



2022 FOOTBALL MATCH DAY RESOURCE



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FOOTBALL OPERATIONS STAFF

NAME	ROLE	EMAIL	PHONE
George Kalis	Competitions Manager	george.kalis@afl.com.au	0482 888250

MATCH DAY FORM UPLOAD:

If you do not have a google drive account, please use login information below

Username: sflform@gmail.com

Password: [sfl12345](#)

This sheet is to be given to the home team manager.

Any issues completing these forms please contact George Kalis on 0482 88825



WEBSITE AND SOCIAL MEDIA

Website:

- <https://southernfootballleague.com.au>

- Facebook:
SFL Page- <https://www.facebook.com/SFLTasmania>

COVID 19 PROTOCOLS

For training and game day processes:

www.checkin.tas.gov.au

MATCH DAY SET UP

Outdoor Checklist:

- Line Marking
Lines clearly marked within the laws of the game and required distances applicable (diagram last page)
- Away rooms
Clean and swept, toilet paper. Hot shower and lights working. Away team to clean up after use.
- Umpire rooms
Clean and swept, toilet paper, hot showers, table, chairs, lighting
- Goal Post Pads
Suitably fixed to posts and ready for game day
- PA system (if applicable)
In working order with the ability to clearly be heard
- Siren
Clear working order (tested pre-game) with back up siren (air horn) in close proximity

Items:

- Stretcher at interchange bench
- Footballs

(see rules and regulations for competition specific number and placement of match balls)

MATCH DAY TIMELINE

- **30min:** Meet with opposition club Team Manager
- **30min:** Complete Marsh/ JLT Match Day Checklist (prior to first game via AFL Match Day App by JLT)
- **15min:** Team Sheet copies to umpires/away club
- **15min:** Home team to provide match football to umpires.
- **10min:** Timekeepers in place with cards and correct match time displayed
- **10min:** Interchange steward in place with paperwork
- **10min:** Scoreboard attendants are in place
- **During:** Provide drinks to umpires at breaks
- **During:** Umpire escort to and from changerooms to ground, ½ time & full time.
- **POST 15min:** Gain all clear from umpires including reports.
Complete all match day paperwork requirements.
- **POST Game:** Match Day results including best players and goal scorers are entered through PlayHQ by home club.
 - With varying start times results must be entered within 45 mins of match end.
 - **Home Team:** Responsible for ensuring final scores are correct.
 - **Home Team:** Responsible for updating handwritten changes. (players and jumper numbers)
 - **Visiting Team:** To provide their own club's best players and goal kickers to Home Team Manager who will enter their goal kickers and best players are entered on PlayHQ

HOME TEAM DUTIES

Paperwork:

- Player registration – all listed players are correctly entered PlaHQ prior to playing
- Team sheet – team selected prior to start of match and copies of team sheet printed (3 copies: home team, away team, and umpires + 1 spare)
- Match Day Checklist (via the app)

Support Staff:

- Runner(s) – up to 2
- Water carriers – up to 6
- Sports Trainer – Accredited Level 1 Sports Trainer
- Umpire Escort
- Timekeeper
- Score board attendant
- Interchange Steward

Please note: All team officials must be registered on PlayHQ and listed on the team sheet. If they are not listed on the team sheet, they are not permitted to be in the coach's box.

We require each team coach, including bench coaches to be accredited and registered on PlayHQ – updates to align with the AFL coach accreditation processes in place since the beginning of 2019. Coaches not accredited and registered will not be able to be selected on team sheet. If a Coach is not selected the team sheet will not save or print.

The minimum age for a Club Boundary or Goal Umpire is 14 years old.

The minimum age for a Runner is 15 years old.

The minimum age for Water Carrier is 12 years old as of January 1.

Water Carriers can only enter the playing area from one of the points where the boundary line and a 50 metre arch line intersect when a set shot for goal is being taken at the other end of the ground or a goal has been scored and must be off the playing surface before play resumes. They are not permitted in the area behind the goal and behind posts and the interchange area at any time during play.

AWAY TEAM DUTIES

Paperwork:

- Player registration – all listed players are correctly entered into PlayHQ prior to playing
- Team sheet – team selected prior to start of match (3 copies + 1 spare)
- Away team goal kickers and best players given to Home Team Manager

Support Staff:

- Sports Trainer – Accredited Level 1 Sports Trainer
- Runner (s)
- Water carriers
- Timekeeper (optional)

Only one trainer may be in the team bench area. All other trainers are to stand against the fence within one of the 50 metre arcs – they must not be in the team bench area unless assisting in treating an injured player.

The away team is responsible for providing their own goal kickers and best players for PlayHQ **within 20 minutes** of the conclusion of the match to the Home Team Manager. A media release with all results, best players and goal kickers is sent to all of our media partners at 6pm on a Saturday evening via the PlayHQ system.

MATCH DAY PAPERWORK

BOTH TEAM MANAGERS need to provide a copy of their team sheet to the umpires before the start of the match.
GOAL UMPIRES need to pass on their scorecards to the Home Team Manager following the end of the match and complete best players for Huon News Media Award and upload online.

FIELD UMPIRES to decide on the best players at the end of the match and upload online.

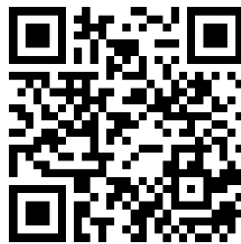
HOME TEAM MANAGERS

Ensure all paperwork is collected **including Away Team's paperwork** with goal kickers and best players which are updated on PlayHQ. The Team Sheets, Goal Umpire Cards, and Timekeeping Cards are uploaded as below and the paperwork is filed for the remainder of the season. The filed online paperwork must be available at the request of the SFL Office if required.

Once collected upload the team sheets, both goal umpire cards as below.

For Best and Fairest votes, Huon News Media Award and Umpire reports please refer below.

SFL Match Day Manager Match Day Forms Upload:



Scan the QR Code above and follow the process of entering the date, home and away teams, then adding the photo of the team sheets and goal umpire score cards to the Google drive. Once completed keep a copy of all documentation for the match in a folder for the rest of the year.

KEY RULES & REGULATIONS

Below are some frequently asked questions about the rules and regulations.

For the full details refer to the 2022 SFL Rules and Regulations

Footballs

- Three Clennetts Mitre 10 Sherrin footballs of a suitable standard and approved by the SFL shall be provided for each match. One ball shall be positioned at each end of the ground behind the goal line.
- Yellow size 4 Clennetts Mitre 10 Sherrin footballs must be used in SFLW matches

Stretchers

Clubs must ensure a Sports Medicine Australia approved stretcher is available from the interchange bench. Match not to commence until a stretcher is available.

A player on a stretcher is to be taken off the ground in the shortest and most direct route.

A player, for whom a stretcher is called, shall not resume playing for a period of twenty (20) minutes of play, as per the Laws of Australian Football (including time on but excluding the quarter/half time breaks)

Water Carriers

Water Carriers must be in the prescribed uniform – high-vis purple water carrier vest. Water carriers must only enter the field of play when there is a shot at goal, after a goal is scored. The minimum age for a Water Carrier is 12 years old.

Officials Uniforms

Sports Trainers must be in the prescribed uniform – high-vis white sports trainer vest.

Runners must be in the prescribed uniform –runners top with club name on back

Player Uniforms

All protective apparel, including bandages & skins must be of a neutral beige colour only, however skins may also be matching in colour to club home shorts when they are worn.

TIMEKEEPING & LENGTH OF MATCHES AND BREAKS

Competition	Quarter Length	Quarter/Half/Quarter Breaks
SFL Seniors	20 minutes plus time on	6/15/6
SFL Reserves	20 minutes no time on	6/15/6
SFL Colts	20 minutes no time on	6/12/6
SFLW all Divisions	18 minutes no time on	6/15/6

Warning Sirens

5.9 Timekeepers are to sound the siren as an indicator to players and officials as follows:

5.9.1 As umpires enter the playing field prior to the start of the game and after half-time - Once

5.9.2 Five minutes prior to scheduled starting time of the match and start of the 3rd Quarter – Three times

5.9.3 Two minutes prior to scheduled starting time of all quarters - Twice

5.9.4 One minute prior to scheduled starting time of all quarters - Once

5.9.5 Scheduled starting time of all quarters – Once

5.8 For matches where time on is not applicable the following will apply:

The clock is only to be stopped for the blood rule or when a player is replaced using the stretcher with the procedure as follows:

5.8.1 In the event of a player being replaced under the blood rule, timekeepers are to stop the clock from the time that the blood rule signal is given by the umpire until the umpire signals time back on or the ball is clearly in play.

5.8.2 In case of a player being replaced using a stretcher, the field umpire shall signal time off and on as detailed above.

GREEN, YELLOW AND RED CARDS

Green Card - To be shown as a caution to a player. This player shall be sent from the field of play for 15 minutes and can be replaced immediately.

Yellow Card - To be shown when making a report. This player shall be sent from the field of play for 15 minutes and can be replaced immediately.

Red Card - To be shown when making a serious report or a second report against a player. This player shall be sent from the field of play for the remainder of the match and can be replaced immediately.

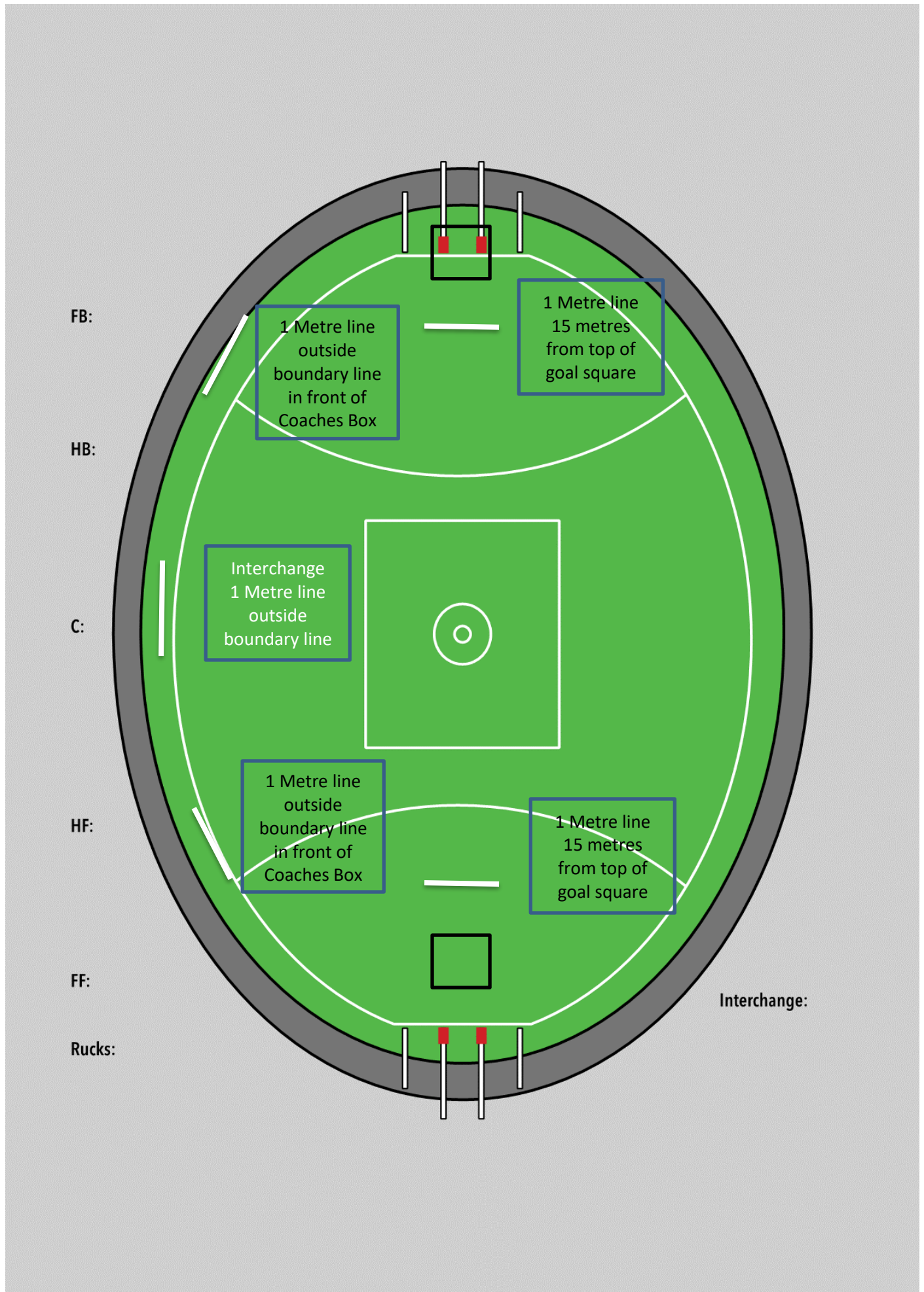
Differences in SFL, OSFA, ODFA versus AFL Laws of the Game 2020

It is your responsibility to know when a red, yellow or green card should be used.

If a player is sent from the ground, a red, yellow or green card must be shown to the player. Please hold the card high enough so players and officials, including time keepers, can see the card.

SFL		
GREEN	YELLOW	RED
<ul style="list-style-type: none">• ANY UMPIRE BUT EFFECTED BY FIELD UMPIRE• OFF FOR 15 MINUTES PLAYING TIME. TIMING ARRANGED BETWEEN THE BENCHES• IMMEDIATE No report	<ul style="list-style-type: none">• ANY UMPIRE BUT EFFECTED BY FIELD UMPIRE• OFF FOR 15 MINUTES PLAYING TIME. TIMING ARRANGED BETWEEN THE BENCHES• IMMEDIATE REPLACEMENT• First report – serious offence	<ul style="list-style-type: none">• ANY UMPIRE BUT EFFECTED BY FIELD UMPIRE• OFF FOR REMAINDER OF MATCH• IMMEDIATE REPLACEMENT• Second report any offence.

Additional Line Marking Requirements



Ground Marking

8.1 The following lines must be clearly marked.

8.1.1 Goal-squares, boundary lines, centre square

8.1.2 Arc at each end of the ground, 3 metre centre circle (with intersecting line), 10 metre centre circle (with intersecting line)

8.1.3 Interchange area:

(a) The interchange area comprising two short lines across the boundary line 15 metres apart should be marked on one wing and adequate seating provided for players and team officials of each club; and

(b) A line one metre outside the boundary line running parallel to the boundary line for the full 15 metres of the interchange area. No player is to cross this line unless in the process of entering the playing surface.

8.1.4 A 1 metre line that is 15 metres in front of the centre of the front line of the goal square running parallel to that line.

8.2 The boundary line must be marked at least three (3) metres inside the fence line.

8.3 A coach's line should be marked comprising 5-10 metres in length and no more than 2 metres in from the fence / fence line, maintaining a minimum of 1 metre from the boundary line. It should be marked in front of the coach's box/area. No official or bench player can stand in front of this line during play.

SFL-MATCH DAY MANAGER FORMS

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SFL-MATCH DAY HOME TEAM MANAGER FORMS

MATCH DAY FORM UPLOAD:



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Username: sflform@gmail.com

Password: [sfl12345](#)

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