

MARSHALS POLICY

1. Purpose

- 1.1. The purpose of this Policy is to provide guidance in performing the duties of Game Day Marshals. **All AWFA Clubs** are to ensure that their respective policies are in line with this document.
- 1.2. This is a progressive document based on Albury Wodonga Football Association's (AWFA) Regulations outlining the roles and responsibilities of Game Day Marshals. It will be reviewed at least annually to reflect changes in AWFA, Football NSW (FNSW), and/or Football Federation Australia (FFA) policies and procedures.

2. Game Marshals Role & Responsibilities

- 2.1. **Game Marshals Role.** The role of a Marshal is to assist in the orderly conduct of matches. This assistance includes:
 - 2.1.1. Ensuring only players, coaches, managers, match officials and first aiders for the current match enter the playing field beyond the barriers provided (during play). Additionally, ensure entrance is permitted to ambulance and/or police officers as may be required.
 - 2.1.2. Ensuring coaches, managers and bench players remain within the technical area. See paragraph 2.14.
 - 2.1.3. Actively discourage any abusive or threatening Behavior, by word or action from the coach, manager, bench players, spectators or other persons in attendance towards any participant in the match.
 - 2.1.4. Where there is reasonable concern for the wellbeing or safety of match officials, players, coaches, managers or other persons seek assistance from the local Police.
 - 2.1.5. Provide all reasonable assistance in the conduct of the match as may be requested by the match officials.
- 2.2. **General Requirements.** Team Managers will ensure:
 - 2.2.1. Two (2) Marshals are appointed for each Senior fixture (Division 3 and above) in which they have teams competing.
 - 2.2.2. One (1) Marshal is to be appointed for all Junior and Over 35 Fixture in which they have teams competing.
 - 2.2.3. Marshals are of a reasonable age and are aware of their role and responsibilities
 - 2.2.4. All Marshals must remain in attendance for the duration of the match for which they have been nominated.

2.2.5. Marshals must not consume alcohol on the day of the match either prior to the match or for the duration of the match for which they have been nominated.

2.2.6. All Marshals' must introduce themselves to the match officials prior to the commencement of the match and advise him/her where they will be located during the match.

2.3. Identification.

2.3.1. Nominated Marshals must be clearly identified on the team sheet prior to the commencement of the relevant match.

2.3.2. Nominated Marshals are required to wear a clearly distinctive vest indicating their status for the duration of the match for which they have been nominated. Two vests are provided for each team.

2.4. Division 1 and 2 Men and Women's and Division 3 Men Competition Additional Requirements

2.4.1. Escort the match officials to and from the change rooms, to and from the field of play at the start of the game, at half time, and at the end of the game.

2.4.2. Ensure the officials are permitted to change, shower and leave without hindrance.

2.4.3. If requested by the match officials, accompany the officials to their point of departure from the venue.

2.5. Technical Area.

2.5.1. Each playing field used in an AWFA playing competition shall have a Technical Area conforming to current FIFA regulations clearly marked around each club bench. The only persons permitted within a team's Technical Area shall be:

- a. Registered Coach
- b. Registered Assistant Coach
- c. Registered Manager
- d. Bench Players (recorded on team sheet)
- e. Medical Practitioner or First Aid Attendant or Physio Practitioner

2.5.2. The Marshals, in support of the Team Manager, should ensure only authorized individuals are within the technical area during each game.

2.5.3. The role of Marshals is to assist in the orderly conduct of matches. Please review this list of responsibilities prior to agreeing to act as Marshals.

2.5.4. Should you feel you are unable to complete anything listed, inform your Team Manager and they will find a suitable replacement.

2.6. Marshals are TO:

- 2.6.1. Ensure only players, coaches, managers, match officials and first aiders for the current match enter the playing field during game time.
- 2.6.2. In support of the team manager, ensure only the registered coach, registered assistant coach, registered manager, bench players (recorded on the team sheet) and First Aiders are permitted and remain in the team's "Technical Area".
- 2.6.3. Ensure entrance is permitted to ambulance and/or police officers as required.
- 2.6.4. Actively discourage any abusive or threatening Behavior, by word or action from the coach, manager, bench players, spectators or other persons in attendance towards any participant in the match.
- 2.6.5. Where there is reasonable concern for the well-being or safety of match officials, players, coaches, managers or other persons seek assistance from the local Police.
- 2.6.6. Provide all reasonable assistance in the conduct of the match as may be requested by the match officials.
- 2.6.7. Wear a clearly distinctive vest indicating your status for the duration of the match.
- 2.6.8. Remain visible and in attendance for the duration of the match.
- 2.6.9. Report any incidents to the Club MPIO and/or President/Vice President/Secretary.
- 2.6.10. Introduce yourself to the match officials prior to the commencement of the match and advise him/her where you can be located during the match.

2.7. Marshals are NOT TO:

- 2.7.1. Engage in any abusive or threatening Behavior, by word or action towards any participant in the match, spectator or others in attendance.
- 2.7.2. Consume alcohol on the day of the match either prior to the match or for the duration of the match for which you have been nominated.
- 2.7.3. Hesitate to ask from assistance from Club officials.