



A BASIC GUIDE



Australian Government
Australian Sports Commission



THE GOAL UMPIRE

Goal Umpiring

The role of the goal umpire is to:

- ▶ Be the judge of the scores.
- ▶ Keep a record of all the goals and behinds kicked in a match.

Judging the score

For a score to be registered, the football must be completely over the behind or goal lines or have hit a goalpost.

A goal is scored

- ▶ When the ball completely crosses the goal line after being kicked by a player on the attacking team without touching a player or goalpost.

The team will score six points.

A behind is scored

- ▶ If the ball hits a goalpost or travels over a goalpost.
- ▶ Crosses the behind line.
- ▶ Is touched by a player before crossing the goal line.
- ▶ If the ball is taken over the goal or behind line by a player.

The team will score one point.

Out of bounds

If the ball touches or passes over the behind post, then the ball is considered to be out of bounds.

Recording the score

Having identified the score and waved the flag, the second most important duty of the goal umpire is to properly record the score.

This completed score is forwarded to the controlling body as the official score and result of a match.

A goal umpire's checklist

- ☐ *Laws of Australian Football* book.
- ☐ Correct, clean uniform (jacket, hat, pants, shirt).
- ☐ Flags (four) and flag holders.
- ☐ Boots or shoes (boots may be more appropriate in wet conditions).
- ☐ Appropriate paperwork and a couple of pens/pencils (pencil may be better in wet conditions).
- ☐ Scorecards.
- ☐ Sunglasses for bright conditions.
- ☐ A coin (for the toss).
- ☐ A watch.
- ☐ Food and drinks (some snacks for half-time and after the game).
- ☐ A towel.

Goal umpire indications

Whether for a goal or a behind, your indications with your hands and arms should be clear and precise.

This reflects the confidence you have in the decision you have made and conveys a strong message to the players and officials.

Signalling a score

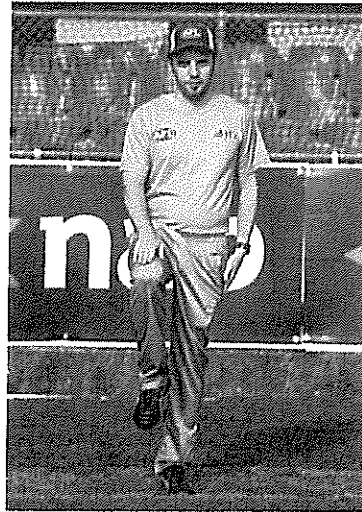
This style should also be reflected in your flag-waving, which must be of a high standard.

The following pages demonstrate the appropriate signals given by a goal umpire.

Indications to the field umpires



Ball touched goal-post. Follow with behind signal.



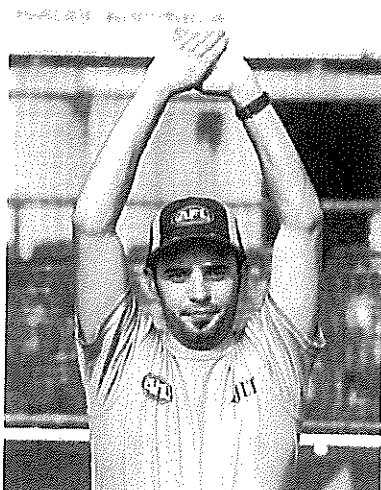
Ball touched leg above knee. Follow with a behind signal.



Behind has been scored.



Goal has been scored.



Ball was touched. Follow with behind signal.

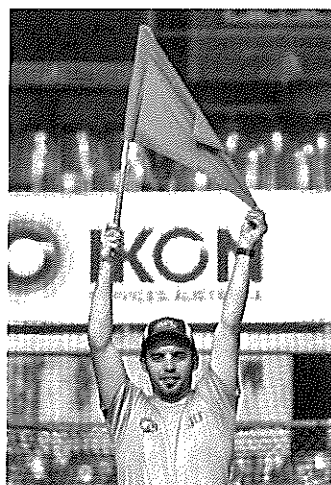


Blood rule.

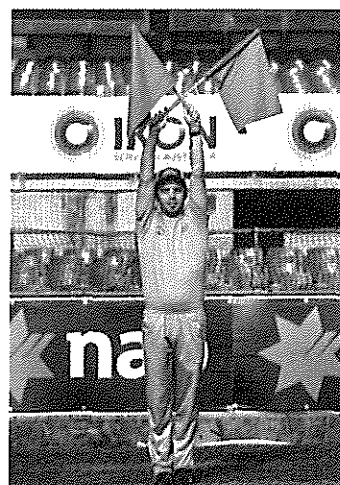
Signals to the other Goal Umpire & spectators



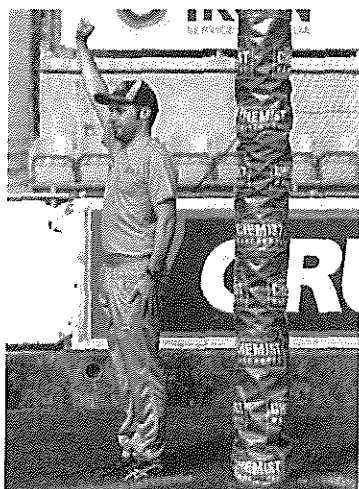
Goal – from here, flags come across once, back once and then back down.



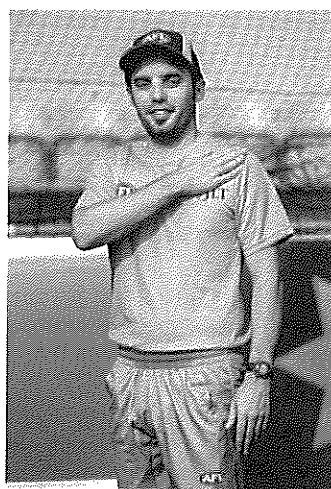
Behind – from here, flag comes across, back and then down.



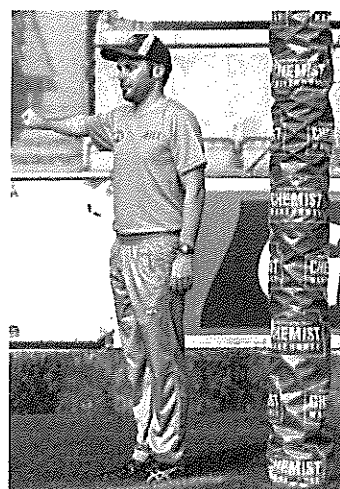
Score has been annulled.



Out of bounds – to boundary umpire.



Behind has been scored – to boundary umpire.



On the full – to boundary umpire.



Ball hits behind post on the full – tap three times.

Positioning for Goal Umpires

Any form of adjudication requires the umpire to be in the best possible position from which to correctly judge an outcome. This particularly applies to goal umpiring.

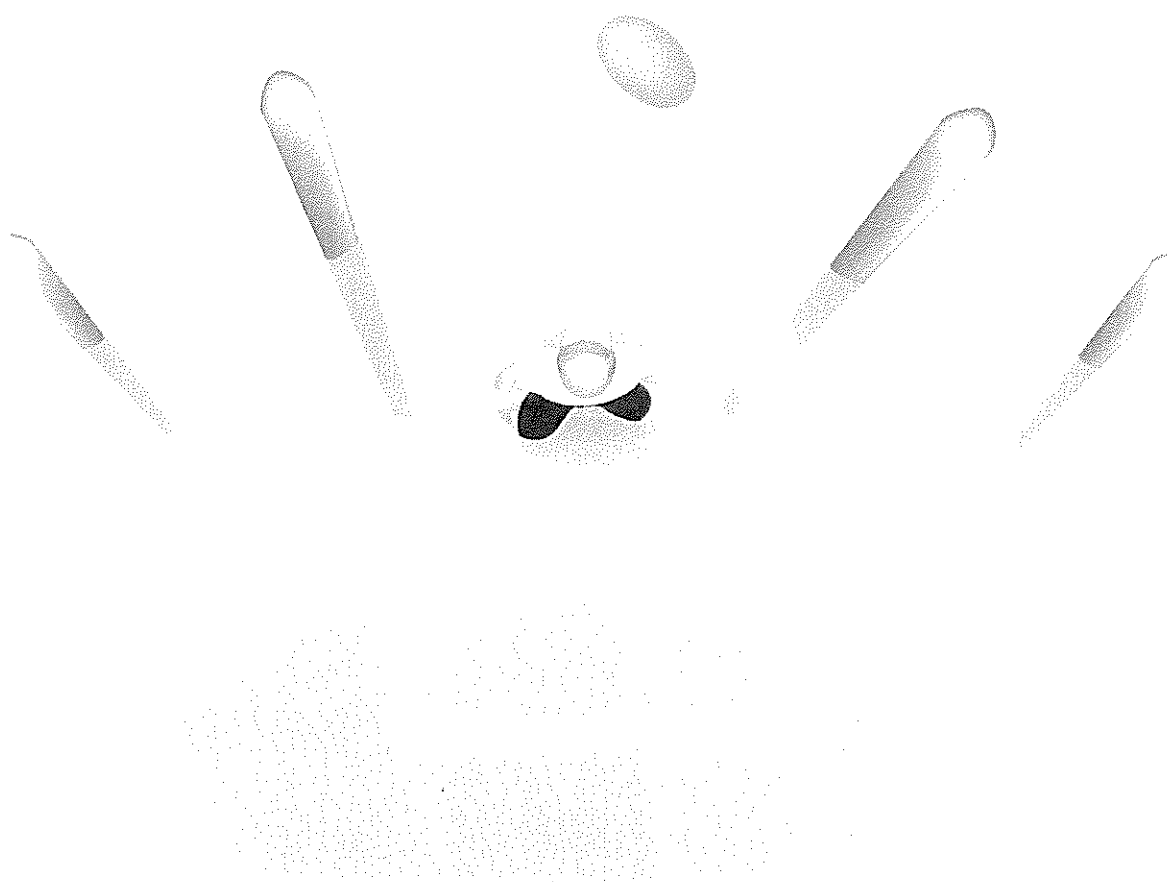
Standard positioning for a goal umpire falls into two categories:

- ▶ Under the flight of the ball.
- ▶ Astride the score line.

Under the flight of the ball

For the goal umpire to correctly determine whether the football in flight has gone through the goals, over a goalpost, or through the behinds, they need to position themselves under the flight of the ball. When the ball is within scoring distance, the goal umpire's initial position should be in line with the ball and the centre of the goal line.

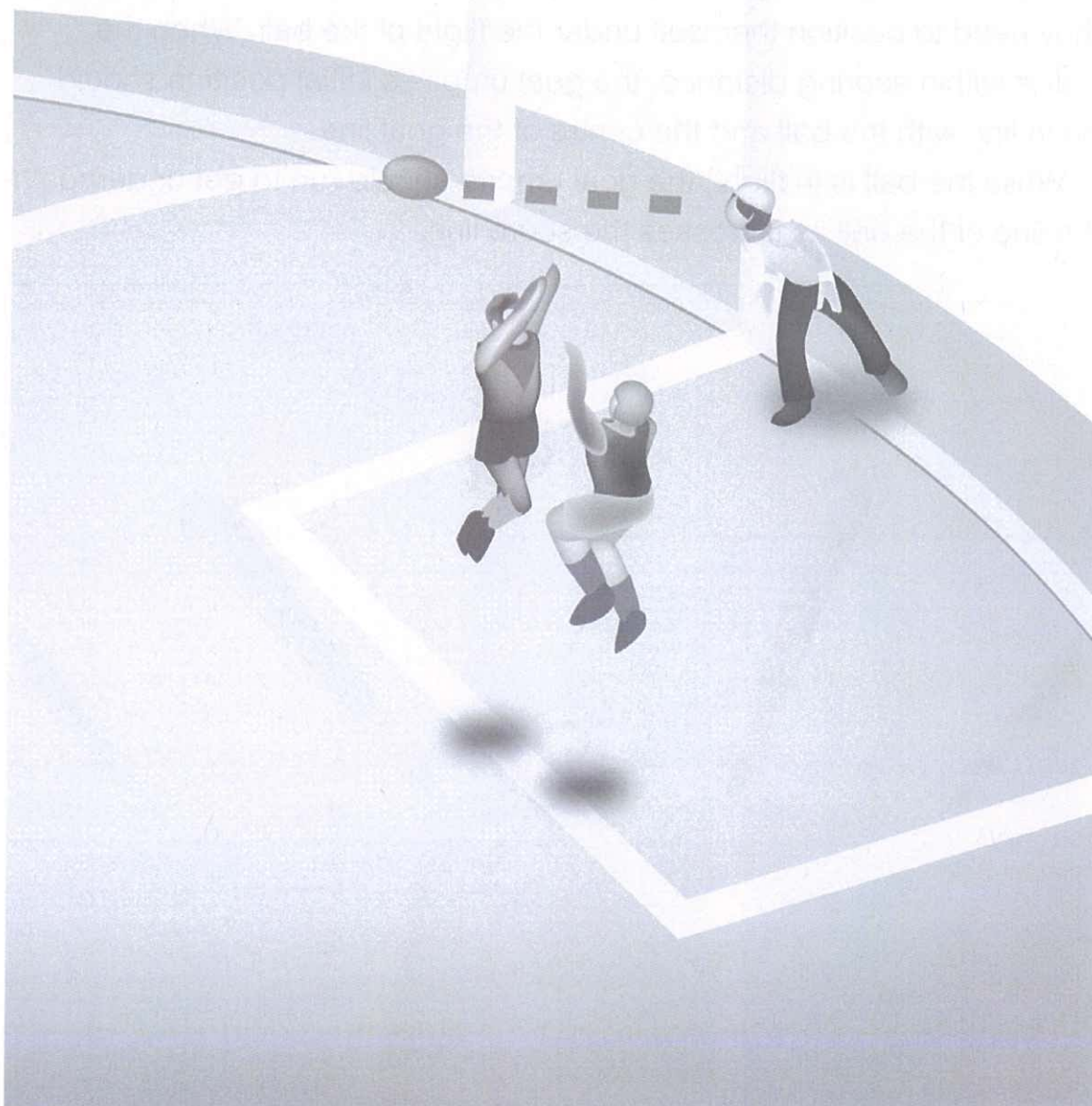
While the ball is in flight, the goal umpire should run to get underneath the line of the ball as it crosses the score line.



Astride the line

The goal umpire should straddle (or stand astride) the score line and out of the way of the players when the ball is likely to be touched.

They should also straddle the line when a player is running in to kick a goal from close to the goal line.



Recording of scores by Goal Umpires

Record progressively

Record the scores progressively, that is, 1, 2, 3, rather than 1 1 1.

Confer each quarter

At the end of each quarter, the goal umpires confer to check each has the same score.

If the scores are not the same, the goal umpires discuss the situation during the break and try to resolve the matter.

There are three general rules for resolving different scores.

1. It is often the goal umpire at the non-scoring end who has the accurate score as he/shes has not been under pressure to make decisions.
2. It is easier to 'forget' to record a score than it is to add a score in error. Therefore, the umpire with the extra score is usually correct.
3. If there is a scoreboard, check it. The goal umpire with the same score as the scoreboard is usually correct as the other umpire may have made a mistake.

Total at end of match

Add up the goals and behinds scored by each team at the end of the match and record the total scores.

A sample scorecard has been completed below.

SAMPLE SCORING CARD				
Club Adelaide		Club Kangaroos		
	GOALS	BEHINDS	GOALS	BEHINDS
1st Quarter	1 2 3 4 4	1 2 3 2	1 2 3 4 5 5	1 2 3 4 5 5
2nd Quarter	1 2 3 4 5 6 6	1 2 2	1 2 2	1 2 2
3rd Quarter	1 2 3 4 5 5	1 2 3 4 5 5	1 2 3 4 5 6 6	1 2 3 4 5 5
4th Quarter	1 2 3 4 4	1 2 3 4 4	1 2 3 3	1 2 3 3
Total	19	13	16	15
Total Points	127		111	

