



Juniors 2019 Team Manager Information Pack



1. Club Executives
2. SFC Code of Conduct
3. Conduct at Matches
4. Expectation of Spectators and Parents
5. Why kids quit sport
6. Pathway
7. Accessing Policies, Documents and Team Webpage Communication
8. Registration Payment
9. Volunteers
10. Team Manager Responsibilities
11. Roles and Responsibilities
12. Match Day Checklist
13. Team Sheet & Scorecards
14. Match Day Fees
15. Cleaning and Equipment Storage



Club Executive 2019

President

John Elliott

Treasurer

Glenn Williams

Secretary

Michael Horne

Head of Junior Football

Neil Moxon



Code of Conduct

The SFC Club operates in accordance with The Essence of Australian Sport code of behaviour developed by the Australian Sports Commission . We take this code very seriously and requires compulsory acknowledgement by all families purchasing a SFC membership and all players taking the field and representing SFC.

Failure to adhere to the code or policy will result in a hearing before members of the SFC Club Executive and may result in sanctions including suspension and expulsion.



Conduct at Matches

At the EDFL we all have a role to ensure that we obtain the maximum benefit and enjoyment from juniors through the participation in EDFL competition.

So on Game day what does that mean:

- Respect of the officials/umpires
- Promote respect for opponents
- Ensure equal participation
- Stress enjoyment
- Promote fair play
- What we are aiming to do is maximise participation, learning and enjoyment for all players regardless of ability.

**WE CAN'T ALL WIN....BUT WE CAN ALL SEE A VICTORY IN ENSURING
WE KEEP PEOPLE IN THE GAME!!**





Expectations of Spectators & Parents

- **Encourage players to participate** - Do not force them.
- **Focus on the Players Efforts** - Never ridicule or yell at a player for making a mistake or losing the game.
- **Remember that Players Learn Best from Example** - Applaud good play by both teams.
- **Encourage Players to Always Participate According to the Rules** - Respect official's decisions.
- **An Umpire's Job is a Difficult One** – Put yourself in their position, how would you like to be treated?
- **Demonstrate Appropriate Social Behavior** – Don't use harassing or using foul language towards umpires, players, coaches, or other spectators.
- **Respect the Rights and Dignity of Every Player** - Regardless of their gender, ability, cultural background or religion.
- **Actively Promote the Codes of Conduct** - Foster high standards of behavior for your club at all times.

Address parents prior to each season to ensure that participants, officials and parents are aware of the relevant codes of conduct. Understand the possibility of a team being stood down because of poor behaviour.





Why kids quit sport

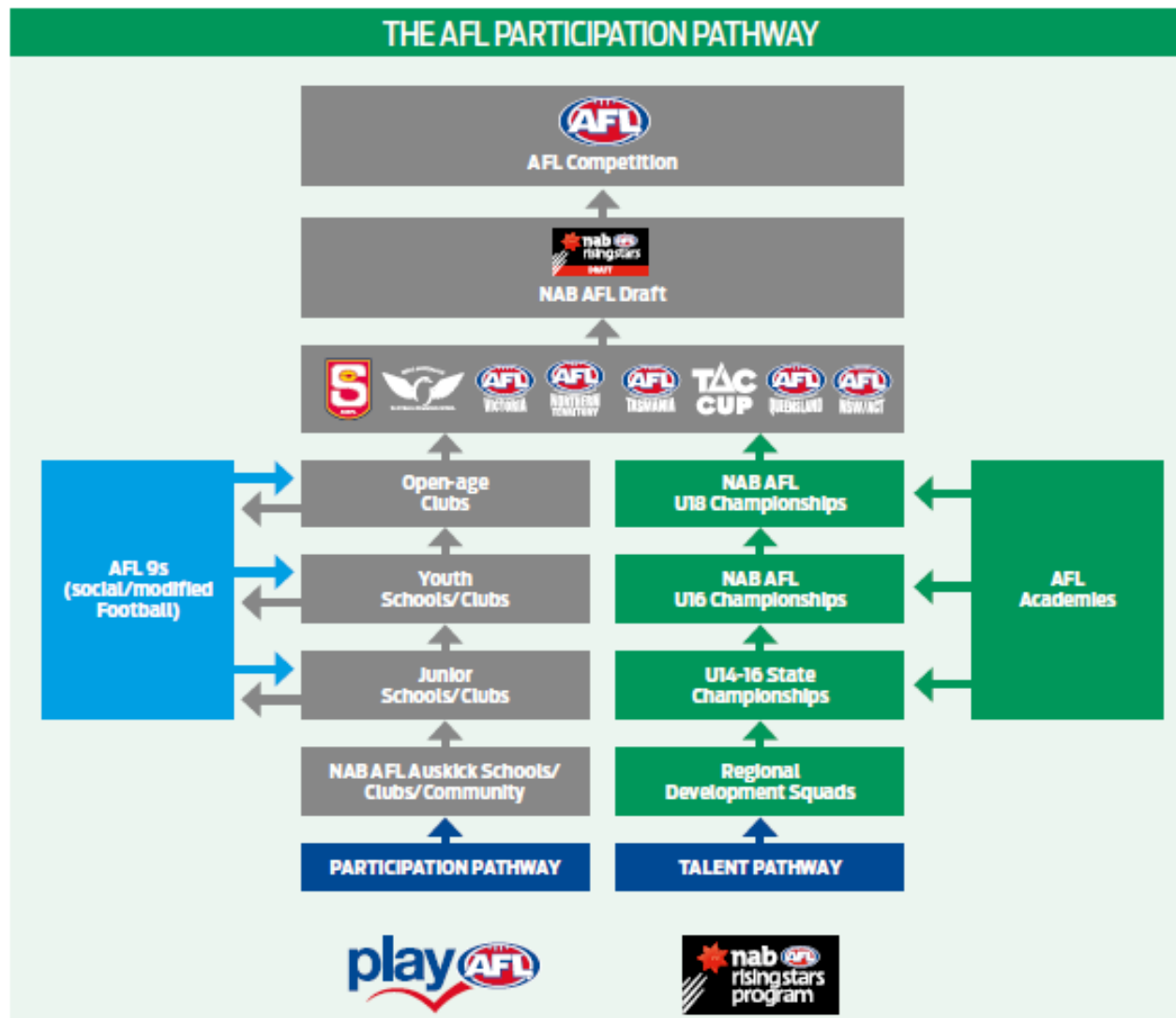
70% of children are dropping out of organized sports by the age of 13. WHY?

- 1. It's no longer fun
- 2. They have lost ownership of the experience
- 3. They don't get playing time
- 4. They are afraid to make mistakes
- 5. They feel disrespected

EDFL MISSION

'Providing the Community with opportunities to participate and
ENJOY Australian Rules Football'







Policies and Documents



Policies & Documents

It is a requirement of membership of the Strathmore Football Club that all members familiarise themselves and acknowledge our Club Policy. From 2017 this acknowledgement will be mandatory.

SFC Club Policy 2017

[SFC Junior Coaching Application 2017](#)

[EDFL Transfer Form](#)

[EDFL By Laws](#)

[EDFL Match Day Officials](#)

[EDFL Modified Junior Laws](#)

[SFC Life Membership Criteria](#)

[Victorian Government Working With Children Application](#)

[SFC Safe Transport Policy](#)

[SFC Smoke Free Policy](#)

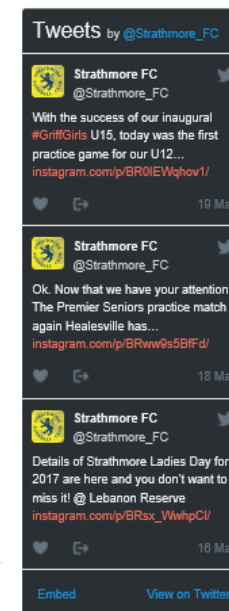
[SFC Alcohol Management Policy](#)

[SFC Personal Injury Cover](#)

Mores Mailing List



Mores on Twitter



Mores on TeamApp





Team Webpage



Under 10 Division 1 2016

Coaches:
Adrian Robertson 0418 100 923

Team Manager:

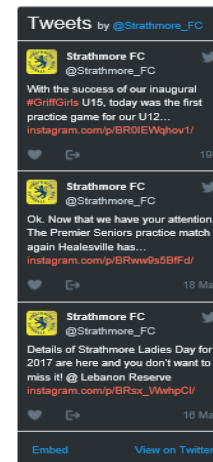
Fixtures and Results:
[Under 10 Division 1](#)

Training Times:
Friday Lebanon Reserve 4.30-5.30

Mores Mailing List



Mores on Twitter



Mores on TeamApp



Mores on Facebook



2019 Season Membership

All players are to be financial members of the Strathmore Football Club.
Any player deemed not financial by the Treasurer at Round 1 shall not be eligible to represent SFC unless prior arrangements has been entered into by either the President or Head of Junior Football.

EFT payment option is available :

Fee : \$550.00

BSB: 633-000

A/C: 116108184

Name: Strathmore Football Club

Ref: **Family Name**



Important to email EFT bank deposit confirmation to :registrations@strathmorefc.com.au



Volunteers

Volunteers are the backbone of SFC success and essential part for long term sustainability. All sporting clubs rely heavily on volunteers, it's vitally important to respect volunteers' time, efforts and other commitments. You're probably a volunteer yourself, so treat your volunteer coworkers how you'd like to be treated.

All SFC membership includes a requirement to volunteer your time throughout the season. With all members contributing, the vast majority of roles are easily achieved with minimal effort.

A roster will be drawn up and distributed to all parent/guardians' at the start of the season by the Team Manager. It is the parent/guardians' responsibility to find a substitute if unavailable on their given rostered day. Such rosters will include match day and off field duties.



Say thanks – and often



Team Manager Responsibilities

- Promoting club activities
- Kit Bag/Jumpers/ Balls/ First Aid kit maintain in good condition.
- Weekly game communication- at least 3 days before Match day
- Coordinating tasks for Parents- Match Day Officials/ Snakes/ Oranges
- Submission of selected game officials and players online via SportsTG
- Match day fee collection - \$8.00 (\$ 6 for club extra \$2 towards end of season gifts).
- Match Day paperwork - Umpire/ Opposition
- Home game set up – Ground/Scoreboard/Siren/Balls/ Afterwards cleaning
- Time & Score Card accuracy and umpire submission
- Under 11'S Encourage Awards - Club sponsor and/or Team Family member
- Club Best and Fairest – both parents & coaches cast votes
- Game results & votes entered into SportsTG
- 50 & 100 Milestone career games monitoring and communication



- Set up group SMS text messaging on your mobile
- Send Introduction email to parents



Match Day Officials

1. Coach
2. Assistant Coach
3. Team Manager
4. Match Day official
5. Runner
6. Trainer
7. Water Person (s)
8. Goal umpire
9. Umpire escort
10. Boundary umpire



- Email parent roster at beginning of season “ Parents to find someone else if not available”
- Find a parent willing to help at short notice such in case someone not available



Mandatory Official Uniforms

SENIORS/JUNIORS

- **RUNNER** Fluro Yellow Bib or Fluro Shirt & Fluro Yellow Shorts (Senior, Res and U19 ONLY)
- **TRAINERS** Black Bib or Polo Shirt
- **WATER PERSONS** Green Bib
- **UMPIRES ESCORT** Blue Bib

JUNIORS SPECIFIC

- | | |
|-----------------------------|--------|
| • COACH | Red |
| • ASSISTANT COACH | Red |
| • MATCH DAY OFFICIAL | Yellow |
| • TEAM MANAGER | Red |
| • BOUNDARY UMPIRE | White |
| • GOAL UMPIRE | White |
| • FIELD UMPIRE | White |





Officials Identification

- Team Runner: wear yellow bib including their club name
- Umpires Escort: wear blue bib including their club name
- Trainers: wear white pants/black bib including their club name
- Water Persons: wear green water bibs including their club name (U15, U17, U19–Maximum of 2 Water Carriers)





Match Day Officials

Official	Number – U9 Mixed	Number – U11 Mixed	Number – U13 Mixed	Number – U15	Number – U17
Runners	-	Max. 1	Max. 1	Max. 1	Max. 1
Trainers	Min. 1	Min. 1	Min. 1	Min. 1	Min. 1
Water Carriers	-	-	-	Max. 2	Max. 2
Umpires Escort	-	(2) 1 each team	(2) 1 each team	(2) 1 each team	(2) 1 each team
Club Boundary Umpires	(2) 1 each team	(2) 1 each team	(2) 1 each team	(2) 1 each team	(2) 1 each team
Club Goal Umpires	1 each team	(2) 1 each team	(2) 1 each team	(2) 1 each team	(2) 1 each team
Club Field Umpires	1 (home club)	1-2	(2) 1 each team	League	League



Other Match Day Volunteer Duties

1. First & Last Home Game – set up /pack up / clean up
2. Scoreboard operator home games only
3. Match Day timekeeper
4. Snakes person
6. Oranges person –club collection Friday night before Match Day
7. Collecting Match Fees



- Use a spreadsheet to track match fee payments and additional funds share with parents regularly
- Include above duties in parent roster



Match Day Manager Responsibilities

The Match Day Manager from each club should meet at the start of the game and be approachable throughout the match. It is not the role of the Match Day Manager to sit in the coach's box.

- ***The role of the Match Day Manager is:***
- ***Encouragement*** – always encourage parents and spectators to observe the Code of Conduct and display positive behavior
- ***Public Relations*** – assume a public relations role with parents and supporters and reinforce the philosophy of AFL Kids First Code of Conduct
- ***Observance and Presence*** – maintain a clear but calm presence at all times. Monitor and communicate with appropriate club personnel and parents as required.
- ***Report*** – where necessary, report serious and/or continued breaches of the Code of Conduct to club officials





Trainer Responsibilities

Trainers

- Each team must have one accredited sports trainer per team.
- All trainers (seniors and juniors) are to wear identification bibs.
- Trainers must be registered on SportsTG
- Trainers are reminded to have Defib, First Aid Kit, Stretcher and Ice all accessible.





Runner Responsibilities

- Deliver messages from the coach to players whilst each quarter is in progress.
- Deliver the message as quickly as possible and return to the coaches box immediately.
- The runner must not loiter on the ground.
- The runner must not interfere with any players or officials throughout the game
- The runner must be correctly attired in accordance with league requirements



Water Person Responsibilities

- Deliver water to on-field players
- Must not communicate with the Team Bench other than during the breaks between quarters
- Must not pass messages or give instructions to players, or disrupt play.
- A Field Umpire may order from the field and report any Water Carrier who is in breach of these Bylaws.
- Water Carriers shall only enter the field of play behind play to deliver water to the players whilst: a player from either side is having a set shot for goal



Umpire Escort Responsibilities

- Escort the umpires from their change rooms to the centre of the field prior to the start of each match.
- Escort the umpires from their assembly point on the field to their change rooms at half time.
- Escort the umpires from their change rooms to the centre of the field after the half time break.
- Escort the umpires from their assembly point on the field to their change rooms at the conclusion of the match.
- Stand with the umpires during the quarter and three quarter time intervals and present water





Scoreboard Attendant Responsibilities

- Must ensure that the scoreboard is up-to-date at all times during a match.
- Scoreboard attendants must be at least 12 years old or, in the opinion of the Field Umpire, of sufficient age to be competent to perform the task.

(\$50 EDFL fine)





Timekeepers Responsibilities

Timekeepers box – check that siren and time clock in place. Timekeepers card preparation. At conclusion of game Timekeeper passes signed card to Team Manager for delivery to Field Umpire. Below details quarter periods, break durations and game conclusion times

SUNDAY FOOTBALL**

GRADE	START TIME	QUARTER DURATION	TIME ON*
Under 18 Girls	2:20 pm	17 Minute Quarters	No Time On
Under 17 Boys	2:20 pm	20 Minute Quarters	No Time On
Under 15 Boys	12:30 pm	20 Minute Quarters	No Time On
Under 15 Girls	12:30 pm	15 Minute Quarters	No Time On
Under 13 Mixed	11:00 am	15 Minute Quarters	No Time On
Under 13 Girls	11:00 am	12 Minute Quarters	No Time On
Under 11 Mixed	9:45 am	12 Minute Quarters	No Time On
Under 11 Girls	9:45am	12 Minute Quarters	No Time On
Under 9's	8:30 am	10 Minute Quarters	No Time On

*With the exception of Senior Football none of the above grades play time on, unless there is a stretcher entering the field or a player count called by the umpire (including juniors).

**Juniors, Thirds & Senior Women please note starting times will vary according to ground availability the times above are just an indicator of start times.

Break Length

¼ Time	5 minutes
½ Time	15 minutes
	10 minutes (All underage grades excluding U19's)
¾ Time	5 minutes





Team Sheet & Scorecards

EDFL official Team Sheets are to be completed on line , (3) three copies printed in preparation for game day. Late changes allowed on day then after amendments entered into SportsTG

1st Copy – Opposition Team Manager 15-20mins before game commencement

2nd Copy- Umpire 15-20 mins before game commencement

3RD Copy- Your record

- **Goal Umpire Scorecards** - Opposition and SFC check, signs then passes onto Team Manager.
- **Timekeepers Scorecards-** Opposition and SFC check, signs then passes onto Team Manager.

Team Manager checks both Goal Umpire and Timekeeper scorecards then passes onto field umpire no later than 10 minutes after game conclusion.

Team Manager is required to keep track of points and player goals throughout the game, results to be entered into SportsTG before 5pm game day.



Match Day Fees

Match day fee collection - \$8.00 (\$ 6 for club extra \$2 towards end of season gifts). Money placed in plastic bag with Team payment slip dropped into safe.



Cleaning and Equipment Storage

Cleaning of Change Rooms. **HOME teams** are responsible to pick-up rubbish and leave rooms in clean condition post game. Last HOME team of the day is responsible for: secure storage of Goal post padding; stowage of Scoreboard in Timekeepers box and lock-up; assist with relocation of big bins from around ground to be brought back to outside canteen location and clean-up of both change rooms at home games



Match Day Checklist

- ☐ Officials and players entered into SportsTG before game commencement.
- ☐ EDFL official Team Sheets (3) three copies are required on Match day.
- ☐ Team Manager to arrive at least 45 minutes before game.
- ☐ Home games allow extra 15-20 minutes for set up.
- ☐ Home Game ground Inspection
- ☐ Team Sheets handed to umpire and opposition Team Manager before game commencement.
- ☐ Home Game scoreboard operation
- ☐ Home Game presents (2) two footballs to umpires
- ☐ Spare ball placed in timekeepers box, Home Umpire escort person collects ball after game
- ☐ Best & Fairest voting slips handed to 3 parents
- ☐ All Match Day official duties confirmed before game commencement
- ☐ Check correct Official and Player attired "Only skin colour short tights"
- ☐ Adhering to strict starting and break times
- ☐ Cleaning and Equipment Storage
- ☐ Boundary Umpire \$10 payment
- ☐ Match Fees handed to Club
- ☐ Results entered into SportsTG



Spirit of fair Play

- **Spirit of Fair Play Policy is applicable to all divisions of U11s, U12YGs U13s, U15s, U15YGs U17s and U18YGs only.**
- Where one team cannot field a full compliment on the team sheet, this policy applies to equalise the numbers for competing teams
- The team with the greater numbers shall field no more than one (1) additional player on the field
- Please familiarise yourselves with the policy

Minimum Team Number

- Youth Girls – minimum number of 12 players*
- Mixed Juniors and Youth Boys – minimum number of 14 players
- Spirit of fair play applies to all matches (see description).

*In line with AFLW and VWFL rules 16 players are to take the field, with the exception of when both teams agree to increasing the numbers to 18. This will need to be expressed via the team managers from both teams when submitting the teams sheets to the umpires at the start of the match.





Order off Rule

Red Card (Report) – CANNOT RETURN TO THE FIELD

- Red Card is used for a reportable incident that would go directly to the tribunal and the reported player would not be offered a set penalty. Refer Umpire Report Sheet.

Yellow Card (Report) – 15 MINS

- Yellow is for reports which the player would be offered a set penalty.

Blue Card (Cooling Off - No Report) – 15 MINS

- Player/s engaging in unsocial behavior not in the spirit of the game of Australian Rules Football.

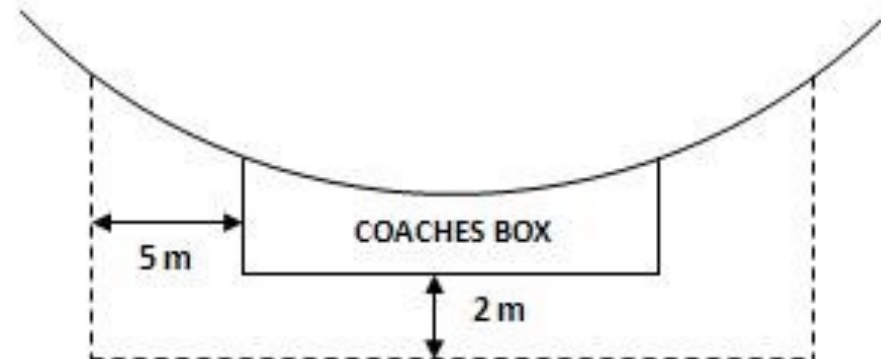
SUMMARY

- Red and Yellow cards are used in relation to reports.
- Blue card is for cooling off. Allowing a player to regain composure but being able to be replaced. NO REPORT
- **ALL players can be replaced immediately.**
- Playing time does not include stoppages in play for a stretcher or ambulance. It does not include $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ time breaks.

Coaches Box Exclusion Zone

Junior Games Only - Exclusion Zone Around Coaches Box

- An “Exclusion Zone” around the (2) Coaches Box’s will be erected by the host club. Bollards and yellow/black hazard tape should be used.
- The following dimensions are illustrated:





Fixture Schedule

EDFL 2019 SEASON - Senior Fixture							
	Premier Division	Division 1	Division 2	Thirds	Women	Junior Top 4	Junior Top 5
Saturday							
6/4 - 7/4	Round 1	Round 1	Round 1	Round 1	Round 1	Round 1	Round 1
13/4 - 14/4	Round 2	Round 2	Round 2	Round 2	Round 2	BYE	BYE
20/4 - 21/4	EASTER BREAK						
27/4 - 28/4	Round 3	Round 3	Round 3	Round 3	Round 3	Round 2	Round 2
4/5 - 5/5	Round 4	Round 4	Round 4	Round 4	Round 4	Round 3	Round 3
11/5 - 12/5	Round 5 (<i>split</i>)	Round 5	Round 5	Round 5	Round 5	Round 4	Round 4
18/5 - 19/5	Round 5 (<i>split</i>)	Round 6	Round 6	Round 6	Round 6	Round 5	Round 5
25/5 - 26/5	Round 6	Round 7	Round 7	Round 7	Round 7	Round 6	Round 6
1/6 - 2/6	Round 7	Round 8	Round 8	Round 8	Round 8	Round 7	Round 7
8/6 - 9/6	QUEENS BIRTHDAY LONG WEEKEND						
15/6 - 16/6	Round 8	Round 9	Round 9	Round 9	Round 9	Round 8	Round 8
22/6 - 23/6	Round 9	Round 10	Round 10	Round 10	Round 10	Round 9	Round 9
29/6 - 30/6	Round 10 (<i>split</i>)	Round 11	Round 11	Round 11	Round 11	Round 10	Round 10
6/7 - 7/7	Round 10 (<i>split</i>)	Round 12	Round 12	Round 12	Round 12 (<i>split</i>)	Round 11	Round 11
13/7 - 14/7	Round 11	Round 13	Round 13	Round 13	Round 12 (<i>split</i>)	Round 12	Round 12
20/7 - 21/7	Round 12	Round 14 (<i>split</i>)	Round 14	Round 14	Round 13	Round 13	Round 13
27/7 - 28/7	Round 13	Round 14 (<i>split</i>)	Round 15	Round 15	Round 14	Round 14	Round 14
3/8 - 4/8	Round 14	Round 15	Round 16	Round 16	EF/QF	SF	EF/QF
10/8 - 11/8	Round 15	Round 16	Round 17	SF	SF	PF	SF
17/8 - 18/8	Round 16	Round 17	Round 18	PF	PF	GF	PF
24/8 - 25/8	Round 17	Round 18	SF	GF	GF	Top 4 Finals	GF
31/8 - 1/9	Round 18	SF	PF	Top 4 Finals	Top 5 Finals		Top 5 Finals
7/9 - 8/9	SF	PF	GF				
14/9 - 15/9	PF	GF	Top 4 Finals				
21-Sep	GF	Top 4 Finals					
	Top 4 Finals						

Rule Changes

Traditional Starting Positions at a Centre Throw Up

Teams must have players inside both 50 metre arcs, with one player required to be inside the goal square at each end.

18 per side = 6/6/6 (6 forwards / 6 centres (max 4 in centre square) / 6 backs) as per the image below.

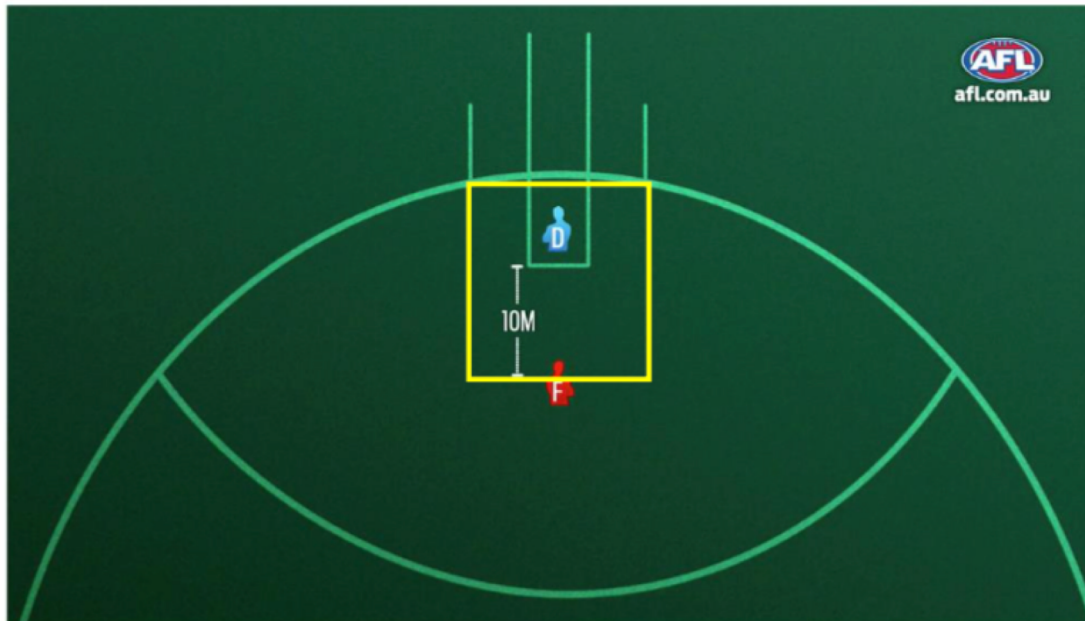


Teams with less than 18 may position their players in any zone with no more than 6 in a zone, with one player required to be inside the goal square at each end.

Rule Changes

Bringing the ball into play after a behind is kicked

For kick-ins from a behind, a player will no longer need to kick to themselves to play on out of the goal square. Additionally, following a behind, the player on the mark will be positioned 10 metres from the top of the goal square (currently 5 metres).



A player must have both feet within the goal square prior to bringing the ball back into play.

A player can bring the ball back into play from within the goal square by a kick or handball from within the square or can run out of the square.



Rule Changes

50-Metre Penalty

Stricter on the infringing player, allowing the player with the ball to advance the mark by 50 metres without the infringing player delaying the game.

In addition, the player with the ball may play on immediately in which case the umpire will call play on. If the player does not play on immediately then the umpire will signal time on and the mark will be advanced 50 metres. If the player who is awarded the 50 metre penalty is interfered with while advancing the mark, a further 50 metre penalty will be awarded.

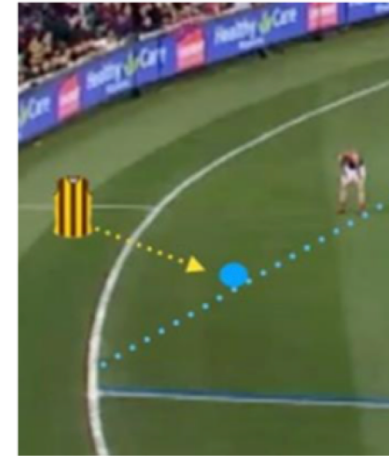
Note: The 50 metre penalty is reduced to 25 metres for the under 11 and 13 boys and throughout all under age female competitions.

Rule Changes

Kicking for Goal post-siren – Centre of Goal Line

A player who has been awarded a mark or free kick once play has ended will now be able to kick across their body using a snap or check-side kick.

The player shall dispose of the ball directly in line with the player on the mark and the goal.



Marks / Free Kicks to Defenders Close to Goals

For all defenders who take a mark or gain a free kick within nine metres of the goal line, the player on the mark for the attacking team will be brought back in line with the top of the goal square.

The player standing the mark must be positioned 9m from the goal line (the top of the goal square used as a reference).

The line of the mark will come directly up the ground until in line with the kick off line.



Rule Changes

Ruck Contests – Prior Opportunity

A ruck who takes possession of the ball while contesting a bounce, ball up or boundary throw in will not be regarded as having had prior opportunity. The current holding the ball rule will apply.

Where there is uncertainty over who is the designated ruck, the ruck for each team will continue to nominate to the field Umpire.

If a team is requested to nominate a ruck by the umpire, the team must do so, or a free kick will be awarded.



Modified Rules Grid

	Under 9 (mixed)	Under 11 (mixed)	Under 13 (Mixed)	Under 15	Under 17	Under 9 Girls	Under 11 Girls	Under 13 Girls	Under 15 Girls	Under 18 Girls
ADMINISTRATION										
Ground Size	100m x 80m (recommended max.) and divided into 3 equal zones (thirds)	Standard	Standard	Standard	Standard	100m x 80m (recommended max.) and divided into 3 equal zones (thirds)	Standard	Standard	Standard	Standard
Zones	✓	✗	✗	✗	✗	✓	✗	✗	✗	✗
Min. players for game	8	14	14	14	14	8	12	12	12	12
# players on ground	12 to 15 a side	18	18	18	18	12 to 15 a side	18	18	18	18
# players on interchange	6	6	6	6	6	6	6	6	6	6
Ball Type	Syn only	Syn Only	Leather	Leather	Leather	Syn only	Syn Only	Syn Only	Leather	Leather
Ball Size	2	3	4	5	5	2	3	3	4	4
Quarter Duration (mins)	10	12	15	20	20	10	12	12	15	17
Break Length 1/4 - 1/2 - 3/4 time	5-10-5	5-10-5	5-10-5	5-10-5	5-10-5	5-10-5	5-10-5	5-10-5	5-10-5	5-10-5
UMPIRES										
# Field Umpires	Club - 1	1	2	2	2	Club - 1	1	2	2	2
Boundary Umpires	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
LAWS										
Tackling	Modified	✓	✓	✓	✓	Modified	✓	✓	✓	✓
Bumping	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Stealing the Ball	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Barging	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Smothering	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Fending Off	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Shepherding	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Bouncing the Ball	1 max	1 max	N/A	N/A	N/A	1 max	1 max	N/A	N/A	N/A
Kicking off the Ground	✗	✗	✗	✓	✓	✗	✗	✗	✓	✓
Ball Ups	Nominated players of equal size	✓	✓	✓	✓	Nominated players of equal size	0	0	✓	✓
Throw-Ins	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Distance over which Marks are Paid	0m	10m	15m	15m	15m	0m	5m	10m	15m	15m
Distance Penalty	✗	25m	25m	50m	50m	✓	25m	25m	25m	25m
Zones	✓	N/A	N/A	N/A	N/A	✓	N/A	N/A	N/A	N/A
Deliberate Out of Bounds	✗	✗	✗	✓	✓	✗	✗	✗	✓	✓
Deliberately Rushed Behind	✗	✗	✗	✓	✓	✗	✗	✗	✗	✓
COMPETITION DETAILS										
Complete Team Sheet	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Premierships Ladders/Finals	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Scores Kept	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Record Best Players/Goal Kickers	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
League Representative Team Selected	✗	✗	✓	✓	✗	✗	✗	✗	✓	✗
Coach Allowed On-Field	✓	✗	✗	✗	✗	✓	✗	✗	✗	✗
Runner	✗	✓	✓	✓	✓	✗	✓	✓	✓	✓
Water Person	✗	✗	✗	2 max	2 max	✗	✗	✗	2 max	2 max

Club Bench

Coach and Official Holding Area

10m

Coach and Official Holding Area

- Ensure that we are not encroaching onto the field
- Prevents issues with players, coaches and officials getting too close to the boundary line whilst on the bench.
- This is a hazard as it impedes the boundary umpire's role and poses a risk for all player, coaches and officials.





Entering Team Sheets

- Go to www.essendondfl.com.au
 - SportsTG login tab/EDFL Member – team manager
 - Enter your email and password
 - Click on Logins (SP membership database & Results)
 - Click on your team
 - Click on Competition Tab/match result
 - Click on game date
 - Select the players in your team, enter jumper numbers and select the green “SAVE” button.
(You can select saved whole teams from the previous match after round 1.)
- Select or enter the team officials and select the green SAVE button
- At top right hand side select team sheets. This previews the team sheet and ready for printing