2025 MATCHDAY RESOURCE

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MATCH DAY SET UP

OUTDOOR CHECKLIST



LINE MARKING

Lines clearly marked per the Laws of the Game and required distances applicable. Including blue dot 15m off goal square.



AWAY ROOMS

Clean and swept. Toilet paper & whiteboard provided. Hot shower and lights working. Sanitary bins provided. Safety poster (see Page 21) clearly displayed. Away team to clean up after use.



UMPIRE ROOMS

Clean and swept. Toilet paper, hot showers, table, chairs & working lighting. Sanitary bins provided. Safety poster (see Page 22) clearly displayed.



GOAL POST PADS

Suitably fixed to posts and ready for game day.



PA SYSTEM

In working order with the ability to clearly be heard.



SIRE

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



POSTERS

Signage in Player and Umpire changerooms (refer to Page 22 and 23)



FOOTBALLS

Senior Men's and Women's footballs provided by AFLQ. Home team to provide game balls for all grades.



FIRST AID

Stretcher at interchange bench, first aid kit stocked and ice available.

MATCH DAY TIMELINE: BEFORE & DURING

1 HOUR

1 HOUR

Meet with opposition club Team Manager

Complete AFL Match Day Checklist (Online via the Marsh Website which can be found here.)

30 MINUTES

30 MINUTES

Team sheet copies to umpires & away club

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

25 MINUTES

20 MINUTES

Time keepers in place with cards and correct match time displayed

Live Scorer in place (if applicable)

15 MINUTES

DURING

Scoreboard attendants and club goal umpires (where applicable) are in place

Provide drinks to umpires at breaks and ground marshall to accompany umpires to/from ground prior to match, at half time and at full time.

MATCH DAY TIMELINE: POST-MATCH

AWAY CLUB (*If applicable)

Provide Home team with best players and goalkickers immediately post-match

HOME CLUB (*If applicable)

Enter final scores and both club's best players & goalkickers into PlayHQ by 10am Sunday

BOTH CLUBS

- Post senior matches, Team Managers must attend umpires changerooms to receive the 'All Clear' from umpires. Post youth matches, team managers must meet the umpires in the middle of the ground to the receive the 'All Clear'.
- If any reports or referrals were made during the match, clubs will be made aware of these at this time (unless further review is required). Where a set penalty is offered, clubs must advise whether they accept or do not accept the charge. If not accepted, the reported player's club has until 10am Monday to contact AFL Queensland with an explanation, otherwise the set penalty will be deemed to have been accepted (please note umpires will not offer set penalties for QAFL/W/QFA Division 1 Senior incidents).
- If an incident occurred that was not reported or referred by the Match Day Umpire, clubs can submit an investigation request via email to their Competition Manager in accordance with section 9.5 of the AFLQ Community Rules and Procedures. This request must be made by no later than 5:00pm on the first working day after the match. These requests incur a fee of \$200, but this fee is not payable where the investigation results in a sanction being imposed.
- Where a player has sustained an injury as a result of a reportable offence, their Club Doctor, Physiotherapist or Sports Trainer will be required to complete a medical report by 10am Monday. Reports can be submitted via the <u>online form.</u>

HOME TEAM DUTIES

PAPERWORK

• PLAYER REGISTRATION

All listed players are correctly entered into PlayHQ prior to playing.

🖺 TEAM SELECTION

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

accreditation

All those within the coaching box require an accreditation. SEQJ require issued lanyards to be worn at all times.

🛱 CONCUSSION

All coaches and medical staff have full understanding of the <u>Management of Sport-Related</u> <u>Concussion in Australian Football.</u>

1 AFL MATCH DAY CHECKLIST

Via the Marsh Website - this only needs to be completed for the first game of the day unless weather conditions change.

SUPPORT STAFF

> RUNNER
Only 1

WATER CARRIERS & TRAINERS
Up to 6 (Seniors only)

FIELD UMPIRE (If applicable)

GOAL UMPIRE (If applicable)

LIVE SCORER
(If applicable)

SPORTS TRAINER / FIRST AID Accredited Level 1 Sports Trainer/ ERC

GROUND MARSHALL
Minimum 1 provided by Home Club

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 coaches box. Refer to the AFL Queensland Community Rules and Procedures for competition-specific requirements.

For SEQJ competitions, all those within the coaches box MUST have their accreditation lanyard.

AWAY TEAM DUTIES

PAPERWORK

• PLAYER REGISTRATION

All listed players are correctly entered into PlayHQ 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)

ACCREDITATION

All those within the coaching box require an accreditation. SEQJ require issued lanyards to be worn at all times.

CONCUSSION

All coaches and medical staff have full understanding of the <u>Management of Sport-Related</u> <u>Concussion in Australian Football.</u>

SUPPORT STAFF

> RUNNER Only 1

♦ WATER CARRIERS & TRAINERS Up to 6 (Seniors only)

FIELD UMPIRE (If applicable)

GOAL UMPIRE (If applicable)

♣ SPORTS TRAINER

Accredited Level 1 Sports Trainer/ ERC
(Seniors Only)

TIMEKEEPER (Recommended)

BOUNDARY UMPIRE (If applicable)

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 coaches box. Refer to the AFL Queensland Community Rules and Procedures for competition-specific requirements.

For SEQJ competitions, all those within the coaches box MUST have their accreditation lanyard.

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, timekeeping sheet, Best and Fairest votes and if there are any Incident Referral or Set Penalty forms and upload to OfficialsHQ 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.

PLAYHQ LIVE SCORING

- 1. Log into the electronic scoring section of PlayHQ at https://afl.score.playhq.com/auth/login
- 2. This will bring you to the 'New Scoring Session' page. Click on the '+' icon to select the venue of the match you wish to score. Start typing the name of the venue in the search bar, and click on the '+' icon when the venue appears.
- 3. You will be returned to the 'New Scoring Session' Page. Click on the '+' icon to select the day of the match you wish to score. Once selected, click the 'Add' button.
- 4. You will be returned to the 'New Scoring Session' Page. Click on the '+' icon to create a PIN for the session. Once the PIN has been added and confirmed, click on the 'Done' button.
- 5. You will be returned to the 'New Scoring Session' Page. Click on the 'Start Session' button. You will be taken to the 'Home' page where all matches at the venue for that day will appear. Click on the match you wish to score.
- 6. The Teams and their selected Players and Coaching Staff will appear. To make changes to the Line-up, Click on the 'Edit' button. This will allow you to add and remove players and coaching staff from the roster as required. Once completed, click the 'Done' button in the top right corner.
- 7. To start electronic scoring, click on the 'Start' button in the top right corner. If the match is being played with time on, click the same button to pause as required. To add actions to a player, select their name and click '6' for a goal, or '1' for a behind. If a player is carded, select their name and click 'Yellow' or 'Red'. If an error is made, click on the 'Arrow' icon to edit.
- 8. At the end of each quarter, click on the '...' icon in the top left corner and select 'End Period'. To start the next quarter, click the 'Start' button in the top right corner.
- 9. To end the match, end the final quarter first, then click on the '...' icon and selected 'End Game'. This will prompt you to confirm the result, which you can do by adding in the PIN you created, and clicking the 'Confirm' button.
- 10. The match will appear in the 'Completed' tab, and you can click 'End the Session' to finish.

NOTE: If this does not happen immediately following the match, the home team is required to update the full match scores by 10:00am the following day.

Competition Managers will no longer 'chase up' clubs that haven't entered their results on time. If a club fails to enter the results by 10am the following day, they will be sanctioned \$100.

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 10.6 for a stoppage in play (only applies to matches where Time On applies)
- 5. Record any incidents (stretchers being called, jumper changes due to blood rule, White, 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:

START OF MATCH	NUMBER OF OCCASIONS	Five minutes prior to scheduled starting time of the quarter and	Once
Five minutes prior to scheduled	Once	as umpires enter the arena	
starting time of match and as umpires enter the field		Two minutes prior to the scheduled starting time	Twice
Two minutes prior to start time	Twice		
One minute prior to start time	Once	One minute prior to scheduled starting time	Once
Scheduled starting time (Start of Match)	f Once	Scheduled starting time (start of quarter) Three Quarter Time	Once
First Quarter Time interval	Once	START OF FINAL QUARTER	
START OF SECOND QUARTER			
Two minutes prior to scheduled starting time	Twice	Two minutes prior to the scheduled starting time	Twice
One minute prior to start time	Once	One minute prior to the scheduled starting time	Once
Scheduled starting time (Start of Quarter)	: Once	Cohodulad starting time (Ctart of	
		Scheduled starting time (Start of Quarter)	Once
Half Time interval	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 (for matches where time on applies)

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 as per the Laws of Australian Football
- 2. The goal Umpire signals that a Goal has been scored;

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 as per the Laws of Australian Football
- 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. Where a card is shown, the timekeeper is required to hold up the same colour card to the umpire to signal that this has been recorded.

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, White, Red & Yellow cards and players leaving ground outside the interchange gates.

LENGTH OF MATCHES AND BREAKS - SENIOR

COMPETITION	QUARTER LENGTH	BREAKS QTR / HALF / QTR
QAFL	20 minutes plus time on	6 / 20 / 6
QAFL Reserves	25 minutes no time on FINALS: 17 minutes plus time on	5 / 15 / 5
QFA Div 1 Seniors	20 minutes plus time on	5 / 15 / 5
QFA Div 2 Seniors	17 minutes plus time on	5 / 15 / 5
QFA Div 1 & 2 Reserves	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QFA Div 3	20 minutes no time on Clock stopped for cards & stretchers FINALS: 15 minutes plus time on	5 / 15 / 5
Colts	20 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
QAFLW	17 minutes plus modified time on	5 / 15 / 5
QFAW Div 1 Reserves & QFAW Div 2	15 minutes no time on FINALS: 13 minutes plus modified time o	5 / 10 / 5 n
QFAW Div 1 Seniors & QAFLW Reserves	17 minutes no time on FINALS: 15 minutes plus modified time or	5 / 10 / 5 1
Regions & Affiliate Leagues - Senior Men	17 minutes plus time on	5 / 15 / 5
Regions & Affiliate Leagues - Reserves Men	17 minutes no time on FINALS: 15 minutes plus time on	5 / 15 / 5
Regions & Affiliate Leagues - Women	15 minutes no time on FINALS: 13 minutes plus time on	5 / 10 / 5

^{*}Regional & Affiliate match durations are provided as a guideline and may vary.

LENGTH OF MATCHES AND BREAKS - YOUTH

COMPETITION	QUARTER LENGTH	BREAKS QTR / HALF / QTR
Under 17s Girls	15 minutes no time on FINALS: 13 minutes plus time on	5 / 10 / 5
Under 17s Boys	20 minutes no time on FINALS: 17 minutes plus time on	5 /10 / 5
Under 15s Girls	15 minutes no time on FINALS: 13 minutes plus time on	5 / 10 / 5
Under 15s Boys	15 minutes no time on FINALS: 13 minutes plus time on	5 / 10 /5
Under 13s Mixed	15 minutes no time on FINALS: 13 minutes plus time on	5 / 10 / 5
Junior Football	10 minutes no time on	3 / 6 / 3
Under 11 Mixed	13 minutes no time on	5 / 10 / 5

^{*}Queensland regional match durations may vary within regions.

KEY STAFF CONTACTS: SEQ COMPETITIONS

NAME	ROLE	EMAIL	PHONE
Mitchell Simpson	Competitions Manager - QLD	mitchell.simpson@afl.com.au	0436 364 819
Adrian Richardson	Competition Lead - QAFL & QAFLW	adrian.richardson@afl.com.au	0488 555 472
Tyler Hayes	Competition Lead - Youth & Junior Football	tyler.hayes@afl.com.au	0498 666 645
Alexandra Blake	Compliance & Partnerships Lead - QLD	alexandra.blake@afl.com.au	0432 641 966
Brad Howard	AFL Nines QLD Lead	brad.howard@afl.com.au	0437 405 181
Travis Bell	Competition Manager - QFA Division 1 & 2	travis.bell@afl.com.au	0498 333 880
Bronte Grancourt	Competition Administration Lead	bronte.grancourt@afl.com.au	0477 222 052
Kieron Hyndman	Competition Manager - Youth Division 1	kieron.hyndman@afl.com.au	0439 721 874
Liam Blakeley	Competition Manager - Sunshine Coast / Moreton Bay Juniors	liam.blakeley@afl.com.au	0499 222 287
Ash Newton-Spence	Competition Manager - Brisbane South / Gold Coast North Juniors	ash.newtonspence@afl.com.au	0488 444 893
Mitch Tinning	Competition Manager - Gold Coast South / Northern Rivers Juniors	mitchell.tinning@afl.com.au	0455 273 001
Tom Alkemade	Competition Manager - Brisbane North / Brisbane Central Juniors	tom.alkemade@afl.com.au	0477 444 364
Wylie Buzza	Competition Manager - QFAW & QFA Div 3	wylie.buzza@afl.com.au	0498 356 341

KEY STAFF CONTACTS: REGIONAL COMPETITIONS

NAME	ROLE	EMAIL	PHONE
Dan Watts	Regional Lead - North QLD	dan.watts@afl.com.au	0499 902 088
Harry Hannaford	Competition Manager - Mackay	harry.hannaford@afl.com.au	0499 330 023
Hilary Harvey	Competition & Participation Manager - Wide Bay	hilary.harvey@afl.com.au	0499 818 580
Jana Anderson	Regional Lead - Central QLD	jana.anderson@afl.com.au	0499 311 108
Jourdan Novak	Competition Manager - Capricornia	jourdan.novak@afl.com.au	0498 222 556

KEY STAFF CONTACTS: CD&E

NAME	ROLE	EMAIL	PHONE
Hayley George	Club Development & Experience Manager	hayley.george@afl.com.au	0477 111 575
Jack Barry	Coaching Education & Development Lead - North	jack.barry@afl.com.au	0414 752 995
Brad Moore	Coaching Education & Development Lead - South	brad.moore@afl.com.au	0499 479 993
Bec Goodwin	Women & Girls Community Football Lead	bec.goodwin@afl.com.au	0402 342 040
Mia Miller	Women & Girls Coordinator	mia.miller@afl.com.au	0499 367 197
Daniel Smith	Club Development Lead	daniel.smith@afl.com.au	0499 327 900
Jess Muir	Club Development Officer - Metro South	jess.muir@afl.com.au	0498 342 237
Sam Bridges	Umpiring Development Lead	sam.bridges@afl.com.au	0408 876 361
Ainslie Gardner	Umpiring Engagement Lead	ainslie.gardner@afl.com.au	0486 215 349
Emma George	Community Umpire Coordinator	emma.george@afl.com.au	0499 361 540
Nicola Stevens	Umpire Development Coordinator	nicola.stevens@afl.com.au	0498 222 248
Maddie Boultbee	Administration Coordinator - Umpiring	maddie.boultbee@afl.com.au	0499 327 295

WEBSITE & SOCIAL MEDIA



www.aflq.com.au



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

SEQ Senior Footy - https://www.facebook.com/AFLQfooty/

AFL SEQ Juniors - https://www.facebook.com/AFLSEQJuniors/

<u>QAFL & QAFLW - https://www.facebook.com/officialqaflqaflw</u>

AFL Wide Bay - https://www.facebook.com/aflwidebay

<u>AFL Mackay - https://www.facebook.com/AFLMackay</u>

AFL Capricornia - https://www.facebook.com/AFLCapricorn

AFL Townsville - https://www.facebook.com/afltownsville

AFL Darling Downs - https://www.facebook.com/aflqdarlingdowns



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

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

AFLQ Juniors - @aflqjuniors - https://www.instagram.com/aflqjuniors/

AFL Mackay - @aflmackay - https://www.instagram.com/aflmackay/

AFL Capricornia - Maflcapricornia - https://www.instagram.com/aflcapricornia/

AFLQ Townsville - @aflqtownsville - https://www.instagram.com/aflqtownsville/

AFLQ Darling Downs - @aflqdarlingdowns - https://www.instagram.com/aflqdarlingdowns/



aAFLQ - https://twitter.com/AFLQ



CONCUSSION MANAGEMENT

CRT6™



Concussion Recognition Tool

To Help Identify Concussion in Children, Adolescents and Adults

What is the Concussion Recognition Tool?

A concussion is a brain injury. The Concussion Recognition Tool 6 (CRT6) is to be used by non-medically trained individuals for the identification and immediate management of suspected concussion. It is not designed to diagnose concussion.

Recognise and Remove

Red Flags: CALL AN AMBULANCE

If ANY of the following signs are observed or complaints are reported after an impact to the head or body the athlete should be immediately removed from play/game/activity and transported for urgent medical care by a healthcare professional (HCP):

- Neck pain or tenderness
- Seizure, 'fits', or convulsion
- Loss of vision or double vision
- Loss of consciousness
- Increased confusion or deteriorating conscious state (becoming less responsive, drowsy)
- Weakness or numbness/tingling in more than one arm or leg
- Repeated Vomiting
- Severe or increasing headache
- · Increasingly restless, agitated or combative
- · Visible deformity of the skull

Remember

- In all cases, the basic principles of first aid should be followed: assess danger at the scene, check airway, breathing, circulation; look for reduced awareness of surroundings or slowness or difficulty answering questions.
- Do not attempt to move the athlete (other than required for airway support) unless trained to do so.
- Do not remove helmet (if present) or other equipment.
- Assume a possible spinal cord injury in all cases of head injury.
- Athletes with known physical or developmental disabilities should have a lower threshold for removal from play.

This tool may be freely copied in its current form for distribution to individuals, teams, groups, and organizations. Any alteration (including translations and digital reformatting), re-branding, or sale for commercial gain is not permissible without the expressed written consent of BMJ.

If there are no Red Flags, identification of possible concussion should proceed as follows:

Concussion should be suspected after an impact to the head or body when the athlete seems different than usual. Such changes include the presence of any one or more of the following: visible clues of concussion, signs and symptoms (such as headache or unsteadiness), impaired brain function (e.g. confusion), or unusual behaviour.

CRT6™

Developed by: The Concussion in Sport Group (CISG)

Supported by:













CONCUSSION MANAGEMENT

Concussion Recognition Tool 6 - CRT6™





Concussion Recognition Tool

To Help Identify Concussion in Children, Adolescents and Adults



1: Visible Clues of Suspected Concussion

Visible clues that suggest concussion include:

- Loss of consciousness or responsiveness
- Lying motionless on the playing surface
- Falling unprotected to the playing surface
- Disorientation or confusion, staring or limited responsiveness, or an inability to respond appropriately to questions
- Dazed, blank, or vacant look
- Seizure, fits, or convulsions
- Slow to get up after a direct or indirect hit to the head
- Unsteady on feet / balance problems or falling over / poor coordination / wobbly
- Facial injury

2: Symptoms of Suspected Concussion

Physical Symptoms		
Headache		
"Pressure in head"		
Balance problems		
Nausea or vomiting		
Drowsiness		
Dizziness		
Blurred vision		
More sensitive to light		
More sensitive to noise		
Fatigue or low energy		
"Don't feel right"		
Neck Pain		

Channe	in Emptions
unanges	in Emotions

More emotional

More Irritable

Sadness

Nervous or anxious

Changes in Thinking

Difficulty concentrating

Difficulty remembering

Feeling slowed down

Feeling like "in a fog"

Remember, symptoms may develop over minutes or hours following a head injury.

3: Awareness

(Modify each question appropriately for each sport and age of athlete)

Failure to answer any of these questions correctly may suggest a concussion:

- "Where are we today?"
- "What event were you doing?"
- "Who scored last in this game?"
- "What team did you play last week/game?"
- "Did your team win the last game?"

Any athlete with a suspected concussion should be - IMMEDIATELY REMOVED FROM PRACTICE OR PLAY and should NOT RETURN TO ANY ACTIVITY WITH RISK OF HEAD CONTACT, FALL OR COLLISION, including SPORT ACTIVITY until ASSESSED MEDICALLY, even if the symptoms resolve.

Athletes with suspected concussion should NOT:

- Be left alone initially (at least for the first 3 hours). Worsening of symptoms should lead to immediate medical attention.
- Be sent home by themselves. They need to be with a responsible adult.
- Drink alcohol, use recreational drugs or drugs not prescribed by their HCP
- Drive a motor vehicle until cleared to do so by a healthcare professional

HEAD INJURY ASSESSMENT

MATCH DAY HEAD INJURY



ASSESSMENT & REFERRAL FORM

EXAMINER SIGNATURE

CIDELINE CODM				
SIDELINE FORM (to be completed by th	e examiner (firs	t aider/tr	ainer) on the day of the suspected concussion)	
PLAYER NAME			CLUB	
DETAILS OF INCIDENT				
DATE				
OCCURRED AT:	TRAINING		□ OTHER	
BRIEF DESCRIPTION				
1 IDENTIFICATION OF RED FLAGS (tick all those that apply)		2 8	EATURES OF A SUSPECTED CONCUSSION ick all those that apply)	
Loss of consciousness Seizure or convulsions Deterioration of conscious state Persistent or increasing vomiting Double vision Severe or increasing headache Increasing restlessness, agitation, or combative behaviour Neck pain Weakness or tingling/burning in the arms or legs ACTION: If any one of the boxes above is an ambulance should be called for imm transportation to hospital.		Motor Confu Impai befor Looki Playe a. ' b. i c. '	of responsiveness incoordination (losing balance, staggering, etc) used/disorientation (not aware of plays or events) red memory (unable to recall events e or after the injury) ng/feeling dazed, blank or vacant r reporting symptoms: don't feel right' more emotional than usual - sad, nervous or anxious feel slowed down', confused or 'feel like in a fog' Sensitivity to light or noise layer is not their normal self, or there is any other em that they are not quite right (please list):	0000000000
EXAMINER NAME		see a confir	I: for any suspected concussion, the pleyer needs to doctor as soon as practical for assessment, including mation of the diagnosis. The player must not return to p contact training until they have been cleared by a docto	

DATE

HEAD INJURY ASSESSMENT

MATCH DAY HEAD INJURY



ASSESSMENT & REFERRAL FORM

PLAYER FORM (to be completed on the day of the suspected concussion)

PLAYER NAME					
CLUB	AGE				
How many concussions have you had in the past?					
When was the most recent concussion?					
How long was the recovery (time to being cleared to play) for the most recent concussion? (approximate number of weeks)					

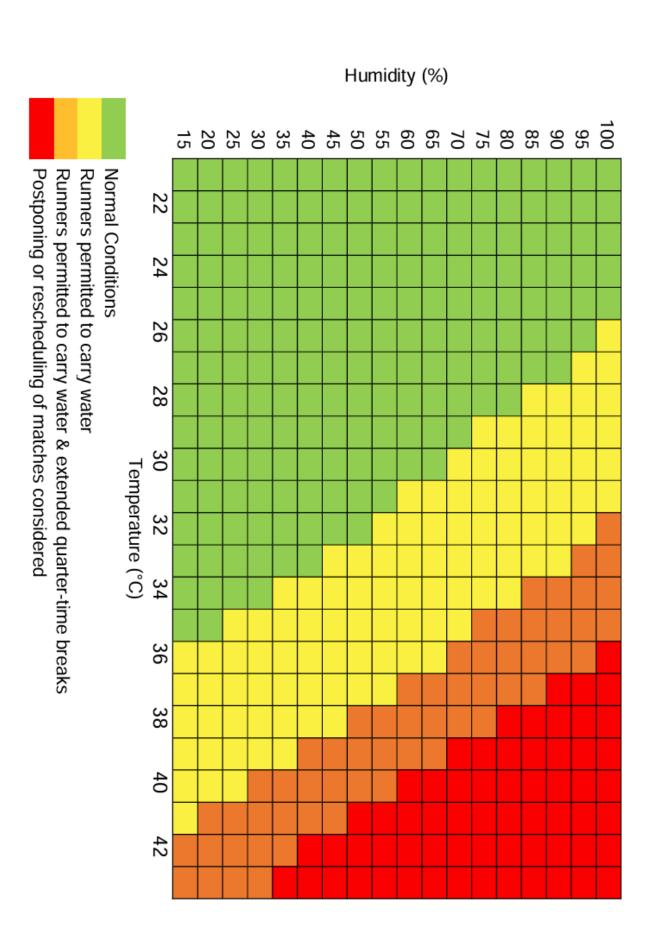
SCORE YOURSELF ON THE FOLLOWING SYMPTOMS, BASED ON HOW YOU FEEL RIGHT NOW.

	NONE		MILD		MODERAT	E	SEVERE
Headache "Pressure in head" Neck Pain Neusee or vomiting Dizziness Blurred vision Belence problems Sensitivity to light Sensitivity to noise Feeling slowed down Feeling like "in a fog" "Don't feel right" Difficulty concentrating Difficulty remembering	NONE	100000000000000000000000000000000000000	MILD 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	300000000000000000000000000000000000000	MODERAT	500000000000000000000000000000000000000	SEVERE 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Fatigue or low energy Confusion Drowsiness Trouble falling esleep More emotional Irritability Sadness Nervous or Anxious	00000000	0000000	0000000	000000	0000000	0000000	0000000

PLAYER SIGNATURE	DATE

(Please take a copy of both the sideline and player form with you to your visit to the doctor)

EXTREME HEAT POLICY MATRIX





SAFE & INCLUSIVE USE OF ROOMS

PLAYER SAFETY IS EVERYONE'S RESPONSIBILITY



SCHEDULE EQUAL ACCESS
TO CHANGEROOMS, OVALS
& FACILITIES FOR ALL
PLAYERS



PROVIDE HYGIENIC ROOMS
WITH SANITARY BINS &
TOILET PAPER



ON GAME DAY, ALLOW SEPARATE, DEDICATED TIMES IN CHANGEROOMS FOR MALE & FEMALE PLAYERS



PLEASE CHANGE
RESPECTFULLY & REMAIN
CLOTHED WHEN MALES &
FEMALES ARE IN
SHARED SPACES



USE BOTH HOME & AWAY
CHANGEROOMS DURING
TRAINING SESSIONS TO
ALLOW FOR EXCLUSIVE
FEMALE ACCESS



BE AWARE & RESPECTFUL
OF THOSE AROUND YOU AT
ALL TIMES



Scan to learn more or provide feedback.

Resource to be read in conjunction with your State/Territory Child Safeguarding Policy.



SAFE & INCLUSIVE USE OF UMPIRE ROOMS

UMPIRE SAFETY IS EVERYONE'S RESPONSIBILITY



PROVIDE EQUAL ACCESS FOR ALL UMPIRES TO FACILITIES & EQUIPMENT



PROVIDE HYGIENIC ROOMS
WITH SANITARY BINS &
TOILET PAPER



ON GAME DAY, ALLOW SEPARATE, DEDICATED TIMES IN CHANGEROOMS FOR MALE & FEMALE UMPIRES



PLEASE CHANGE
RESPECTFULLY & MODESTLY
IN ALLOCATED SPACES &
REMAIN CLOTHED IN SHARED
SPACES



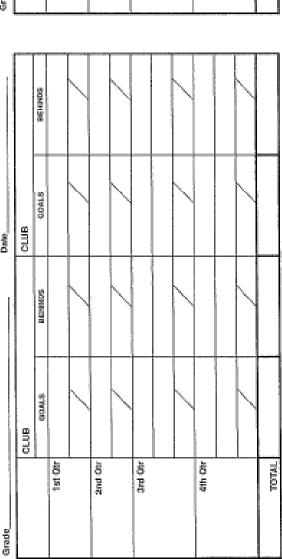
ON GAME DAY, ENSURE A
DEDICATED SPACE IS
AVAILABLE FOR UMPIRES TO
MEET PRIOR TO & DURING
THE GAME



BE AWARE & RESPECTFUL
OF THOSE AROUND YOU
AT ALL TIMES



RESULT OF MATCH



GOAL, UREPRE SIGNATURE

Do to completed and signed by each goal ucpins. Place with multih paparatorisis emelops.

RESULT OF MATCH

| CLUB |

RESULT OF MATCH

GOAL UNIVER STONATURE

GOAL UNIVERS STONATURE

TO be completed and algorid by each goal aropin. Place with much paperwork in envelope.

RESULT OF MATCH

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	CLUB		crus	
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GOAL UMPIRE SIGNATURE

						ervelope.
VOTING CARD	GRADE	>	CLUB	CLUB	CLUB	UMPIRE 3 FO be completed and signed by each umpire. Place with match day paperwork in envelope.
QUEENSTAND	DATE	МАТСН	3 VOTES	2 VOTES	1 VOTE	TO be con
QUEENSLAND						
VOTING CARD	GRADE	^	C1UB	CIUB	CLUB	UMPIRE 3 UMPIRE 2 UMPIRE 3 FO be completed and signed by each umpire. Place with match day paperwork in envelope.
QUEENSLAND	DATE	МАТСН	3 VOTES	2 VOTES	1 VOTE	U fro be completed



QUEENSLAND

VOTING CARD





GRADE	^	CLUB	CLUB	CLUB
DATE	MATCH	3 VOTES	2 VOTES	1 VOTE

natch day paperwork in envelope.
h umpire. Place with r
O be completed and signed by each

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

UMPIRE 2

UMPIRE 1

UMPIRE 3

CLUB

2 VOTES_

1 VOTE

CLUB

CLUB

GRADE

DATE

MATCH

3 VOTES_

TIMEKEEPER SHEET

GRADE:	DATE://	Club:
VS (AWAY)		
(номе)		Timekeeper Name:



				>	=		0	0		_	0	0		0		Ŧ	#	ă
DATE:	Club:	COMMENCEMENT OF MATCH	Umpires on Field (Time)	Home Team on Field (Time)	Away Team on Field (Time)	AFTER HALF TIME	Umpires on Field (Time)	Home Team on Field (Time)	Away Team on Field (Time)		1st QTR Commenced (Time)	Finished (Time)	2nd QTR Commenced (Time)	Finished (Time)	3 rd QTR Commenced (Time)	Finished (Time)	4th QTR Commenced (Time)	Finished (Time)
			DETAILS OF	INCIDENT	Jumper change: 4 to 38													
		TS		M	19:32													
		INCIDENTS		QIR	134													
				No.	88. 4													
	r Name: _		TEAM	AWAY									١]	
	Timekeeper Name:		TE	HOME									ı)	

How to Fill Out This Form

When the following incidents occur, please Il out the 'Incident' table:

- Stretcher being called
- Player changing jumpers due to a blood
- Red, Yellow or White cards
- Guernsey number change
- Player leaves the ground outside of the interchange area

is sheet must be given to the umpires at e conclusion of the match Record any additional notes from the match (players leaving boxes early, boxes not marked etc. in the space provided)

REMINDER

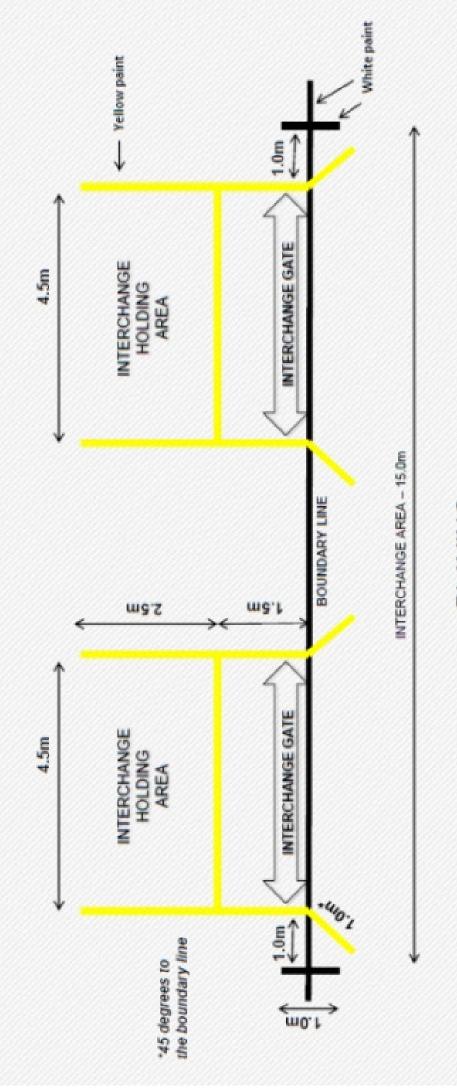
Yellow Card – Player off for 15 min of elapsed time (excluding breaks). Can be replaced instantly.

NOTES:

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). White Card -1st card warning to coaching box, 2nd card is 50m free kick, 3rd is RED card - coach reported & ejected from box, and 50m freekick

Interchange Gates



PLAYING