

Bulleen-Templestowe Junior Football Club



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Welcome to Season 2019.

Firstly, thank you for taking on the team manager role. This role is one of the most important to ensure that the season runs well for the team. There are many tasks that need to be completed each week and I would strongly suggest that you get as many parents as possible involved to make this easier.

This document outlines several suggestions which are based on input from experienced team managers and are provided as a guide. Some of you will have done this role for several years and will have this down pat. For others this will be new, and you should have the comfort of knowing I am here to help out.

In the end of the day we want this working smoothly for all teams.

Things to do early at the start of the season.

- ❖ Identify People for Roles – see Page 6 for listing of the required roles
- ❖ Create a roster for roles
- ❖ Record team list with contacts and jumper numbers

Talk to your coaches to see if they have runners or people already identified for roles. Often you will find several parents keen on a particular role for the season which will make your life much easier. Talk to the parents and see if you can get people for any of the roles. Remember they don't need to be there every week however if there they can do a role for most of the season it will really help.

In particular, you will need to recruit a team Trainer.

This role may be rotated each week or you may have one parent that is prepared to undertake this vital role each week.

While every YJFL ground will have a Colbrow Medic attending, the team Trainer is necessary for looking after the bumps and bruises our players receive during the course of a game. This may involve applying ice, strapping, cleaning up scrapes and scratches and just a bit of TLC in general!

The YJFL specifies the qualifications needed for each age group:

Age groups **Under 13 and Up** Team Trainers are to hold at a minimum ERC.

Age Groups **Up to Under 12** Team Trainers are to hold at a minimum Current First Aid

YJFL Code of conduct

Players

1. Play by the laws and rules
2. Don't argue
3. Control your temper
4. Be a team player
5. Be a good sport
6. Treat all players fairly
7. Cooperate with your coach and teammates
8. Play for fun and improvement
9. Avoid ugly remarks based on race or gender

Parents

1. Encourage participation but do not force them
2. Teach that honest effort is the victory, not the winning
3. Encourage to play by the rules
4. Never ridicule mistakes or losses
5. Remember, involvement is for their enjoyment, not yours
6. Remember, they learn best by example. Applaud both teams
7. Recognise positively the recreational contribution of voluntary officials
8. Never publicly disagree with officials. Raise issues privately
9. Support all efforts to remove verbal, racial and physical abuse
10. Support your club officials to foster high standards of behaviour for your Club/League Equipment

Kit Bag

Each team is allocated a kit bag, you will be responsible for kit bag for the season. The kit bag is managed by the clubs' property steward. The kit bags are provided before the season commences.

The kit bag must be bought to each game.

Within the kit bag, you will find (as a minimum);

- Team Official bibs
- Club dressing gowns
- Goal Flags (2)
- White lab coats (2), which are part of the Goal Umpire and Interchange Stewards uniform.
- Football
- Timer
- Pens
- Whistle
- Ball pump

Team Official	Bib Colour
Coach	Blue
Assistant Coach	Red
Runner	Yellow
Trainer	Green
Water Carriers (2)	White
Umpire Escort	Orange
Ground Manager	Light Blue
Team Manager	Teal

The Bullants are sponsored by Bulleen Eyecare who provided one Goal Umpire Jacket with their logo on the back. This is the preferred jacket to wear on game day.

Some Team Managers like to keep a spare pair of white shorts in the kit bag as someone usually forgets on those away games.

Match Officials

The game requires several Match Officials to administer important roles during the game. These officials are parent volunteers. There are several officials, namely coach, assistant coach, runner and trainer which are 'permanent' roles throughout the season. There may be the odd occasion where another parent will need to step in.

Match Official	Bib Colour	Comment
Coach	Blue	Permanent Volunteer
Assistant Coach	Red	Permanent Volunteer
Runner	Yellow	Permanent Volunteer
Trainer	Green	Permanent Volunteer
Umpires Escort	Orange	Rotating Volunteer
Water Carriers (2)	White	Rotating Volunteer
Boundary Umpire	N/A – Must wear a white T-Shirt	Rotating Volunteer
Goal Umpire	N/A – must wear white lab coat	Rotating Volunteer
Time Keeper	N/A	Rotating Volunteer
Parents Votes (2)	N/A	Rotating Volunteers
Ground Manager	Light Blue	Home Games Only Rotating Volunteer
Scoreboard Attendant	N/A	Home Games only Rotating Volunteer
Canteen Assistant	N/A	Home Games only Rotating Volunteer
Oranges	N/A	Rotating Volunteer

Notify Match officials to find

you when they arrive so you may provide them with their bib and kit.

Match Official Details

Only authorised people can stand inside the fenced Coaches area provided they are identified by approved League apparel (eg bib).

The maximum number of officials allowed in this area is Four (4) comprising of:

- 1 x Coach
- 1 x Assistant Coach
- 1 x Runner
- 1 x Trainer

Coaches must coach from within the designated Coaches area.

- Coaches are not permitted inside the boundary line while a match is in progress, except to attend to an injured player where there is insufficient help from a trainer or other recognised official.

- Coaches do not under any circumstances have the right to terminate a game by taking their team from the field. The Umpire is in total charge of the game and the only official with the authority to commence or finish the playing time.
- All coaching bench areas shall be roped off for a minimum area of three (3) metres either side by three (3) metres behind the coaching bench.

A **Runner** may remain on the field only long enough to deliver two (2) messages and shall return to the coaching area immediately thereafter.

- Must not coach on the ground.
- Must refrain from talking to or questioning umpires.
- Failure to conform will entail a demand from the Umpire for the replacement of the offender and the League notified by notation on an Umpire Report Form
- If the Coach refuses to comply with the request for replacement, the match will be abandoned, and full points awarded to the opposing team.

Trainer(s), must keep clear of the centre corridor and only enter the ground after a goal is scored or after long acts of play. The Field Umpire has every right to remove Officials from the ground if they are hindering play or remaining idle.

- A second trainer may be positioned inside the fence on the opposite side of the oval to the coaching area.

Umpire Escort

Escort the umpires onto the ground prior to the commencement of the first and third quarters.

Escort the umpires from the ground after the second and fourth quarters.

Remain with the umpires during the quarter and three-quarter time breaks.

Ensure that spectators, players or officials do not confront the umpires.

Water Carriers

Each team is permitted to have two (2) **Water Carriers**. All Water Carriers are to be positioned in the marked box on the opposite side of the ground to the coaches' box.

- Water Carriers are only permitted to enter the playing area during a substantial break in play (e.g. when a goal is kicked, or where there is a significant stoppage for injury).
- The Field Umpire(s) may pay a free kick against the offending team where a Water Carrier is on the arena during general play.

Boundary Umpire

- Ensure that the whole of the call is over the line before blowing the whistle.
- To be out of bounds on the full the ball can come off any part of the leg below the knee.
- When the ball contacts the 'behind post' it is out of bounds.
- When the ball makes contact with the 'behind post', on the full from a kick, it is out of bounds on the full.

Goal Umpire

Goal Umpire make scoring decisions in conjunction with the Field Umpire.

- Write down goals in numerical sequence rather than dashes.
- Ensure the whole of the ball is over the whole of the line before awarding a score.
- To be a goal the ball must come off the leg anywhere below the knee.
- Check your scores with the opposition Goal Umpire at the end of each quarter

Parents Votes

- Use the club supplied voting sheets to identify and nominate players who display club values, team play, the spirit of the game, the fairest and the best players on the day

Time Keeper

- Ensure that the quarters run no longer than allocated time.
- Ensure that breaks run no longer than allocated time.
- Acknowledge umpire's entrance to ground prior to first and third quarter (blow siren).
- Signal 2-minute warning (blow siren) prior to completion of all breaks
- Keep track of and note score in the event of dispute

Ground Manager – Home Games only

- Have adequate knowledge of club's facilities
- Have access to details for police, ambulance, hospital etc.
- Monitor crowd behaviour
- Bring any inappropriate conduct to the attention of club officials
- Be the point of contact for any queries or concerns about the venue.
- Introduce yourself to the designated Colbrow Medic

Scoreboard Attendant

Home team responsibility

Updates score board as signalled by Goal Umpire.

Canteen Assistant

To assist our busy canteen, each home team must provide one assistant for each game.

This can be mum or dad or a suitably aged sibling.

NOTE

Match Officials, including Trainers, Runners, Boundary Umpires, Goal Umpires and Water Carriers, shall not Coach from the sidelines or from the field or interfere with opposition players or officials, either verbally or physically.

Summary of Match Officials

Officials that must be arranged for the day	Home Game:	Away Game:
Goal Umpire (White Coat, Flags, Scorecard, Pen)	✓	✓
Boundary Umpire (White Top/T-shirt, Whistle). U15's and Colts usually have them supplied – check with umpire before the game	✓	✓
Time Keeper (Scorecard)	✓	✓
Water Carriers (white bib) x2	✓	✓
Runner (yellow bib)	✓	✓

Parents for 'Best on ground' votes (Vote sheets, pens) x2	✓	✓
Trainer (green bib)	✓	✓
Coach (blue bib)	✓	✓
Assistant Coach (red bib)	✓	✓
Scoreboard	✓	✗
Ground Manager (point of contact for any queries for game)	✓	✗
Canteen Assistant	✓	✗
Under 10 & Tackers must provide their own umpire (white top)	✓	✗

Logistics

Team Player Numbers

Team	Minimum Players	Maximum Players	Interchange
Under 12 Girls	11	15	6
Under 15 Girls	11	15	6
Youth Girls	11	15	6
All Boys Teams	14	18	6

Note: In finals unlimited Interchange numbers may be utilised in all Age Groups.

Playing Times

Team	Quarter	1/4 Time	Half Time	3/4 Time
U10 – U13	15	4	12	7
U14 – Colts	20	4	12	7
U12 Girls	15	4	12	7
U15 & Youth Girls	20	4	12	7

All in minutes

Football Sizes

Team	Match Footballs
Colts	Size 5 Match Ball - Full Size
Under 15	Size 5 Match Ball - Full Size
Under 14	Size 4 Match Ball - Leather
Under 13	Size 3 Match Ball - Leather
Under 12	Size 3 Synthetic
Under 11	Size 2 Synthetic
Under 10	Size 2 Synthetic
Under 9	Size 2 Synthetic
Under 8	Size 2 Synthetic
Under 18 (Youth) Girls	Size 4 Match Ball - Leather
Under 15 Girls	Size 4 Match Ball – Leather (div 1) Size 4 Synthetic (other divisions)
Under 12 Girls	Size 3 Synthetic

Starting Time and Late Arrivals

Should a player arrive late he/she may take the field at any time providing the following procedure is adhered to:

- 1) After the game, or at half time, the Team Manager shall accompany the player who will sign the team sheet in the presence of the umpire.

Clubs not ready to start within 5 minutes of the scheduled start time shall be liable for a fine.

Matches can only commence if there is the minimum number of players present for each team. Any side that fields less than the minimum number of players within 10 minutes of the official start time must be deemed to have given a walk-over without notice.

The team with sufficient players to field a team MUST present a Team Sheet, complete with player's signatures.

The following conditions will then apply: -

- ❖ U/10 - U/14 and Girls teams - the players of both sides shall be combined, and a practice match played
- ❖ U/15 & Colts - the two Clubs concerned may arrange to play a practice match under normal YJFL Rules and Conditions.

Evening up of playing numbers

The Spirit of the Rule

The league expects all team officials to understand and adhere to the 'spirit' of this rule, which is, the team that has the greater number of players available shall lend as many players as possible to equalise numbers with the other team so that all players available to participate in that match shall have the opportunity to play in as much of that match as possible

- Where one team has between 14 and 18 players and the second team has more players than the first team, both teams shall field the same number of players, therefore an equal number of players shall take the field.
- Up to and including Under 12 Teams, Clubs must loan or accept the number of players required to even up the teams.
- Team Managers, particularly from the Team that requires the evening-up rule to apply, must ensure that the process is organized as early as possible and prior to the teams taking the field.
- Exceptions to the evening up rule are as follows:
- If a Club does not have jumpers available of a suitable and appropriate size for the Age Group to facilitate the loan of players, there is no requirement to even-up playing numbers on the field.
- In the Under 13, 14, 15 and Colts Age Groups, if players are not offered to the team with less than 18 players, then playing numbers must be reduced so that both teams field the same number of players. If players are offered, but not accepted, then the team with the greater number of players is not required to reduce playing numbers, ie the evening up rule does not apply.
- The Evening Up Rule is not to be applied in Finals.
- Where a player is ordered off the field by the Field Umpire and there is no replacement available there is no requirement to even-up the playing numbers on the field.
- Where an imbalance is caused during a Match due to injury, playing numbers shall be evened-up for the remainder of the game. A player should join the game from the Interchange Bench, if

available. If not, a player from the team with the greater number of players must be removed from the field.

Any dispute regarding the “Evening Up” rule will be referred to the Independent Hearing Committee (IHC) who will determine penalties, if any, to be applied. Penalties may include loss of premiership points and/or score by the offending team and/or the Club of the offending team shall be penalised in accordance with Schedule Q of the By-Laws

Player information

1. Interchange players must remain seated when in the Coaches' areas.
2. 'No Mouth Guard – No Play' rule applies.
3. Players may wear bike shorts/compression shorts. These must be flesh coloured or the colour of their team shorts.
4. Players must be aware if they are to wear 'Home' or 'Away' apparel.
Note updated YJFL rule change for girls to wear only Home colored shorts for each match.
5. All players must be registered.
6. On game day all players must sign the team sheet, after the team managers (including opposition team manager), have signed
7. All players have and wear YJFL shorts. It is a club rule that they will not be able to play without shorts.

Pre/During/Post Game Day Administration

Before Game Day

- ❖ Complete playing list and print (online). Use Sporting Pulse (<https://passport.sportstg.com/login/>), to add players and player jumper numbers. Print two (2) Team Sheets and take them to game day. Refer to the Sporting Pulse section for a step-by-step guide.
- ❖ Ensure you bring the following items to the game
 - Kit Bag
 - YJFL Goal Umpire card
 - 3 x 'Best on ground' sheets. Two for parents and one for the coach.
 - Pens (that work!)
 - Team Sheets (3)

Pre-Game

- ❖ If playing away, get there early to locate changing rooms and set up.
- ❖ If playing at **home**,
 - If you are the first game on the ground, then you need to walk the ground checking for glass, rubbish, bottles etc, ensure someone is helping to set up the goalpost padding and coaches box roping.
 - Ensure your ground manager knows where all the key facilities are.
 - Ensure you have specific home game roles allocated.

- Provide the Umpire with the game ball.
- ❖ Have the opposition Team Manager sign the team sheets (2). *This should happen prior to any players signing the sheet.*
- ❖ Players sign team sheets (2)
- ❖ Check with opposition manager/coach regarding numbers and make sure roles are covered.
 - The coaches will decide if the 'Even up' rule will come into play.
- ❖ Track numbers to ensure all are present – let the coach know if anyone missing.
- ❖ Find parent helpers as they arrive and allocate them their gear.

During Game

- ❖ Check all roles are covered and operating smoothly.

Quarter Time

- ❖ Ensure umpire gets a drink (responsibility of umpires escort), use the supplied team water bottles.
- ❖ Optional – Younger age groups - get a parent if possible to check that drinks are in the room for home game and set up cups. This is then all ready for when the players come in. The club does not supply cups, so you may wish to start a kitty to pay for such items

Half Time

- ❖ Provide umpire with signed team list (1 copy). Note – at this stage the team sheet is signed by both Team Managers and all your players.
- ❖ Provide copy of signed team list (1 copy) to opposition Team Manager.

Three Quarter Time

- ❖ Ensure oranges are there
 - Oranges are often provided at the half time break within the rooms.

Full Time

- ❖ Collect game day ball from umpire (home games only – EASY TO FORGET)
- ❖ Collect signed team list from Umpire. Collect 1 x Opposition Team Sheet to keep on file
- ❖ Collect goal umpire, and timekeeper cards and give to umpire for this signature.
- ❖ Collect 'Best on ground' vote sheets from the two parents 2 parents and coach. Check numbers/name can be clearly read. (keep confidential)
- ❖ After home games, update the scores online (www.YJFL.com.au).
- ❖ *For U10 (Home games only), get the umpire to complete a YJFL best and fairest form, place in envelope and provide to next game umpire (let them know). Alternatively they can be mailed in to the league.*

Post-Game

- ❖ Update online team list if there are changes (must be done before midnight)
- ❖ Update online scores if home game (must be done before 6pm game day)
- ❖ Summaries 'Best on ground' votes. Staple voting sheets to summary.
- ❖ Put team sheet, 'Best on ground' vote sheets/summary (stapled together) in the provided sealed envelope for that week.
- ❖ This envelope must be handed in to Bruce at the Bar at the Clubrooms on Sunday night. Label the front of the envelope with the Date, Round and Team details.
- ❖ Encourage your players and parents to attend the club rooms (Ted Adjani). Doors are open 6pm.

Sunday Night – Bullants Family Night

- ❖ Hand the Round sealed envelope in to the club on Sunday night (leave with coach or someone reliable to hand in if you cannot make it on Sunday night)
- ❖ Each team will provide a Match Summary at Family Night. This can be done by the Coach, Team Manager or some Coaches nominate players to give the summary.

Team App

- ❖ The Club is using Team App for all club info and updates and Team Information.
- ❖ You can communicate team game information and parent duty roster via Team App.

As you do this you can also click that the information also gets sent via email through the app.

- ❖ Download the app to your phone or access on your desktop.
- ❖ Sign up or log in and request to join your team/s.

BTJFC Player Incident report

In 2018 the club introduced a Player Welfare Officer.
This role sits on the Committee.

This role was developed to oversee injuries that occur during a match, provide detailed documentation of the incident and determine what follow up needs to occur to monitor the player's recovery.

We also aim to review the annual incident reports to identify any trends in injuries and look to ways we can incorporate preventative strategies into our team coaching throughout the year.

There is an Incident Report that needs to be filled out on the day of the injury.

Please provide as much information as possible.

The Team Manager should complete this and send it to PLO – currently Mark Cassidy.

Mark will then do the necessary follow up with the parents and the player.

The form and an example form are on Team App for viewing and download.

❖ Headspace App

The Club can also recommend the Headspace App that can be used on match day (or anywhere) to determine if a player might have concussion from a knock or fall.

This can be downloaded for free from the App Store or Google Play

Season Dates 2019

Weekend	Round
07/4/19	Round 1
28/4/19	Round 2 (ANZAC Day) Ted Kelly Medal Round
29/4/19	Round 3
6/5/19	Round 4
13/5/19	Round 5 Mothers Day
20/5/19	Round 6 (Under 8 Day)
27/5/19	Round 7 (Under 9 Day)
3/6/19	Round 8
11/6/19	No Game – Queens Birthday weekend Yarra Magpie Academy Games
16/6/19	Round 9 – MND Round
24/6/19	Round 10
15/7/19	Round 11
22/7/19	Round 12
29/7/19	Round 13
5/8/19	Round 14
12/8/19	Round 15
19/8/19	Semi Finals
26/8/19	Prelim Finals
2/9/19	Grand Finals Fathers Day

Source - www.bullants.com/btjfc-key-dates-for-2019

Venue Locations

Name	Address	Map Ref.
A.J.Burkitt Oval	Beverley Road Banyule 3084	D3 32
AK Line Reserve	Grimshaw St Bundoora 3083	F2 20
Alfred Crescent	Cnr Alfred Crs & Grant Street North Fitzroy 3068	D2 2
Allard Park	Donald Street East Brunswick 3057	A5 30
Balwyn Park	cnr Whitehorse & Cherry Rds Balwyn 3103	D8 46
Balwyn Park Upper	Cnr Whitehorse & Cherry Roads Balwyn 3103	D8 46
Bayswater Oval 1	Mountain Hwy Bayswater 3153	G2 64
Bayswater Over 2	Mountain Hwy Bayswater 3153	G2 64
Beverley Road Oval	Beverley Rd Heidelberg 3084	D3 32
Bill Lawry Oval	Westgarth Street Northcote	G11 30
Binnak Park	Anderson Pde Bundoora 3083	D12 10
Box Hill City Oval	Cnr Whitehorse & Middleborough Rds Box Hill 3128	G9 47
Bulleen Park East	Bulleen Park Off Bulleen Road Bulleen 3105	C9 32
Bulleen Park Oval No.1	Bulleen Rd Bulleen 3105	C9 32
Bulleen Park West	Bulleen Park Off Bulleen Road Bulleen 3105	C9 32
Burwood Reserve Bottom	Warrigal Rd Burwood 3125	G7 60
Burwood Reserve Top	Warringal Road Burwood 3125	G7 60
Canterbury Sports Ground	Guilford Rd Surrey Hills 3127	F10 46
Citizens Park Reserve	cnr Church & Highett St Richmond 3121	B5 2
Clifton Park	Victoria St Brunswick 3059	E7 29
Coburg City Oval	Harding Street Coburg 3058	J1 29
Colman Park	Croydon Road South Warrandyte 3517	K7 35
De Winton Park	Grove Rd Rosanna	A2 32
Domeney Reserve	Knees Rd Park Orchards 3114	E9 35
Doncaster Reserve	cnr Doncaster Rd & Leeds St Doncaster 3108	K1 47
East Burwood Reserve	Burwood Highway East Burwood 3151	B7 62
Eley Park	Eley Rd Blackburn South 3130	H5 61
Ferndale Park	Glen Iris Rd Glen Iris 3146	A7 59
Ferrie Oval	Elizabeth St Kooyong 3144	D4 59
Ford Park	Oriel Rd Bellfield 3081	D4 31
Garvey Oval	Plenty Rd Bundoora 3083	A10 10
Gillon Oval	Pearson Street Brunswick 3056	E6 29
Gordon Barnard Reserve	Balwyn Rd Nth Balwyn 3104	E4 46
Gordon Barnard Upper	Off Belmore Road Balwyn 3103	F4 46
Greensborough Park	Main St Greensborough 3088	K1 20
Greythorn Park	cnr Alpha & Roberts Sts Greythorn 3104	G4 46
Ivanhoe Park	cnr The Boulevard & Lwr Heidelberg Rd Ivanhoe 3079	H9 31
Kimberley Reserve	33 Kimberley Drive Chirnside Park 3116	F3 37
Leigh Park	285 Balwyn Rd Balwyn North 3104	E2 46
Lynden Park	cnr Highfield Rd & Lynden St Hartwell 3124	E4 60
Lynden Park Upper	cnr Highfield Rd & Lynden St Hartwell 3124	E4 60
Macleod Park	Ruthven St Macleod 3085	B9 20
Melbourne High School	Alexander Ave South Yarra 3141	J3 2

Mooroolbark Heights Reserve	Longfellow Avenue Mooroolbark 3138	K4 51
Pitcher Park	Mercil Ave Alphington 3078	B9 31
Preston City Oval	Cramer St Preston 3072	F12 18
Queens Park	Don Road Healesville 3777	E1 278
Raeburn Reserve	Cnr Pearson and Victoria Street Brunswick 3056	E6 29
Ramsden St Reserve	Ramsden St Clifton Hill 3068	G2 44
Rathmines Rd Reserve	Rathmines Rd Hawthorn East 3123	H10 45
Reservoir Reserve	Grange Rd Kew 3101	J7 45
Righetti Oval	Elizabeth St Kooyong	D3 59
Schramms Reserve	off JJ Tully Dve Doncaster 3108	F12 33
Schramms Reserve 2	Off JJ Tully Drive Doncaster 3108	F11 33
Springfield 2	Cnr Dorking & Springfield Roads Box Hill North 3129	F7 47
Springfield Park	cnr Dorking & Springfield Rds Box Hill North 3129	F7 47
St James Park	Burwood Rd Hawthorn 3122	A10 45
Stanley Grose Reserve	Stanley Grose Drive East Malvern	A12 60
Stintons Reserve	Stintons Rd Park Orchards 3114	B7 35
Stradbroke Park	cnr Harp & Burke Rds Kew 3101	K4 45
Surrey Park	cnr Canterbury & Elgar Rds Surrey Hills 3127	B11 47
Surrey Park No 2	Surrey Park 3127	B11 47
T H King Oval	High St Glen Iris 3146	K8 59
Ted Ajani Reserve	284 Thompson's Rd Lower Templestowe 3107	K7 32
Telfer Reserve	Greenwood Dve Bundoora 308	A2 20
Templestowe Reserve	Porter St Templestowe 3106	G4 33
Templestowe Reserve 2	Porter Street Templestowe 3106	G4 33
Victoria Park Lower	High St Kew 3101	G5 45
Victoria Park Upper	High St Kew 3101	G5 45
Victoria Road Reserve	Victoria Rd Hawthorn 3122	G10 45
W T Peterson Oval	cnr Brunswick & Freeman Sts Nth Fitzroy 3068	C2 2
Wandin East Recreation Reserve	Monbulk-Seville Road Wandin East 3139	K8 121
Warrandyte Reserve	Taroona Ave Warrandyte 3113	C1 35
Warrandyte Reserve 2	Taroona Ave Warrandyte 3113	C1 35
Warringal Park	Beverley Rd Heidelberg 3084	C4 32
Whatmough Park	Kalparrin Ave Greensborough 3088	J1 20
Windsor Park	Greensborough Rd Macleod 3085	D6 20
Woori Yallock Football Ground	Woori Yallock	
WR Ruthven VC Reserve	Cnr Malpas and Donald Street Preston 3072	A10 19
Zerbes Reserve	Cnr Blackburn Rd & Saxonwood Dve E. Doncaster 3109	B10 34
Zwar Reserve	Bruce St Preston 3072	E12 18

THE
BULL-ANTS

**We're the team, strong and bold
and we wear the Blue and Gold
For good old Bulleen-Templestowe.
We're the team called the Bull-Ants
And premiers we'll be.
We will fight to the finish
For you and for me.
We're the team that you know
And we're proud to go, go, go
for good old Bulleen-Templestowe**

Tune "On the Road to Gundagai"



Anzac Day – Ted Kelly Medallists

The Anzac Day round is extremely important to the Bullants community. That weekend we respect those that have fought for our country so that we can enjoy the freedom and values we hold so dearly. It is also extremely symbolic in that it is our Ted Kelly Medal Round.

Some years ago, as a mark of respect to a Life Member and WWII veteran in Ted Kelly, the club struck a medal in his honour which is awarded to a player in each team that displays courage, dedication and team spirit during the Anzac Day round. The honoured player is presented with their Ted Kelly Medal at Family Night, nowadays, by a member of the late Ted Kelly's family.

It is important for all coaches and team managers to encourage a great turnout on this night not only to celebrate with the recipient but as an opportunity to honour our late friend and indeed all those who have served this great nation of ours in times of conflict. This event championed by the BTDJFC continues to instil in our players the sense of honour and mateship.

“Believe me, having both a WWII veteran father and a Vietnam vet cousin, standing on an oval on the Anzac Day round, hearing the Last Post, is an extremely emotional yet amazing experience.” Craig Davidson
BTDJFC Life Member

ANZAC ROUND: home clubs should arrange for teams to line up before each match on the of weekend 28 April and observe a minutes' silence. The Last Post will be played before al games at Bulleen Park on this day.

*** The Ted Kelly Anzac Day Medal is awarded to one player in each team who displays courage, determination, team spirit, honour and integrity during the match on this week.**

The recipient is selected by the team management and the decision remains confidential until the medals are awarded at Ajani clubrooms on Sunday night.

Please urge all your team families to get down and support all the players

*Coaches/Team Managers please ensure your Ted Kelly Medal winner waits until the end of the team reports so that a group photo can be taken – please ensure the winning parents know so they can wait around.

2015 Ted Kelly Medal Winners



Ted was a war hero who served his country for a very long time, in some extremely tough conditions. He was also long-time club stalwart who could be found behind the bar at family night happy to impart stories of mateship under fire and would welcome new and old every week. Ted was a fixture at Tackers Day and finals days at Bulleen Park and is still strongly missed around the club.

Ted joined the Army in 1939 at only 15 years of age and served with the 2nd / 23rd Battalion, Albury's own 9th division.

Amongst other things, Ted was a Rat of Tobruk, he fought at the Battle of Alamein, and after returning from the Middle East in 1943, was sent to New Guinea and fought in the Battle of Lae on the Kokoda trail. It was here that he was wounded and returned home in 1944

Online Forms

Source - <http://www.yarrajfl.org.au/>

These forms are all available to download on Bullants Team App

Goal Umpire / Timekeeper Card

<http://www.yarrajfl.org.au/wp-content/uploads/2017/06/Timekeeper-Scorecard.pdf>

Code of Conduct Acceptance Form

<http://www.yarrajfl.org.au/wp-content/uploads/2017/06/Coaches-Code-of-Conduct.pdf>

League Bylaws

<https://www.yarrajfl.org.au/wp-content/uploads/2019/03/2019-Statement-and-Bylaws.pdf>

Coach and Team Manager Handbook

<https://www.yarrajfl.org.au/wp-content/uploads/2019/03/2019-Match-Day-Guide.pdf>

Banners

Parents can make these themselves or purchase.

Milestone Banners (link below) has been used by several club members in the past

<http://www.milestonebanners.com.au/>

Contact List

President:	Nic Moore president@thebullants.com Mbl: 0458 884 855
Secretary:	Lousie Dempsey secretary@thebullants.com Mbl: 0432 044 205
Treasurer:	Margaret Baldi treasurer@thebullants.com
Registration Secretary:	Fontini Agrotis registrations@thebullants.com Mbl: 0417 143 353
Clothing / Apparel:	Wendy McKenzie bullantsmerchandise@gmail.com
First Aid / Trainers Co-ordinator	
Player Welfare Officer	Mark Cassidy
Social Media & Team App	Kathy Jackson 0497 847 709 bullantssponsorship@gmail.com

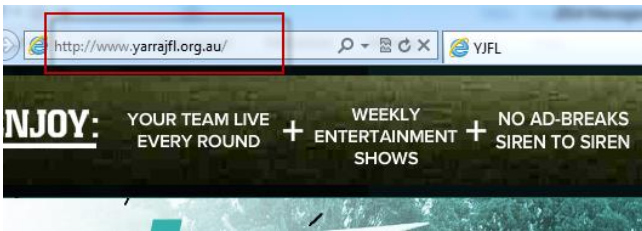
Note: For others check the website at www.thebullants.com

Team Coaches

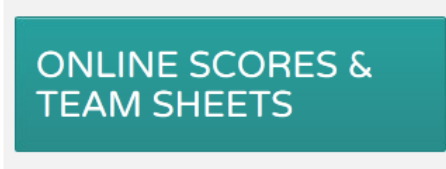
TEAM	COACH	EMAIL	PHONE
Youth Girls	Steve Jackson	smjcarpentry@hotmail.com	0497 817 536
Colts	Matt Agrotis	mattfot@bigpond.net.au	0407 725 455
Under 15	Andrew Travaglini	andytrav@hotmail.com	0459 845 995
Under 15 Girls	Fab Baldi	bookings@elitecarfreighters.com.au	0408 307 724
Under 14	Glen Wignell	glen@jgelectrical.org	0419 875 208
Under 13	Graeme Richings	graeme.richings@gmail.com	0437 613 099
Under 13 Girls	Craig Stewart	4redheads12@gmail.com	0408 002 566
Under 12	Stuart McKenzie	swmckenzie@optusnet.com.au	0412 246 108
Under 11	Dale Curtis	dale@curtisgroup.net.au	0488 071 566
Under 10 Y	Matthew Collard	matthew@surenetsolutions.com.au	0426 250 701
Under 10 B	Steve Chondros	sb.chondros@iinet.net.au	0412 631 682
Under 9	Peter Paccagnan	peterp@metropolitangolf.com.au	0402 049 095
Under 8	Richard Pearce	richardpearce@gmail.com	0411 252 106
Under 8			
Auskick	Despina Alleri	despina.alleri@outlook.com	0414 885 563

Sporting Pulse

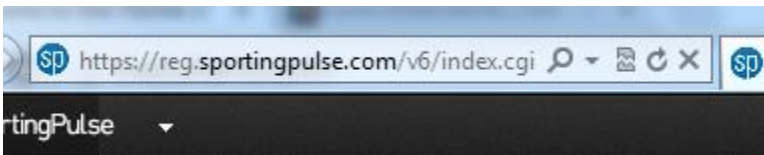
- 1) Either go to the Sporting Pulse site directly or view the yarrajfl.org.au site



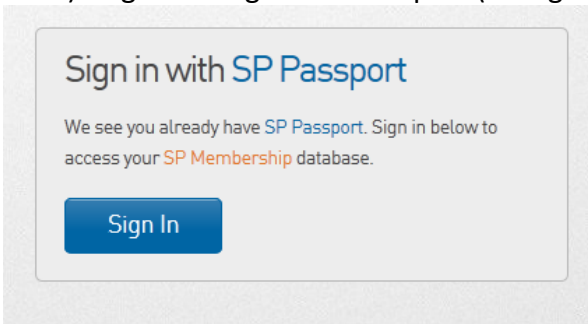
- 2) Select Online Scores & Team Sheets



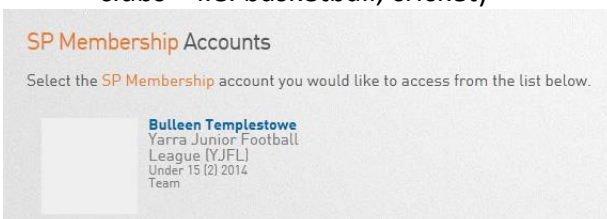
- 3) Alternatively go to the sporting pulse site directly.



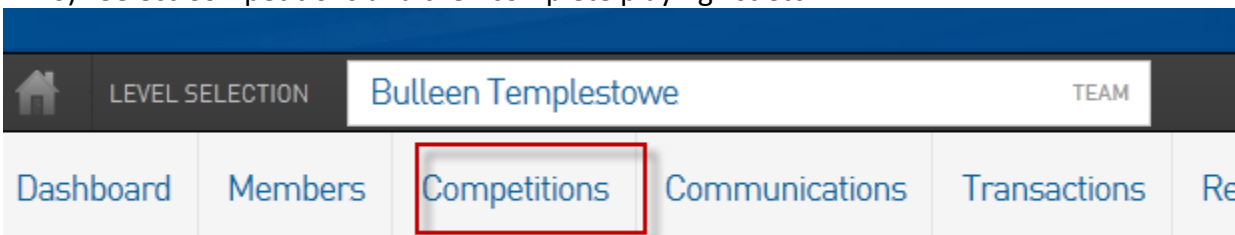
- 4) Sign in using the SP Passport (or register if do not have one yet)



- 5) Select the Bulleen Templestowe club (you may have multiple in here if dealing with other sporting clubs – i.e. basketball, cricket)



- 6) Select Competitions and then complete playing list etc.



Match Results

1. Choose **Match Results** from the **Comp Management** menu
2. A new browser window will open with SP Match Results

NOTE: the window may not open if you have a pop up blocker enabled on your browser
Match List

1. Set appropriate filters based on, date range, season, club, competition name and venue.

Display Matches
Use the filters below to list the desired matches.

Show matches commencing on (dd/mm/yyyy): Season Venue Name

and concluding on (dd/mm/yyyy): Clubs Competition Name

SHOW MATCHES

2. Press the **Show Matches** button to display matches involving your club teams at the current login level.

For example if the login is club level and the club has three teams competing in various competitions than the list will show matches involving any of the three teams. If the login level is for one of the teams, only matches involving that team will be displayed in the match list.

3. Choose the options for a match by clicking on either the **Pre Game**, **At Game** and **Post Game**, button on the line of the corresponding match

Pre-Game

The Pre-Game section is used to setup team lists for the match and print team sheets.

1. Click the + button corresponding with players on the **Available Players** list to register in the match on the **Selected Players** list
2. Click the – button corresponding with players on the **Selected Players** list to remove from the match

Available Players

Filter

Allmark, Joshua Dean	<input type="checkbox"/>	<input type="button" value="+"/>
Alosta, Niyazi	<input type="checkbox"/>	<input type="button" value="+"/>

Selected Players

Name	No.	<input type="button" value="-"/>
Ault, Jonathon	<input type="text" value="3"/>	<input type="button" value="-"/>
Cameron, Lucas	<input type="text" value="7"/>	<input type="button" value="-"/>
Dunke, Choise	<input type="text" value="11"/>	<input type="button" value="-"/>

3. Selected Players lists can also be selected by using the **Autoselect Players** option

Autoselect Players

- No Auto Select
- Players who played last week
- Players registered to this team

4. Update jumper numbers by typing a number into the **No.** column of the **Selected Players** list

TIP – Set the default player numbers to save time each time you set up the team sheet.

How?

In the Pre-Game portion of SportsTG

Tools > Edit Team Default Player Numbers

The screenshot shows the SportsTG Pre-Game interface. At the top, there are navigation tabs for 'PRE GAME', 'AT GAME', and 'POST GAME'. Below this, there is a 'Game Information' section showing 'Bulleen Templestowe vs Heidelberg' on '15/04/18 13:00'. To the right, there is a 'Pre Game Dashboard' with a table of selections:

	Players	Coaches/Officials
Bulleen Templestowe Selections	24	8
Heidelberg Selections	22	5
League Officials		1

Below the dashboard, there are two tabs for 'Bulleen Templestowe' and 'Heidelberg'. On the left, there is a 'Manage this Display List' section with radio buttons for 'Show all Club players' (selected), 'Show Players registered to this team only', 'Show Players to this age group', 'Show all Financial Club players for Competition Season', and 'Show all players unassigned'. On the right, there is an 'Autoselect Players' section with radio buttons for 'No Auto Select' (selected), 'Players from previous match in same competition', and 'Players registered to this team'. At the bottom right, there are buttons for 'TEAM SHEET' and 'TOOLS'.

1. Select player
2. Player Number - enter number
3. Click Assign Number
4. Repeat for all players

This will set your team default numbers, which will save you from having to enter player numbers via the Pregame screen.

On the pregame screen all you then need to do is

- 1 - Autoselect Players - Players registered to this team
- 2 - remove players if they are not playing. This is important as the players games are counted and at specific miles stones will receive recognition.

5. Click on the **Save** button under the **Selected Players** list to update

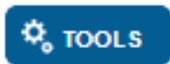
6. Print a Team Sheet using the **Single Team – Team Sheet** button

NOTE: Players included on the Selected Players list once the match has been finalized will be credited with a match in their player statistics. It is important to ensure that the Selected Players list reflects accurately to players that actually played in the match.

Default Jumper Numbers

Player numbers can be pre-loaded so that player numbers will automatically update when they are included on the **Selected Players** list in team selection

1. Choose the **Edit Club Default Player Number** option from the menu of the **Tools** button



2. Complete the corresponding details then click the **Assign Number** button

Player:

Player Number:

Player Positions:



3. Saved numbers can be removed by clicking on the **Remove** button next to the corresponding player

4. The club list can be cleared by clicking the **Clear Club Defaults** button located at the bottom of the page

At-Game (optional)

The At-Game section is used to update progressive scores of a match that is displayed on SP public website.

1. Enter current match **Goals** and **Behinds** in the boxes for the corresponding time of the match
2. Press the **Update Progressive Scores** button to update online

NOTE: This is a progressive score. Once the match is complete, scores must be confirmed in *Post-Game*

Tigers

Quarter 1 Goals	<input type="text" value="3"/>
Quarter 1 Behinds	<input type="text" value="2"/>
Quarter 2 Goals	<input type="text" value="3"/>
Quarter 2 Behinds	<input type="text" value="7"/>
Quarter 3 Goals	<input type="text"/>
Quarter 3 Behinds	<input type="text"/>
Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

Saints

Quarter 1 Goals	<input type="text" value="0"/>
Quarter 1 Behinds	<input type="text" value="2"/>
Quarter 2 Goals	<input type="text" value="4"/>
Quarter 2 Behinds	<input type="text" value="5"/>
Quarter 3 Goals	<input type="text"/>
Quarter 3 Behinds	<input type="text"/>
Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

UPDATE PROGRESSIVE SCORES

Post-Game

The Post-Game section is used to update final match scores and stats such as player goals and best players

1. Choose the **Final Match Scores** tab
2. Enter final match **Goals** and **Behinds** in the boxes
3. Press the **Update Match Scores** button to save

Tigers

Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

Saints

Full Time Goals	<input type="text"/>
Full Time Behinds	<input type="text"/>
Full Time Total Points	<input type="text"/>

UPDATE MATCH SCORES

1. Choose the tab corresponding to the team name to update player stats such as goals and best players
2. Enter player stats into the corresponding box next to the player name
3. Press the **Update Player Scores** button to save

NOTE: Available player stats may change according to the stats configuration set by the league

Centrals

UPDATE PLAYER SCORES

Name	Player Number	Goals	Bests
Bagley, Steven	14	<input type="text" value="0"/>	<input type="text" value="0"/>
Boatwright, Zac	22	<input type="text" value="1"/>	<input type="text" value="0"/>
Cooper, Sam	3	<input type="text" value="1"/>	<input type="text" value="0"/>
Fish, Troy	12	<input type="text" value="2"/>	<input type="text" value="3"/>
Hansen, Anthony	10	<input type="text" value="2"/>	<input type="text" value="0"/>