

Umpires Procedure for a Player Head Count

Where a request has been made by the Captain or acting Captain under *AFL By-law 5.5*, the following procedures will apply to umpires.

Field Umpires

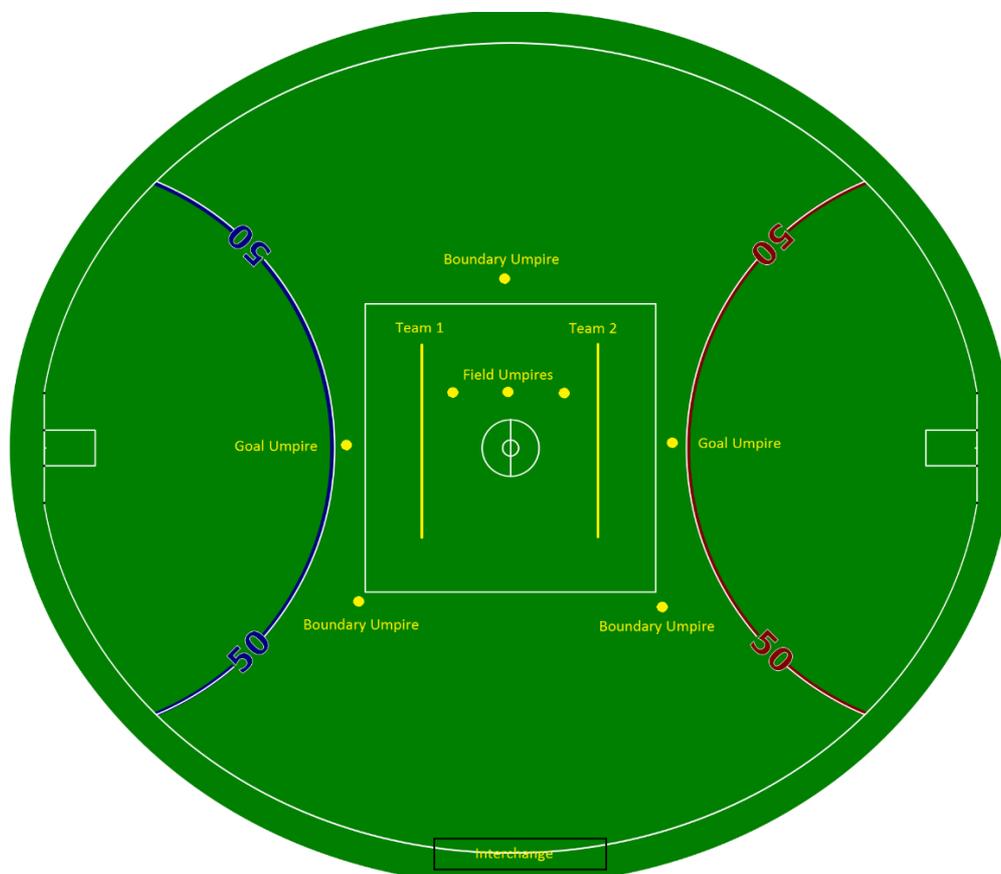
1. stop play at the first available opportunity and blow time on;
2. call into line within the Centre Square the Players of both teams who are at the time on the Ground and count the number of Players, remaining alert for Players from either team moving off the Ground;
3. wait for Boundary Umpires and Goal Umpires to be in correct position (see below);
4. the maximum number of Players permitted on the Ground at the same time is 18 or 16 per team depending on the grade (eg: women's and girl's grades).
5. in circumstances where a player(s) has been ordered from the Ground, 18 or 16 less the player(s) ordered from the Ground;
6. when a head count is taking place, if there has been a reasonable amount of time played since a player has been ordered from the Ground and there is dispute from either team about how long a player has been off the Ground, it is the responsibility of the club Team Managers to effectively communicate with the Time Keeper to ascertain the time elapsed. Under no circumstances should any Umpires leave the Ground to communicate with Officials during a match;
7. each field umpire will count each team's Players and verify with each other the number of Players each team has on the Ground;
8. upon completing the count, the field umpire will inform each team's Captain or acting Captain the result of the count;
9. where a team has more than the maximum number of Players permitted on the Ground, the Captain will be requested to remove one of the Players from the Ground;
10. the Captains will be informed of any resulting free kick and penalty;
11. where a team has more than the permitted number of Players on the Ground, the Field Umpires inform the Goal Umpires that the score for the team with more than the permitted number of Players on the Ground is to revert to zero.
12. after all umpires resume their positions, play would then resume where it was suspended originally. A free kick and fifty metre penalty will be awarded in accordance with *AFL By-law 5.5.3 (a) & (b) or 5.5.4 (a) & (b)*.
13. the Field Umpire(s) will report the Captain or acting Captain requesting the Player Head Count for time wasting under *Law 19.2.2* "if they are of the opinion" that the request was made to delay play.

Goal Umpires

1. When a head count is called, Goal Umpires are to gather their flags and run to the Centre Square, positioning themselves between the 50 metre arch and the centre square;
2. write the time of the and score at the time of the count on the scorecards;
3. where a Team has more than the permitted number of Players on the Ground, the Field Umpires will instruct the Goal Umpires of the result and to inform the Scoreboard Attendants, at the end of the current quarter, that the score for the infringed team that to revert to zero;
4. if the scoreboard requires to be changed, one Goal Umpire will “wave off” to the Scoreboard Attendants;
5. if scores are not impacted, the Goal Umpires return to their positions;
6. regardless of the Player Count outcome, write the outcome of the Player Count on Scorecards.

Boundary Umpires

1. When a head count is called, two Boundary Umpires are to positioning themselves at the corners of nearest the interchange channels, and on Boundary Umpire in the middle of the centre square on the opposite side of the square.
2. Boundary Umpires are to immediately inform the Field Umpires of they identify Players leaving the Ground.



ALF By-law

5.5 COUNTING OF PLAYERS

5.5.1 Request by Captain

The captain or acting captain of a Team may at any time during a Match request that the field Umpire count the number of Players of the opposing Team who are on the Ground.

5.5.2 Procedure

- (a) *Where a request is made under Law 5.5.1, the field Umpire shall:*
- (i) *stop play at the first available opportunity;*
 - (ii) *call into line within the Centre Square the Players of both Teams who are at the time on the Ground and count the number of Players;*
 - (iii) *upon completing the count, ensure that each Team has the permitted number of Players on the Ground and then recommence play at the position on the Ground where the field Umpire stopped play; and*
 - (iv) *as soon as practicable after the Match, report to the Controlling Body that a request has been made to count the number of Players in a Team and the number of Players actually counted.*
- (b) *The maximum number of Players permitted on the Ground at the same time is 18 per Team or, in circumstances where a Player(s) has been ordered from the Ground under Law 20, 18 less the Player(s) ordered from the Ground.*

5.5.3 Players Exceeding Permitted Number

Where a Team has more than the permitted number of Players on the Ground, the following shall apply:

- (a) *a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;*
- (b) *a Fifty-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and*
- (c) *the Team shall lose all points which it has scored in the Match up to the time of the count.*

5.5.4 Correct Number and Request Without Merit

Where a count reveals that the opposing Team has the permitted number of Players on the Ground, the following shall apply:

- (a) *a field Umpire shall award a Free Kick to the captain or acting captain of the opposing Team, which shall be taken at the Centre Circle or where play was stopped, whichever is the greater penalty against the offending Team;*
- (b) *a Fifty-Metre Penalty shall then be imposed from the position where the Free Kick was awarded; and*
- (c) *if a field Umpire is of the opinion that a request was made under Law 5.5.1 primarily to delay play or such request did not have sufficient merit, the field Umpire shall report the Player who requested the count for Time Wasting under Law 19.2.2.*