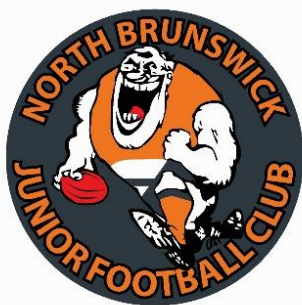


GIANTS

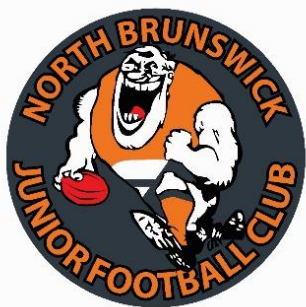
Game Day Roles

1. Coach
2. Assistant Coach
3. Team Manager
4. Trainer
5. Boundary Umpire
6. Goal Umpire
7. Runner
8. Timekeeper
9. Ground Manager (*home games only*)
10. Umpire Escort and Interchange Steward (*home games only*)
11. Scoreboard Operator (*home games only*)
12. Orange Person



Team & Match Officials

- Coach – Blue Bib
- Runner – Yellow Bib
- Water Carrier – White Bib
- Umpires Escort – Orange Bib
- Goal Umpire – White Coat
- Interchange Steward – White Coat (Home)
- Ass Coach – Red Bib
- Trainer – Green Bib
- Team Manager – Teal Bib
- Boundary Umpire – White Top
- Ground Manager – Light Blue Bib
- Scoreboard Attendant (Home)



Coach



Compulsory Requirements:

- Level 1 AFL Coach Accreditation
- Working with Children Check
- YJFL Registration
- Signed Code of Conduct

Recommended:

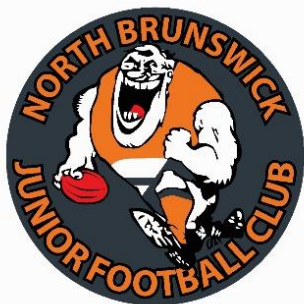
- Level 1 First Aid Accreditation

Match Day Requirements

- Must remain in the designated Coach's Box area
- Must adhere to the signed Coach's Code of Conduct
- Must have read and understood the YJFL By-Laws

Even Up Rule

- All coaches must read and adhere to YJFL By-Law 8.5 (Even Up Rule) and how it relates to the age group concerned
- Once advised, all coaches must implement the requirements of this rule in a timely manner



Assistant Coach



Compulsory Requirements:

- Level 1 AFL Coach Accreditation
- Working with Children Check
- YJFL Registration
- Signed Code of Conduct

Recommended:

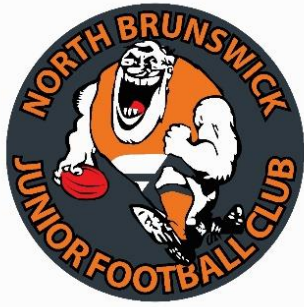
- Level 1 First Aid Accreditation

Match Day Requirements:

- Must remain in the designated Coach's Box area
- Must adhere to the signed Coach's Code of Conduct
- Must have read and understood the YJFL By-Laws

Even Up Rule:

- All coaches must read and adhere to YJFL By-Law 8.5 (Even Up Rule) and how it relates to the age group concerned
- Once advised, all coaches must implement the requirements of this rule in a timely manner



Runner



Compulsory Requirements:

- Working with Children Check

Match Day Requirements:

- Must remain in the designated Coach's Box area when not delivering messages
- May remain on the field only long enough to deliver two (2) messages
- Must not coach on the ground
- Must refrain from talking to or questioning umpires
- Must not interfere with opposition players or officials either physically or verbally
- Must remain outside the marked arc when there is a set shot on goal or a kick in



Trainer



Compulsory Requirements:

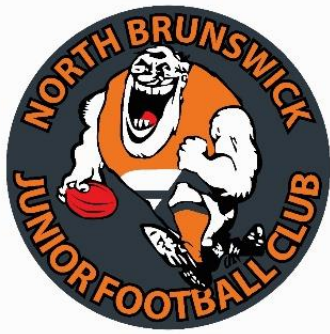
- Working with Children Check

Recommended:

- Level 1 First Aid Accreditation minimum, Emergency Response Coordinator recommended

Match Day Requirements :

- Restricted to attending injured players on the ground
- Obtain qualified medical assistance where injury appears of a serious nature
- Ensure venue stretcher is visible and readily available
- Must not coach on the ground
- Must refrain from talking to or questioning umpires
- Must not interact with opposition players or officials either physically or verbally



Water Carrier



Match Day Requirements:

- Must stay in the designated box, marked on the ground, situated near the 50m arc until a break in play
- A break in play is when:
 - A goal has been scored, or
 - An injured player is being treated and the umpire has stopped the game, or
 - Play is at the opposite end of the ground
- Must not coach on the ground
- Must refrain from talking to or questioning umpires
- Must not interfere with opposition players or officials either physically or verbally



Umpire's Escort



Minimum Requirement:

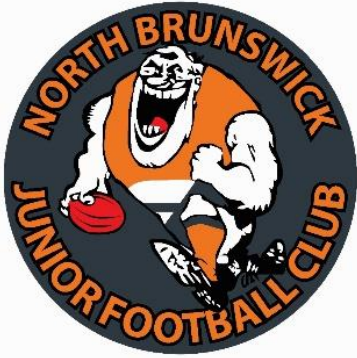
- A responsible adult

Match Day Requirements:

- Escort the umpires onto the ground prior to the commencement of the first and third quarters
- Escort the umpires from the ground at the conclusion of the second and fourth quarters
- Remain with the umpires during the quarter time and three quarter time breaks
- Ensure that spectators, players or officials do not confront the umpires during these occasions

Special Note:

- Only the team captain or Team Manager are permitted to interact with the umpire during these occasions



Ground Manager



Minimum Requirements:

- A responsible adult not holding any other match day official role
- Have adequate knowledge of club's facilities
- Have access to details of police, ambulance, hospital etc.

Match Day Requirements:

- Monitor Crowd Behaviour
- Bring any inappropriate conduct to the attention of club officials
- Be the point of contact for any queries or concerns about the venue



Goal Umpire



Match Day Requirements:

- Make scoring decisions in conjunction with Field Umpire

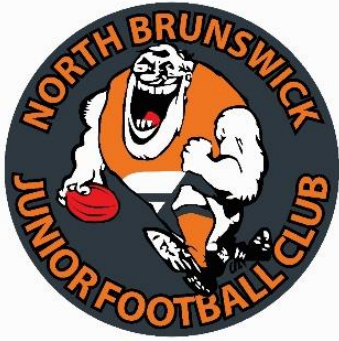
Helpful Tips:

- Write down goals in numerical sequence rather than dashes
- Ensure the whole of the ball is over the whole of the line before awarding a score
- To be a goal the ball must come off the leg anywhere below the knee
- Check your scores with the opposition Goal Umpire at the end of each quarter
- Have the scoreboard adjusted at the end of a quarter, where required

Goal Umpires:

- The whole of the ball must be over the whole of the line to be a score





Boundary Umpire



Requirements:

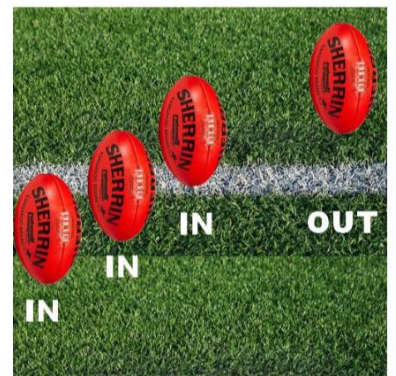
- Must wear White T-Shirt
- Must be supplied a whistle
- Adjudicate when the ball is out of bounds

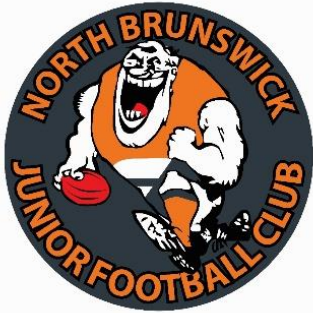
Helpful Tips:

- Club Boundary Umpires do not adjudicate Centre Square infringements
- Ensure that the whole of the ball is over the whole of the line before blowing whistle
- To be out of bounds on the full the ball can come off any part of the leg below the knee
- When the ball makes contact with the behind post it is out of bounds
- When the ball makes contact with the behind post, on the full from a kick, it is out of bounds on the full

Boundary Umpires:

- The whole of the ball must be over the whole of the line to be out





Interchange Steward

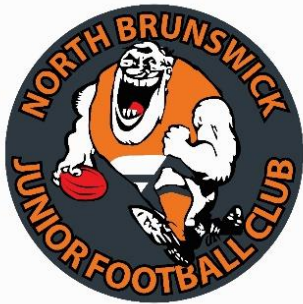


Minimum Requirements:

- An adult Steward shall be supplied by the home Club.

Match Day Requirements:

- Complete the Record of Interchange during the game
- Record the times of ordered-off players and their return to the field in accordance with Rule 9.3.2
- Ensure teams even up following the removal of an injured player from the ground when replacement players are not available due to player shortage
- If necessary, advise the field umpire(s) that a team is not following Even Up requirements



Time Keeper



Responsibility:

- To ensure that quarters run no longer than allocated time.
- To ensure that breaks run no longer than allocated time
- To acknowledge umpire's entrance to ground prior to first and third quarters (blow siren)
- To signal 2 minute warning (blow siren) prior to completion of all breaks
- To keep track of and note score in the event of dispute

Length of Quarters:

U8s Mixed **10 Minutes**

U9s Mixed **12 Minutes**

U10 Girls **12 Minutes**

U10s – U13s Mixed, U12 & U13 Girls **15 Minutes**

U14 – Colts boys, U14 – U18 Girls **20 Minutes**

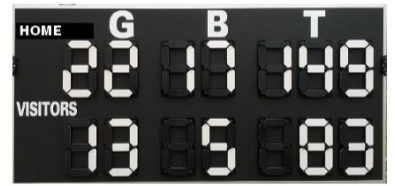
Breaks:

U8s & U9s Mixed, U10 Girls: All breaks = **5 mins**

All other Age Groups: $\frac{1}{4}$ time = **4 mins**, $\frac{1}{2}$ time = **12 mins**, $\frac{3}{4}$ time = **7 mins**



Scoreboard Attendant



Match Day Requirements:

- Home team responsibility
- Ensure that scoreboard continuously displays current score
- Check score with goal umpires at the end of each quarter
- League supplied goal umpires will wave flags to confirm scoreboard is correct at the conclusion of each quarter