



HOME TEAM – First team listed on fixtures.

- Team responsibilities
 - Provides game ball.
 - Game Card – ensures game card is filled out and handed to umpires no less than 5 minutes before start of game.
 - Shirt colour clash - Wears bibs/white shirt when opposition is wearing same/similar shirt colour.

AWAY TEAM – Second team listed on fixtures.

CAPTAINS – to be ready for coin toss with umpires, 5 minutes before the game.

- Home team – makes the call.
- Away team - decides which direction team will play to start the game.

Please ensure game cards are filled out correctly and handed to Umpire/Timekeeper 5 minutes before start of game.

GAME CARD DETAILS

Use Black or Blue pen ONLY.

Date – Game Date

Competition – tick/circle relevant competition

Team V Team – Write Team Name as per fixture, HOME Team listed first.

Team/Player Lists

Write full name (first name & surname) clearly and legibly.

- Only list players that are playing the game.
- GK – Goalkeeper
- Record shirt number.
- “Fill-in” & “Permit” Players (Within OWN Club)

School Years are the primary factor for creating teams.

A player may only play in one (1) Junior Competition match within the same Fixture Week, unless they are a Double Up or Permit Player.

Junior players are permitted to play up one Junior Competition Division only.

- Double Up Player ('D') - Competition Rules allow Clubs to draw on their players from the age group below to “fill-in”. These players must be recorded as playing 2 games in a week.
 - Record players name on game card – Mark ‘D’ against name.
- Permit Player ('P') – Clubs must request a permit for players who do not meet the age criteria to play on a team outside their applicable school year. Committee approval required for player to play.
 - Record players name on game card – Mark ‘P’ against name.

See below for additional notes for “fill-in” players for competitions with teams sharing players (sustainable competitions).

Penalty Cards & Goals

- To be recorded against relevant player as tally
 - G – Green Card
 - Y – Yellow Card
 - R – Red Card
- TOTAL – record total games scored for each team at end of game.

Captain – Write Name and check teams goal scorers, penalty cards recorded.

AT THE END OF THE GAME - (J7-9 & J10-12 Competitions only – Season 2024)

Team Managers of Competitions entering results online are to take a photo of GAME CARD to include game results, BEFORE handing to umpires to complete player votes and Umpire details.

Best Players – to be filled out by umpires.

- Best Players – list 3 players for each team. (Not applicable Season 2024 – Junior Comps)
 - 3 is highest ranked player – 3 points allocated.
- Association Fairest & Best – as agreed by both umpires.
 - List 3 players from the Best Player lists (across both teams)
 - 3 is highest ranked player – 3 points allocated.

Umpires & Mentors

Must WRITE their names clearly – this record is used to process payments. (No details, no payment)

Comments

Used to document & provide feedback to committee for:

- Injuries – Use back of card if more space needed.
 - Include names – of injured person and those that helped.
- Code of Conduct – unsportsmanlike behaviour
 - Includes – players, team officials & spectators

COMPLETED GAME CARDS

To be handed in at canteen AFTER ALL details have been completed, for collection by Competition Coordinator.

Team/Player Lists – Sustainable Competitions Only

Sustainable Competitions are when a minimum of 4 teams are achieved to create fixtures & Teams in competition DO NOT have adequate players to field an 11-a-side and rely on opposition teams to provide players to “fill-in” so games can be played with even numbers.

Player lists to be recorded as normal with following notes to apply for “fill-in” players, playing “2 games in SAME Competition”:

- Fill-in Players “Other Teams” - If either team has players from any of the “other” teams (same team in competition, including Club’s with 2 teams in competition) as “fill-in” players:
 - Record players name on game card – Mark ‘D’ against name and note their “regular team”.
- Fill-In Players “Opposition Team” – If one team has 11 players and opposition has 7, both teams will play with even number of players.
 - The team with greater player numbers will provide the opposition with players until both teams have same number of players OR until the lower number team has 11 players.
 - It is likely the team with the greater numbers will interchange the players transferring to opposition team on rotation, therefore fill-out game card as follows:
 - Record the players under the relevant team so the card accurately reflects the number of players for each team.
 - Identify the players from the team with higher player numbers, who interchanged with opposition team, with either a red asterisk or pink highlighter dot but leave them listed under the team who they turned up to “fill-in” for.

PLEASE NOTE – Double-up players playing 2 games in SAME COMPETITION, are NOT eligible for Fairest & Best or Spectator Voting for their second game in the competition.

- ***These players must wear PINK LEG BAND for easy identification and exclusion on voting.***