

2019 SFNL Boundary - 3 umpire system

The system is designed around the VFL boundary system. The aims of this 3-umpire system are to:

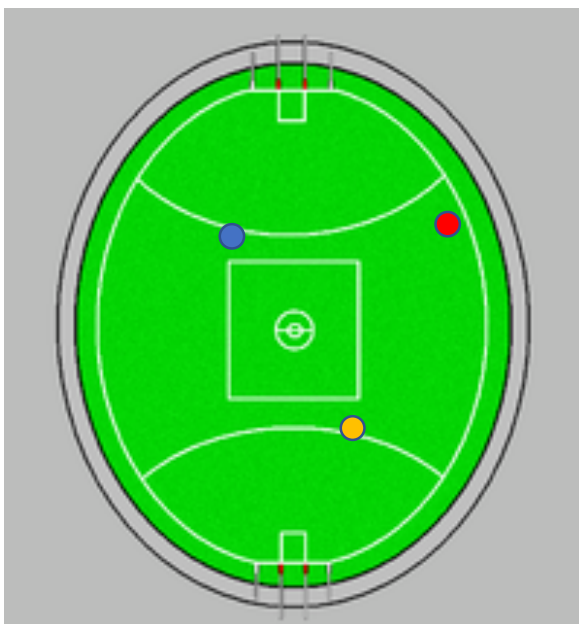
- Reduce fatigue over 4 quarters
- Share the load
- Engage in a higher standard of decision making
- Work at higher intensity during the game (when on single side/keeping up with play)
- Greater consistency of throws
- Create a better overall team effort
- Generate a better Image

Key points –

- Time spent on the single side (side with one umpire) should range from 3:30 – 5 minutes
- Swaps are to be done equally to share workload on single side (in order see below)
- Distance between umpires on double side (side with two umpires) range from 50-60m
- When ball is 50m from goal, an umpire from double side should position themselves on the point post at all times,
- When swapping to single side, ensure all umpires communicate effectively and efficiently

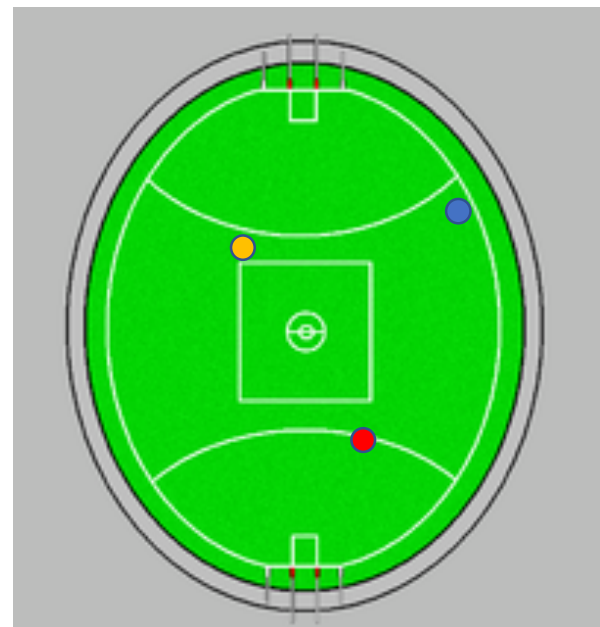
Swaps –

- Before game commences the 3 umpires, should nominate a 1 2 3 system (who is starting where)
- 1 – Begin on single side
- 2 & 3 – start on double side
- 1 2 3 is the order you will swap in, after 3:30 – 5 minutes 1&2 swap now 1&3 are on double side while 2 is on single (see below)



Before swap

Key:
● - 1
● - 2
● - 3

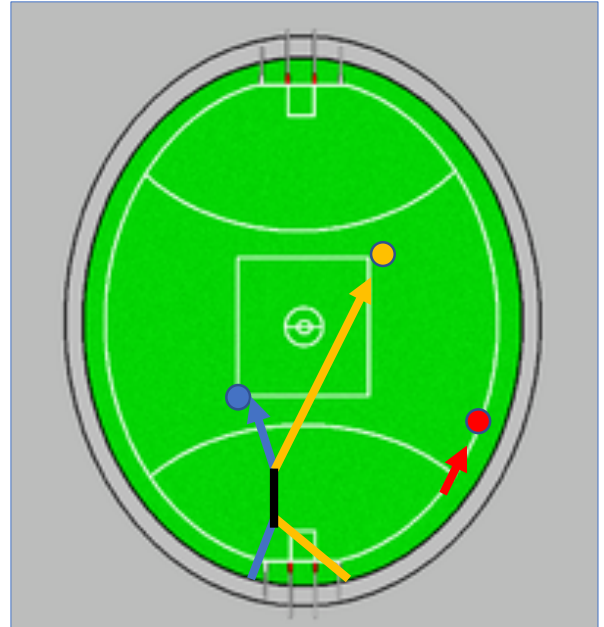
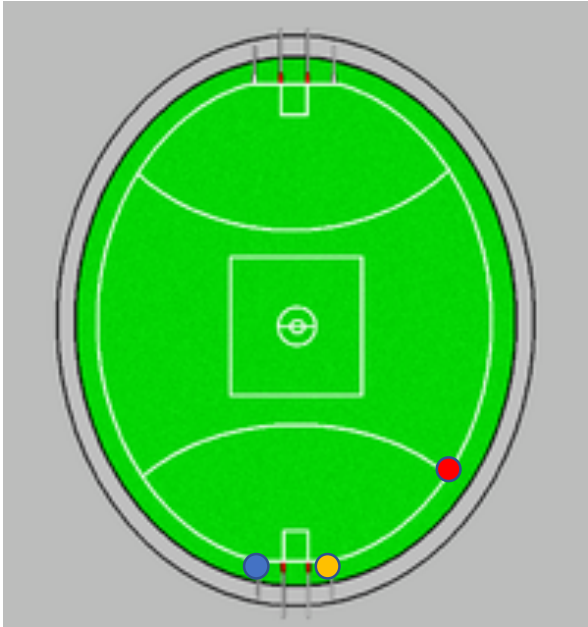


After swap

Note: 3 ump set up when ball is in centre square

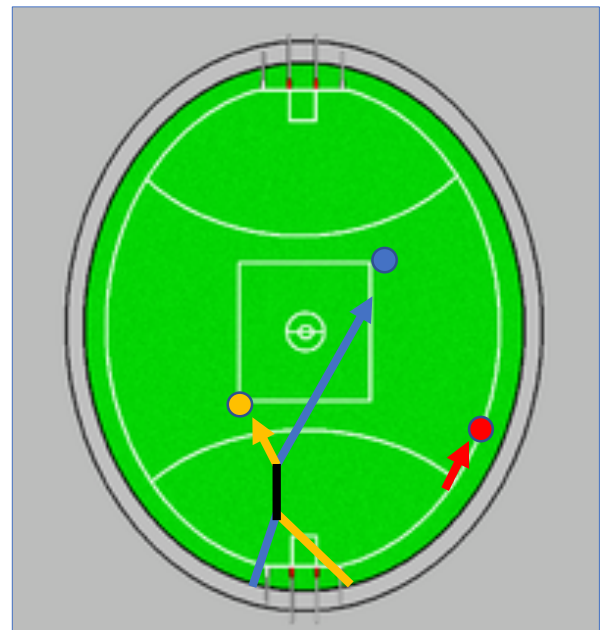
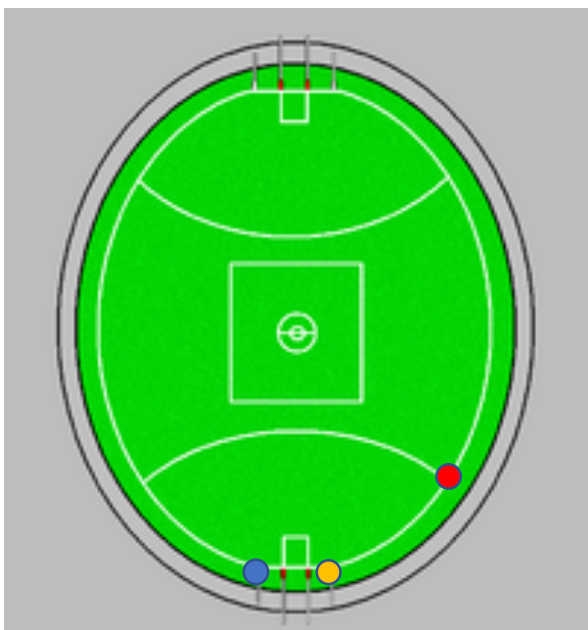
After goal, no swap

- Person on single side completes the short run (blue)
- Person on double side completes long run (yellow)
- The third umpire looks at signal to identify where to position themselves



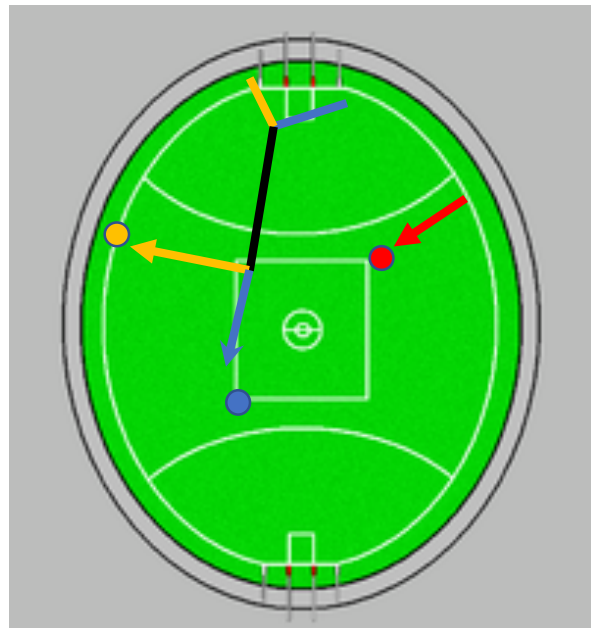
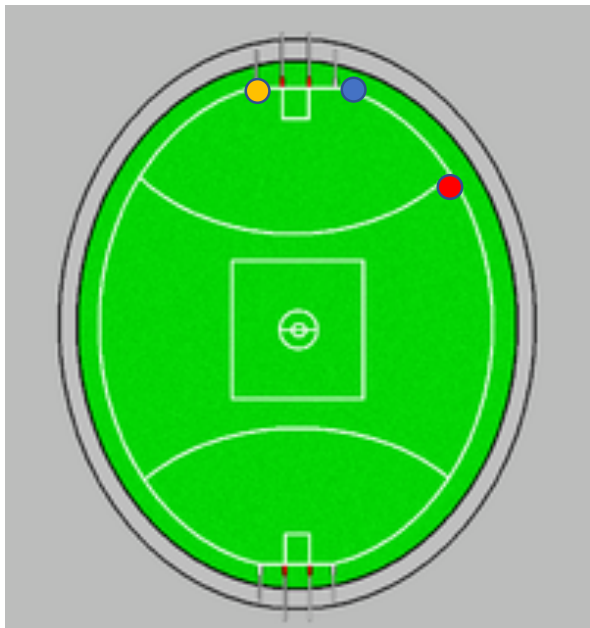
After goal swap 1 – Scenario

- After 3:30-5 minutes goal has been scored time for a swap
- 1&2 are at point posts, 3 is at the 50m arc
- All 3 boundaries signal so all are aware of what swap is happening
- 1 (blue/single side) does the long run while 3(yellow/double side) does the short run
- 3 (red) positions themselves accordingly



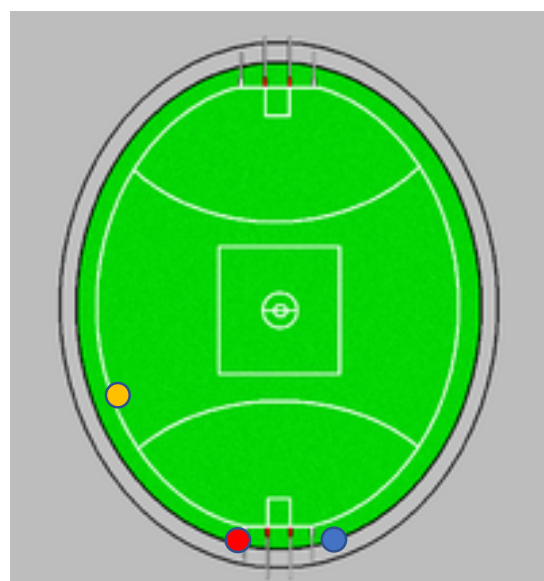
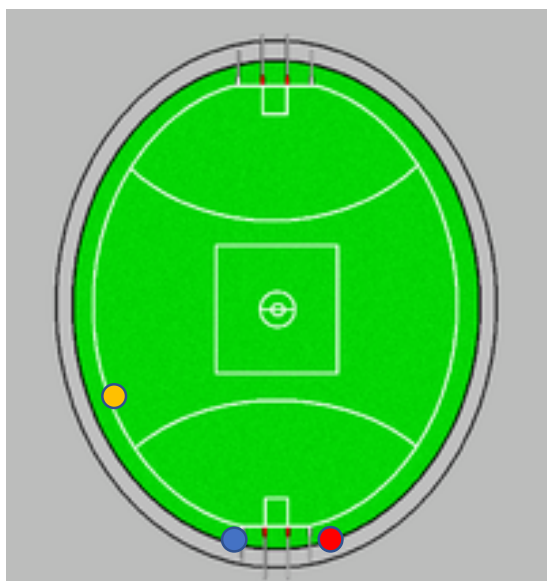
After goal swap 2 – Scenario

- Goal has been scored and time spent on single side has elapsed 3:30-5 minutes
- 2(yellow) is on single while 1(blue) and 3(red) are on double
- Swap: 1&2 moving to double and 3 becomes single (swapping in order)
- 2(yellow) on run through position boundary side, then run towards the boundary and position between 50m arc and parallel to centre square while 1(blue) does the long run
- 3(red) moves from the 50m arc to the short corner



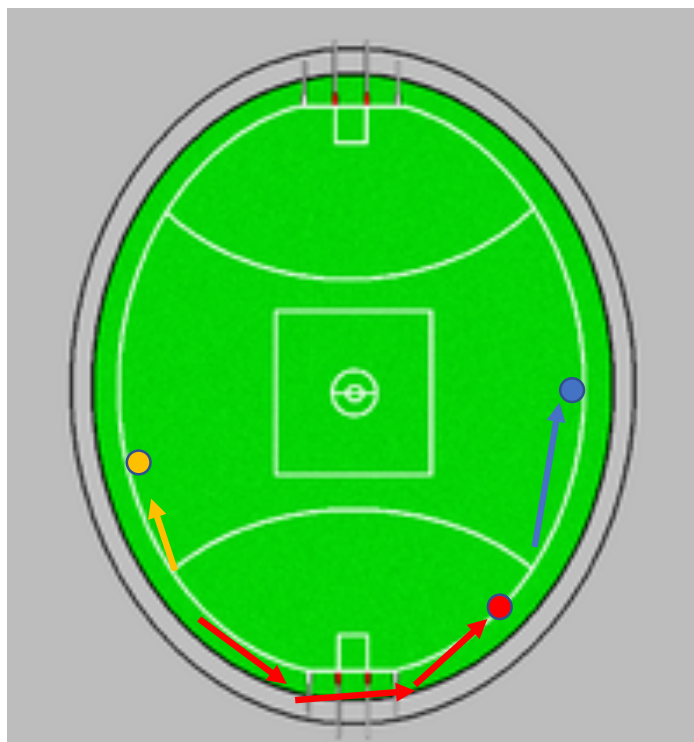
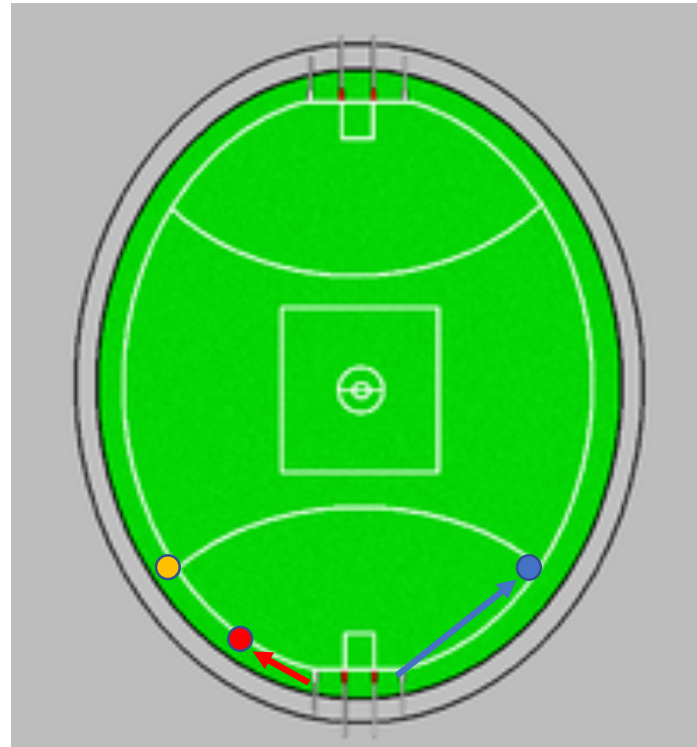
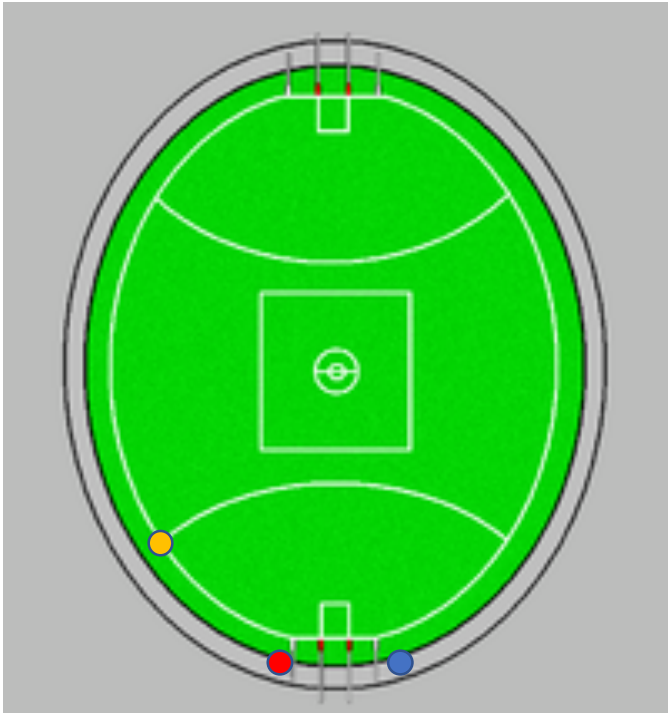
Behind the goals swap –

- Umpires at the point post can quickly swap sides and run behind the goals and behind the goal umpire
- Can occur after a behind has scored and the ball has travelled over the fence (give enough time to run backwards back to 50m arc) or after a stoppage where both umpires are at the point posts (ball 25-30m from goal)
- 1(blue)&3(red) are at posts while 2(yellow) is 50-60m from goal – 1&3 swap 1 becomes single side, 3 moves to double side with 2



After point scored – (ball comes back quickly no time to swap behind goals)

- 1(blue) & 3(red) on point post 2(yellow) is at the 50m arc after point is scored, aim to get 2 on to single side and 1&3 to double side (rotations order)
- After point scored 1 will back-back to the 50m arc as normal (single side), 2 will stay on 50m arc while 3 will back-back to be in line with top of goal square
- Once kicked back into play and cleared the arc, 3 (red) will run around the goals and behind the goal umpire to join 1(blue) to create double side and 2(yellow) on single.



Run around the back (CHB/CHF) –

- Swap where an umpire will run quickly across the back of the centre square across the other side of the ground
- Only do when any of the other swaps can't be achieved and where one person has spent approx. 10mins by themselves on single side
- 2(yellow) on single, 1(blue)&3(red) on double side
- 1 will run quickly across back of square and join 2 to create double side 3 will become single side
- Do during a break in play, (where there will be a break in play to run across, example ball going over fence)

