



Club Umpire

Responsibility:

- To ensure the safety of all participants
- To officiate the match in accordance with the laws of Australian Football and the BFNL bylaws

Modified Rules for U9's and U11's:

Modified Rules for U/9 and U/11 Matches:

1. **U/11 Reserve Matches: Club Volunteer Umpires:** As there are no points or percentage at stake only one club umpire will be required for each of the U/11 Reserves games.
 - a) Both clubs shall supply an umpire for U/11 Senior games
2. **Team Numbers:** Each team shall consist of the same number of players on the ground at all times. At no time should one side out-number the other. As per agreement, a minimum of 10 players per side can constitute a game and there has been no maximum placed on interchange numbers in U/9 and U/11 games as long as both sides have even numbers on the ground.
3. **Team Members:** Teams can be made up of both male and female players
4. **Resuming Play:** To start play, at the beginning of a quarter or after a goal has been kicked, the Umpire shall choose two players of equal size to contest the centre bounce. Each side may have 4 players each, usually the on-ball players, to be inside the centre square (or within a 20m radius if no square is available) to contest for the football. If there are 15 players or less, only 3 players per side may compete for the ball at the start of each quarter or after a goal has been kicked.
5. **Ball Ups:** The ball must be hit out of the ruck and shall only be contested by the two nominated players. At no stage can a third player contest in the ruck and at no stage can the ball be taken out of the ruck and kicked or handballed.
6. **Around the Ground Ball Ups:** Rules 2 and 4 apply to all field ball ups as well.
7. **Out of Bounds:** When the ball has been kicked out of bounds without being touched, a free kick shall be awarded to the nearest opponent. Where the ball has been touched and called by the umpire, play shall be restarted by a ball-up 10 metres in from the boundary line where the ball went out. Rules 2 and 3 shall now be applied.
8. **Running & Bouncing with the Ball:** A player is permitted only one bounce and then must dispose of the football by kicking or handballing to another player. If a player takes more than one bounce, a free kick shall be awarded to the nearest opponent. The player touching the ball on the ground constitutes as a bounce and the same rule shall apply.
9. **Kicking Off the Ground:** A player is not permitted to deliberately kick the ball off the ground. If a player is found to have deliberately kicked the ball off the ground, a free kick shall be awarded to the nearest opponent.
10. **Bumping and Tackling:** Bumping is permitted only from the side, any front on bumps shall be penalised by awarding a free kick. Tackling is permitted, normal tackling rules apply here. Sling tackles are illegal, and the tackler shall be penalised with a free kick awarded to the player who was tackled.
11. **Holding the Ball:** A player must not attempt to barge past their opponent, they must try to evade them. Failure to do this shall result in a free kick being awarded to the nearest opponent.
12. **Scoring:** Normal scoring rules apply. No score will be kept by goal umpires.
13. **Size of Ground:** Clubs may choose to reduce the size of the ground for these two age groups using portable goal posts. Rules 2 to 4 apply for ball-ups.
14. **Marking:** A mark shall be paid when the ball is disposed of by foot. There is no restriction on distance travelled at this level.
15. **Runners:** Runners may be used at this level of football. Runners are to deliver a message to the player and leave the ground straight away. Runners are only permitted on the ground to talk to players who are not in the direct play. At no stage should a runner be anywhere near the ball. Runners are not allowed to carry a coaches board on the field whilst the match is being played.



16. **Mentors:** Club mentors can be the coach of the side. Mentors are not allowed to carry a coach's board on the field whilst the match is being played. Club mentors are only permitted on the ground to talk to players who are not in the direct play. At no stage should a mentor be anywhere near the ball. Mentors are to deliver their message to the player and return to the coach's box straight away. The difference between a runner and a mentor is that the mentor can deliver coaching advice whilst on the ground whereas a runner cannot. A runner is to deliver a message and leave the playing field immediately.
17. **Mentors Inside the Forward 50m During a Kick-Out:** As long as the mentor is nowhere near the play, mentors are allowed inside the forward 50m during a kick-out to provide coaching advice to the players. No free kick shall awarded for mentors who do not get out of the forward 50m.
18. **Runners Inside the Forward 50m During a Kick-Out:** Runners are not permitted inside the forward 50m arc when there is a kick out. A free kick may be awarded against a runner of either side if they are inside the forward 50m arc when the ball is being brought back into play from a kick out.
19. **Jumpers:** Each team should be attired as per other sides who play within the club. Numbered jumpers should be worn and each player should be assigned their own number.
20. **Interchange:** Teams shall use the interchange bench as they see fit. There is no limit as how many kids can play in each team however there must only be 15 players on the ground per side at any one time and rule 2 must also apply.
21. **Order-Off Rule:** A Club Volunteer Umpire may order a player to leave the field for any of the below offences:
 - a) Fighting or unduly rough play
 - b) Persistent or deliberate breaking of the rules
 - c) Disputing the Umpire's decision
 - d) Objectionable language, remarks or behavior
 - e) Swearing at or abusing another player or the Umpire
22. **If a player has been ordered off the ground,** they shall not return to the playing field for the rest of the match. The Umpire shall then choose whether or not they wish to take the issue further with their own club and punishment shall be handled internally. If the incident is deemed to have been serious enough, the Umpire may then refer the incident onto the League by filling out a report sheet and the League shall follow up accordingly.
23. **15 Metre Penalty:** There are no 50m penalties at this age level, the penalty shall be 15 metres. The Umpire shall award a 15m penalty as per normal rules.
24. **Abuse from Official or Supporter:** If it is obvious that the Umpire is being abused by a Team Official or Supporter, the Umpire should ask the offending person to control their actions as they are at a junior match. If the abuse continues, they can hold play up and ask the home and/or visiting side to remove the person in question. Play shall be suspended until such an issue has been resolved. The League must be informed if such an incident has occurred. Unfortunately, due to a tight schedule for the rest of the day, time cannot be made up.
25. **Decisions Final:** The Club Volunteer Umpire is in charge of the match and every decision made by that Umpire is considered final. Players and Officials must abide by the Umpire's decisions and at no stage shall they dispute any decision made. Any issues arising from the performance of a Club Volunteer Umpire should be referred to the league for further investigation.