**Goal Umpire**

Reports to: Field Umpire, Accountable to the Team Manager

# Purpose of the role

* The goal role is to umpire matches in accordance with the Laws of the Game

# Qualifications & Desirable Characteristics

* Effective communication skills
* Organisational and time management skills
* Positive and enthusiastic
* Ability to make unbiased decision.

# Duties & Responsibilities

* Determine whether a goal or behind has been scored.
* Signal that a goal or behind has been scored after being given all clear or touched **all clear** by a field umpire
* Record all goals and behinds scored by each team during a match.
* Report any player or official who commits a reportable offence, RDFNL By-law 71
* At the end of each quarter and at the end of each match, both goal umpires shall compare the score they have recorded.
* Liaise with all other umpires officiating in the match.

**Practical** **application for parents**

* This role requires standing, walking and use of arms above shoulder height.
* You need to arrive 20 mins before the game starts and remain available for the whole game.
* You need to be stand for up to 80 mins and walk to the centre of the ground between quarters.
* You must wear supplied white jacket as defined by RDFNL By-law 115.

**Parent quick guide**

 

When the ball crosses through the **goal** without being touched by the opposition or touching the post. Use two fingers straight out in front to signal a gaol, then use a flag to signal the goal umpire at the other end.

If the ball is touched by a player or hits the post it is signalled as a **point** and the signals below are used to indicate that it touched the goal post or was touched by a player.

 

Hit post Ball touched before crossing line

 

**A point** is signalled with a single finger and one flag after the all-clear from the field umpire.

If the ball hits the point post it is considered out of bounds and the boundary umpire will through the ball in.

