 15 minutes

Does not have to be reported.

Notification: **YELLOW CARD**, can be replaced.

2ND OFFENCE IN SAME MATCH SERIOUS OR MINOR

Penalty: Off for remainder of match.

Notification: **Red Card**, can be replaced.

1ST OFFENCE – SERIOUS (Includes those listed in lower section of report form)

Penalty: Off for the remainder of match.

Notification: **Red Card**, can be replaced.

REPORTING OF PLAYERS - Umpires are to use a separate Player Report Sheet for each report made. You need to be very diligent when you complete one yourself and always have another umpire (if possible) check it for you when you have finished.

You must always check the team sheets for the name and number of both the reported and player offended against. This should be checked a couple of times to confirm. Complete the details under Match, Division, Grade and Player and then place a tick in the bracketed area against the reportable offence under which you are reporting. Complete the details of the report at the bottom of the form, have the delegate of the reported players club **sign the top, club copy and bottom sheet** (*umpires copy*) and delegate of the witness player sign the other club copy. Please ensure that the set penalty section is circled if the penalty was accepted by the charged player and acknowledged by the opposition club



PLAYER/OFFICIAL REPORT SHEET

UMPIRES PLEASE NOTE: One report form per Player/Official Report to be used and relevant boxes are to be ticked.
 Pink Copy - To EFL by Midday Monday Blue Copy - Umpires to retain
 Yellow Copy - Reported Player/Official Club Green Copy - Witness Club

MATCH: NUNAWADING v FOREST HILLS DATE: 20/6/2013

DIVISION	ONE	TWO	THREE	FOUR	COMBINED	A	B	C	D				
GRADE	SENIOR	RESERVE	U13	VETS	U17	U15	U14	U13	U12	U11	U10	U9	U8

PLAYER/OFFICIAL NAME	NUMBER	CLUB
<u>JOE BLOGGS</u>	<u>67</u>	<u>NUNAWADING</u>

UMPIRE'S REPORT IN WRITING REQUIRED TO BE MADE PURSUANT TO BY-LAWS OF THE EFL:

REPORTABLE OFFENCE:	DIRECT TO TRIBUNAL	SET PENALTY OFFERED (TO PLAYERS ONLY)
Engaging in time wasting		1 match
Intentionally shaking a post just before, during or after a shot at goal		1 match
Using abusive, insulting, threatening or obscene language		1 match
Failing to leave the playing surface when directed by field umpire		1 match
Wearing unacceptable equipment		1 match
Disputing a decision of an umpire		1 match
Throwing or pushing another player after that player has taken a mark, disposed of the football or after the football is otherwise out of play		1 match
Bumping or making forcible contact from front on		2 matches
Tripping or attempting to trip		2 matches
Striking or attempting to strike		2 matches
Charging another person		2 matches
Engaging in unreasonable rough conduct against an opponent		2 matches
Using language or behaving in a manner that is abusive, insulting, threatening or obscene towards an umpire		2 matches
Misconduct		2 matches
Player/Official must attend the Independent Tribunal for charge to be heard		SET PENALTY ACCEPTED
Intentionally, recklessly or negligently making contact with or striking an umpire	CHARGED PLAYER	YES NO
Attempting to make contact with or strike an umpire		YES NO
Kicking or attempting to kick	WITNESS (BY OTHER CLUB)	YES NO
Spitting or on another person		YES NO

DETAILS OF REPORT: I was officiating as Field Boundary Goal-Emergency Umpire during the 2nd quarter, when an incident occurred. The play was in the vicinity of the CENTRE. Player/Official J. BLOGGS was reported for BUMPING OR MAKING FORCEFUL CONTACT FROM FRONT ON, ON PLAYER NO 74 WILSMITH OF FOREST HILLS.

UMPIRES SIGNATURE: Bruce Onken NAME (please print): BRUCE ONKEN
 CHARGED CLUB DELEGATE SIGNATURE: Albert Einstein NAME (please print): ALBERT EINSTEIN
 WITNESS CLUB DELEGATE SIGNATURE: Tim Jones NAME (please print): TIM JONES

EXAMPLE OF A REPORT SHEET CORRECTLY FILLED IN WITH ALL THE RELEVANT DETAILS (ABOVE)

Make sure to take some notes of the report to include the following:

- Written notes to be recorded immediately, on the ground
 - the alleged offence.
 - the number(s) of offending player(s) and team.
 - the number(s) of the player(s) offended against the team.
 - which quarter.
 - position on the ground for example, x team's half forward flank, grandstand side of the ground.
 - position of the ball or who had possession.
- Mental notes to be recorded immediately after the game
 - progress of the game (one sided or close)
 - any events during the game that may have instigated the reportable offence.
 - weather conditions.
 - condition of the ground.
 - where you were positioned at the time of the offence (front-on, side-on or behind) and how far away were you from the incident.
 - position of other umpires.
 - any discussion between you and any of the players at the scene of the offence.

IMPORTANT NOTE:

All umpires who make a report during the game MUST ring the Head of Umpiring, Peter Carey (0413 814 575) after the paperwork has been completed and provide details of the report(s). The Field Umpire must also take a photo of the completed report sheet and send it to Head of Umpiring, Peter Carey ASAP.

TRIBUNAL: Tribunal meetings are held at the league office, which is situated at 256 Scoresby Road, Boronia. Normally, the tribunal is held on Tuesday evenings.

Should you make a report in your match you will be required to attend the tribunal hearing. To find out the time of the hearing you are to telephone the league office on a Tuesday after 9.00am. If you are unable to call, you must have someone else do this for you. Tribunal times will be published on the EFNL website, but it is important umpires still call the league office to confirm their attendance.

The league has the power to decide that any reported player (even if the set penalty is accepted) must come before the tribunal. If this happens, the league will contact you and advise you of the tribunal hearing time. If due to special circumstances, a particular hearing time is required you must contact the league prior to 3.00pm on the Monday. Please note that no statutory declarations will be accepted by the tribunal.

Should you be unable to deliver the paperwork envelope to the league prior to 12 noon on the first working day and there is a report, you must telephone the league on that day and advise of the report.

Should you require assistance at the tribunal in the form of an advocate, you must call Greg Alford on 0417 579 823 as soon as possible after the completion of the game

It is an expectation that ALL JUNIOR UMPIRES call Greg to arrange an advocate to support them through the tribunal process on the night. Please save Greg's number (above) to your phone.

AT THE TRIBUNAL

As an official of the EFNL you are doing your duty in reporting what you believe was a misdemeanor occurring during a game at which you were officiating. The Tribunal members, also officials of the EFNL, are responding to your action. What the outcome of the Tribunal's decision is of little concern to the reporting umpire. You have done your duty to the best of your ability.

THE REPORT

In trying to get a clearer picture of the events leading up to the report being made, the reported player's advocate will ask many questions. Members of the Tribunal may ask questions which will assist them to assess the evidence given and form an objective opinion about the reportable offence.

You will be questioned about many aspects of the game and of the incident during the hearing. This is where the notes taken after the game of the incident are important. An accurate description will assist in formulating the Tribunal's decision.

ON ARRIVAL AT THE TRIBUNAL

- you must be on time.
- neatly attired, preferably in your off-field umpire uniform.
- have in your possession the notes you have made.
- discuss any matters, no matter how insignificant or irrelevant they might appear to others, with your advocate.
- **Do not** entertain any discussions with any team officials or players regarding the case.
- before being called into the hearing room glance through your notes to ensure you have all the necessary details of the report fixed firmly in your mind, and,
- remain calm and composed.

THE TRIBUNAL: Each Tribunal is made up of three members – the Chairperson, Secretary and one other Member.

To commence the hearing, the Secretary of the Tribunal will call the following:

- The reported players or officials name first and their advocate.
- Witness and advocate if necessary.
- The umpire(s) making the report and advocate if attending.

The Tribunal Secretary in reading the charge to the reported player follows an identification procedure of name, number, team and participation with the game. The player is asked how he pleads. Before the chairperson invites the umpire to give his/her evidence, the witness is asked to leave.

The umpire(s) and advocate reported player and his advocate and the witness' advocate is present at all times until the Tribunal members are satisfied, they have all the information needed to arrive at their decision. Each Tribunal member takes notes of each person's evidence and version of the alleged reportable incident.

At the conclusion of the hearing, umpire(s) and advocate, reported player and advocate and witness and advocate vacate the hearing room while the Tribunal has finalized its decision.

UMPIRES EVIDENCE

To begin the hearing, the umpire is first asked to describe in detail his version of the alleged incident.

During the delivery:

- Refer to your notes or read if necessary.
- Speak clearly with authority using the appropriate volume, looking at the person asking the question.
- Use the white board pen to indicate where the alleged offence occurred, where you, the ball, the players, and other umpires (if involved) were located.

Once the umpire has given their version of the incident, the reported players advocate is invited by the Chairperson of the Tribunal to ask the umpire questions about aspects of the reportable incident. The advocate can only question the umpire of the evidence given.

Once the reported player's advocate has completed his questioning of the umpire, members of the Tribunal may ask questions to clarify any areas of concern. It is important to note that the advocate cannot further question the umpire once the Tribunal members begin their clarification of information.

Throughout the questioning period, particularly when the advocate is questioning, it is important to remain composed. Some advocates will try all sorts of questions to make the evidence appear inaccurate or confusing. The Chairperson will adjudicate the appropriateness of the advocate's questions.

The Tribunal hearing continues with the reported player and the witness (the player offended against) and giving their version of the alleged incident. The Chairperson will inform you when you're no longer required. You are then at liberty to leave the Tribunal premises.

MATCH REVIEW POLICY

Purpose:

In 2021, the EFNL introduced the Match Review Policy. This policy is written to demonstrate the commitment of the Board and Management of the Eastern Football Netball League (EFNL) and its affiliated clubs to ensure a safe, fair playing field for all stakeholders by identifying incidents for review.

MATCH REVIEW OFFICER (MRO)

The Match Review Officer (MRO) shall be appointed by the Board and made up of independent members who have no direct association with any Club across the League.

- Review reports or referrals lodged by clubs and other designated officials.
- Analyze available video of all potential Reportable Offences.
- Make charges when satisfied that a Reportable Offence has occurred.
- Refer relevant offences to the Tribunal where applicable.
- Provide reasons in respect of any reports or referrals which do not progress to a charge.

Should the MRO not be available to review footage the CEO in his/her absolute discretion may appoint a duly appointed MRO in their absence.

ASSESSMENT OF REPORTS

The MRO will assess all Player Reports on the Monday as received throughout the weekend and have the power to impose or amend penalties as they deem appropriate.

PROCESS OF REVIEW OF INCIDENTS

A nominated representative of an Eastern FNL club (e.g., President, Secretary, Senior Coach or Football Manager, or any other person so delegated with the authority by the club) or EFNL CEO, General Manager – Football Operations will have until 10:00 am on the first business day after the match to make an official request for review by contacting the General Manager – Football Operations.

- The General Manager – Football Operations will communicate to a club if a request for review has been made by 12:00 pm on the first business day after the match.
- The MRO will review the footage presented and if deemed necessary may lay a charge to be offered as a set penalty or direct the case to the independent tribunal.
- Once the MRO has reviewed footage and made determinations the clubs and players involved shall be informed via email. Should the case be referred to tribunal a tribunal notice will be sent.
- If a set penalty has been offered, the charged player has until 10:00 am Tuesday to request that the matter be heard by the independent tribunal.

- The Club of the player charged may challenge the imposed set penalty at Independent Tribunal, but if found guilty, will receive a penalty that is at a minimum that which was originally offered, and the Club will be levied 10 penalty units (\$160.00).
- Only footage captured through the official EFNL match filming program is eligible for submission to the Match Review Panel. Incidents captured through other sources may be assessed by the Match Review Officer (at the CEO's discretion) or can be tendered through the EFNL Investigation Procedure.

APPEALS: There is no avenue of appeal against a decision made by the Match Review Officer. That opportunity is available should a case move through the Tribunal process and an outcome has been determined. The Club may appeal the outcome of the Tribunal hearing.

EFNL BLOOD RULE GUIDELINES.....Please refer to Law 24 of the Laws of Australian Football.

A player who is actively bleeding (not a minor graze or scratch) must be asked to leave the playing arena via the interchange gates at the next stoppage in play. This can only be done by a field umpire. An umpire acting under the Blood Rule should do so as follows:

- **FIELD UMPIRE IN CONTROL OF PLAY**.....At the next stoppage in play (score, field bounce, out of bounds, free or mark) blow time on and tell the player to leave the field and indicate this by crossing the straight arms above the head. Give the replacement time to take up position if he has come straight on and there was no delay in him entering the playing arena.
- **FIELD UMPIRE NOT IN CONTROL OF PLAY/OFFICIAL BOUNDARY & EMERGENCY UMPIRES**.....At the next stoppage in play, attract the attention of the field umpire in control of play (blow the whistle if necessary) and indicate verbally and signal with the crossed straight arms over your head, go to the player.
- **OFFICIAL GOAL UMPIRES**.....At the next stoppage in play (except for a score) attract the attention of the nearest field umpire, give the Blood Rule signal and when the field umpire in control has also acknowledged, go to the player. If the next stoppage is a score, give the score signal and then give the Blood Rule signal, get the acknowledgment, run to the player to leave the field, and then go back and wave the flag/s.

A player refusing to promptly leave the field should be reported for misconduct law 19.2.2 (n) in that the player refused to promptly leave the field when directed to do so.

The bleeding player cannot return to the field until the cause of bleeding has been fixed, the injury is securely covered so that no blood can be seen coming from the area, any blood-stained article of uniform has been removed and replaced and any blood that was present has been thoroughly cleansed and removed.

GLOVES RULE: Players are permitted to wear gloves specifically designed and marketed for use in Australian Football and approved by the EFNL.

METAL STOPS RULE: No players are permitted to wear metal or metal tipped stops in any official match.

VILIFICATION and DISCRIMINATION **THE POLICY**

No EFNL Participant or Club Official shall engage in conduct which may reasonably be considered to incite hatred towards, contempt for, ridicule of or discrimination against a person or group of persons on the ground of their:

- Race
- Religion
- Gender
- Colour
- Sexual preference, orientation or identity
- Special ability or disability

THE UMPIRES DUTY

In the event an umpire believes that he/she has been vilified by a player or official, the umpire should report that player or official for using insulting language, yellow carded (if player) and free kick paid against. The umpire should also contact the Head of Umpiring on **0413 814 575** as soon as possible or email by 5.00 pm on the first working day following the day on which the person is alleged to have broken the rule (this is usually, but not always Monday).

In the event an umpire believes another person (i.e., player) has been vilified, he/she must contact the Head of Umpiring as per the above. To maintain confidentiality, the umpire must not make mention of said event to any other person (other than Head of Umpiring) or put anything on match report.

FOOTBALLS IN MATCHES

At the commencement of each Senior match the home club will provide the field umpire(s) with one new full size **red** football and one full size **red** football in very good condition in accordance by-law 5.9 (a). (Amended March 2006/February 2008/March 2012/May 2012). The game must begin with the new football.

At the commencement of each Reserves, under 19 or Veteran's grade match, the home club will provide the field umpire(s) with one new full-size football and one full size football in very good condition in accordance by-law 5.9(a). The colour selected shall be at the discretion of the home club. (May 2012) The game must begin with the new football.

At the commencement of each under 12 to under 17 grade match (inclusive) the home club will provide the field umpire(s) with two approved leather footballs in very good condition. At least one of the two football balls supplied must be a red leather football. (Amended February 2008)

At the commencement of each U9 to U11 grade match (inclusive) the home club will provide the field umpire(s) with two approved footballs in very good condition. (Amended February 2008)

Size 2 Synthetic approved footballs shall be used in all boys U8, U9, U10 & U10 Girls official EFNL matches. Size 3 approved footballs shall be used in all U11 and U12 official EFNL matches. Size 4 approved footballs shall be used in all U13 (synthetic) and U14 official EFNL matches. Full size, approved footballs shall be used in all U15 and U17 official EFNL matches. (Amended February 2008)

Yellow balls shall be used in senior matches where the game is to be played during twilight or at night. Where the condition of the ground is such, that the use of yellow footballs is more suitable than of red footballs, yellow footballs may be used at the agreement of both team captains. Should the captains fail to agree, the umpire shall determine the colour of ball to be used. (New March 2012)

There is only an expectation from clubs that one new ball is used at for any one game. Where it is appropriate due to conditions to use different balls at the start of the first and second quarters, a used ball in very good condition is suitable for use to start the second quarter. (New March 2012)

- Ball one – Quarter one and quarter three
- Ball two – Quarter two and quarter four



Sponsors Logo's. The ball used in the 2021 season must have one of the following sponsor's logos on the ball:

- Juniors – Boys & Girls U10-14.....Eastland or Bendigo Bank
- Girls U16-18 & Senior Women.....Deakin University
- Seniors – Eastland, BJS & Bendigo Bank

INTERCHANGE BENCH.....Team Bench: All senior teams (including Under 19's) are permitted to have up to 5 officials (inc. coaches, runner and trainer) on the bench and 4 officials (incl. coaches, runner and trainer) in junior teams, other than interchange players in all grades.

Seniors: All senior teams are permitted to have four interchange players.

Reserves & Under 11-19: All under 11-19 teams and Reserves are permitted to have six interchange players.

Under 8, 9 & 10: All under 8, 9 & 10 teams are permitted to have 26 players in total. Therefore, under 10s can have up to 8 interchange players and under 8/9s up to 11 on interchange.

Veterans : All Veterans teams are permitted to have eight interchange players.

PLAYER NUMBERS U19s & RESERVES.....Playing Numbers: Playing numbers in reserves and under 19s. Should a team have less than 20 players at the start of a home and away game, the club may request the game be played with 16 players on the field for each team. The opposing team is obliged to accept this.

Once this has been agreed to. The entire game must be played with 16 a side.

JUNIOR FOOTBALL

GAME TIMES:

Age	Start Time	Quarters	Breaks	Finish Time	Total
U8	9:00/10:00/11:00 am	4 x 10 mins	3 x 5 mins		55 mins
U9/10 Boys	9:00 am	4 x 10 mins	3 x 5 mins	9:55 am	55 mins
U11Boys & U10/12 Girls	10:05 am	4 x 12 mins (U11 Boys)	2 x 5 mins, 1 x 10 mins	11:13 am	68 mins

GAME TIMES:					
		4 x 10 mins (U10/12 Girls)	3 x 5 mins	11:00 am	55 mins
U12/13 Boys & U14 Girls	11:25 am	4 x 15 mins	2 x 5 mins, 1 x 10 mins	12:45 pm	80 mins
U14/15 Boys & U16 Girls	12:55 pm	4 x 20 mins (U14/15 Boys)	2 x 5 mins, 1 x 10 mins	2:35 pm	100 mins
		4 x 17 mins (U16 Girls)	2 x 5 mins, 1 x 10 mins	2:23 pm	88 mins
U17 Boys & U18 Girls	2:45 pm	4 x 20 mins (U17 Boys)	2 x 5 mins, 1 x 10 mins	4:25 pm	100 mins
		4 x 17 mins (U18 Girls)	2 x 5 mins, 1 x 10 mins	4:13 pm	88 mins

BEST CONDUCTED CLUB AWARD: At the end of each season, the EFNL Junior Committee presents the Gordon Parker Junior Encouragement Award for the Best Conducted Junior Club. Points are allocated by the umpire at the end of each game and entered on the Umpires Match Report based on the following categories: -

- Attitude of Spectators/Officials Maximum 5 points
- Player Uniforms/appearance Maximum 5 points
- Discipline/attitude of players Maximum 5 points.

Maximum possible - 15 points

The umpires are to consider the number of Send-Offs or Player Reports when determining the points for player discipline/attitude. Briefly make a note on the match report if full points are not allocated.

The club with the highest average points are awarded the trophy, subject to approval of the Junior Committee who will take into account other matters of conduct that may have occurred during the season.

SPECIAL RULES – U8 & U9 DIVISIONS

Player Numbers: 15 players per side, with no rucks/ruck-rovers and rovers meaning centre players contest centre bounce.

Ground Size: The matches will be played across the ground or up to a maximum of three-quarter length of a full-size ground.

Centre Ball Ups: A player may not take full possession of the ball at a ball up. The ball must go to another player or touch the ground before the player winning the knockout can take possession of the ball. A centre ball up will occur after each score, whether it is a goal or behind.

Field Ball Ups: Two opponents of approximately the same height are to be selected by the umpire to contest the ball up. They do not have to be the closest or the tallest players. As with the centre ball ups full possession is not allowed.

Out of Bounds: A free kick is awarded against the team who last touched (foot, hand, or body) the ball when going out of bounds, whether on the full or not. The free is taken by the nearest opponent. If there is any doubt as to which team last touched the ball, a free kick is awarded to the nearest player of the defending team.

Tackling/Bumping/Barging: Players cannot tackle an opponent, bump a player, hold an opponent, push an opponent in the side, knock or take the ball out of an opponent's hands. Players are not allowed to barge or chop past an opposition player. The EFNL Junior Policy endorses the need to prevent "barging" to stop players (particularly the stronger players) from running thru and over players rather than disposing of the ball.

Shepherding: A player is not allowed to block, shoulder or push an opponent not in possession of the ball.

Marking: A mark is to be paid to a player who catches the ball regardless of the distance of the kick, provided the ball is not touched in transit.

Bouncing the Ball: A player can bounce the ball once before disposing of it by hand or foot. After disposal that player cannot touch the ball until another player has touched the ball.

Kicking off the Ground: A player is not allowed to deliberately kick the ball off the ground.

Playing On: A player who has been awarded a mark or free kick cannot play on. They must go back behind the mark and either kick or handball.

Advantage Rule: The advantage rule after a free kick will not be applied.

Coaches on the Ground: Coaches are not permitted on to the ground during play. However, an official runner is permitted to be used.

SPECIAL RULES – UNDER 10 DIVISION: Same as per Under 8s & 9s other than following.....

Tackling: A player is permitted to tackle, barge thru and bump his opponent.

UNDER 11 and above: Normal rules apply for all football at Under 11's and above.

VETERANS FOOTBALL

Timing of Matches:

- All veterans home and away matches will commence at 2.30 pm
- Each veteran's game shall comprise of four 20-minute quarters with 5-minute breaks at the completion of the first and third quarters and a 15-minute break between the second and third quarters
- In veteran's finals games, the timekeepers shall stop the time clock during the third and fourth quarters only at the direction of the field umpire, when the goal umpire signals a goal or behind is scored, or when the boundary umpire signals the ball is out of bounds, so as to ensure that there is exactly 20 minutes of playing time in each quarter.

Specific Rules for Ball-ups

- Only two players to contest the ruck at the ball up or throw ins. If an additional player comes into the contest a free kick will be paid against that player. If there is a ball up or throw in that is offline and the two ruck men are not able to get to the contest, the field umpire may call play on, and the football may be contested by any player.

Provision of Boundary and Goal Umpires

- Both teams to supply suitable boundary and goal umpires. If necessary, this may be an interchange player from that side, but must be wearing the official 'EFNL Boundary Umpire' bib (boundary) or the official 'EFNL Goal Umpire' bib (goal) and be clearly identified on the club team sheet.

Time Wasting

- When a player deliberately wastes time, a 25-metre penalty shall be given.

WORKCOVER PROCEDURE:

Notification must be given immediately an injury has occurred and the injury must be registered in the Register of Injuries, held by:
Match Day: Trevor Finch - m: 0416 033 044, or
Office Hours: Dean O'Neill (EFNL Office) – b: 9762 5766

- Umpire to obtain a claim form, from either Trevor Finch or Dean O'Neill, which is to be filled out completely, including witness details.
- Obtain a certificate of capacity (medical certificate) from doctor/physio.
- Return a fully completed claim form with medical certificates to the EFNL Office ASAP
- All paperwork (certificates, invoices, referrals) to be sent to the EFNL office
- Obtain a final medical certificate release form from the doctor/physio ending treatment for the sustained injury and forward to EFNL office

All correspondence sent to the EFNL must be addressed to Dean O'Neill..... **Note: no umpire will be appointed to a game whilst on WorkCover**

Designated Medical Centre for umpire injuries:

Rise Health Group

9 Humphreys Way, Rowville 3178 Phone: (03) 9763 9233..... OPENING HOURS: Mon - Thurs: 8am - 8pm, Friday: 8am - 7pm, Saturday: 8am - 12pm, Sunday: CLOSED



Complimentary **PHYSIOTHERAPY** for
all EFNL umpires (T&Cs apply)
03 9763 9233

NOTE: At Rise Health Group – must specify EFNL umpires account

ADVERSE WEATHER POLICY

- a) If the air temperature, as broadcast on ABC radio, is below 5 degrees Celsius or more than 35 degrees Celsius on a training night, umpires are to sign the attendance book but are not to train.
- b) If the air temperature, as broadcast on ABC radio, is below 0 degrees Celsius, or more than 35 degrees Celsius, one hour prior to the scheduled start time of an official Eastern Football League match at any grade, no umpire is permitted to officiate in such match and the match shall be cancelled.
- c) (i) If the air temperature, as broadcast on ABC radio, is below 5 degrees Celsius or, more than 30 degrees Celsius, but less than 35 degrees Celsius, one hour prior to the scheduled start time of an official Eastern Football League match in the senior, reserve, under 19 or veteran's grades, the game will be cancelled unless, in the opinion of the captains of both clubs, the game should proceed.
- c) (ii) If the air temperature, as broadcast on ABC radio, is below 5 degrees Celsius or, more than 30 degrees Celsius, but less than 35 degrees Celsius, one hour prior to the scheduled start time of an official Eastern Football League match in any junior grade (under 8 to under 17), the game will be cancelled unless, in the opinion of the coaches of both clubs, the game should proceed.
- c) (iii) In the event that any game is cancelled in accordance with (b) or (c) (i), (ii), a match ratio shall be applied to the ladder for that division in that grade.
- d) (i) In the event that any senior, reserve, under 19 or veterans grade game has commenced, and in the opinion of the field umpire(s) the weather conditions have become too hazardous (e.g., lightning and/or thunder in the vicinity, heavy hail), the game will be stopped.
- d) (ii) In the event that any junior grade (under 8 to under 17) game has commenced, and in the opinion of either the field umpire(s) or both club coaches, the weather conditions have become too hazardous (e.g., lightning and/or thunder in the vicinity, heavy hail), the game will be stopped.
- d) (iii) If the weather conditions improve and in the opinion of the umpires (senior grades) or both field umpire(s) and both coaches (junior grades), the game can recommence within 30 minutes, the following procedures should be adhered to:

In the event a game can recommence within 30 minutes of being stopped:

- the umpire shall instruct each team to return to the field
- the play shall be re-started at the centre square
- the time shall recommence at the time play was stopped and that quarter be finished
- adjustments should then be made to any subsequent quarters and breaks between quarters to ensure the game finishes at the appropriate time (should there be a game following).

Where a team directed to recommence play by a field umpire(s) and the team fails to, refuses or neglects to recommence play, the team shall be deemed to have forfeited the match. If the game cannot be recommenced, the provisions of by-law 6.10 shall be applied.

- e) If two or more games are cancelled or abandoned due to adverse weather in the same grade and division, the round will be declared void and no premiership points, percentages or best and fairest votes will be awarded or applied for that round.
- f) If the Board of the league, or its representative, during the review of a match, is not convinced that the match should have been cancelled or abandoned or the reason for the cancellation or abandonment was not in good faith, it reserves the right to award points or any penalty as it sees fit.

Club Directory (Seniors)



BALWYN

Home Ground: Balwyn Visy Park, Cherry Road, Balwyn

Jumper: Predominantly Black with Yellow and White Outer Panels

Division: Premier



BAYSWATER

Home Ground: Bayswater Oval, Bayswater Road, Bayswater

Jumper: Green with Gold 'V'

Division: One



BEACONSFIELD

Home Ground: Holm Park, Beaconsfield-Emerald Road, Beaconsfield

Jumper: Blue, White and Yellow with an Eagle

Division: One



BERWICK

Home Ground: Edwin Flack Reserve, Manuka Road, Berwick

Jumper: Blue with White BFC Monogram

Division: One



BLACKBURN

Home Ground: Morton Park, Central Road, Blackburn

Jumper: Red and Black Vertical Stripes

Division: Premier



BORONIA

Home Ground: Tormore Reserve, Tormore Road, Boronia

Jumper: Brown with a Yellow and White 'V'

Division: Two



CHIRNSIDE PARK

Home Ground: Kimberley Reserve, Kimberley Drive, Chirnside Park

Jumper: Black, White and Gold Vertical Panels with a Panther

Division: Four



COLDSTREAM

Home Ground: Halley Supple Reserve, South Gateway, Coldstream

Jumper: Navy Jumper with a White 'V'

Division: Three





CROYDON

Home Ground: Croydon Oval, Hewish Road, Croydon
Jumper: Navy Jumper with White CFC Monogram
Division: One



CROYDON NORTH MLOC

Home Ground: Hughes Park, Maroondah Highway, Croydon North
Jumper: Blue and White with Orange 'KangaRam'
Division: Four



DONCASTER

Home Ground: Schramms Reserve, JJ Tully Drive, Doncaster
Jumper: Navy and White Hoops
Division: Premier



DONCASTER EAST

Home Ground: Zerbes Reserve, Blackburn Road, Doncaster East
Jumper: Navy Jumper with Maroon and Gold Hoops with a Gold Lion
Division: Premier



DONVALE

Home Ground: Donvale Reserve, Mitcham Road, Donvale
Jumper: Black Jumper with a Green and White 'V'
Division: Three



EAST BURWOOD

Home Ground: East Burwood Reserve, Burwood Highway, East Burwood
Jumper: Black Jumper with White EBFC Monogram
Division: Two



EASTERN DEVILS (Women)

Home Ground: Mulgrave Reserve, Garnett Road, Wheelers Hill
Jumper: White Jumper with Black EDFC Monogram
Division:



EAST RINGWOOD

Home Ground: East Ringwood Reserve, Mt Dandenong Road, East Ringwood
Jumper: Royal Blue Jumper with White Lightning Strikes
Division: One





FAIRPARK

Home Ground: Fairpark Reserve, Manuka Drive, Ferntree Gully
Jumper: Maroon Jumper with Blue Yolk and GOLD FFC Monogram
Division: Three



FERNTREE GULLY

Home Ground: Wally Tew Reserve, Glenfern Road, Ferntree Gully
Jumper: Blue and White Vertical Stripes with a Yellow Eagle Emblem
Division: Three



FOREST HILL

Home Ground: Forest Hill Reserve, Fraser Place, Forest Hill
Jumper: Green and White Vertical Stripes
Division: Four



GLEN WAVERLEY

Home Ground: Central Reserve, Springvale Road, Glen Waverley
Jumper: Blue Jumper with Gold and White Side Panels and a Gold Hawk
Division: Three



HEATHMONT

Home Ground #1: HE Parker Reserve, Heathmont Road, Heathmont
Jumper: Blue Jumper with Yellow and White 'V's
Division: Two



KILSYTH

Home Ground: Pinks Reserve, Liverpool Road, Kilsyth
Jumper: Black Jumper with a Red Sash
Division: Four



KNOX

Home Ground: Knox Gardens Reserve, Argyle Way, Wantirna South
Jumper: Red Jumper with a Black Sash
Division: Two



LILYDALE

Home Ground: Lilydale Sports Oval, off Main Street, Lilydale
Jumper: Blue Jumper a Yellow Sash
Division: One





MITCHAM

Home Ground: Walker Park, Maroondah Highway, Nunawading

Jumper: Black Jumper with Yellow Sash

Division: One



MONTROSE

Home Ground: Montrose Reserve, Mt Dandenong Tourist Road, Montrose

Jumper: Navy Jumper with a Red Yolk

Division: One



MOOROOLBARK

Home Ground: Heights Reserve, Longfellow Avenue, Mooroolbark

Jumper: Green Jumper with Gold Diagonal Slashes with a Black Mustang

Division: One



MULGRAVE

Home Ground: Mulgrave Reserve, Garnett Road, Wheeler's Hill

Jumper: Red Jumper with a Blue Yolk and a Gold Lion

Division: Two



NOBLE PARK

Home Ground: Pat Wright Senior Oval, Moodemere Street, Noble Park

Jumper: Gold Jumper, Royal Blue Shoulder with a Blue Bull Emblem

Division: Premier



NORTH RINGWOOD

Home Ground: Quambee Reserve, Wonga Road, North Ringwood

Jumper: Red, Black and White Panels

Division: Premier



NORWOOD

Home Ground: Mullum Reserve, Mullum Mullum Road, Ringwood

Jumper: Black Jumper with Purple, Gold and White Lightning strikes with a Norseman

Division: Premier



NUNAWADING

Home Ground: Koonung Reserve, Springfield Road, Blackburn North

Jumper: Maroon and Gold Vertical Stripes

Division: Four





OAKLEIGH DISTRICTS

Home Ground: Princes Highway Reserve West, Princes Highway, Oakleigh East

Jumper: Black Jumper with a White Sash

Division: Two



PARK ORCHARDS

Home Ground: Domeney Reserve, Knees Road, Park Orchards

Jumper: Black Jumper with Red and White Bands and a White Shark

Division: Premier



RINGWOOD

Home Ground: Jubilee Park, Greenwood Drive, Ringwood

Jumper: Black Jumper with White Yolk

Division: Two



ROWVILLE

Home Ground #1: Seebeck Oval, Stud Road, Rowville

Jumper: Brown and Gold Vertical Stripes

Division: Premier



SCORESBY

Home Ground: Scoresby Recreation Reserve, Stud Road, Scoresby

Jumper: Black and White Vertical Stripes

Division: Three



SILVAN

Home Ground: Silvan Recreation Reserve, Monbulk Road, Silvan

Jumper: Navy Jumper with Pale Blue Stripes on the Side

Division: Four



SOUTH BELGRAVE

Home Ground: Belgrave South Recreation Reserve, Mount Morton Road, South Belgrave

Jumper: Black Jumper with White and Red 'V's

Division: Two



SOUTH CROYDON

Home Ground: Cheong Park, Eastfield Road, South Croydon

Jumper: Royal Blue Jumper with Red and White Horizontal Bands

Division: Premier





SURREY PARK

Home Ground: Surrey Park Reserve, Corner of Canterbury and Elgar Roads, Surrey Hills

Jumper: Black Jumper with White 'Prison Bars'

Division: Four



TEMPLESTOWE

Home Ground: Templestowe Reserve, Porter Street, Templestowe

Jumper: Purple Jumper with Three White 'V's

Division: Two



THE BASIN

Home Ground: Batterham Reserve, Miller Road, Boronia

Jumper: Green and Red Vertical Stripes

Division: Two



UPPER FERNTREE GULLY

Home Ground: Kings Park, Willow Road, Upper Ferntree Gully

Jumper: Royal Blue and Red Vertical Stripes

Division: One



VERMONT

Home Ground: Vermont Recreation Reserve, Terrara Road, Vermont

Jumper: Purple Jumper with Gold Eagle

Division: Premier



WANTIRNA SOUTH

Home Ground: Walker Reserve, Tyner Road, Wantirna South

Jumper: Green Jumper with Two White Vertical Stripes

Division: One



WARRANDYTE

Home Ground: Warrandyte Reserve, Taroon Avenue, Warrandyte

Jumper: Red Jumper with a White 'V'

Division: Three



WAVERLEY BLUES

Home Ground: Mount Waverley Reserve, Charles Street, Mount Waverley

Jumper: Blue Jumper with White and Red Lightning Strikes Across Left Shoulder

Division: Three





WHITEHORSE PIONEERS

Home Ground: Springfield Park, Corner Springfield and Dorking Roads, Box Hill

Jumper: Maroon Jumper with White Side Panels and a White Horse

Division: Three



Club Directory (Juniors)



BAYSWATER

Home Ground: Bayswater Oval, Mountain Highway, Bayswater

Jumper: Green Jumper with a Yellow 'V'



BLACKBURN

Home Ground: Morton Park, Central Road, Blackburn

Jumper: Red and Black Vertical Stripes



BORONIA

Home Ground #1: Miller Park, Boronia

Home Ground #2: Chandler Park, Boronia

Home Ground #3: Tormore Reserve, Boronia

Jumper: Brown Jumper with Gold and White 'V's



CHIRNSIDE PARK

Home Ground: Kimberley Reserve, Kimberley Drive, Chirnside Park

Jumper: Black, White and Gold Vertical Panels with a Black Panther



COLDSTREAM

Home Ground: Halle Supple Reserve, South Gateway, Coldstream

Jumper: Navy Jumper with a White 'V'



CROYDON

Home Ground: Bargenong Reserve, Croydon

Jumper: Navy Jumper with a White CFC Monogram



DONVALE

Home Ground: Donvale Reserve, Mitcham Road, Donvale

Jumper: Black Jumper with Green and White 'V's





EAST BURWOOD

Home Ground: East Burwood Reserve, Burwood Highway, East Burwood

Jumper: Black Jumper with a White EBFC Monogram



EAST RINGWOOD

Home Ground #1: Ainslie Park, Croydon

Home Ground #2: East Ringwood Reserve, East Ringwood

Home Ground #3: Glen Park, Glen Park Road, Bayswater North

Jumper: Royal Blue Jumper with Lower White Lightning Strikes



ENDEAVOUR HILLS

Home Ground: Charles Green Reserve, James Cook Drive, Endeavour Hills

Jumper: Green Jumper with Yellow Stripes moving into a Yellow 'V' with Club Logo



FAIRPARK
FOOTBALL CLUB



FAIRPARK

Home Ground: Lewis Park Reserve, Lewis Road, Wantirna

Jumper: Maroon Jumper with Blue Yolk and Gold FFC Monogram



FERNTREE GULLY

Home Ground #1: Wally Tew Reserve, Ferntree Gully

Home Ground #2: Picketts Reserve, Ferntree Gully

Jumper: Blue Jumper with White Vertical Stripes and an Eagle Emblem



FOREST HILL

Home Ground: Forest Hill Reserve, Fraser Place, Forest Hill

Jumper: Green and White Vertical Stripes



GLEN WAVERLEY

Home Ground: Capital Reserve, Capital Avenue, Glen Waverley

Jumper: Blue Jumper with Gold and White Side Panels and a Gold Hawk



GLEN WAVERLEY ROVERS

Home Ground: Brentwood Reserve, Maylands Crescent, Glen Waverley

Jumper: Black Jumper with Stars and Stripes





HEATHMONT

Home Ground #1: Heatherdale Reserve, Mitcham
Home Ground #2: HE Parker Reserve, Heathmont
Jumper: Blue Jumper with Yellow and White 'V's



KILSYTH

Home Ground: Pinks Reserve, Liverpool Road, Kilsyth
Jumper: Black Jumper with a Red Sash



KNOX

Home Ground: Knox Gardens Reserve, Argyle Way, Wantirna South
Jumper: Red Jumper with a Black Sash and Red Falcon



LILYDALE

Home Ground #1: The Gateway Reserve, Lilydale
Home Ground #2: Lilydale Sports Oval, off Main Street, Lilydale
Jumper: Blue Jumper a Yellow Sash



LYSTERFIELD

Home Ground: Lakesfield Reserve, Lakesfield Drive, Lysterfield
Jumper: Grey and Teal Jumper with a Black and White Wolf



MITCHAM

Home Ground: Walker Park, Maroondah Highway, Nunawading
Jumper: Blue Jumper with Yellow Sash



MONTROSE

Home Ground: Montrose Reserve, Mt Dandenong Tourist Road, Montrose
Jumper: Navy Jumper with a Red Yolk



MOOROOLBARK

Home Ground #1: Kiloran Reserve, Mooroolbark
Home Ground #2: Heights Reserve, Longfellow Avenue, Mooroolbark
Jumper: Green Jumper with Gold Diagonal Slashes with a Black Mustang





NOBLE PARK

Home Ground #1: Ross Reserve, Memorial Drive, Noble Park
Home Ground #2: Pat Wright Senior Oval, Moodemere Street, Noble Park

Jumper: Blue and Gold Vertical Stripes



NORTH RINGWOOD

Home Ground #1: Ringwood North Reserve, North Ringwood
Home Ground #2: Quambee Reserve, Wonga Road, North Ringwood

Jumper: Red, Black and White Panels



NORWOOD

Home Ground: Mullum Reserve, Mullum Mullum Road, Ringwood
Jumper: Black Jumper with Purple, Gold and White Lightning strikes with a Norseman



RINGWOOD

Home Ground: Jubilee Park (Top Oval), Greenwood Drive, Ringwood
Jumper: Black Jumper with White Yolk



ROWVILLE

Home Ground #1: Eildon Park, Rowville
Home Ground #2: Seebeck Oval, Rowville
Jumper: Brown and Gold Vertical Stripes



ROWVILLE KNIGHTS

Home Ground #1: Liberty Reserve, Rowville
Home Ground #2: Stud Park Reserve, Rowville
Jumper: Royal Blue and White Jumper with a Teal Knight



SCORESBY

Home Ground #1: Carrington Park, Knoxfield
Home Ground #2: Scoresby Recreation Reserve, Stud Road, Scoresby
Jumper: Black and White Vertical Stripes



SOUTH BELGRAVE

Home Ground: Narre Warren East Reserve, Berwick Road, Narre Warren East
Jumper: Black Jumper with White and Red 'V's





SOUTH CROYDON

Home Ground #1: Eastfield Park, South Croydon

Home Ground #2: Cheong Park, South Croydon

Jumper: Blue Jumper with Red and White Horizontal Bands



THE BASIN

Home Ground #1: Batterham Reserve, Miller Road, Boronia

Home Ground #2: Chandler Reserve, Boronia

Jumper: Green and Red Vertical Stripes



UPPER FERNTREE GULLY

Home Ground #1: Dobson Park, Ferntree Gully

Home Ground #2: Kings Park, Willow Road, Upper Ferntree Gully

Jumper: Royal Blue and Red Vertical Stripes



VERMONT

Home Ground #1: Livingstone Primary School, Vermont

Home Ground #2: Vermont Recreation Reserve, Vermont

Jumper: Purple Jumper with Gold Eagle



WANTIRNA SOUTH

Home Ground #1: Templeton Reserve, Wantirna South

Home Ground #2: Wantirna Reserve, Wantirna South

Jumper: Green Jumper with Two White Vertical Stripes



WAVERLEY BLUES

Home Ground #1: Mount Waverley Reserve, Mount Waverley

Home Ground #2: Tally Ho Reserve, Mount Waverley

Jumper: Blue Jumper with White and Red Lightning Strikes Coming Across the Left Shoulder



2022 UMPIRE CODE OF CONDUCT and EXPECTATIONS

Please read the information below carefully and ensure you understand your responsibilities under these headings

As an EFNL Umpire, you are required to uphold the position and maintain a professional approach always.

- **Appointments/Commitment** – You are expected to be available for selection each week of the season. If you are unavailable for any reason, you must provide your relevant coach with **14 days 'prior notice of your unavailability** as well as noting your unavailability on the League's Appointment System **Schedula at www.schedula.com.au**. In circumstances where illness strikes leading up to and on match day, you **must** phone your coach to advise your unavailability.
- **Arrival at games** – All umpires are expected to arrive at their games at least 45min before the start of their game in the home & away season & 1hr before their game start time in the finals.
- **Dress Standards/Uniform** – The EFNL expects all umpires to attend matches dressed in an acceptable uniform being club polo, black slacks, black shoes & EFNLUA match day jacket.
- **Personal Appearance** – You are expected to present yourself in a neat, groomed manner for every match you are officiating in (i.e. groomed hair, clean shaven).
- **No Jewelry to be worn** – Umpires are to remove all jewelry prior to the start of their game. This includes earrings & rings. Under our AFL Laws players are not permitted to wear jewelry whilst playing football. If a player was found to be wearing jewelry and refused to remove the jewelry they could be charged with "wearing unacceptable equipment".
- **Training Requirements** – Umpires are encouraged to attend training, both Monday and Wednesday for all senior field, boundary & goal umpires and coaching sessions on Wednesday evenings (during the season). Regular training/coaching session attendance is taken into consideration when appointing umpires to finals.
- **Behaviour** - You are expected to represent our umpiring group by conducting yourself in a professional manner always. This includes at umpire functions, training and before, during and after any match. Umpires, who also play football in the EFNL, are expected to be respectful of officiating umpires during their match.
- **Umpires are not permitted to use derogatory comments about any umpire, the EFNL or any official publicly, either verbally or through any public/social medium.**
- **Smoking and the consumption of alcohol whilst in your on-field umpire's uniform is strictly prohibited.**

This code of conduct and behaviour form part of your conditions to umpire in the Eastern Football Netball League. Failure to comply with these conditions could mean that you may not be eligible to umpire in the Eastern Football Netball League. Please ensure you understand that these conditions must be adhered to officiate as an umpire in the Eastern Football Netball League.





Betrayal of any of these is to lose all three

