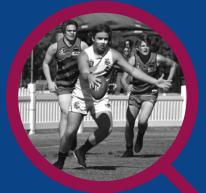
COMMUNITY FOOTBALL





2020 MATCH DAY RESOURCE





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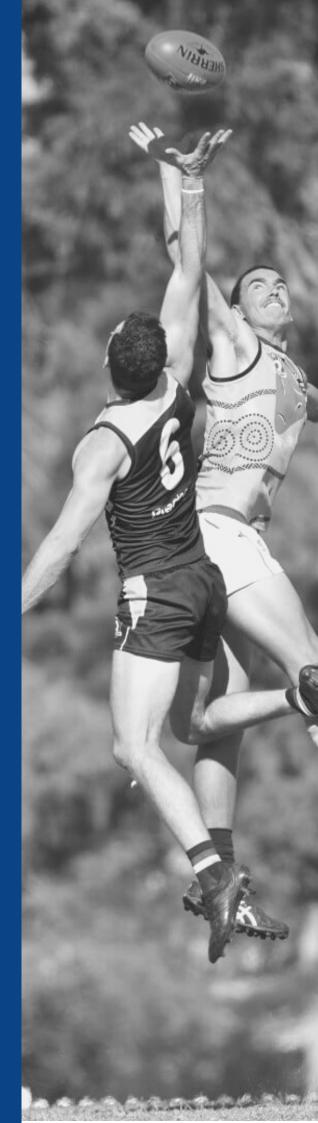
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KEY STAFF CONTACTS

N A M E	ROLE	EMAIL	P H O N E
II A III L	NULL	EMAIL	IIIUNL
Barry Gibson	State Manager - Senior Football	Barry.gibson@afl.com.au	0408 136 373
Brad Howard	NEAFL/ Division 3 & 4	Brad.howard@afl.com.au	0437 405 181
Matt Bialkowski	QAFL & Colts	Matthew.bialkowski@afl.com.au	0439 465 750
Leigh Harding	QFA Div 1, 2 North & South	Leigh.harding@afl.com.au	0407 813 800
Joanna Main	QAFLW, QFAW Div 1 & 2	Joanna.main@afl.com.au	0411 308 956
Ariana Reilly	Football Operations Administration Officer	Ariana.reilly@afl.com.au	0423 072 171
Jake McPherson	QFAW Northern Rivers	Jake.mcpherson@afl.l.com.au	0432 434 838
Ben Williams	AFL Wide Bay	Ben.williamns@afl.l.com.au	0408 739 952
James Waldorff	State Umpiring Manager	James.waldorff@afl.com.au	0413 817 355
Haydn O'Connor	Community Umpire Development Manager	Haydn.o'connor@afl.com.au	0427 333 729
Katie Gravett	AFL Queensland Reception	reception@aflq.com.au	07 3033 5400

WEBSITE & SOCIAL MEDIA



www.aflq.com.au



AFL Queensland - https://www.facebook.com/AFLQUEENSLAND/

AFLQ Community Footy - https://www.facebook.com/AFLQfooty/

QAFL - https://www.facebook.com/officialqafl/

QAFLW - https://www.facebook.com/QAFLW/

🔘 INSTAGRAM

AFLQ - @aflq - https://www.instagram.com/aflq/

QAFL/QAFLW - @qafl_qaflw - https://www.instagram.com/qafl_qaflw/

TWITTER

@AFLQ - https://twitter.com/AFLQ

@AFLQfooty - https://twitter.com/aflqfooty



MATCH DAY SET UP

OUTDOOR CHECKLIST



LINE MARKING

Lines clearly marked per the Laws of the Game and required distances applicable.



GOAL POST PADS

Suitably fixed to posts and ready for game day.



Concussion posters visible in Home and Away Rooms.



AWAY ROOMS

Clean and swept. Toilet paper & white board provided. Hot shower and lights working. Away team to clean up after use.



PA SYSTEM

In working order with the ability to clearly be heard.



FOOTBALLS

See rules and Procedures for competition specific number and placement of match balls; page 18.



UMPIRE ROOMS

Clean and swept. Toilet paper, hot showers, table, chairs & working lighting.



SIREN

In clear working order, tested pregame and with back up siren (air horn) in close proximity.



STRETCHER

At interchange bench.

MATCH DAY TIMELINE

1 HOUR

Meet with opposition club Team Manager

1 HOUR

Complete AFL Match Day Checklist (via the AFL Match Day App)

30 MINUTES

Team sheet copies to umpires & away club

30 MINUTES

Home team to provide match football to umpires. Spare balls in appropriate places

25 MINUTES

Time keepers in place with cards and correct match time displayed

20 MINUTES

Live Scorer in place

20 MINUTES

Scoreboard attendants are in place

DURING

Provide drinks to umpires at breaks

DURING

Umpire escort to/ from ground prior to match, half time & full time

Live Scoring - To be done by the Home team

POST GAME (15 MINS)

Gain 'All Clear' from umpires including reports. Complete all match day paperwork requirements via online match day paperwork form

POST GAME (90 MIN MAX)

 $\begin{array}{c} \text{Match Day results are entered through Sports} \\ \text{TG} \end{array}$

HOME TEAM

Responsible for ensuring final scores are correct.

HOME TEAM

Enter both club's best players and goal kickers. Must be done by 6:00pm game day,

NOTE

The AFL Match Day App by JLT can be downloaded to your smartphone or tablet via iTunes or Google play stores

AFL MATCH DAY APP

AFL Match Day app available in the Apple or Google Play store



HOME TEAM DUTIES

PAPERWORK

PLAYER REGISTRATION

All listed players are correctly entered into Sports TG prior to playing.

🖺 TEAM SHEET

Team selected prior to start of match and copies of team sheet printed (4 copies: home team, away team, umpires + 1 spare)

BLUE CARD
Blue card applicable for volunteers/ coaches working with anyone under 18 years old.

CONCUSSIONAll coaches and trainers have full understanding of AFL Concussion Policy.

JLT MATCH DAY CHECKLIST (Via the app)

SUPPORT STAFF

- > RUNNER Only 1
- WATER CARRIERS
 Up to 6
- FIELD UMPIRE
 (If applicable)
- GOAL UMPIRE (If applicable)
- LIVE SCORER

- SPORTS TRAINER
 Accredited Level 1 Sports Trainer/ ERC
- **UMPIRE ESCORT**
- BOUNDARY UMPIRE (If applicable)
- TIMEKEEPER
 1 Required
- SCORE BOARD ATTENDANT

NOTE: All team officials must be 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.

The home team is responsible for entering both clubs goal kickers and best players in Sports TG by 6:00pm on the day of the match or 90 mins after the match if it finishes after 5:30pm.

The minimum age for a club boundary or goal umpire is 14 years old.

The minimum age for a club field umpire is 16 years old.

The minimum age for a runner is 14 years old.

AWAY TEAM DUTIES

PAPERWORK

PLAYER REGISTRATION

All listed players are correctly entered into Sports TG prior to playing.

🖺 TEAM SHEET

Team selected prior to start of match (3 copies + 1 spare).

BLUE CARD
Blue card applicable for volunteers/ coaches working with anyone under 18 years old.

] **CONCUSSION**All coaches and trainers have full understanding of AFL Concussion Policy.

SUPPORT STAFF

- > RUNNER Only 1
- WATER CARRIERS
 Up to 6
- FIELD UMPIRE (If applicable)
- GOAL UMPIRE
 (If applicable)

- SPORTS TRAINER
 Accredited Level 1 Sports Trainer/ ERC
- UMPIRE ESCORT
 (Not required)
- BOUNDARY UMPIRE (If applicable)
- TIMEKEEPER
 (Recommended)

NOTE: All team officials must be 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.

The away team is responsible for giving their own goal kickers and best players to the home club immediately post match to enter in Sports TG

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 field umpires following the end of the match.

AFLQ APPOINTED FIELD UMPIRES

Collect all paperwork including team sheets, goal cards, interchange sheet, time card, best and fairest votes and if there any Incident Referral or Set Penalty forms and upload to the Match Day paperwork form online.

FIELD UMPIRES

To decide on the Competition best & Fairest votes at the end of the match.

CLUB UMPIRES

Provide all paperwork including team sheets, goal cards, best and fairest votes and if there any Incident Referral or Set Penalty forms to HOME Team Manager.

HOME TEAM MANAGERS

Games with AFLQ UMPIRES - ensure all paperwork has been given to AFLQ umpires.

Games with CLUB UMPIRES - collect all paperwork from umpires after the match. Complete the Match Day Paperwork form online.

ONLINE MATCH DAY paperwork form instructions on following page.

ONLINE MATCH DAY PAPERWORK

THE ONLINE MATCH DAY PAPERWORK FORM IS A SIMPLE STEP BY STEP ALLOWING TEAM MANAGERS TO UPLOAD ALL REQUIRED MATCH DAY PAPERWORK IN JUST A FEW MINUTES!

In conjunction with the hard copies of the match day paperwork, you must also complete the online version of the Match Day Paperwork. This is done by using the Cognito Match Day Paperwork Forms, which can be accessed by using a QR reader (which can be found for free in the App store and/or Android Store), or using the link below.

http://bit.ly/aflqpaperwork

Once you have done this you will be taken to the Match Day Paperwork Form.

TO COMPLETE THE FORM, FOLLOW THESE STEPS:

- Select "Competition" from drop down box (Home Teams, Away Teams and Venue will appear)
- 2. Select Round from drop down box
- 3. Select Date from drop down box
- 4. Select Home Team from drop down box
- 5. Select Away Team from drop down box
- 6. Select Venue from drop down box
- 7. Enter Name of umpires (1 umpire is Compulsory)
- 8. Answer Yes or NO to "Was there a report during your game?" from drop down box. If yes, take a clear picture of the report sheet and upload file
- 9. Answer behaviour questions (rating scale)
- 10. Take photo of Home Team sheet and upload file
- 11. Take photo of Away Team sheet and upload file
- 12. Take photo of Official Scorecard and upload file
- 13. Take photo of Official Time card and upload file
- 14. Take photo of Interchange Sheet and upload file
- 15. Take photo of Umpire Vote Card and upload file
- 16. Complete name of person completing Match Day Paperwork, the Role of Person, club of Person and Email
- 17. Click submit



SPORTS TG LIVE SCORING

Live scoring is to be completed by the <u>home</u> team.

- 1. Log into passport.sportstg.com
- 2. Click "Results Entry and Live Scoring"
- 3. If you have access to more than one database, click on the desired database
- 4. Ensure date filters are correct for current match
- 5. Click "At Game"
- 6. Click "Live Score"
- 7. At the beginning of each quarter, click "Start Period" then "Start Clock"
- 8. Only the score is required to be kept (interchange is not required)
- 9. To enter a goal, click "Add Player Action" then "Goal" then select player from team list. NOTE: If you cannot determine who kicked the goal, or if the player cannot be found on the list, click unknown player.
- 10. To enter a behind, click "+".
- 11. Finish a quarter by clicking "Stop Clock" then "End Period"
- 12. Following the game, click "Post Game" and enter best players for both teams

NOTE: If this does not happen immediately following the match, the home team is required to update the full match scores by 6:00pm on the day of the match, or no later than 90 mins after the match if it finishes after 5:30pm.

TIMEKEEPING

EACH TIMEKEEPER APPOINTED FOR A MATCH SHALL:

- 1. Keep time for each quarter of a Match
- 2. Record on time card the time taken to play each quarter and lodge the completed card with the relevant controlling Body,
- 3. Sound the siren in accordance with the procedures contained in these Laws
- 4. Stop the clock which is used for the timing of each quarter as required under Law 10.5 for a stoppage in play.
- 5. Record any incidents (stretchers being called, jumper changes due to blood rule, Red & Yellow cards, player leaving ground outside the interchange gates) and;
- 6. Perform any other function as may be directed by the relevant Controlling Body

PROCEDURE FOR SOUNDING SIREN

START OF MATCH AND QUARTERS

The timekeeper shall sound the siren at the times and on the number of occasions as set out in the following table (Below:)

START OF MATCH	NUMBER OF OCCASIONS
Five minutes prior to scheduled starting time of match and as umpires enter the field	Once
Two minutes prior to scheduled starting time	Twice
Scheduled starting time (Start of Match)	Once
First Quarter Time interval	Once

Five minutes prior to scheduled	Once
starting time of the quarter and	
as umpires enter the arena	

Two minutes prior to the scheduled starting time	Twice
One minutes prior to scheduled starting time	Once
Scheduled starting time (start of quarter) Three Quarter Time	Once

START OF SECOND QUARTER

Two minutes prior to scheduled starting time	Twice
Scheduled starting time (Start of Quarter)	Once
Half Time interval	Once

START OF FINAL QUARTER

Iwo minutes prior to the scheduled starting time	lwice
One minutes prior to the scheduled starting time	Once
Scheduled starting time (Start of Quarter)	Once

START OF THIRD QUARTER

END OF MATCH

BRINGING PLAY TO AN END

END OF QUARTER

The timekeepers shall sound the siren to signal the end of a quarter until a field umpire and, or the Emergency umpire acknowledges that the siren has been heard and brings play to an end.

SIREN HEARD BY FIELD UMPIRE

Play in each quarter shall come to an end when any one of the field umpires or emergency field umpire hears the siren.

SIGNAL

A field umpire shall signal that they have heard the siren by blowing a whistle and holding both arms above their head.

If immediately before hearing the siren, a field Umpire is of the opinion that a Player should be awarded a Free Kick or a Mark, the field Umpire shall signal that play has come to an end and then award the Free Kick or Mark to the Player. A Free Kick will not be awarded where the football has been kicked and, after the field Umpire has heard the siren, lands Out of Bounds on the Full.

STOPPING AND COMMENCING TIME

STOPPING TIME

THE TIMEKEEPERS SHALL STOP THE CLOCK WHICH IS USED FOR THE TIMING OF A MATCH WHEN:

- 1. Directed to do so by a field Umpire in accordance with Law 10.5.3;
- 2. The goal Umpire signals that a Goal has been scored;
- 3. The goal Umpire signals that the football is Out of Bounds or Out of Bounds on the Full; or
- 4. The field Umpire crosses their arms to indicate they are going to throw the football up.

RECOMMENCING TIME

THE TIMEKEEPERS SHALL RECOMMENCE THE CLOCK USED TO THE TIMING OF A MATCH WHEN:

- 1. Direct to do so by the field Umpire in accordance with Law 10.5.3;
- 2. The football is bounced or thrown up by the field Umpire;
- 3. The football is brought back into player after a Behind has been scored;
- 4. The football is thrown back into play by the boundary Umpire or brought back into play by a Player (as the case may be), after it has gone Out of Bounds or Out of Bounds on the Full;
- 5. The football is obviously in play; or
- 6. The Umpire calls 'Play On'.

SIGNALLING

A field Umpire shall signal to the Timekeeper to stop the clock or re-start the clock used for the timing of the Match by blowing a whistle and raising one arm above their head.

RECORDING INCIDENTS

Using the Timekeeper Sheet, record any incidents that occur in the match. These include: a stretcher being called, jumper change due to blood rule, Red & Yellow cards, player leaving ground outside the interchange gates.

KEY CHANGES 2020

BELOW ARE THE KEY CHANGES TO THE 2020 RULES AND PROCEDURES.

FOR THE FULL COPY OF AFL QUEENSLAND RULES AND PROCEDURES 2020, PLEASE VISIT: www.aflq.com.au/policies-rules-and-regulations/

QAFLW & DEVELOPMENT LIST MANAGEMENT RULES

The QAFLW and Development League rules and procedures have also undergone a significant review and amendment. All QAFLW clubs are advised to familiarize themselves with Rule 14.

QFAW & AFFILIATE LEAGUE WOMEN'S COMPETITIONS

For all QFAW and Affiliate League Women's competitions, the minimum number of players required to commence a match will now be increased to 14. Once a side can no longer field 12 or more players, the game will be immediately forfeited.

✓ INTERCHANGE STEWARDS

Interchange Stewards will no longer be required for all Senior competitions. The 6-6-6 (and 5-6-5 for Women's football) rule introduced in 2019 enables the umpires to ensure the maximum number of players allowed on the field is managed after every commencement of play. Refer to rule 4.9 for further information.

FINALS ELIGIBILITY

The minimum number of games required to qualify for all youth and senior men's and women's competitions has been aligned to four (4) across the state. This will enable an easier administration of eligibility. Youth football has reduced their requirement from 5 games to 4, and senior football has moved from 3 games up to 4.

- As the QAFLW and Development League commences in three weeks' time, there will be no change to the final's eligibility for the 2020 season. QAFLW will align to 4 games eligibility in the 2021 season.

MATCH DAY ROLES

To alleviate the burden on traveling teams, there will be no requirement for away teams to perform any match day roles. Live scoring (for Senior matches) and the results information entry into SportsTG will now be the responsibility of the Home team for all AFLQ and Affiliate League competitions. Refer to rule 4.13 for further information.

QUARTER LENGHTS

For some AFLQ Competitions, the quarter lengths have been amended. Refer to rule 4.9 (h)(i).

COMPETITION STRUCTURE

The composition of the QFA Men's competitions was extensively reviewed during the 2019 season. In 2020, the QFA Men's Competitions will now include:

- Division 1
- Division 2 South (mix of former Division 2 & 3 clubs, introduction of Northern Rivers clubs)
- Division 2 North (mix of former Division 2 & 3 clubs)
- Division 3 (Formerly Division 4 Friday Night)
- Division 4 (Formerly Division 5 Friday Night)

KEY RULES & PROCEDURES REMINDERS

BELOW ARE SOME FREQUENTLY ASKED QUESTIONS ABOUT THE RULES AND PROCEDURES.

FOR THE FULL COPY OF AFL QUEENSLAND RULES AND PROCEDURES 2020, PLEASE VISIT: www.aflq.com.au/policies-rules-and-regulations/

MATCH DAY PERMITS

The club requesting the match day permit must seek written permission (text or email) from the club (not the player) to which the player is registered before submitting this request. Any player that has played a senior game in QAFL or QFA Div. 1 or 2 in the current season is not permitted to play in QFA Divisions 3 or 4 for the remainder of that season. Any club wishing to permit a player back two or more divisions of competition, are required to seek permission from the Competition Manager first. When permitting junior players to senior competition, please make sure both clubs, as well as the player, are aware of junior rules and regulations:

FOOTBALLS

QAFL - Total of 4 footballs (one new ball and three near new balls) for the match ball, one behind each goal and one on the interchange bench.

QAFLW, QFA, QFAW & Colts - Total of 3 footballs (one new ball and two near new ball) for the match ball and two on the interchange bench.

UMPIRE ESCORTS

The home club is responsible for providing an umpire escort for all matches. They should escort the umpires from the umpire's rooms to the field whenever they enter or leave the field (start of match, half-time & end of match). The minimum age for an umpire escort is 18 years old.

WATER CARRIERS

Water carriers must be in the prescribed uniform – club or black shorts or tights, club polo shirt, high-vis pink water carrier vest. Water carriers must only enter the field of play when there is a shot at goal, after a goal is scored, there is a clear break in play or if a player requires assistance. The minimum age for a water carrier is 14 years old. Max 6 per team.

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)

YELLOW & RED CARDS

Yellow and Red cards are used in all SEQ competitions, excluding the QAFL & QAFLW Yellow cards require the player to be off of the field for 15 minutes of elapsed time, not including quarter and half time breaks. The player can be replaced instantly. Red cards require the player to be off of the field for the remainder of the match. They can be replaced after 15 minutes of elapsed time, not including quarter and half time breaks.

Example A:

A player gets yellow carded 2 minutes into the third quarter, at 3:15pm. They may return to the field at 3:30pm.

Example B:

A player gets red carded in the first quarter, with one minute to go (no time on), at 2:30pm. The quarter finishes at 2:31pm and teams have a 6 minute break. The player can be replaced 14 minutes after the second quarter has started, at 2:51pm.

OFFICIALS UNIFORMS

Sports Trainers must be in the prescribed uniform – club or black shorts, black tights, black leggings, club polo shirt, high-vis pink sports trainer vest. Runners must be in the prescribed uniform – pink shirt and pink runners top (with number 1 or 2 on the back). Only 1 runner is permitted per team.

PLAYER UNIFORMS

All protective apparel including bandages & skins must be of beige or skin tone in colour.

EXTREME WEATHER

AFL Queensland has policies in place relating to extreme weather. Full a full list, head to www.aflq.com.au



LENGTH OF MATCHES AND BREAKS

COMPETITION	QUARTER LENGTH	BREAKS QTR / HALF / QTR
QAFL Seniors	20 minutes plus time on	6 / 20 / 6
QFA Div 1 Seniors	20 minutes plus time on	5 / 15 /5
QFA Div 2 Seniors	17 minutes plus time on	5 / 15 /5
QAFL Reserves	25 minutes no time on FINALS: 17 minutes plus time on	5 /15 / 5
QFA Div 1 & 2 Reserves Colts	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 /5
QFA Div 3 & 4	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW Development League QFAW Div 1 & 2 QFAW Northern Rivers	15 minutes no time on FINALS: 13 minutes plus time on	5 / 15 / 5

CONCUSSION MANAGEMENT

CONCUSSION RECOGNITION TOOL 5 ®

To help identify concussion in children, adolescents and adults



RECOGNISE & REMOVE

Head impacts can be associated with serious and potentially fatal brain injuries. The Concussion Recognition Tool 5 (CRT5) is to be used for the identification of suspected concussion. It is not designed to diagnose concussion.

STEP 1: RED FLAGS - CALL AN AMBULANCE

If there is concern after an injury, including whether ANY of the following signs are observed or complaints are reported, then the player play/game/activity. If no licensed healthcare

- Neck pain or
- · Weakness or tingling/burning in arms or legs
- Severe or increasing.
- Seizure or convulsion
- · Loss of
- conscious state
- restless, agitated or combative

Remember:

- · In all cases, the basic principles of first aid (danger, response, airway, breathing, circulation) should be followed.
- · Assessment for a spinal cord injury is critical.
- · Do not attempt to move the player (other than required for airway support) unless trained to so do.
- · Do not remove a helmet or any other equipment unless trained to do so safely.

If there are no Red Flags, identification of possible concussion should proceed to the following steps:

STEP 2: OBSERVABLE SIGNS

Visual clues that suggest possible concussion include:

- playing surface
- · Slow to get up after a direct or indirect hit to the head
- · Disorientation or confusion, or inability to respond appropriately to questions
- Lying motionless on the Blank or vacant look
 - · Balance, gait difficulties, motor incoordination, stumbling, slow laboured movements
 - · Facial injury after head trauma







Supported by





STEP 3: SYMPTOMS

- Headache
- · "Pressure in head"
- Balance problems
- · Nausea or vomiting
- Drowsiness
- Dizziness
- · Blurred vision
- · Sensitivity to light
- · Sensitivity to noise
- · Fatigue or low energy

- · "Don't feel right"
- More emotional
- · More irritable
- Sadness
- · Nervous or anxious
- Neck pain
- · Difficulty concentrating
- · Difficulty remembering
- · Feeling slowed down
- · Feeling like "in a fog"

STEP 4: MEMORY ASSESSMENT

(IN ATHLETES OLDER THAN 12 YEARS)

Failure to answer any of these questions (modified appropriately for each sport) correctly may suggest a concussion:

- · "What venue are we at today?"
- "Which half is it now?"
- · "Who scored last in this game?"
- "What team did you play last week/game?"
- · "Did your team win the last game?"

Athletes with suspected concussion should:

- · Not be left alone initially (at least for the first 1-2 hours).
- · Not drink alcohol.
- Not use recreational/ prescription drugs.
- · Not be sent home by themselves. They need to be with a responsible adult.
- · Not drive a motor vehicle until cleared to do so by a healthcare professional.

The CRT5 may be freely copied in its current form for distribution to individuals, teams, groups and organisations. Any revision and any reproduction in a digital form requires approval by the Concussion in Sport Group. It should not be altered in any way, rebranded or sold for commercial gain.

ANY ATHLETE WITH A SUSPECTED CONCUSSION SHOULD BE IMMEDIATELY REMOVED FROM PRACTICE OR PLAY AND SHOULD NOT RETURN TO ACTIVITY UNTIL ASSESSED MEDICALLY, EVEN IF THE SYMPTOMS RESOLVE

HEAD INJURY ASSESSMENT

COMMUNITY FOOTBALL HEAD INJURY ASSESSMENT



A. GENERAL INFO	ORMATION						
Player Name:			Club:				
Examiner Name:			Date:				
Quarter:	,	Approximate Time in	Quarter:				
B. STRUCTURAL	HEAD OR NECK INJUR	RY					
	nical features of a seriou ent and emergency hos		and/or neck in	ijury		Yes	No
C. REMOVAL FRO	OM PLAY						
The player must be r	emoved from play with a	ny of the following o	linical features	s ² observed di	rectly, reported	by others	or from
				Observed	YES Reported	Video	NO
2 Loss of cons	ciousness or prolonged	immohility (> 2 seco	nds)	Directly		Review	
	e action in fall to ground			H			
	re (stiffening arms or leg		,	H	H	H	H
5. Balance dist	urbance (loss of control	over movements)		H			H
6. Dazed, blanl	√vacant stare or not thei	r normal selves		H	H	H	H
7. Unusual beh	aviour change for the pla	ayer		П	Ħ	П	П
8. Confusion or	disorientation			П	Ħ		
9. Memory imp	airment (e.g. fails Maddo	ocks questions ¹)		П			
10. Player repo	orts concussion symptom	ıs¹					
	ssion Management Guideline clinical feature are available			te: http://www.afl	communityclub.co	m.au/.	
D. OUTCOME ANI	D ACTION						
If 'Yes' is selected for	question 1, it requires a	n ambulance to be o	alled for imme	ediate transfer	to hospital		
If 'Yes' is selected for	questions 2-9, it require	s immediate remova	l from play an	d medical ass	essment ³		
If 'No' is selected for	questions 1-10, no criteri	a for removal from p	lay for concus	ssion ⁴			
	I from play for concussion or prequires regular checks at least						
E. SIGNATURE O	FEXAMINER						
Signed:		Date:	Ti	me completed	:		
F. MEDICAL	CLEARANCE - TO BE	COMPLETED BY A	MEDICAL PI	RACTITIONE	3		
I have examined: train and play.		followi	ng the above h	nead injury and	d declared him/	her medica	lly fit⁵ to
Practitioner Name:		Me	edical Practice	Stamp:			
Signed:							
Date:				L			

⁵ Please refer to the medical check list over the page when assessing the player and determining his medical fitness to train and play.

RESULT OF MATCH

SOME 0.0AL8 CLUB SCHOOL 9000 CLUB 1st Ort 2nd Oir and Oil eth Orr TOTAL Grade

GOLL UNPRIE SIGNATURE

GOAL UMPIRE SIGNATURE

To be compainted and algred by each god ungelve, Place with motor paperwards in enreligion.

RESULT OF MATCH

| CLUB |

RESULT OF MATCH

GENORE

TOTAL

CLUIB

C

GOAL UNITHE STONATURE

GOAL UMPIRE SIGNATURE

To be completed and algored by each goal arrada. Place with match paperwood in envelope.

RESULT OF MATCH

Grade			Date	
	CLUB		CLUB	
	00015	86HIND8	87909	86HMD8
1st Qtr				
		\	\	
2nd Otr				
	\	\	\	\
3rd Qlr				
	/	\		
4th Otr				
		\	\	\
TOTAL				

GOAL UNPIRE SIGNATURE

			8	8	B.	E 3 erwork in envelope.
VOTING CARD	GRADE	>	CLUB	CLUB	стов	UMPIRE 1 UMPIRE 2 UMPIRE 3 FO be completed and signed by each umpire. Place with match day paperwork in envelope.
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QUEENSLAND						
VOTING CARD	GRADE	^	CLUB	CLUB	CLUB	UMPIRE 1 UMPIRE 2 UMPIRE 3 FO be completed and signed by each umpire. Place with match day paperwork in envelope.
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QUEENSLAND

VOTING CARD





GRADE		CLUB	CLUB	CLUB
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MATCH

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CLUB

UMPIRE 3	
UMPIRE 2	the contraction and the contraction of the contract
UMPIRE 1	the second harmonic for the second se

TO be completed and signed by each umpire. Place with match day paperwork in envelope.

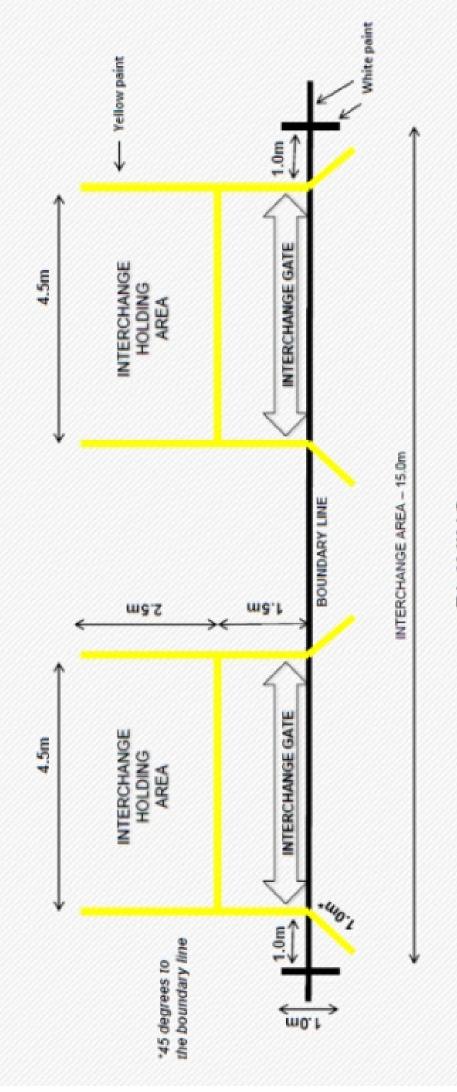
TO be completed and signed by each umpire. Place with match day paperwork in envelope.

UMPIRE 2

UMPIRE 1

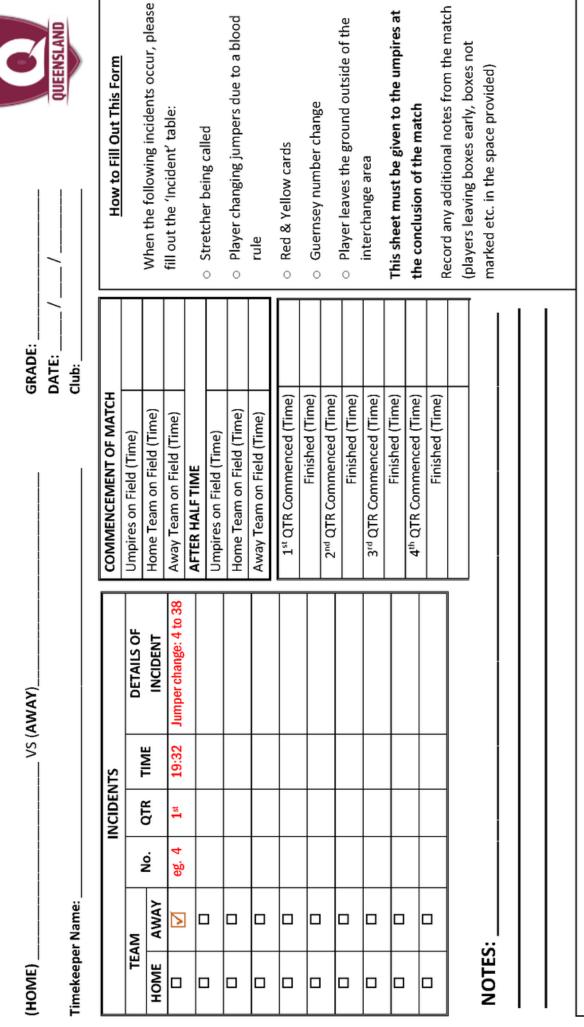
UMPIRE 3

Interchange Gates



PLAYING

TIMEKEEPER SHEET



REMINDER

Yellow Card – Player off for 15 min of elapsed time (excluding breaks). Can be replaced instantly.

Red Card – Player off for the remainder of the match. Can be replaced after 15 min of elapsed time (excluding breaks).

Stretcher – When a stretcher is called for an injured player, the player may not return to the field for 20 min of elapsed time (excluding breaks).