



Match Day Guidelines and Procedures 2021

1. Glasses Policy

- (a) Please ensure that children that need to play with glasses have a SIGNED letter from an OPTOMETRIST stating the material from which the lenses and frames are made and that they are safe for playing sport. The frames should not be sharp.
- (b) This letter must be brought to all games as the referees will need to see this letter prior to the game commencing in order for your child to play.
- (c) NO letter
NO game.
This is purely for both the safety of your player and that of other players too.

2. Arrival to Games

- (a) Please ensure that you arrive at the game well before your stated kick off time.
- (b) The referee will need to check the equipment of all players and also address BOTH teams prior to kick off and each game MUST be started on time.
- (c) If the game needs to start late, the referee will reduce each half accordingly as the next game will need to be started on time.
- (d) The ideal timeframe for arrival at each game is 30 MINUTES prior to kick off – this allows time for the referee to check the player's equipment, both the referee and coach to address the players and also allows players to get ready.

3. Pre-Game Procedure

- (a) As stated above, the referee will need to check the equipment of all players and address BOTH teams prior to kick off at each game.
- (b) The referee will check boots, shinpads, jewellery, glasses and any other equipment on each player.
- (c) Please ensure that all jewellery is removed prior to the referee's pre-game talk and if applicable, the letter for glasses is on hand for the referee to check.
- (d) Any boots that are metal studded will need to be carefully inspected – if the referee deems they are dangerous for play, your child will need to change their footwear (sneakers are allowed) otherwise they will NOT play.
- (e) All players must wear shinpads.
- (f) Please also ensure players are ready – this includes wearing their playing tops.

4. Interchange

- (a) The referee's permission must be obtained at a STOPPAGE in play before an interchange may be made.
- (b) The referee must acknowledge the coach's intention to make the change BEFORE any players enter or leave the pitch.
- (c) Once the referee has acknowledged the interchange, the player leaving the pitch must leave the pitch ENTIRELY before the "new" player can enter the pitch.
- (d) Once the interchange has been completed, the referee will re-start the game.

5. Marshals

- (a) BOTH teams are required to have a marshal.
- (b) BOTH marshals are to ensure that crowd behaviour is maintained during the game.
- (c) BOTH marshals are to remain with coaches and benches to ensure the following:
 - i. Coaches are directing their team appropriately
 - ii. Substitutes are wearing bibs / jackets while not on the pitch
- (d) Neither marshal is to retrieve balls – marshals are to delegate to others to do this
- (e) BOTH marshals are to advise the referee if there will be a goalkeeper substitution at half time.
- (f) Neither marshal is to approach the referee to discuss decisions as referees are instructed not to do so.

6. Team Sheets

- (a) ALL team sheets must be filled out prior to kick off and handed to the referee at least 5 MINUTES prior to kick off time.
- (b) If possible, please assign each player a number on the team sheet.
- (c) Please ensure that the GOALKEEPER is listed as GK

- (d) The goalkeeper who STARTS the game is the player that must be listed as the goalkeeper.
- (e) If you wish to change your goalkeeper, then the referee must be notified before the change, as they will need
- (f) The player who replaces the goalkeeper at any stage must be originally listed as a “normal” player on the team sheet.
- (g) Please make sure that coaches SIGN the team sheet after the game as it is an official record of the game.
- (h) Please ensure ALL players are listed on the team sheet – even if they are running late or a chance they may not play – as once the game is started, any player NOT listed on the team sheet will NOT be permitted to take part in the match.

7. **General Information**

- (a) Assistant Referee (linesperson) – each team MUST provide one and this person will be required to see the
- (b) Injuries – if a player is injured, the referee will stop play and depending on the type of injury/concern, may call a person on to the field to assist the player. Please DO NOT enter the pitch until the referee makes the call for assistance. This is both for the safety of all players and the referee. ONLY ONE person is permitted on to the pitch.
If a player is attended to by a person coming on to the pitch then that player must leave the pitch and only re-enter the pitch when permission is obtained from the referee; an interchange at that time is permissible.
- (c) Please ensure all spectators stand approximately 1 metre behind the sideline; this is to avoid injury both to players and spectators and also to allow the assistant referee clear vision down the entirety of the line.
- (d) Please do not approach referees at any time to discuss decisions as they are instructed not to do so.