

FOOTBALL OPERATIONS

MATCH DAY JOB DESCRIPTIONS

Please check the roster on WhatsApp to find out if you have been allocated a job for match day. Arrive at the ground 30 minutes prior to scheduled start time and check in with your relevant footy operations manager.

The following information has been summarised from the 2022 VAFA Rules and the 2022 Laws of Australian Rules.

1. **BOUNDARY UMPIRE**
2. **TIME KEEPER**
3. **GOAL UMPIRE**
4. **TEAM RUNNER**
5. **WATER RUNNER**
6. **SCOREBOARD**
7. **LIVE SCORE UPDATES (senior matches only)**

1. BOUNDARY UMPIRE:

GEAR TO COLLECT: GREEN SHIRT AND WHISTLE.

DUTIES:

- judging whether a football is Out of Bounds or Out of Bounds on the Full and signalling to the field Umpire when that has occurred;
- throwing the football back into play if it has gone Out of Bounds, when directed to do so by a field Umpire;
- bringing the football back to the Centre Square after a Goal has been scored; and
- reporting a Player or Official who commits a Reportable Offence.

Bringing Football into Play:

When the boundary Umpire signals that the football is Out of Bounds (by raising one of their hands), the field Umpire shall immediately sound a whistle to indicate that the football is out of play. When directed by the field Umpire, the boundary Umpire shall bring the football into play by throwing the football over his or her head towards the centre of the Playing Surface. The field umpire may recall any throw in by the boundary umpire that in his/her opinion does not allow any opportunity for the ball to be contested. If concerned about making the distance with your throw, you may throw from a few meters inside the boundary rope rather than behind it.

Out of Bounds:

Where the field Umpire has failed to notice a boundary Umpire's signal that the football has gone Out of Bounds or Out of Bounds on the Full, the following shall apply:

(a) the boundary Umpire shall continue signalling until he or she is noticed by the field Umpire;

(b) upon noticing the boundary Umpire's signal, the field Umpire shall stop play and direct that the football be taken to where it crossed the Boundary Line, at which point the football shall be thrown in by the boundary Umpire or Kicked back into play, as the case may be.

(c) this Law applies even if a Goal or Behind is scored before the field Umpire notices the boundary Umpire's signal. In such instances, the field Umpire shall direct the goal Umpire to annul the score.

2. TIME KEEPER: the person appointed to keep the time of a Match.

GEAR TO COLLECT: CLOCK (PHONE IS FINE IF NO CLOCK AVAILABLE), YELLOW SCORE CARD, PEN, SIREN, TEAMSHEET,

DUTIES:

Each team (home and away) is required to provide a timekeeper for each match. The Timekeeper shall:

- keep time for each quarter of a Match
- sound the siren to signal the beginning and end of each quarter
- Keep the scores for the match on the yellow scorecard
- Keep track of which WBAFC players have scored goals, and tally these on the teamsheet

End of Quarter: The Timekeepers shall sound the siren to signal the end of a quarter **until** a field umpire acknowledges that the siren has been heard and brings play to an end.

LENGTHS OF QUARTERS – HOME AND AWAY	
MEN	
SENIORS	20 MINUTES + TIME ON (*goal, behind, out-of-bounds, ball-up, umpire signals time-on)
RESERVES	25 MINUTES
THIRDS	25 MINUTES
FOURTHS	25 MINUTES
WOMEN	
SENIORS	20 MINUTES
RESERVES	20 MINUTES
THIRDS	20 MINUTES
QUARTER TIME: 5 MINUTES	
HALF TIME: 15 MINUTES	
THREE QUARTER TIME: 7 MINUTES	

STOPPING AND RECOMMENCING TIME (SENIOR MEN AND FINALS ONLY)

Stopping time: The timekeepers shall stop the clock when:

- directed to do so by a field umpire
- the goal umpire signals that a goal has been scored
- the goal umpire signals that a behind has been scored
- the boundary umpire signals that the ball is out of bounds or
- when the field umpire crosses his arms to indicate that he or she is going to bounce or throw the ball up.

Recommencing time: The timekeepers shall recommence the clock when:

- directed to do so by the field umpire
- the ball is bounced or thrown up by the field umpire
- the football is brought back into play after a behind is scored
- the ball is thrown back into play by the boundary umpire or brought back into play by a player after the ball has gone out of bounds or
- the ball is obviously in play.

3. GOAL UMPIRE:

GEAR TO COLLECT: WHITE COAT, FLAGS, YELLOW SCORE CARD, PEN

DUTIES:

- judging whether a Goal or Behind has been scored;
- signaling that a Goal or Behind has been scored
- recording the Goals and Behinds scored by each Team during a Match; and
- reporting a Player or Official who commits a Reportable Offence.

SIGNALLING A GOAL OR BEHIND

- Signal that a **Goal** has been scored by raising both index fingers and then waving two flags.
- signal that a **Behind** has been scored by raising one index finger and then waving one flag.

COMPARING SCORES:

At the end of each quarter and at the end of a Match, the goal Umpires shall compare the score which they have recorded. If the scores are different and cannot be agreed upon or corrected by the goal Umpires, the scores shall be compared to the score recorded by the Timekeeper. The agreed score is then communicated to the scoreboard operator to ensure scoreboard accuracy.

4. TEAM RUNNER: the person appointed to deliver messages to the Players of a Team during a Match.

GEAR TO COLLECT: PINK RUNNERS TOP

- Only one runner can deliver a message from the coach to a player – they must then leave the ground immediately.
- Runners cannot speak to opposition players whilst the game is in progress.
- After one warning the field umpire can order off a runner and bar entry on to the ground again for the rest of the match.

5. WATER RUNNER: the person delivering water to the Players of a Team on the ground during a Match.

GEAR TO COLLECT: ORANGE WATER RUNNERS TOP

- Each team is allowed four water carriers who are to deliver water after a goal has been scored and before the ball is bounced in the center to restart play.
- They are NOT allowed to deliver messages to players, or to remain on the ground once water has been delivered.
- They should not disrupt or get in the way of the game
- They are not allowed in the center square when the umpire throws the ball up
- They should not be in the 50m arc when a team is kicking in following a behind

6. SCOREBOARD: Stand at the scoreboard and update the scores - home games only

- Practice your 6 times tables
- Check scores are accurate with scorers at end of quarters

7. LIVE SCORE UPDATES: the person inputing live scores to the VAFA Gameday Portal - senior home matches only

GEAR TO COLLECT: LOGIN ACCESS TO VAFA GAMEDAY PORTAL - speak to team manager/Ops Manager

- Ensure you can login to the VAFA Gameday Portal
- Click on '*Results and Live Scoring*' and then select '*West Brunswick AFC*'
- Find the relevant match from the list and click on '*At Game*'
- At the start of each quarter, press the '*start period*' button
- Update the score throughout the quarter as each goal and point is scored by either team
- BEFORE hitting '*end period*' at the end of the quarter, check that your score matches the scorers score
- Once score has been confirmed, select '*end period*' - this will lock in the scores for that qtr
- Repeat until match complete
- Once you have again checked the score with the scorers, select '*end game*'

EQUIPMENT AND UNIFORM LIST

JOB	EQUIPMENT
RUNNER	PINK SHIRT
BOUNDARY	GREEN SHIRT WHISTLE
GOALS	WHITE COAT FLAGS YELLOW SCORE CARD PEN
TIMEKEEPER	CLOCK YELLOW SCORE CARD SIREN PEN TEAM SHEET
LIVE SCORES	MOBILE PHONE/LAPTOP/TABLET LOGGED INTO <i>GAMEDAY</i> PORTAL
WATER X 2	ORANGE FLUORO TOP
SCORERS	SCOREBOARD ** LIVE SCORES NEEDED FOR SENIOR GAMES

- Return your equipment to your team manager/the volunteer for the next match or the volunteer tub at the end of your match
- Teamsheets and scorecards should be delivered to your team manager after the match
 - These are needed to enter results into the VAFA online portal, so please don't lose them
 - Taking a photo of them is a good insurance policy