

# SFNL UMPIRING DEPARTMENT COMMUNICATION TO ALL UMPIRES

## PROCEDURE FOR WHEN A TEAM CALLS FOR A HEAD COUNT IN A SFNL MATCH

When a team calls for a "Head Count" in the SFNL the following procedure must be followed by all Umpires.

### Team Exceeding Permitted Number of Players on Playing Surface

*From the SFNL Incorporated By Laws. 9 March 2011.*

#### 13.3 Players Exceeding Permitted Number

Where a Team has more than the permitted number of players on the Playing Surface, the following shall apply:

(i) the score for the team that infringes will revert to their score at the last break, ie if the team infringes in the second quarter their score will revert to the quarter time score or if they infringe in the first quarter their score will revert to zero.

(ii) Play would then resume where it was suspended originally.

### DETAILED INFORMATION FOR ALL UMPIRES

The SFNL has its own By-Law in relation to a team exceeding the permitted number of players in the Playing Surface, as listed above.

However, the procedure loosely follows some, but not all, of Law 5.5. from the AFL Laws of Australian Football 2015.

#### **AFL Law 5.5.1. Request by Captain**

The Captain or Acting Captain of a Team may at any time during a Match request that the Field Umpire count the number of Players of the opposing Team who are on the playing surface.

#### **Procedure**

Where a request is made under Law 5.5.1.

#### **Field Umpires:**

- stop play at the first available opportunity;
- blow time on;
- call into line within the Centre Square the Players of both Teams who are at the time on the playing Surface and count the number of Players;
- be alert for Players from either Club moving off the Playing Surface;
- wait for Boundary Umpires and Goal Umpires to be in correct position (see below);
- upon completing the count, ensure that each Team has the permitted number of Players on the Playing Surface;
- the maximum number of Players permitted on the Playing Surface at the same time is 18 per Team or, in circumstances where a Player(s) has been ordered from the Playing Surface, 18 less the Player(s) ordered from the Playing Surface;
- when a Head Count is taking place, if there has been a reasonable amount of time played since a Player has been ordered from the Playing Surface and there is dispute from either Club about how long a Player has been off the Playing Surface, it is the responsibility of the Club Team Managers to effectively communicate with the Time Keeper to ascertain the time elapsed. Under no circumstances should any Umpires leave the Playing Surface to communicate with Officials during a match;
- where a Team has more than the permitted number of players on the Playing Surface, the Field Umpires instruct the Goal Umpires, if required, to move towards the official scoreboard to inform the Scoreboard Attendants that the score for the team that has infringed will revert to their score at the last break. For example, if the team infringes in the second quarter their score will revert to the quarter time score or if they infringe in the first quarter their score will revert to zero;
- play would then resume where it was suspended originally;
- if scores are not impacted, the Goal Umpires return to their positions and play would then resume where it was suspended originally;
- if a count reveals that the opposing Team has the permitted number of Players, there is no further procedure. Play would then resume where it was suspended originally.

**Goal Umpires:**

- are to gather their flags and run to the Centre Square;
- Goal Umpires are to position themselves at the end, in the middle of, where both Teams are lined up;
- write the time of the Player Count and write the scores at the time of the Player Count on Scorecards;
- where a Team has more than the permitted number of players on the Playing Surface, the Field Umpires will instruct the Goal Umpires, if required, to move towards the official scoreboard to inform the Scoreboard Attendants that the score for the team that has infringed will revert to their score at the last break. For example, if the team infringes in the second quarter their score will revert to the quarter time score or if they infringe in the first quarter their score will revert to zero;
- if the scoreboard is required to be changed, after the scores are adjusted, one Goal Umpire will “wave off” to the Scoreboard Attendants that the adjusted scores are now correct.
- if scores are not impacted, the Goal Umpires return to their positions;
- regardless of the Player Count outcome, write the outcome of the Player Count on Scorecards.

**Boundary Umpires:**

- are to position themselves on the corners of the Centre Square and be alert for Players from either Club moving off the Playing Surface;
- Boundary Umpires are to immediately inform the Field Umpires if they identify Players leaving the Playing Surface.

**PLEASE NOTE:**

**If a Head Count is called in any SFNL match**

- a notation must be made on the SFNL Competition Match Report (CMR)
- on the day of the match, regardless of the outcome of the Head Count, you are required to contact Adam Sparrow, SFNL General Manager Operations. Mobile 0429 120 203.

*Adam may not be in a position to answer your call, so leave a detailed message if required. There may not be a requirement for Adam to call you back.*