

CHA - TECHNICAL JUDGE DUTIES

Technical Judges are required to be at the game at least 15 minutes prior to the scheduled start of the match.

The Technical Judge is personally responsible to:

1. Inform both the Umpires & Team Managers that you are the Technical Judge for their allotted game prior to the commencement of the game.
2. The Technical Judge is to only communicate with the Team Managers matters relating to the team. No communication is to be directed to the players or coaches directly.
3. The Team Manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match.
4. Check with Umpires that both have misconduct cards and inform both Umpires that you, as the Technical Judge, will record and keep time of the misconduct player/s.
5. Have a stop-watch to be used for any suspended players.
6. Have at least 4 chairs (2 on each side) for suspended players located in front of the Technical Bench area.
7. Prior to start of the match check players taking the field is correct with match report card – the Team Manager is to have ticked the starting 11 which is then cross-ticked by the Technical Judge prior to the start of the game. Check the number on the shirts of players starting the match against those marked off on the match report card. If there is a discrepancy, liaise with the relevant Team Manager for correction.
8. Only 4 substitute players are permitted making a total of 15 players for any one game. For Classic League games where the first 11 have been named, only 4 additional players are permitted to be written on the card. This is regardless of a player/s from the named first 11 is not playing.
9. Ensure that all jewellery is removed/covered (this is part of CHA By-Laws-Turf Usage). If jewellery is still visible, request the relevant Team Manager to ensure that the player/s remove prior to entering the field of play.
10. Make sure Captains are wearing identification bands and is recorded as the Captain for their team on the Match Report Card.
11. Ensure that all players entering the field of play are properly dressed in their respective club uniform. No blood stained clothing is allowed.

-
12. Check number of personnel teams have on the bench. Only those associated with the team are permitted on the bench. No children are permitted in the bench area.
 13. Control the team benches for persons seated and prevent vocal communication directed at the Technical Judge/s, Umpires and players of the opposing team. All players and officials are to abide by the Code of Behaviour.
 14. Record goals scored on match sheet allotted to correct player. Goals should be marked "FG" for a field goal; "PC" for a penalty corner; and, "PS" for a penalty stroke.
 15. Record misconduct cards and keep accurate record of misconduct time for suspended player. The recording of any misconduct cards on the Match Report Card near the player/s name is to have the time which the infringement occurred recorded.
 16. Control entry to the pitch for injury. The Umpire should signal when the manager can take the field to assist an injured player. Refer to Admission on the Field of Play and Injury to a Player.
 17. Ensure sticks and goalkeepers equipment remains inside the bench area at all times during the match.
 18. Once the match is completed, ensure both Team Managers sign the match sheet.
 19. Following both Team Managers have signed the match sheet, have both Umpires sign the Match Report Card. If there have been any suspensions, ensure the relevant Umpire has recorded the reason why a player/s has been suspended during the game.
 20. Once both Team Managers and Umpires have signed the Match Report Card, the Technical Judge then signs off the Match Report Card and places it in the game cards folder.

Admission on the Field of Play

No one except the players and the Umpires properly engaged in a given match may enter the field of play during the match, unless she/he is invited to do so by an Umpire or has obtained prior authorisation from an Umpire. This rule is compulsory even in the event of an injury to a player or to an umpire.

The team Coach may not enter the field of play at any time under any circumstances.

Entry to the turf area including both bench areas is via the entry gate only. No admission via the bench gates is permitted – these gates are for exiting only.

Substitution of Players

Each team is permitted to substitute any player during a match other than following the award of a penalty corner. A player may take the field once the penalty corner is deemed completed. Completion of a corner is either if a free hit has been awarded (to either team), a goal has been scored or the ball has traveled outside the dotted circle.

The substitute players shall be chosen from among those players whose names appear on the official Match Report Card.

A player who has been substituted may re-enter the field of play as a substitute for another player. No substitute is permitted for a suspended player during her/his suspension.

The substitute player/s may not enter the field until the player/s being replaced has left the field at the centre line. All substitutions may only take place at the centre line.

If a goalkeeper is substituted either:

1. Technical Judge tells the goalkeeper to walk around the sideline (with his/her manager) to take the position behind the goalbox and at a 16 yard hit or free hit outside the circle then the substitution can be made.
Or,
2. Technical Judge makes the sideline umpire aware of the intended substitution and the umpire calls time-out at a convenient time.
(However, time does not stop).

Players on the bench may leave the bench for a warm-up. Players may warm up between the bench at the same end of pitch but must not take their sticks whilst warming-up and must cover their playing shirt.

The Team Manager of the players concerned is responsible for the proper application of the procedure.

Suspended Players

The Technical Judge is responsible for timekeeping of suspended players.

Suspended players are to take their seats which are to be located in front of the Technical Judge and are on the same side as their team.

Start of suspension starts when the suspended player/s takes their chair.

If a red card is given, the player in question must leave the bench area immediately.

Procedures for Treatment of Bleeding Wounds

No player who is being treated for a bleeding wound is permitted to start or resume play if the wound is still bleeding.

If a player is bleeding or has blood on his/her clothing he/she must immediately leave the pitch.

The player may return when:

- Bleeding has stopped;
- Wound has been cleaned and covered;
- Stained clothing changed or completely cleaned.

It is the Captain's responsibility to ensure that the player/s leave the pitch.

Any player refusing to leave the pitch upon request will be penalized by the Umpire.

Procedures for Injured Players

If a player becomes incapacitated on the field of play, one of the Umpires may stop the match (but time does not stop) and assess whether or not the player required attention from the team bench.

In the case of any injury to a **field player**, the Umpire may authorise the manager and/or sports medicine person to enter the field of play **without** material for treatment to assist and remove the player concerned from the field of play as soon as it is safe to do so. The Umpire may also authorise, if necessary, the stretcher bearers to enter the field of play.

In the case of an injury to a **goalkeeper**, the Umpire may authorise the manager and/or sports medicine person to enter the field of play **with** material for treatment to assess and as appropriate provide brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so. The Umpire may also authorise, if necessary, the stretcher bearers to enter the field of play.

If a person from the team bench and/or the sports medicine person enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of two minutes. The two minute period will be managed by the Technical Judge. The player required to leave the field may be substituted once the injured player has left the field of play.

Watering of the Turf & Lights

This is the responsibility of the rostered Club for match times. However, the Technical Judge is to ensure that the turf is properly watered sufficiently & well lit as a matter of due care.

Code of Conduct for the Bench

1. The Team Manager is responsible to ensure the proper conduct of all persons occupying the bench.
 2. Coaching and encouragement in suitable language is permitted from the team bench but no comments must be directed to or about umpires, opposing players or officials.
 3. Abusive or derogatory comments must not be tolerated. If after a warning to the Team Manager has no affect, the Tech Judge is to inform the umpire for further action.
 4. With approval from the Technical Judge, a coach may leave the bench area during a match, however, any coaching comments from outside the bench must still comply to Point 3. No coaching personnel are permitted behind the goal box areas.
 5. Team personnel as per game card, three support persons ie coach, manager, assistant coach/manager, physio only allowed in dug out during match.
-