



# **Sydney Harbour Juniors**

## **Ground Management Guide for 2015**

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**DISCLAIMER:** Every reasonable effort has been made to ensure the accuracy of the information contained in this Guide. However, the information is subject to change from time to time. The Regional Committee reserves the right to vary, without notice, any information relating to Ground Management. The Ground Management Guide contains only general guidelines and information. It is not intended to be comprehensive or to address all the possible applications of, or exceptions to, the general policies and procedures described. For that reason, if you have a specific question you should direct it to the .

## GROUND MANAGER RESPONSIBILITIES – Pg 37

As the name implies, the Ground Manager assumes responsibility for the management of the ground on match day.

### **PRIOR TO THE COMMENCEMENT OF THE FIRST GAME OF THE DAY COMPLETE THE JLT INSURANCE REPORT**

The responsibilities of the role are detailed in the Sydney Juniors AFL By-Laws as follows:

#### **19.2 Match Day Responsibilities**

- Ensure all equipment (including a stretcher) for conducting the game is available before the game.
- To ensure the ground is setup through the movement and placement of goal posts and padding and the interchange area.
- Ensure a copy of the Rules of Football and a copy of the current By-Laws are available for all games.
- Have available a spare set of Yellow & Red cards.
- Arrange a timekeeper
- Check the availability of Goal Umpires, Boundary Umpires, interchange officials and time-keeping officials.
- Check with Team Managers that Runners, Goal and Boundary Umpires and Coaches are aware of or have their function cards.
- Wear a bib with the title “Ground Manager” printed on the back so as to be easily identified.
- Provide water for the Field Umpires at each break.
- Where possible, provide the Field Umpires with reasonable refreshments after their game(s).
- Accompany the Umpires on and off the ground and to and from the Umpire’s rooms at breaks, or arrange for a responsible person to do so.
- Ensure Umpires review both team sheets for inclusion of all jumper numbers and then sign the sheets – noting that both Clubs retain home and away team sheets plus appropriate score cards.
- Retain the umpire team sheets.
- Submission of Umpire Match Reports and Player reports will be the responsibility of the Umpires.
- Arrange payment to Field umpires as required.
- Ensure that both teams are aware of where the interchange area is and occupy their designated area.
- In appropriate circumstances, ensure that the Field Umpire is aware that a stretcher is needed on the field noting that the Umpire shall then stop play at the first opportunity. The Ground Manager should also ensure that a phone is available to call an ambulance if required.
- In the event of a possible serious injury (eg. neck), the Ground Manager will dissuade any football Official from moving the injured player and to wait for an ambulance. Note: the game will not continue until qualified medical personnel have removed the player from the field. If the playing time of the game is greater than two (2) quarters, then the final scores will be taken as that at the scheduled FINISH TIME. If the playing time is less than two (2) quarters and if the coaches cannot agree on final scores and a winner the game will be postponed and rescheduled if possible.
- In the event of dangerous weather (eg lightning or hail) or other life threatening events, the Ground Manager will terminate the game. Note: if the playing time of the game is greater than two (2) quarters, then the final scores will be taken as that at the scheduled FINISH TIME. If the playing time is less than two (2) quarters and if the coaches cannot agree on a final scores and a winner the game will be postponed and rescheduled if possible.

- Keep a check on the behaviour of all officials and supporters and to issue warnings for any misconduct or behaviour that is contrary to the spirit of the game. Note: this process should be completed by officials of the club involved after the ground manager has advised an official of the offending club. It is not the intent that a Ground Manager should be confrontational or assume direct responsibility for behaviour management. In the event that an offence is deemed reportable, the Ground Manager must obtain signed statements from witnesses and video footage if possible. Such reports must be substantiated in this manner.
- Provide a faxed or electronic report to AFLGSJ Administration of any substantiated misconduct by supporters or club officials **within twenty four (24) hours** of the game's completion.
- In the event of a postponed game, inform the Regional Committee in writing of the specific reasons for abandonment of any games.
- Ensure coaches and managers wear their identification bib on match day.
- Seek to ensure Coaches, Team Managers, Boundary Umpires, Goal Umpires, Runners, Trainers and Medical/First Aid personnel wear their identification bib or appropriate uniform as described in these By-Laws on match day.
- Before the commencement of the match, identify compliance with the Sports Trainers Policy as described in Rule 19.5-19.15

19.2.1 It is recommended that the Ground Manager resources be located on the wing, 5 metres from the field of play, in between Coaches boxes.

19.2.2 The Ground Manager's responsibilities must be performed by a person at least 18 years of age.

## Team Manager & Team Duties (Pg 37)

It is the responsibility of the Team Manager to arrange/provide the following for each team on match day:

- Goal Umpire (with white coat, flags and scorecard)
- Boundary Umpire (with white top and whistle)
- One football in suitable match condition
- Team sheets (Refer to Rule 11.15)
- Spare whistle
- Official runner shirt that is clearly visible and identifiable as determined or provided for by the Regional Committee
- The First Aid official (as defined).

Further, under the Bylaws:

19.3.1 Clubs are provided with Coach and Team Manager identification bibs which must be worn by the Coach and Team Manager respectively during match games. Failure to wear these identification bibs may result in a fine and / or the loss of match ratio.

## Match Day Paperwork (Pg 28)

11.15 Match Day documents are to be managed as follows:

<b>Team Sheets Retained by Clubs</b>	<p>Clubs must use footy web – only record relied upon - 3 copies produced:</p> <ul style="list-style-type: none"> <li>• 1 handed to <u>opposition</u> Team Manager</li> <li>• 1 <b>retained by Club</b> Team Manager</li> <li>• 1 provided to <u>Ground Manager and retained by Club</u></li> </ul> <p>The team sheet must include the name of:</p> <ul style="list-style-type: none"> <li>• Coach</li> <li>• Team Manager</li> <li>• Runner(s)</li> <li>• First Aid Official</li> </ul> <p>Each Club to verify each other's list and each to sign off each Club's copies. Both Clubs to retain. Umpires sign the Ground Manager copy after completing end of match duties. Clubs must retain for season and be able to present if required <b>within 7 days</b></p>
<b>Goal Umpire Score Cards Retained by Clubs</b>	<ul style="list-style-type: none"> <li>• Designated Home Club must enter results on footy web <b>within 24 hrs of match played</b></li> <li>• Clubs must advise the AFL Sydney Juniors of games not played by Monday midday</li> </ul>
<b>Match Report Completed by Umpires</b>	<p>Umpires to record match day presentation and issues / incidents via online facility</p>
<b>Umpire Review Completed by Coaches</b>	<p>Submission to Regional Umpires Coordinator via online facility</p>
<b>Umpire Votes Completed by Umpires</b>	<ul style="list-style-type: none"> <li>• Where required Umpires to submit via online facility</li> <li>• Only required for Under 13 – Under 17</li> </ul>
<b>Umpire Notice of Report sheet</b>	<p>The process to be used by the Umpires to submit Notice of Report is the online Google facility</p>
<b>In the event of a forfeit</b> <ul style="list-style-type: none"> <li>• No Umpire Votes should be taken</li> <li>• No goal umpires cards to be kept</li> <li>• Record result on Footy web noted as a forfeit</li> </ul>	

## Team Sheet Changes (Pg 35)

18.10 **In the Home and Away matches**, Team Sheets MUST be in the hands of the Ground Manager before the commencement of a match. Team Sheets handed to the Ground Manager should only include the names of players that are present at that time, and changes can only be made to Team Sheets up to the end of the quarter time interval. It is the responsibility of the Team Manager to ensure all copies are altered accordingly.

18.10.1 **Finals Matches** – Team Sheets MUST be in the hands of the Ground Manager fifteen (15) minutes before the commencement of a match. Clubs can still make changes to Team Sheets up until the end of the quarter time interval. Team Sheets handed to the Ground Manager should only include the names of players that are present at that time.

## Match Ball

It is the responsibility of the home team to provide a “Match Ball”. This should be left with the Ground Manager half an hour before the allocated start time.

The Umpires will collect the Match Ball from the Ground Manager’s desk.

## Who is Allowed on the Field of Play (Pg 32)

### 14. Allowed on the Field of Play

14.1 Only Players, Umpires, Trainers, First Aid Officials (as defined) and Runners are permitted on the field during the course of play (except where provided for under the Development Rules).

#### **Runners**

14.2 In the Under 13’s to Under 17’s Age Groups, two (2) runners are allowed, but only one on the ground at any one time. In all other Age Groups, only one (1) runner is allowed. The runner is to wear a clearly visible and identifiable coloured top as determined or approved by the Regional Committee. Only runners are permitted to deliver messages to Players and are not to loiter on the field after delivering such messages.

#### **Water Carriers /Trainers**

14.3 Each team is allowed four (4) water carriers/trainers (identified by a plain coloured t-shirt). They should only enter the playing field on the scoring of a goal or when play is at the opposite end of the field. Water carriers/trainers are not to loiter or remain on the field after delivering such messages.

14.4 Minimum age of water carriers will be:

- Under 12s – 12 years or older
- Under 13s to 17s – 13 years or older

## Umpires (Pg 14)

A key responsibility of the Ground Manager is the management of the Umpires. Umpires have some very specific powers to deal with sideline behaviours which may, if enforced, will require the assistance of the Ground Manager.

5.7 A free kick or a 50 metre penalty may be awarded where a Player, Official or Spectator:

- Uses abusive, insulting, threatening or obscene language towards an Umpire;
- Behaves in an abusive, insulting, threatening or obscene manner towards an Umpire;
- Intentionally, recklessly or negligently engages in conduct which affects, interferes with or prevents an Umpire from performing his or her duties.

5.8 Where required, the Field Umpire may ask spectators to provide more space beyond the boundary and may refrain from recommencing the game until the request is complied with.

### ***Approaching Umpires***

5.9 No person, except as listed below, shall approach or talk to an Umpire (Field, Boundary and Goal) during the quarter time, half time or three quarter time interval or when the Umpires are entering or leaving the field/ground.

5.10 The excepted persons referred to at Rule 5.9 include:

- AFL NSW/ACT staff
- Members of the Regional Committee acting in their capacity as a member of the Regional Committee
- Members of the Executive Group
- Ground Manager, including any designated assistants
- Parents of the Umpires
- Club Umpire Ambassador
- Regional Umpire Coordinator.

5.11 Breach of Rule 5.9 is a reportable offence and a breach of the relevant Code of Conduct.

5.12 Each Club must ensure that its Players, Officials and spectators comply with Rule 5.9.

5.13 Any team address must be given outside the centre square.

### ***Goal Umpires***

6.1 Each Club is to ensure the competency of any person who accepts responsibility as a Goal or Boundary Umpire. The Field Umpire has the power to order replacements for any Boundary or Goal Umpire. The Field Umpire has the power to consult with, and if necessary, overrule a Goal or Boundary Umpire where, in the Field Umpire's opinion, an obvious error has occurred. No third party is permitted to be involved in any such consultation (notwithstanding the Laws).

6.2 All Goal and Boundary Umpires should introduce themselves to the Field Umpire(s) prior to the commencement of the game and restrict all communications with the Field Umpires to matters arising directly from Umpiring duties. Goal and Boundary Umpires shall act at all times in a professional manner and refrain from barracking for or giving support to a Team and giving advice or making comments to the Players, other Officials or supporters.

6.3 A Goal Umpire must be provided by each competing team and is required to be dressed in something that is clearly identifiable. A white coat is recommended and Goal Umpires must have a set of white flags and scorecard.

### ***Boundary Umpires***

6.4 Boundary Umpires are to be supplied for Under 13's to Under 17's Age Groups and are required to be dressed with a white top to assist in recognition by the Field Umpire(s) and use an audible whistle.

6.4.1 For the **Under 13's** and **Under 14's** (2015 trial), the Boundary Umpire will recover the match ball at the point of exit, give the ball to the Field Umpire who will toss the ball into the air 10 metres from the boundary line.

6.5 In the case that a team does not provide a suitable Boundary Umpire, a member of that team will be responsible for throwing in the ball on the non-umpired side of the ground. In the case whether neither team

provides a Boundary Umpire the attacking side will throw the ball in. Where a team has not provided a Boundary Umpire, it will be noted on the appropriate match day paperwork.

## Match Times and Duration (Pgs 26 & 27)

### 11. Match Conduct

#### **Match times**

11.1 Matches MUST finish on time. If a start is late, then the Ground Manager and Field Umpire will decide the duration of the breaks at quarter, half and three-quarter time and if necessary will also reduce the length of quarters.

11.2 If minimum Player numbers are not present fifteen (15) minutes (or at quarter time in the Under 12"s) after the scheduled time of commencement, then the offending team will forfeit the match. For matches where teams do not have the minimum numbers at the scheduled start time but Players are still due to arrive, the game shall commence but with reduced Player numbers on each team. Teams must still have equal numbers on the field. After the required 15 minutes (or quarter time in the Under 12"s) if minimum numbers are not achieved, the match becomes a scratch match.

11.3 Starting times will be agreed between the HOST Club and Regional Committee and advised as follows:

- As per the draw for all matches.
- Starting times are indicated for all Age Groups at all grounds.

11.7 When it is necessary for a Player to be taken from the playing field on a stretcher, the Field Umpire/s shall stop play at the first opportunity after being advised that a stretcher is required on the playing ground. Play shall not recommence until the stretcher has left the playing ground and is outside the boundary.

11.8 No time-on will be allowed for the MINOR round matches.

11.9 In the case of a significant loss of playing time, the remaining time allocated for the match will be divided equitably by the Ground Manager and Umpire and the match will recommence and finish on schedule.

#### **Match duration**

11.10 Match duration will be:

- Under 9/10 - **4 x 10 minute quarters.** (no time-on)
- Under 11/12/13/14/15 - **4 x 15 minute quarters.** (no time-on)
- Under 17 - **4 x 17 minute quarters.** (no time-on)

11.11 Breaks during the games will be: -

	<b>U9-10</b>	<b>U11-17</b>
¼ time	4 minutes	4 minutes
½ time	4 minutes	7 minutes
¾ time	4 minutes	4 minutes

11.12 Timekeepers will sound a siren two (2) minutes and then one (1) minute prior to the commencement of each quarter. The HOST Club and Umpires will ensure strict adherence to the quarter breaks.

11.13 Where a possible serious injury occurs to a Player and the Umpire calls a halt to play, the game will not continue until qualified medical personnel have removed the Player from the field. If the game is abandoned and the playing time of the game played is greater than two (2) quarters, then the final scores will be taken as that at the scheduled finish time. If the playing time is less than two (2) quarters and if the Coaches cannot agree on final scores and a winner, the game will be postponed and rescheduled if possible.

## Bad Weather (Pg 27 & 39)

11.14 In the event of dangerous weather (e.g. lightning or hail) or other life threatening events, the game may be terminated by the Ground Manager. If the playing time of the game played is greater than two (2) quarters, then the final scores will be taken as that at the scheduled finish time. If the playing time is less than two (2) quarters and if the Coaches cannot agree on a final score and a winner, the game will be postponed and rescheduled if possible.

19.16 Umpires and Clubs (in particular Ground Managers) should be aware of the dangers of allowing play during thunder/electrical storms. Play should cease if lightning is seen in the vicinity of the playing field. No risks should be taken in this regard.

19.17 When a match is stopped due to these circumstances, the result of the match is to be governed by the Laws Rule 10.6.2 – Incomplete Match.

## Player Numbers (Pg 23 & 24)

### *Player Numbers*

10.5 In all cases, teams must have the MINIMUM number of Players available at the scheduled commencement of a match to constitute an official match (Refer also Rule 11.2).

10.6 AFL SJ strongly recommends that Clubs encourage the participation of Players in the game of AFL. To allow this, teams are encouraged to minimise reserves and to have the highest possible number of Players actually involved in the game on the day.

10.7 If during the course of a game, a Player injured has to leave the ground but there are no replacements in that team, the Field Umpire and opposition Coach are to be advised accordingly. The other side is to remove a Player to keep the numbers on the ground even (except for send offs). For a Player returning to the field, the same process in reverse applies.

10.8 To encourage maximum participation and teams to stand alone in terms of Player numbers, the term Match # specifies the ideal number of on-field Players per team. Where a team does not have the number of Players shown as Match # (and the other team has more than the first team), then it is **compulsory** to borrow/loan available players up to the Match # for all ages and Divisions (where present), except for Division 1

10.9 The following table shows the on field Minimum, Match # and on field Maximum by Age Group for all Regions. For minimum player number games, especially for school holidays, ground sizes can be reduced after agreement from Umpires and Coaches of both teams, to suit the number of Players on each team, ie. agree on

an Under 12 sized field. During school holidays, to assist Clubs to field teams, the minimum and match numbers below can be reduced by two (2) Players, as advised by the Regional Committee.

10.9.1 In circumstances where both teams have more than the maximum on field, for an age group, it is compulsory to play all available players up to the maximum, unless otherwise agreed by both Coaches.

Age Group	Min	Match #	Max. on field	Max. Interchange
<b>U 9 - U10</b>	9	12	12	Unlimited
<b>U11 - U 12</b>	12	12	15	6
<b>U13 – U17</b>	Div 1 & 2 – 15	16	18	6
	Div 3 – 13	16	18	6
	Where no Div - 13	15	18	4
<b>Youth Girls U14</b>	9		15	Unlimited
<b>Youth Girls U18</b>	12		18	Unlimited

## ‘Send off’ Process (Pg 22)

### 9. Send Off/Order Off

9.1 For the purposes of this Rule any send-off will result in the Player concerned remaining off the field for a period of time equivalent to one quarter excluding breaks between quarters (see Rule 11.10). For example, a Player sent off five (5) minutes before halftime in an Under 13 game would be permitted to resume playing ten (10) minutes after the third quarter commenced. In this instance, the Umpire will hold up a Yellow card

9.2 A Player or Official who breaches any of the Laws twice in the same match for separate incidents, or where there is a serious breach (such as those listed, but not limited to, that in Rule 9.3), shall be ordered from the field for the remainder of the match. In this instance, the Umpire will hold up a Red card and must report the Player or Official. A Player sent from the field with a red card must leave the field completely and cannot sit with the interchange Players or the Coaches. The Umpire will recommence the game once the Player has left the playing field.

9.3 Serious breaches **include** where a Player or Official:

- Intentionally, recklessly or negligently makes contact with or strikes an Umpire.
- Attempts to make contact with or strike an Umpire.
- Behaves in an abusive, insulting, threatening or obscene manner towards, or in relation to an Umpire.
- Intentionally, recklessly or negligently kicks another person.
- Commits an act of misconduct, if the Umpire is of the opinion that the act constituting misconduct is serious in nature.

9.4 A Player who receives a Red Card in a match is not prevented from participating in older age matches on the same weekend, although it is expected that Clubs will exercise prudence, as appropriate

### General

9.6 In all instances, a Player ordered off shall leave the playing area immediately through the interchange area and in the case of a Yellow card can be replaced immediately and for Red Card after 15 minutes. The requirement for evening up of Players (as noted in rule 10.7) does not apply where a Player has been sent off and cannot be replaced. In the case of a Yellow card, the send-off is for a period of time equivalent to one

quarter (see Rule 11.10), and the timekeeper shall indicate when the Player is permitted to resume playing. In this case, the Player must sit with the timekeeper.

9.7 In the event of a Player or Official failing or refusing to leave the field when ordered off, the Player or Official shall be reported for misconduct and the Player or Official's team shall forfeit the match.

9.8 In addition to Players, these rules also apply to Officials, and these Rules will be interpreted appropriately where the behaviour involves an Official or Officials.

### ***Audible Obscenities***

9.9 AFL Sydney Juniors has a "no tolerance" attitude toward the use of audible obscenities, and the interpretation and application of the Laws and these Rules will reflect this "no tolerance" attitude. Players who use audible obscenities, regardless of whom they are directed, will be removed from the playing field for a period of time equivalent to one quarter and may be reported. If the obscenity is directed at the Umpire, the Player shall be reported.

## **Injury Treatment (Pgs 27 & 36)**

11.13 Where a possible serious injury occurs to a Player and the Umpire calls a halt to play, the game will not continue until qualified medical personnel have removed the Player from the field. If the game is abandoned and the playing time of the game played is greater than two (2) quarters, then the final scores will be taken as that at the scheduled finish time. If the playing time is less than two (2) quarters and if the Coaches cannot agree on final scores and a winner, the game will be postponed and rescheduled if possible.

### ***Injury Treatment***

19.4 All Clubs are to comply with the Infectious Diseases Policy as issued by Sports Medicine Australia, as issued from time to time and as adopted by the AFL NSW/ACT Commission. Additionally, it is strongly recommended that all Clubs have a copy of the Australian Dental Regions „Dislodged Teeth“ guidelines available at all games so that dislodged teeth can be best preserved.

### ***Sports Trainers in Community Australian Football Policy (First Aid)***

19.5 AFL Sydney Juniors has adopted the Sports Trainers in Community Australian Football Policy (**Sports Trainers Policy**) released by the AFL in 2011. All Clubs in AFL Sydney Juniors are required to comply with the Sports Trainers Policy.

19.6 Training courses are available to Clubs that do not have the appropriate access to the necessary resources as required under the Sports Trainers Policy.

19.7 The HOST club is responsible for ensuring compliance to the minimum requirements of Sports Trainers Policy for all games for which it is the Host Club.

19.8 There must be at least one person with the competencies in emergency management procedures and responses in attendance at any youth (Under 13 – Under 17) game. The non Host club should confirm with the Ground Manager prior to the commencement of each game that the Host Club is able to comply with the requirements of this Rule. In the event that the HOST club is unable to comply with these requirements, then, if the non HOST club agrees, the game will be postponed or rescheduled.

19.8.1 Any decision to replay a postponed match must be agreed to by both Clubs and the Regional Committee within seven days of the scheduled match or match ratio applies. In the event that neither Club has the appropriate requirements at the scheduled commencement of the game a delayed start of 15 minutes may be applied. If there are games following the match it should be shortened appropriately to not delay the commencement of games following.

19.8.2 The game may proceed if the non HOST club is able to provide the appropriate resources under the Sports Trainers Policy.

19.8.3 If the non HOST club does not agree to postponement or cancellation of the game, then the non Host Club may claim a forfeit. The Rules in relation to forfeits will apply. If a game is started or played without the attendance of a First Aid Official (as defined), the HOST Club will lose match ratio for the game and may be subject to a maximum fine of \$200.

19.9 The Sports Trainer Policy applies to all Youth matches (Under 13 – Under 17).

19.10 At Auskick Centres and Junior matches (up to and including Under 12), the attendance of a person with a current, nationally accredited first aid certificate\* will generally satisfy the requirements if a person with a higher level trainer accreditation/qualification is not available.

\*Must include assessed competencies HLTF301B (Apply First Aid) or HLTF201 (Provide Emergency Life Support)

19.11 In the event that a First Aid Official is required on the playing field in Youth or Junior games, the Field Umpire shall stop play at the first opportunity after being so advised and invite the First Aid Official (as defined) on to the field.

19.12 If first aid is needed and the advice is that the Player should not continue playing, the Coach shall abide by the decision of the First Aid Official.

19.13 The Sports Trainers Policy refers to first aid usually being provided by sports trainers or by other volunteers with medical or higher level allied health qualifications. If a Club has a person present in any of the following occupations, they are deemed as acceptable under the Policy:

- Nurse
- Physiotherapist
- A certified Sports Trainer
- St John Officer
- Paramedic
- Doctor

### ***Concussion Management***

19.14 Primary responsibility for the management of concussion lies with the Player's Club, and their Officials.

19.14.1 The guidelines in this Rule on concussion are based on a position statement on the management of concussion in Australian Football by the AFL Medical Officer's Association.

19.14.2 The guidelines should be adhered to at all times. Decisions regarding return to play after concussive injuries should only be made by a medical doctor with experience in concussive injuries

19.14.3 Any Player who has suffered a concussion or is suspected of having a concussion must be medically assessed as soon as possible after the injury and must not be allowed to return to play in the same game or train in the same practice session.

19.14.4 A concussed Player must not be allowed to return to training or playing before having a formal medical clearance provided to the Club.

## 10 Goal Rule (Pg 59) – formerly Mercy Rule

For the Ground Manager, they need to be mindful of the score and if the Mercy Rule should be activated.

### **10 Goal Rule**

The purpose of this Rule is to encourage Coaches, once an unassailable lead (10 goals/60 points) is reached during a game, to appreciate that it serves no purpose to inflict massive losses on their opposition but rather at that point in time to revert to experimenting with Players playing in different positions and to even-up the skill levels of the teams.

This Rule replaces the previous Mercy Rule and will apply to all Competition Age Groups. Games on match day will proceed as a normal match, for the whole match period. Clubs will enter final scores into Footyweb as normal.

After the game, the match points and percentage will be adjusted to ensure that no winning margin exceeds 10 goals/60 points. This will be completed by a ladder adjustment by AFL Sydney Juniors on the Monday following the fixture games.

## Calling for ‘A Count’

A ‘Count’ is a formal request that requires the number of players on the field to be counted.

A count has to be called for by a team captain to the Field Umpire. On such occasion, time will be called off while the Umpires facilitate a count of each team.

If the team who has called for the Count is found to be justified and the opposing team has extra players in the field of play, then the penalty is the opposition score is set back to zero.

If the team who has called for the Count is found to be unjustified and the opposing team has the correct number of players in the field of play, then the penalty is that the team who called for the Count has their score set back to zero.

## Crowd Control

Generally the crowds are well behaved throughout the season, but there are some rather passionate people. Sometimes some officials or spectators may need a small reminder that they need to just tone it down, but this can be done in a friendly manner.

It is also a requirement to set a rope outside the boundary line to move the crowd back a minimum of 3 metres as a matter of safety.

## Checklist for Ground Managers

### Setup

- Ensure all equipment (including a stretcher) is available
- Ground check to be completed
- Set the rope for the crowd perimeter for football games
- Ensure the ground is setup with goal posts, the posts are padded and the interchange area clearly identified

### Before the Game

- Ensure copies of the current AFLGSJ Bylaws and current AFL Laws of Football are available
- Have available a spare set of Yellow and Red cards
- Ensure you have received the game ball
- Arrange a timekeeper, and ensure they have a set of timers. Use your watch as a control check
- Before the commencement of the match Identify compliance with the Sports Trainers Policy as described in Rule 19.5 – 19.13
- Check availability of Goal Umpires, Boundary Umpires, interchange and time keeping officials
- Wear a distinctive vest with the title “Ground Manager” printed on the back
- Ensure Umpires review both team sheets for all jumper numbers and then sign the sheets
- Ensure that both teams are aware of where the interchange area is, and that designated members are within the correct area
- Ensure the teams shake hands with each other and the Umpires
- In the event of a postponed game, inform the Regional Committee in writing with reasons

### During the Game – Requirements

- Ensure First Aid/ERC, Coaches and Managers wear their identification bibs on match day
- Accompany Umpires on and off the ground and to and from the Umpire’s room at breaks (or delegate to some other responsible person)
- Collect all required paper work – team sheets by quarter time. All players must have numbers against their name
- Receive any formally submitted objections, protests or complaints from officials to Clubs
- Provide water for the Field Umpires at each break and keep spectators away from Umpires
- Monitor behaviour of all officials and supporters and issue warnings for any misconduct or behaviour that is contrary to the spirit of the game. Stay calm. Refer to 19.2

### During the Game – Emergency

When appropriate, ensure that the Field Umpire is aware that a stretcher is needed on the field, noting that the Umpire shall then stop play at the first opportunity.

The Ground Manager should also ensure that a phone is available to call an Ambulance if required.

In the case of potential serious injury (eg neck) do not move the injured player and wait for an Ambulance. Refer to 19.2 for time rules. For emergencies, call 000 and follow the directions of the First Aid Officers. Ensure you have the correct address for the Ambulance.

In the event of dangerous weather (eg lightning or hail) or other life threatening events, terminate the game. Refer to 19.16 of By-Laws for time rule.

### **After the Game**

- Provide the Field Umpires with reasonable refreshments after their game
- Collect all required paper work –score cards (same score from both)
- Retain the umpire team sheets
- Check where appropriate completion of Umpre paperwork, ensure information is correct
- Arrange payment to Field Umpires as required, complete receipt with umpire signature