



## A guide for club Goal Umpires:



**What is a goal:** A goal (6 points) is scored if the ball is kicked (comes off the leg anywhere below the knee) by an attacking player and it passes between the two goalposts without being touched by any other player. Note that the ball must completely cross the line to register a score and it doesn't matter where a player trying to mark/punch the ball is standing, it just matters where the ball is in relation to the goal line (ie the ball could have already crossed the line by the time a player standing inside the field of play marks it – it counts as a goal). The goal umpire should wait for the umpire to give the all clear before signalling the goal with two hands and then waving two flags. Note that the field umpire may give you an indication that they think it is a goal by raising both hands to their mouth when giving the all clear.

**What is a Behind:** A behind (1 point) is scored if the ball passes between a goal post and a behind post, if it has been touched by a player prior to crossing the goal line or it touches a goal post. The goal umpire should wait for the umpire to give the all clear before signalling the point with one hand and then waving one flag. Note that the field umpire may give you an indication that they think it is a behind by raising just one hand to their mouth when giving the all clear. If the field umpire indicates that the ball was touched in flight, you have to signal a behind.

**What is a no-score:** If the ball touches a behind post, the ball is out of bounds and the goal umpire indicates to the other umpires by one arm outstretched to the side if it hit the post on the full or one arm raised directly above the head if the ball touched the ground or another player before it bounced into the post. If it passes clearly outside the behind post, signal it out of bounds in the same manner

**Signalling and Marking Score Cards:** After signalling the score and waving the flags, the score must be marked immediately on the score card by both goal umpires no matter which end of the ground the score is made. (that is why the goal umpire at the non-scoring end acknowledges the score end by waving the same flags – if the opposite goal umpire does not acknowledge, get their attention via the field umpires if necessary).

### Blank Score Cards

Do not use simple strokes for each goal (ie HHH), but instead use progressive numbers for each score (ie 12345) – that way you don't have to tally them up after each quarter. A correctly filled goal card might look like:

	Home Team:	Magpies			Away Team:	Tigers	
	Goals	Behinds	Points		Goals	Behinds	Points
Q1	1 2	1 2 3 4	16	Q1	1	1 2	8
Q2	1	1	7	Q2	1 2	1 2 3	15
Q3	1 2 3 4 5	1	31	Q3	1 2 3	1	19
Q4	1 2	1 2 3 4 5	17	Q4	1 2 3	1 2 3 4 5 6	24
<b>Final</b>	<b>10</b>	<b>11</b>	<b>71</b>	<b>Final</b>	<b>9</b>	<b>12</b>	<b>66</b>

### Numbered Score cards

The new score cards have numbers in each section that you mark off as the teams score and added up at the end of each quarter

	Home Team:	Magpies			Away Team:	Tigers	
	Goals	Behinds	Points		Goals	Behinds	Points
Q1	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	16	Q1	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	8
Q2	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	7	Q2	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	15
Q3	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	31	Q3	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	19
Q4	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	17	Q4	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	<del>1</del> 2 3 4 5 6 7 8 9 10 11 12 13 14	24
<b>Final</b>	<b>10</b>	<b>11</b>	<b>71</b>	<b>Final</b>	<b>9</b>	<b>12</b>	<b>66</b>

**Quarter Breaks:** At the end of each quarter, take your flags and walk into the centre of the ground to compare scores with the other goal umpire. If you both agree on the score, that's great – if both of your scores also agree with the scoreboard, wave two flags at the scoreboard attendant to indicate that it is correct. If not, walk over to towards the scoreboard attendant and advise them of the correct score. If the two goal umpires disagree, try to count back through the scores to see if one was missed or added twice in error. To help identify the error, the following factors may be taken into account:

If one score card also agrees with the scoreboard, it is more likely to be correct.

In a one-sided game, the umpire at the scoring end is more likely to have missed writing a score down because they are so busy.

**Positioning:** To give yourself the best chance of giving a correct decision, do not just stand in the middle of the goals and crane your neck around. Instead, you should move around behind the goals to get in line with the flight of the ball. The best way is to stand back a couple of metres from the goal line and keep the centre of the goals (place a mark on the ground) in a line directly between you and the ball, wherever it may be on the field. In that way, once the ball is kicked, you only need to move a couple of paces sideways to see if the flight of the ball is inside or outside the goalpost. Similarly, you only need to move a couple of paces forward to straddle the line if you need to get side-on to see if the ball crosses the line before being touched/marked. You might have a quick sprint if the kick is sprayed and you need to see if it goes outside the behind post (the field umpire may help you out if he has a good line on the shot). Try to keep the area 5m around the entire goal area clear of other people, kids, dogs, etc so that you are not obstructed in moving to the flight of the ball.

**Changing Ends:** Goal umpires change ends at half-time.

**Job's Done:** At the end of the game, after confirming the scores with the other goal umpire, sign the scorecard and hand them to the field umpire or ground manager.