

ENFIELD
ROVERS
FOOTBALL
CLUB
COACHES &
MANAGERS
HANDBOOK

2023



2023 EXECUTIVE COMMITTEE

| | | | |
|-------------------------|-----------------------|---------------------|--|
| Victor Jeries | Club President | 0412 477 560 | president@enfieldfc.com.au |
| Riccardo Romeo | Vice President | 0433 350 056 | vicepres.erfc@gmail.com |
| Danny Silvestri | Treasurer | 0428 570 450 | treasurer@enfieldfc.com.au |
| Vince Marciano | Registrar | 0431 420 061 | info@enfieldfc.com.au |
| Josephine Jeries | Secretary | 0412 477 560 | secretary@enfieldfc.com.au |

2023 SUB COMMITTEE

| | | | |
|------------------------|----------------------------|---------------------|--|
| Tony Santangelo | Gear Steward | 0451 635 593 | gearstewarderc@gmail.com |
| Michael Pham | Sponsorship Manager | 0401 976 584 | info@enfieldfc.com.au |
| Jamie Amendolia | Little Rovers | | info@enfieldfc.com.au |
| Ali Kazmi | Game Leader Mentor | | info@enfieldfc.com.au |
| Michael Livio | Assistant Secretary | | info@enfieldfc.com.au |
| Jomana | MPIO Officer | | info@enfieldfc.com.au |

KEY CONTACTS

| | |
|--|---|
| www.enfieldfc.com.au | <ul style="list-style-type: none">• All club info• Wet Weather info• Members Page |
| www.footballcanterbury.com.au | <ul style="list-style-type: none">• Match draws/ tables• Changes to draws/venues• Park closures• Game cancellations• Wet Weather info lines |
| Club Secretary: Josephine Jeries | <ul style="list-style-type: none">• All Red/Yellow card matters. Football Canterbury judiciary Appeal. Club Disciplinary procedures and Grievances |
| Match Results – entered via Dribl app. | <ul style="list-style-type: none">• All match results need to be entered into the Dribl app as soon as your match is completed.• If this is not done within 72 hrs, the club will receive a fine from Football Canterbury which will be passed onto the team. |
| Member Protection Information Officer: Jomana | <ul style="list-style-type: none">• For any questions or concerns related to the safety and the well-being of the club's members, especially children.• All Coaches/Managers of U6 to U18 age group teams are to apply for the WWC through the Services NSW office (RTA) |

BALL SIZE

The following ball sizes shall be used for the appropriate age group:

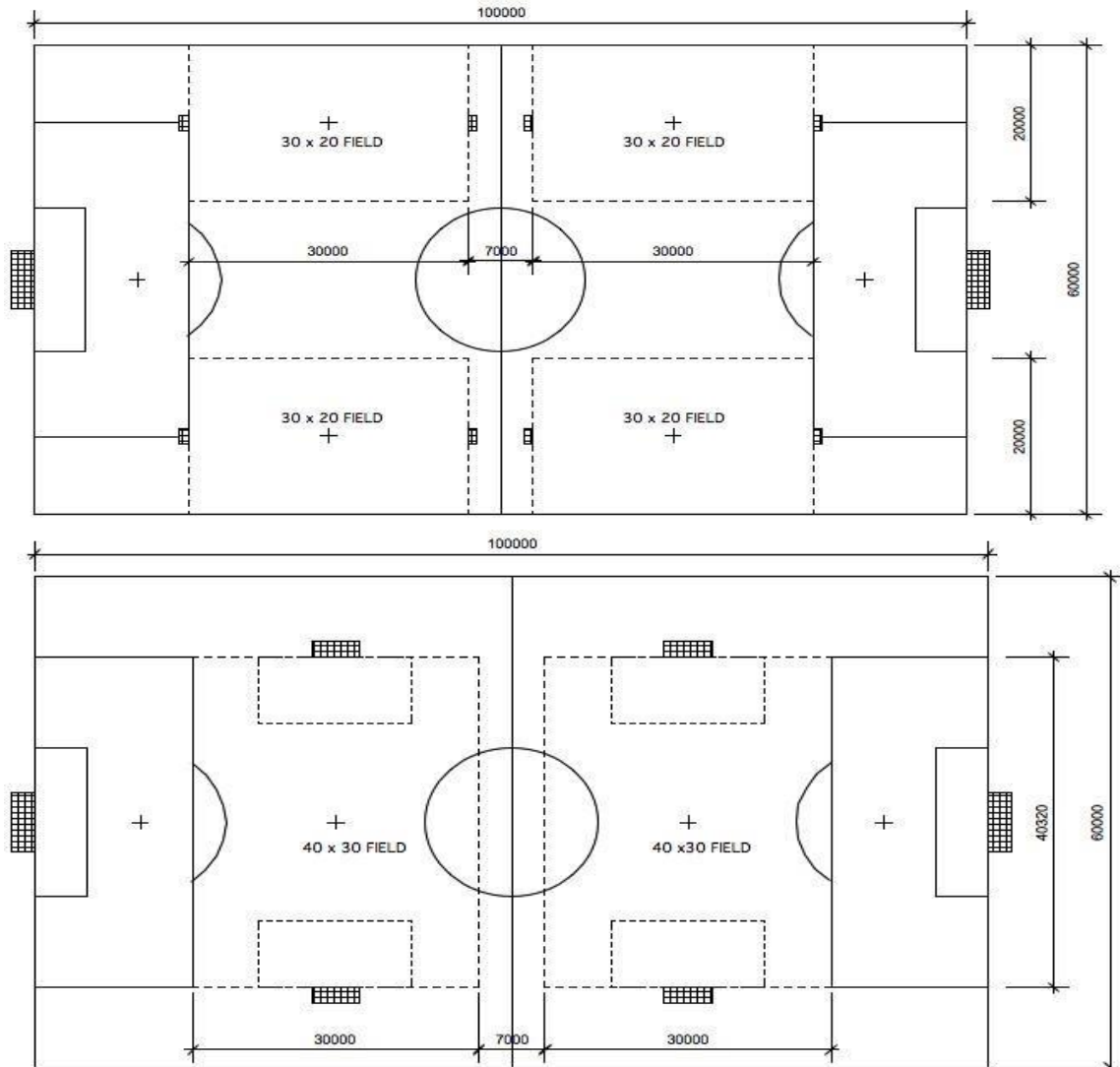
- Under 6, Under 7, Under 8, Under 9, Ball size 3
- Under 10, Under 11, Under 12, Under 13 Ball size 4
- All other ages and grades Ball size 5

APPENDIX C – SMALL SIDED GAMES FIELD DIAGRAMS

C.1 FIELD LAYOUTS

C1.1 Clubs shall be free to lay out fields for small sided games according to their particular site constraints but shall wherever practicable use the field dimensions recommended by the relevant governing body.

The diagrams below are provided for general guidance only but may assist Clubs in utilizing their existing main field line markings as part of the small sided field markings.



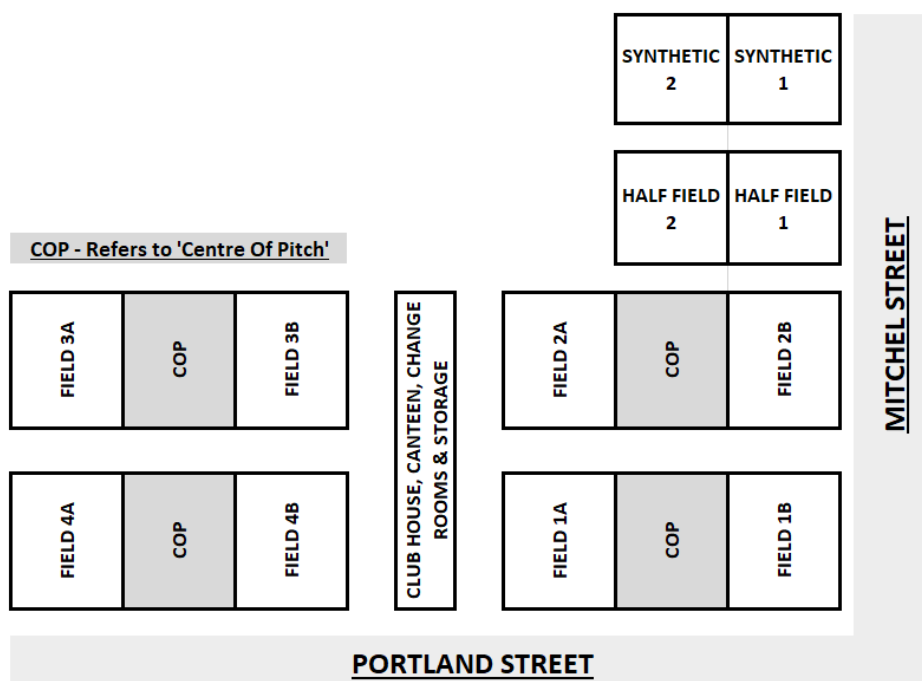
TRAINING AT HENLEY PARK - 2023

All teams will be allocated at least 1 time slot of their choice and 1 COP or half field to train on during the week. The Synthetic and Mini Half Fields are divided into two sections and the full-size fields are divided into 3rds as per below diagram. Please adhere to the training schedule so that you do not impose on other teams.

The training allocation form will be handed out or emailed to all coaches/managers, it is your responsibility to fill this in and return it to the Executive Committee ASAP, preferably before the season commences – **(1st April 2023)**.

You will then be notified via email as to what field and time slot you have been allocated for the season, unfortunately not everyone will get their preferred choice, that is why it is important to write down at least 2 preferred time slots and field options.

HENLEY PARK TRAINING NOMINATION FORM 2023



| | | | | |
|---|----------------|------------------|-----------------|---------------|
| COACHES NAME | | | | |
| AGE GROUP/DIVISION | | | | |
| WEEK DAY - (NOMINATE 2 TIME SLOTS) | | | | |
| <u>TIME SLOT</u> | <u>TUESDAY</u> | <u>WEDNESDAY</u> | <u>THURSDAY</u> | <u>FRIDAY</u> |
| 5.00PM - 6.00PM | | | | |
| 6.00PM - 7.00PM | | | | |
| 6.00PM - 7.30PM | | | | |
| 7.30PM - 9.00PM | | | | |

| | | |
|--|-----------------|---------------------------------------|
| AS AN EXAMPLE - THIS HAS WORKED IN PREVIOUS YEARS | | |
| <u>AGE</u> | <u>TIME</u> | <u>FIELD</u> |
| U6-U12 | 5.00PM - 6.00PM | ANY FIELD |
| U6-U12 | 6.00PM - 7.00PM | COP, HALF FIELD and/or SYNETHIC FIELD |
| U13-U16 | 6.00PM - 7.30PM | FIELDS 1 - 4 |
| U16-O50s | 7.30PM - 9.00PM | FIELDS 1 - 4 |

WET WEATHER PROCEDURE

Burwood Council Wet Weather Line 9078 6170.

A recorded message announces park closures. These are usually established by 2pm time. Give this number to players and parents.

The club website www.enfieldfc.com.au will also contain information regarding park closures.

If Henley Park has been closed by the Council, you **MUST NOT** use the fields. The club will incur fines if Council directives are not followed.

WEEKENDS

On game days, do not assume that all parks are closed if it has been raining.

To check park closures in other council areas, visit our website on www.enfieldfc.com.au and click on the link for the football Canterbury website where the updated information in reference to **park closures due to wet weather will be updated by 7.30am on Saturdays and Sundays**

TEAM MANAGER'S CHECKLIST

Pre- Match

- Ensure all players are aware of game time/ location.
- Ensure all your players are registered and appear on the Dribl app under your team, if they are not on their please make sure they have been registered, then check with the Club Secretary.
- A player who does not appear on the Dribl team sheet is not insured and therefore not allowed to play.
- Fill in your team selection on Dribl and submit it. Once both teams have submitted their teams, the referee will then look over all ID cards on your phone.
- Please make sure you pay the referee and the assistant referees. The schedule of fees is in this document under Referees on page 24. If the referees are not paid beforehand, they will not start the game.

During Match

- Stay inside your technical area.
- Keep time if you like.
- Assist the coach with substitutes, first aid, etc...
- **Each manager/coach is required to wear their match official vest on the bench; this will be in your gear handout.**
- Please ensure that you wear the vest as in failing to do so might result in our club being fined and this fine will be forwarded on to your team.

Post- Match

All match results need to be entered into the Dribl app as soon as your match is completed.

If this is not done within 72 hrs, the club will receive a fine from Football Canterbury which will be passed onto your team.

If your team is the last one scheduled to play at Henley Park, your team are to help with taking down the nets and packing away the benches of that field, all equipment is to be packed away in the storage room.

Match Sheet Fines

The club passes all imposed fines by the Football Canterbury on to the managers of the respective teams.

COACHES CHECKLIST

Pre- Match

- Check that all players intended to play are present. Remember, you must have at LEAST six players to field a team from U8 to U11 and AT LEAST 7 players for U12 to seniors.
- Check that all players are dressed correctly – no jewellery of any kind, including watches. Make sure shin pads are worn and that shirts are tucked in and numbers are visible and intact.
- Warm up players – stretches, sprints, ball drills, etc.
- Check your Match Ball –both teams should provide one.

During Match

- Stay in the technical area
- Advise the referee when you intend to interchange players and wait for him/her to signal you.
- When interchanging, ensure players leave/enter the field from the half way line. Make sure that the interchanging player does not enter the field until the other player has come off.
- Attend to all injuries promptly. Remember, players sustaining serious injuries should not be moved until an ambulance arrives.
- Give instructions and encouragement to players on the field.

Post- Match

- Ensure all players are good sports and they shake hands with the opposition. You should model this by shaking hands with the opposing team's coach.
- Collect the Match Ball.
- Gather team and give positive feedback.
- If your team is the last one scheduled, you are to help with taking down the nets etc.

Match Forfeits

- **In the event that your team is unable to play you need to inform our Club Secretary or Treasurer 4 days prior in writing (email) of your intentions to forfeit a match. As she/he will need to give notice in writing to the Football Canterbury no later than 72 hours prior to the time at which the match is scheduled to be played.**
- **Failure to give such notice will make the Club liable for referee's expenses and a fine in accordance with the Association's Schedule of Fines current at the time.**
- **The Association reserves the right to refuse further allocation of fixtures to the Club which forfeits a fixture until a good faith fee, set annually by the EC, has been deposited with the Association.**
- **Teams forfeiting on two consecutive occasions without satisfactory explanation may be removed from the competition at the discretion of the EC and the team fined in accordance with the Association's Schedule of Fines current at the time. This Fine will be passed on to the respective team.**

CLUB DISCIPLINARY COMMITTEE

In aligning with Football Canterbury District Rules of Association which includes “Player Code of Conduct”, the

Association levies sanctions and fines for various misconducts. The ERFC believe that it is not reasonable for the club and its members to accept responsibility for the poor behaviour of a few and will be directing any such disciplinary action or fines received by our club back to the responsible individual.

How will this affect you?

If you have been send-off (player/parent/coach/manager) you will need to front the internal club Disciplinary Committee the Wednesday after the send-off. These hearing will take place at the club house at Henley Park. You will be contacted with a time to appear.

Whilst in the past ERFC has taken responsibility for fines and disciplinary actions handed down by Canterbury District for offences outlined within guidelines

- i) Parent and Spectator Code of Conduct and
 - ii) Coach and Manager/Official Code of Conduct.
- It is now necessary to forward such fines onto offending individual(s).
- **“Red Card” fines received by Enfield Rovers from the Association** will be transferred to the offender. **1st offence \$50** In addition to this fine there will be a \$5 administration fee, as well as that the offender will not be able to participate in any further games until the fees have been paid in full. **2nd offence \$75 + admin fee**
 - For repeat or serious offenders of the Canterbury District “Code of Conduct” rules; individuals will be required to appear before an ERSC disciplinary committee. It is within the club’s discretion to impose further suspensions/ fines.
 - The ERSC also reserve the right to de-register any player who brings the club into disrepute.
 - Appeals against actions taken /fines imposed by ERSC must be submitted in writing within 24 hours and addressed to the President of ERSC. This letter can be send in, by e-mail to president@enfieldfc.com.au

To further assist in understanding your responsibilities, please refer to your club website:

www.enfieldfc.com.au under the tab Club Resources.

MATCH SHEET INFORMATION

Since 2022 we have been digital! This means you do not need to a print the team sheet anymore; you can have it on your phone or iPad via the Dribl app.

You will need to enter the score **immediately** after the game, any later than 72hrs will result in a fine to the club. The onus is on you as the team manager or team coach. Fines that Football Canterbury impose on the club for not entering the scores on time will be forwarded to your team.

If your team has not got the correct players at the start of the season on the Dribl team app, please advise the club registrar or secretary ASAP.

If your team has a player suspended, he/she will be struck out accordingly on the Dribl team sheet until the suspension has been lifted by Football Canterbury.

****IMPORTANT**

- **Whether you are playing away or at home you need to enter your teams score in the Dribl app immediately after the game.**
- **Always check the draw on a weekly basis, even up to the day before your game is to be played in case it has been moved, been cancelled, or forfeited by the other team.**

Laws of Small-Sided Football - Under 6 & 7

The field of play

- 30 metres x 20 metres

Markings

- Markers or painted line markings.

Goal size

- Minimum 1.50 metres wide x 0.90 metres high
- Maximum 2.00 metres wide x 1.00 metres high

Goal type

- It is preferable that pop up style or portable goals are used where possible however, the use of poles and markers as the goals particularly in the Under 6 to 9 age groups is also suitable.

Penalty area

- No penalty area

The ball

- Size 3

The number of players

- 4 v 4 – no goalkeeper
- Maximum of two substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play but must wait until the substituted player has left the field.

Goalkeeper

- No Goalkeeper
- The game leader, coaches and managers should continually discourage children from permanently standing in front of the goal.

Duration of the game:

- 2 x 20 minutes (Half time break 5 minutes)
- This may be flexible depending on the implementation format.

Game Leader

The main role of the game leader is to keep the game moving fluently, limit stoppages and assist players with all match restarts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. The game leader can be a club

official, parent, older child / player or beginning referee and should always be enthusiastic and approachable. Most importantly - Remember the children are learning the game – be flexible and patient.

Start of play & Re-start after a goal

Pass to a teammate from the middle of the half-way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the game leader.

Ball crossing the touch line

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.

Ball crossing the goal line

There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half-way line and can move once the ball is in play. The ball must touch a teammate before a goal can be scored.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

Laws of Small-Sided Football - Under 8 & 9

The field of play

- Maximum 50m x 40m / Minimum 40m x 30m
- ¼ full size pitch – when converting a full-size pitch into Optus Small Sided Football fields

Markings

- Markers or painted line markings

Goal size

- Minimum 2.50 metres wide x 2.00 metres high
- Maximum 3.00 metres wide x 2.00 metres high

Note: For the Under 8 and 9 age groups, it is recommended that clubs that wish to and have the capacity to do so use 3m x 2m goals. Should a club not be able to do this in the first instance, the 5m x 2m goal is most acceptable for use on fields for the Under 8 and 9 age groups as well as the Under 10 and 11 age groups.

Goal type

- It is preferable that pop up style or portable goals are used where possible however, the use of poles and markers as the goals particularly in the Under 6 to 9 age groups is also suitable.

Penalty area

- Rectangular – 5m depth x 12m width
- The penalty area can be marked through use of marked lines, flat or soft markers or cones

The ball

- Size 3

The number of players

- 7 v 7 – inc. goalkeeper
- Maximum of three substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play but must wait until the substituted player has left the field.

Goalkeeper

- The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

- An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

Duration of the game:

- 2 x 20 minutes (Half time break 5 minutes).

Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

Start of play and re-start after a goal

Pass to a teammate from the middle of the half-way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a tea mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.

Ball crossing the touch line

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Note: In the Under 8 – 11 age groups, team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent.
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- making contact with the opponent before touching the ball.
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player.

Laws of Small-Sided Football - Under 10, 11 & 12

The field of play

- Maximum 70m x 50m / Minimum 60m x 40m
- ½ full size pitch – when converting a full-size pitch into Optus Small Sided Football fields

Note: In the Under 11 age group, the final stage of development in the Optus Small-Sided Football formats before players commence 11 v 11 football, it is recommended that clubs where facilities and scheduling allows, set-up the field from penalty box to penalty box and adjust the width of the field with use of markers to meet the maximum specified width.

Markings

- Markers or painted line markings

Goal size

- Minimum 4.50 metres wide x 2.00 metres high
- Maximum 5.00 metres wide x 2.00 metres high

Goal type

- It is preferable that pop up style or portable goals are used where possible however, the use of poles and markers as the goals particularly in the Under 6 to 9 age groups is also suitable.

Penalty area

- Rectangular – 5m depth x 12 m width
- The penalty area can be marked through use of marked lines, flat or soft markers or cones.

The ball • Size 4

The number of players

- 9 v 9 – inc. goalkeeper
- Maximum of three substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play but must wait until the substituted player has left the field.

Goalkeeper

- The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball
- directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground*.

- An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.
- Goalkeeper Progression
The developmental progression of the game becoming “live” when the goalkeeper places the ball on the ground provides the necessary learning phase for players transitioning to the 11 v 11 format of football.

Duration of the game:

- 2 x 25 minutes (Half time break 7.5 minutes)

Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

Start of play and re-start after a goal

Pass to a teammate from the middle of the half-way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.

Ball crossing the touch line

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Note: In the Under 8 – 12 age groups, team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent.
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- making contact with the opponent before touching the ball.
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner • impedes the progress of a player.

SMALL SIDE FOOTBALL GRADING PROCEDURE

Small Sided Football Grading for the ages 8 to 12

Our district follows the format of the national small-sided football curriculum for the ages 8 to 12.

The philosophy behind Small Sided Football is not to have these age groups play on a competition basis in other words the game results will not be published on the leagues tables. However, each team is expected to hand in their team sheets on a weekly basis in order for the Grading committee to understand the playing level in each division. The Small Sided Football grading committee is then able to undertake a review of the placement of teams in the various pools.

This part of the process of the SSF Grading Committee, is implemented to measure and try to maintain a balance within the various playing groups and therefore to create a fair game for all.

We as a club ask our senior coach to assist each of the teams in the age groups of U8 to U12 to determine which division will best suit them at the beginning of the season. A review will occur after round 9 of the Season by Football Canterbury regardless.

Coaches and Managers Codes of Conduct

COACHES CODE OF CONDUCT

1. Remember that junior players participate for pleasure and winning is only part of the fun.
2. Never ridicule or yell at a junior player for making a mistake or not winning.
3. Be reasonable in your demands on players' time, energy and enthusiasm.
4. Operate within the rules and spirit of the game and teach your players to do the same.
5. Ensure that the time players spend with you is a positive experience. All junior players are deserving of equal attention and opportunities.
6. Avoid overplaying the talented players; the just average need and deserve equal time.
7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players
8. Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same
9. Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
10. Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.
11. Any physical contact with a junior player should be appropriate to the situation and necessary for the player's development.
12. Respect the rights, dignity and worth of every young person regardless of their gender, ability, Cultural background or religion.

MANAGERS / OFFICIALS CODE OF CONDUCT

1. Modify rules and regulations to match the skill levels and needs of young people.
2. Compliment and encourage all participants.
3. Be consistent, objective and courteous when making decisions.
4. Condemn unsporting behaviour and promote respect for all opponents.
5. Emphasize the spirit of the game rather than the errors.
6. Encourage and promote rule changes, which will make participation more enjoyable.
7. Be a good sport yourself. Actions speak louder than words.
8. Keep up to date with the latest trends in officiating and the principles of growth and development of young players.
9. Remember, you set an example. Your behaviour and comments should be positive and supportive.
10. Place the safety and welfare of the participants above all else.
11. Give all young people a 'fair go' regardless of their gender, ability, and cultural background or religion.

REFEREES

Referees and Assistant referees must be paid **BEFORE** each game starts in cash or the game will not go ahead.

Each team pays half of the total fee. Ensure they sign your receipt book so that you can claim the amount from the canteen at Henley Park.

REFEREES FEES 2023

| <u>Grade/Division</u> | <u>Referee Fee</u> | <u>Assistant Referee Fee</u> |
|-----------------------|--------------------|------------------------------|
| Under 10 | \$15.00 | \$5.00 |
| Under 11 | \$15.00 | \$5.00 |
| Under 12 | \$20.00 | \$10.00 |
| Under 13 | \$20.00 | \$10.00 |
| Under 14 | \$20.00 | \$10.00 |
| Under 15 | \$25.00 | \$15.00 |
| Under 16 | \$25.00 | \$15.00 |
| Under 17 | \$30.00 | \$15.00 |
| Under 18 | \$30.00 | \$15.00 |
| Under 21/WIL | \$35.00 | \$17.00 |
| All Age | \$35.00 | \$17.00 |
| Over 35's | \$35.00 | \$17.00 |
| Over 45's & 50's | \$35.00 | \$17.00 |
| BBC/GMT | \$40.00 | \$20.00 |

REFEREE REIMBURSEMENT PROCEDURE FOR 2023

In 2023 all referee reimbursement fees will be electronically paid into your bank account 72hrs after your game. To make sure that you get reimbursed correctly and on time, the following process must be followed **EVERY** time.

1. Each team will be given a cash receipt book to enter all referee and payment details.
2. A copy of the signed receipt must be emailed to treasurer@enfield.com.au
3. In the email you need to state.
 - a. Your name & role – eg “Joe Apple – team manager”
 - b. Your team & Division – eg “Enfield Rovers AA2”
 - c. Your Bank, BSB and Bank Account number – eg “CBA - 062 183 / 1356 6543”
4. **An example of what the signed referee receipt must look like is below.**

Original **RECEIPT** 5


AA2


DATE 1/4/23


RECEIVED FROM Enfield v Belmore


THE SUM OF \$69-

BEING FOR

Ref. Adam Noble 12345678 

Linesman - Tess Right 87654321 

Linesman - Bob Pickle 98542134 

\$ 69- 

SIGNATURE

HOUSEKEEPING RULES

GEAR

Tony Santangelo is the Club Equipment Steward. You will be issued with training equipment for your team. Coaches and Managers are ultimately responsible for the proper use and maintenance of this gear.

All club equipment (bibs, cones, balls) remains the property of Enfield Rovers and **MUST** be returned at the end of the season.

NETS & BENCHES

If your game is the last one scheduled on that field, you are to help with taking down the nets and putting away the benches back into the storage room.

SMALL SIDED FIELDS

If your game is the last one scheduled, you are to pack up the small goals, collect all the cones and put everything back into the storage room.

DUTY OF CARE/SUPERVISION OF YOUR CHILD

Child minding is **NOT** the responsibility of the coach or manager. Parents must ensure that their child has someone to pick them up after training and on game day.

*Thank you for your attention and have a
successful 2023!!*