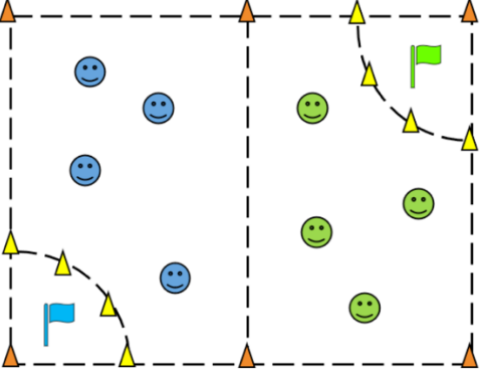


<b>Session Topic:</b>	Goal Umpiring	
<b>Learning Outcomes – Participants will:</b>	<b>Success Criteria – Participants will be able to:</b>	
<ul style="list-style-type: none"> <li>Understand the role, responsibilities, and benefits of being a goal Umpire</li> <li>Develop their understanding of goal Umpire positioning and movement</li> </ul>	<ol style="list-style-type: none"> <li>Effectively communicate scoring line decisions through correct signals and flag waving</li> <li>Position themselves in a good decision making position</li> </ol>	
<b>Learning Materials:</b>		
<ul style="list-style-type: none"> <li>Nil</li> </ul>		
<b>Equipment Required:</b>		
<ul style="list-style-type: none"> <li>Umpiring WA Charter pull-up banner, goal flags, 8 goal and behind posts, 10 footballs, 20 cones</li> </ul>		

<b>3 - 5 min</b>	<b>Warm Up: Capture the Flag</b>	
<b>Purpose:</b> Communicating and working together as a team, practising agility and change of pace	<b>Presentation Slides:</b> N/A	
<b>Equipment:</b> 2 “flags”, bibs for half the group, cones for boundary & flag area		
<b>Set up:</b> <ul style="list-style-type: none"> <li>Divide group into two teams, each uses one half of the playing space as “home base”.</li> <li>Create a semi-circle of cones 3m diameter inside each end of the playing surface &amp; place the 1-3 flags (flag, ball, bean bag, any piece of equipment) in it.</li> <li>The aim of the game is to get through the other teams half and capture the flag.</li> <li>When you are in the other teams half you can be tagged by defenders which means you are “frozen” and must kneel on the ground. You can only be freed by a high-5 from one of your “free” teammates.</li> </ul>	<b>CHANGE IT:</b> <ul style="list-style-type: none"> <li>Change the number of flags that need to be captured (1 – 3 flags).</li> <li>Ask teams to discuss a team strategy.</li> <li>Only limited number of attackers can enter opponents half at a time.</li> </ul> <b>LEARNING:</b> <ul style="list-style-type: none"> <li>Practice communicating with teammates.</li> <li>Watching the opponents and</li> </ul>	

<ul style="list-style-type: none"> <li>• If you are in the flag circle you are safe from taggers.</li> <li>• The game ends when one team has captured all of their opponent's flags and secured them in their own "home base" half.</li> </ul>		moving accordingly.
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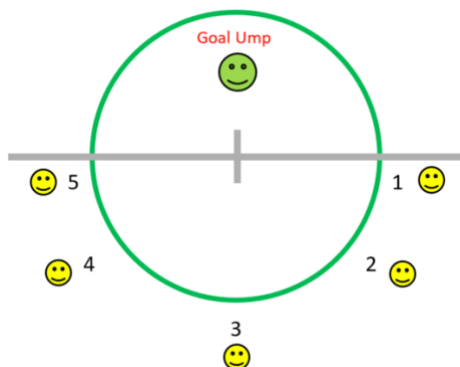
<b>3 min</b>	<b>Role of the Goal Umpire</b>	
<b>Purpose:</b> Retrieve knowledge learnt in a previous session	<b>Presentation Slides:</b>	
<b>Equipment:</b> nil	N/A	
<b>Set up:</b> <u>Discuss as a group:</u> <ul style="list-style-type: none"> <li>• <i>ASK: What is the role of the goal Umpire?</i> <ul style="list-style-type: none"> <li>○ <i>Be the final judge of a score.</i></li> </ul> </li> <li>• <i>Who does the goal Umpire need to communicate with?</i> <ul style="list-style-type: none"> <li>○ <i>Must receive either an "All Clear, behind" or "All Clear, goal" from the field Umpire before signalling behind/goal and waving flags.</i></li> <li>○ <i>Work together with the boundary Umpires to adjudicate the score near the behind post.</i></li> </ul> </li> </ul>		<b>LEARNING:</b> <ul style="list-style-type: none"> <li>• Demonstrate understanding of the role as a goal Umpire.</li> </ul>

<b>5 min</b>	<b>Goal Umpire Signals Introduction</b>	
<b>Purpose:</b> Practice the skill of the goal Umpire signalling and flag waving technique	<b>Presentation Slides:</b>	
<b>Equipment:</b> 1 pair of flags per pair (if possible)	N/A	
<b>Set up:</b> <u>Demonstrate Goal Umpire signals:</u> <ul style="list-style-type: none"> <li>• Demonstrate or ask a participant "expert" to demonstrate:                             <ul style="list-style-type: none"> <li>○ Goal signal and flag waving.</li> <li>○ Behind signal and flag waving.</li> <li>○ Other signals:                                     <ul style="list-style-type: none"> <li>▪ A Behind: tap chest, tap hands, tap knee, tap post.</li> <li>▪ Assisting the boundary Umpire: out of bounds, out on the full.</li> </ul> </li> </ul> </li> </ul>		<b>CHANGE IT:</b> <ul style="list-style-type: none"> <li>• Work in small groups or pairs, one person calls out scenario and others have to signal/wave flags.</li> <li>• Use participants to call out scenarios for the whole group.</li> <li>• If participants perform</li> </ul>
<u>Activity:</u>		

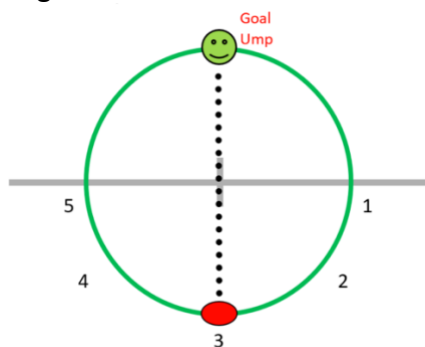
<ul style="list-style-type: none"> <li>• Set up participants in lines facing you, Facilitator says:             <ul style="list-style-type: none"> <li>○ “All clear, goal” and participants signal and wave/pretend to wave flags.</li> <li>○ “All clear, behind” and participants signal and wave/pretend to wave flag.</li> </ul> </li> <li>• Go through scenarios by calling them out and participants signal as goal Umpires.             <ul style="list-style-type: none"> <li>○ Goal line: e.g. soccered, touched, carried, kicked over the goal line.</li> <li>○ Behind line: e.g. kicked, punched over the behind line, hits the behind post on the full or after bouncing.</li> </ul> </li> </ul>	<p>incorrect signal they kneel, then sit, etc to find a winner.</p> <p><b>LEARNING:</b></p> <ul style="list-style-type: none"> <li>• Practise goal Umpire hand signals and flag waving.</li> <li>• Practise responding to different scenarios as the goal Umpire.</li> </ul>
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10 min	Goal Umpire Positioning	
<b>Purpose:</b> Practise goal Umpire positioning for online contests	<b>Presentation Slides:</b> N/A	
<b>Equipment:</b> per group of 4-6 participants: 1 pair of flags (if possible), 1 football, 2-4 posts (goal and behind posts or agility poles)		
<p><b>Set up:</b></p> <ul style="list-style-type: none"> <li>• Set up activity along a straight line, which serves as the goal line (where possible, use a goal square and goal posts).</li> <li>• Position group members in an arc meeting the line at each end, from positions 1-5 (see diagram). Minimum 4 participants per group (1 goal Umpire and 3 people positioned 1-3-5).</li> <li>• The aim of the activity is for the players on the arc to throw/handball the ball amongst themselves, with those at positions 1 and 5 taking the ball near or over the line when they have possession.</li> </ul>	<p><b>CHANGE IT:</b></p> <ul style="list-style-type: none"> <li>• Participants take the ball through the goals and goal Umpire has to make a decision, signal and wave their flags.</li> <li>• Participants come up with scenarios to play out.</li> </ul> <p><b>LEARNING:</b></p> <ul style="list-style-type: none"> <li>• Practice goal Umpire positioning for online contests.</li> <li>• Practice responding to different</li> </ul>	

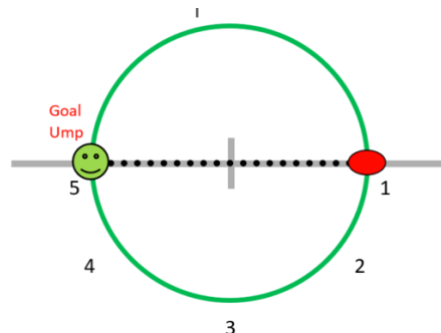
scenarios as the goal Umpire.



- The goal Umpire moves in relation to the ball, keeping a straight line between the ball and the middle of the goals at all times.
- Participants start slow and speed up once the goal Umpire gets the hang of it.
- Go for 30 seconds and then rotate positions.
- Example: When the ball is in position 3, the goal Umpire will be straight in front.

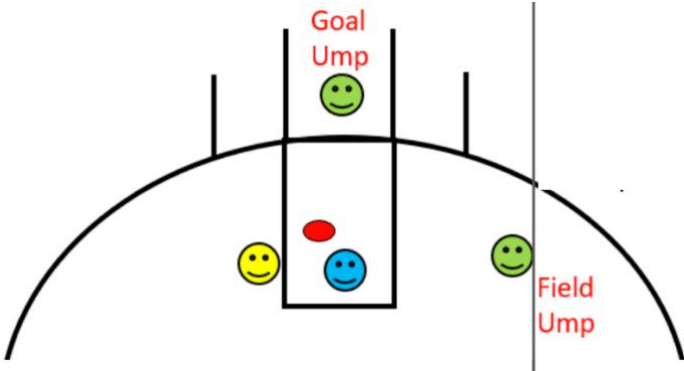


- Example: At position 1, goal Umpire will be side on, looking to see whether the ball has crossed the line.



### Goal Umpires Remember:

- The whole ball must be across all of the line for it to be a score.
- Stay on your toes and only get online when the ball is in position 1 or 5.
- Stay back from the line when the ball is offline.

10 min	What's the score?	
<b>Purpose:</b> Practice goal umpire positioning and decision making	<b>Presentation Slides:</b> N/A	
<b>Equipment:</b> per group of 4-6 participants: 1 pair of flags (if possible), 1 football, 2-4 posts (goal and behind posts or agility poles)		
<b>Set up:</b> <ul style="list-style-type: none"> <li>• Create groups of 4 participants (1 goal Umpire, 1 field Umpire and 2 players).</li> <li>• Players will play out scenarios near the scoring line with the football eventually going over one of the scoring lines (goal or behind line).                             <ul style="list-style-type: none"> <li>○ Goal Umpire will indicate a score (tapping chest, etc or walking to the middle of the goals).</li> <li>○ Field Umpire will signal "All clear, Goal / Behind / Touched" etc.</li> <li>○ Goal Umpire to signal with hands and wave flag/s.</li> </ul> </li> <li>• Complete two scenarios and then swap roles, field Umpire and Goal umpire swap. Then players become umpires after. Everyone should have a go as the field Umpire and goal Umpire.</li> </ul>	<b>CHANGE IT:</b> <ul style="list-style-type: none"> <li>• Add additional players.</li> <li>• Players to plan scenarios to make it challenging for Umpires.</li> <li>• Start the activity further away from the goals to provide goal Umpire opportunity to practise their movement.</li> </ul> <b>LEARNING:</b> <ul style="list-style-type: none"> <li>• Practice goal Umpire positioning and decision making.</li> <li>• Practice communication between field and goal Umpires.</li> </ul>	
		

2 min	Scoring	
<b>Purpose:</b> Understand how the score is recorded as a goal Umpire	<b>Presentation Slides:</b> N/A	
<b>Equipment:</b> nil		
<b>Set up:</b> <ul style="list-style-type: none"> <li>• <i>ASK: How many points are scored for a goal and for a behind?</i></li> </ul> <u>Discuss:</u> <ul style="list-style-type: none"> <li>• <i>The goal Umpires role in keeping the score.</i></li> </ul>	<b>CHANGE IT:</b> <ul style="list-style-type: none"> <li>• Provide each paid with a score card to use during activities.</li> </ul> <b>LEARNING:</b>	

<ul style="list-style-type: none"> <li>• <i>A score should be recorded as soon as possible. If it is a behind, the goal Umpire needs to wait until the ball has left their area to record the score.</i></li> <li>• <i>How and when do the two goal Umpire ensure they have the correct and same score?</i> <ul style="list-style-type: none"> <li>○ <i>Verify the scores with each other at each break.</i></li> </ul> </li> <li>• <i>How do goal Umpires indicate to the scoreboard the score is correct?</i> <ul style="list-style-type: none"> <li>○ <i>At the quarter break, one Umpire shall wave their goal flags to the scoreboard to confirm correctness of scores.</i></li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Understand the process of recording the scores.</li> </ul>
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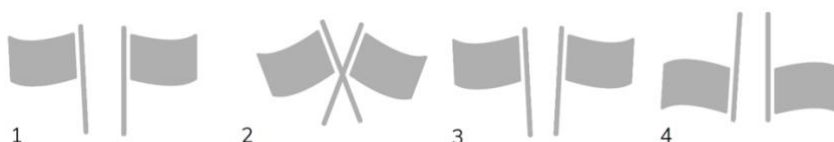
3 min	Summary	
	<b>Purpose:</b> Recap and consolidate concepts practiced and discussed	<b>Presentation Slides:</b>
	<b>Equipment:</b> nil	N/A
	<b>Set up:</b> <u>Recap by asking participants to respond:</u> <ul style="list-style-type: none"> <li>• <i>ASK: What is the role of the goal Umpire?</i></li> <li>• <i>ASK: Where should the goal Umpire position themselves in relation to the ball?</i></li> <li>• <i>ASK: What are the signals that a goal Umpire performs? Ask participants to recall and demonstrate with hands and flags.</i></li> <li>• <i>ASK: How does the goal Umpire record the score?</i></li> <li>• <i>ASK: Who does the goal Umpire need to communicate with and how do they do this?</i></li> </ul>	<b>LEARNING:</b> <ul style="list-style-type: none"> <li>• Summarise key learning points of the session through retrieval practice and note taking.</li> </ul>

**ADDITIONAL/EXTRA ACTIVITIES**

10 min	Back to front	
<b>Purpose:</b> Practice goal Umpire positioning		<b>Presentation Slides:</b> N/A
<b>Equipment:</b> Per group of 4: 2 flags, 2 footballs, 4 goal posts (posts/agility poles)		
<b>Set up:</b> <ul style="list-style-type: none"> <li>• Create groups of 4 participants (1 goal Umpire, 1 kicker, 2 ball retrievers)</li> <li>• The goal Umpire starts with their back to the kicker.</li> <li>• When the kicker yells “go”, the goal Umpire turns to face the field, as the kicker releases a quick kick to the left or right behind area.</li> <li>• The goal Umpire needs to react quickly, chasing the ball to the direction it goes and keeping an eye on where it crosses the line.</li> <li>• Rotate goal Umpire and kicker every 3-4 shots.</li> </ul> <p><u>Progression: Add in signals and flags</u></p> <ul style="list-style-type: none"> <li>• For a behind: tap chest and signal with one hand.</li> <li>• For out of bounds: signal with straight arm up (beside ear).</li> <li>• For out of bounds on the full: signal with straight arm sideways</li> </ul>		<b>CHANGE IT:</b> <ul style="list-style-type: none"> <li>• Add a defender and include touched, carried through.</li> <li>• Include boundary and field Umpires.</li> </ul> <b>LEARNING:</b> <ul style="list-style-type: none"> <li>• Practise goal Umpire positioning, decision making and signalling.</li> </ul>

10 min	Flag waving	
<b>Purpose:</b> Practice goal Umpire hand signalling and flag waving		<b>Presentation Slides:</b> N/A
<b>Equipment:</b> Per group of 2-4: 1 football, 2-4 goal posts (agility poles), 2 flags		
<b>Set up:</b> <ul style="list-style-type: none"> <li>• Create groups of 2-4 participants (1 goal Umpire, 1 kicker).</li> <li>• Kicker kicks ball through goals.</li> <li>• Goal Umpire walks to centre of the line and signals a goal.</li> </ul>		<b>CHANGE IT:</b> <ul style="list-style-type: none"> <li>• Kicker can score a goal or behind.</li> </ul>

- Retrieve flags from right hand goal post.
- Return to the centre of the goals and wave flag using action below.
- Return flags to original position at right hand goal post.
- Repeat 3-4 times then swap roles.
- Include a variety of scenarios after everyone has had a go.



- 1- Hold flags straight up
- 2- Cross flags above head
- 3- Return to position 1
- 4- Bring flags straight down to either side of body

- Scenarios include: Ball kicked along the ground, hits the post, touched through.

### LEARNING:

- Practise decision making on the scoring line.
- Practise hand signalling and flag waving.



**Goal Umpire Signals**



Behind has been scored.



Goal has been scored.



Ball has been touched,  
 follow this with point signal.



Behind touched goal post,  
 follow this with point signal.



Behind has been scored



Out of bounds  
 – to boundary umpire



On the full  
 – to boundary umpire

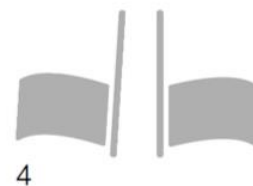
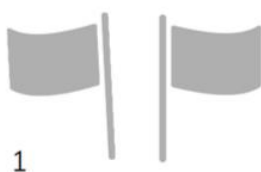
**Goal Umpire Flag Waving Technique**



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



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



Goal Umpire Score Card

AFL VICTORIA		GOAL UMPIRES' SCORE CARD			
		Date: / / 20__			
		Team: _____		Team: _____	
	GOALS	BEHINDS	GOALS	BEHINDS	
1 <sup>st</sup> Quarter					
2 <sup>nd</sup> Quarter					
3 <sup>rd</sup> Quarter					
4 <sup>th</sup> Quarter					
Total					
Total Points					
Signed:					

Goal Umpire Score Card—filled in example

GRADE 1<sup>st</sup> DIVISION (SENIORS) DATE 18.6.2001  
 SOUTHERN FOOTBALL LEAGUE  
 OFFICIAL GOAL UMPIRE'S CARD  
 MATCH BIDDELLONIA v SHAGSMIRE

	GOALS	BEHINDS	GOALS	BEHINDS
1st QUARTER	X2	X2 3	X2 4	1
	2	(15) 3	4	(25) 1
2nd QUARTER	X2 4	X2	1	1
	6	(4) 5	5	(7) 2
3rd QUARTER	X2 5	X2	X2	X2 6
	11	(7) 7	7	(5) 8
4th QUARTER	X2		X2 4 7	X2 5
	13	(5) 7	8 19	(13) 13

Goal Umpires, at the conclusion of the game, must hand in cards to Field Umpire.  
 GOAL UMPIRE: F. Ferkenberger