



## TEAM OFFICIALS – MATCH DAY INFORMATION

Team Officials should acquaint themselves with the Competition Rules, particularly with requirements for completing team sheets, pre-match administration, borrowing, protests, and send-offs.

The following information is only a guide by the author. The FSC Competition Rules, Disciplinary & Dispute Regulations and other policies take precedence.

### REGISTRATION

All team officials must register in [PlayFootball](#) ensure that a current photo is uploaded, agree to the terms and conditions and have a current Working With Children Check Number.

### PRE-GAME

#### Team Sheet

A team sheet for the game needs to be completed, players not participating must have their FFA number and name crossed out. Players not on the team sheet who are participating must be added including their FFA number.

Borrowing a player from another team requires you to put their age and division in the Borrowed (Bor) column. See Appendix 5 of the Competition Rules for more detailed information.

#### ID Card Check

Only registered players who are eligible for the match can participate providing they have an ID card.

It is a requirement that you check the opponents ID cards and ensure the players listed on the team sheet are correct.

For competition teams, this needs to be done by opposing Team Managers with a Jacketed Official or Match Day Supervisor.

Any player who has been added should have the team on the ID card checked to ensure that they are eligible.

NO CARD = NO PLAY

NO PHOTO ON CARD = NO PLAY

#### Borrowed Players

Check team division on card and their age. They need to comply with the Competition Rules Article 4.5

If special dispensation has been given, then the opposition need to provide a letter from FSC.

#### Maximum Number of Players

##### Mini Roos

- U6&7 - 4 field + 3 subs,
- U8&9 - 7 field + 4 subs,
- U10&11 - 9 field + 5 subs

##### Graded Competition

- U12-18 - 11 field + 5 subs.

#### Protests

If prior to the game commencing you believe the opposition has breached the rules, particularly borrowing, then inform the Match Day Supervisor and Manager of the opposition and write the issue on the back of the team sheet.

The game is to be played under protest. After the game, ensure you inform your Club Secretary of the issue and follow the processes outlined in Article 8 of the Competition Rules.

#### Player Equipment

Earrings/Piercings – are not allowed to be worn on the field and taping them is not permitted. Further information regarding jewellery can be found in Appendix 3 of the Competition Rules.

Clash of Colours – the Away Team changes either to their listed clash strip or to bibs/strip provided by the Home club.

The Team or Goal Keeper Jersey cannot be predominately black.

Referee Council has requested that black is to be kept for referees only.

*Note – In Junior Competitions the clash strip is to be only used when there is a clash of colours NOT as an away playing strip.*

## **DURING THE GAME**

### **Technical Area**

Only currently registered and eligible Players participating in the match, two (2) Team Officials are allowed in the Technical Area (interchange zone) during matches.

Team Officials must wear a lanyard with their ID card and this must be displayed whilst in the Technical Area to the satisfaction of the Match Officials.

### **Match Officials**

For competition, Match Officials are appointed by FSC or the Match Day Supervisor. There is a procedure, which must be followed if no official appointments have been made (see Article 3.1 Competition Rules).

Under no circumstances are Team Officials to officiate their own team in competition matches.

*Note – No team official may enter the referee room.*

### **Match Duration**

Two equal halves. The time for each half:

- (U6-U9) - 20 minutes,
- (U10-U12) - 25 minutes,
- (U13-U14) - 30 minutes,
- (U15-U16) - 35 minutes,
- (U17, U18, WYL) - 40 minutes.

If a match commences 10 or more minutes later than the scheduled start, then the Match Day Supervisor or Match Official may reduce both halves equally. No additional time shall be added for minor injuries.

Play will be suspended if a serious injury has occurred and the Match Day Supervisor shall determine if enough time permits to finish the match.

## **Substitutes and Substitution**

Substitutes must wear coloured bibs whilst on the touchline or in the technical area. Unlimited interchange of players is permissible. The Match Official must be notified before interchanging a player(s) and when approved, must be done at the half-way line. A player must not enter the field until the replaced player has left the field.

## **Injuries**

The Match Official will call a team official onto the field if a player requires treatment or assessment.

If a serious injury has occurred then do not move the player, an ambulance should be called.

## **Decisions of Match Officials**

Always respect the match officials' decisions by not approaching any match official or making inappropriate comments to, or about, the match officials or their decisions.

## **Players sent off / Team Official sent from the Technical Area**

Players sent from the field must immediately proceed at once out of the field of play area and Technical Area, accompanied by a Club Official or a member of the coaching staff, and change from their playing strip to their normal street attire. The player shall not re-enter the playing arena or return to or be within fifty (50) metres of the technical area or approach the Match Officials.

A Team Official sent from the Technical Area must immediately leave the area and shall not re-enter the playing arena or return to or be within fifty (50) metres of the technical area or approach the Match Officials.

## **Jacketed Officials**

Any directions given by a Jacketed Official or Match Official is to be abided by.

If prior to the match, there are no jacketed officials then one adult from each team will be required to be a Match Marshall. This person must be 18 years or older whose primary duty is to ensure that spectators, coaches and managers associated with their team do not encroach on the sidelines or the pitch, and see that good order is maintained.

## **AFTER THE GAME**

### **Team Sheet**

Check that all details are correct – Score, Player Discipline. If there is any issue, see the Match Day Supervisor.

If all details are correct sign the team sheet. If there is an issue, record on the back of the team sheet and report this to your club who will need to follow the issue up with FSC.

*Note – Scores are required for U8, U9, U10 and U11.*

### **Injury Reporting**

Use the FSC Injury form online –  
[www.footballsouthcoast.com](http://www.footballsouthcoast.com)  
Go to Resources – Injury/Insurance

### **Incident Reporting**

Use the FSC incident form online –  
[www.footballsouthcoast.com](http://www.footballsouthcoast.com)  
Go to Resources – FSC Disciplinary & Disputes.

Let your club know the issue and they can determine the appropriate next step.