
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 on computer – the Team Manager is to have entered their team into the computer 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 listed in the match report card. If there is a discrepancy, liaise with the relevant Team Manager for correction.
 8. Only 5 substitute players are permitted making a total of 16 players for any one game.
 9. Make sure that all jewelry is removed/covered (this is part of CHA By-Laws-Turf Usage). If jewelry is still visible, request the relevant Team Manager to ensure that the player/s remove prior to entering the field of play. Fitbits may be worn but must be covered by a sweat band.
 10. Make sure that all players are wearing shin pads. Shin pads are compulsory as per CHA rules. If a player is not wearing shin pads inform the relevant Team Manager that the player must wear shin pads before entering the field of play.
 11. Make sure Captains are wearing identification bands and is recorded as the Captain for their team on the Match Report Card.
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12. Ensure that all players entering the field of play are properly dressed in their respective club uniform. No blood-stained clothing is allowed.
 13. Check number of personnel teams have on the bench. Only three team officials and players listed on the Match Report Card are permitted on the bench. No children are permitted in the bench area.
 14. 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 Behavior.
 15. At start of game check both benches for substitute players numbers. Record time substitute players take the field for the first time.
 16. Record goals scored on match details 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.
 17. Record misconduct cards and keep accurate record of misconduct time for suspended player. The recording of any misconduct cards is to be written on the match detail sheet and must have the players name and the time which the infringement occurred. They must also be entered into the team sheet on the data base beside the players name.
 18. Control entry to the pitch for injury. The Umpire should signal when the manager can take the field to assist an injured player. If a manager enters the field of play to assist the players then the player must leave the field and must not enter the field of play for 2 minutes.
 19. Ensure sticks and goalkeepers equipment remains inside the bench area at all times during the match.
 20. Once the match is completed, ensure both Team Managers sign the match detail sheet.
 21. Following both Team Managers have signed the match sheet, have both Umpires sign the match detail sheet. If there have been any suspensions, ensure the relevant Umpire has recorded the reason why a player/s has been suspended during the game.
 22. Once both Team Managers and Umpires have signed the match detail sheet, the Technical Judge then signs off the match detail sheet, enter the information into the Match Report (competition portal) on computer, prints out the Match Report, attaches the match detail sheet and puts it in the game folder.
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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. Managers must seek approval from the Technical Judge for any player to leave the bench during the match.

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 will walk the goalkeeper along the sideline 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 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 teams 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 effect, the Tech Judge may take 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.
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