



# Volunteer Handbook

## 1. Codes of conduct

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The following codes of conduct have been endorsed by AFL Queensland and AFLBJ.

Yeronga Juniors fully supports the intent and spirit of these codes and will actively enforce them with players, officials and spectators in all match and training situations. Wests Juniors officials reserve the right to take appropriate action against any player, official or spectator not adhering to the codes.

### For players

- play by the rules
- never argue with an official
- control your temper
- work equally hard for yourself and your team – your team's performance will benefit and so will you
- be a good sport – applaud all good plays, whether they are from your own team or the opposition
- treat all players as you would like to be treated – don't interfere with, bully or take unfair advantage of another player
- cooperate with your coach, team mates and opponents – without them there would be no competition
- play for the fun of it and not just to please parents, carers or coaches.

### For parents, carers and spectators

- remember that children play sport for their enjoyment, not yours
- encourage participation but don't force it
- focus on the child's efforts and performance rather than winning or losing
- encourage participation according to the rules
- never ridicule or yell at a child for making a mistake or losing a game
- remember that children learn best by example – applaud good plays by all teams
- support all efforts to remove verbal and physical abuse from sporting activities
- respect official's decisions and teach children to do likewise
- show appreciation of volunteer coaches, officials and administrators
- consuming alcohol and smoking at junior games is inappropriate

### For coaches

- respect the rights, dignity and worth of all individuals within the context of my involvement in Australian Football, including refraining from any discriminatory practices on the basis of race, religion, ethnic background, or special ability/disability
- abide by and teach the AFL Laws of the Game and the rules of my club and the league/association
- be reasonable in the demands I make on the time commitments of the players in my care, having due consideration for their health and well-being
- refrain from any form of personal abuse or unnecessary physical contact with the players in my care
- have due consideration for varying maturity and ability levels of my players when designing practice schedules, practice activities and involvement in competition
- avoid overplaying the talented players aiming to maximise participation and enjoyment for all players regardless of ability. Where I am responsible for players in the 5-12 year age group, I will strive to ensure that all players gain equal playing time
- stress and monitor safety always
- recognise the significance of injury and sickness and seek and follow the physician's advice concerning the return of injured or ill players to training
- endeavour to keep informed regarding sound principles of coaching and skill development, and of factors relating to the welfare of my players

- at all times display and teach appropriate sporting behaviour, ensuring that players understand and practice fair play
- display and foster respect for umpires, opponents, coaches, administrators, other officials, parents and spectators
- ensure that developing players are involved in a positive environment where skill learning and development as priorities are not overshadowed by a desire to win
- reject the use of performance enhancing substances in sport and will abide by the guidelines set forth in the AFL drug policy.

### **Positive or its pointless Campaign**

Parents have an important role in delivering and supporting the sporting activities of their own child and that of other children. They have a clear responsibility to act in a constructive and encouraging manner at all times.

The basic principle of Positive or its pointless Campaign is to remind parents that:

- Sport for children is a vital part of their growing up.
- Children like to win but, more importantly, they want to have fun.
- Parents need to set the right example at the sports ground, not just at home.
- Parents should be proud of their child's efforts, irrespective of the result.
- Sport is important to children's self-esteem.

More information on the Positive or its pointless Campaign is available at <http://www.communities.qld.gov.au/sportrec/community-programs/positive-or-its-pointless>

### **Smoke and alcohol free policy**

Yeronga Juniors endorses and abides by the AFLBJ's Smoke and Alcohol Free Policy at [www.aflbj.com](http://www.aflbj.com)

The club will not tolerate any conduct by coaching staff, team managers, parents and spectators that is contrary to this policy. If an issue arises on game day, the ground marshal and a Yeronga Juniors official may take all necessary and reasonable action to ensure the inappropriate action ceases.

### **Racial and religious vilification**

The AFLBJ has a strict policy on racial and religious vilification at [www.aflbj.com](http://www.aflbj.com)

Yeronga Juniors is a strong supporter of this policy and will not tolerate any racial and religious abuse or intolerance within its environment.

## **CODE OF CONDUCT POLICY**

The Yeronga JAFC is a local club run for the benefit of local children. We will respect the boundaries of other football clubs and expect that they will respect ours. The administration of the Yeronga JAFC will be professional, transparent and fair; all duties will be carried out honestly and with integrity. We will care for the environment in which we play, both home and away. We will be part of the community in which we play and to this end co-operate and support other sporting clubs where possible. The Yeronga JAFC believes in fair and equal treatment for all persons involved with the club and opposing clubs. Yeronga JAFC's Code Of Conduct is available on our website ([www.yerongajuniors.aflq.com.au](http://www.yerongajuniors.aflq.com.au)) or upon request.

## 7. Game day officials and other roles

Each Yeronga Juniors team should be supported by three official roles: coach, assistant coach and team manager. These are all voluntary positions and require the full support and respect of all parents, carers and spectators. The occupants of these positions are endorsed by the Yeronga Juniors' Management Committee.

It is part of the Yeronga Juniors' ethos that all parents and carers will share the requirements/duties of successfully hosting home games at Leyshon Park. This may include canteen duties, setting up the field, barbeque duties and the time keeper or ground marshal roles.

It takes commitment from everyone to operate a fun and friendly football program – get involved where you can! You will find a particular satisfaction in lending a hand and helping the kids. Games cannot commence until each of these roles is filled.

### Support roles for each team

The team manager is responsible for ensuring each of the following roles is filled for each game.

Support required	U8–10	U11	U12	U13	U14	U16/17
Coach	1	1	1	1	1	1
Assistant coach/runner	1 optional	1	1	1	1	1
Team manager	1	1	1	1	1	1
Trainer			1	1	1	1
Goal umpire	1	1	1	1	1	1
Time keeper	1 (home only)	1 (home only)	1	1	1	1
Field umpire	Club supplied	AFLBJ	AFLBJ	AFLBJ	AFLBJ	AFLBJ
Boundary umpire			1 or 2	1 or 2	1 or 2	1 or 2
Water carrier	1	1	3 or 4	3 or 4	3 or 4	3 or 4

### Additional support roles at home games

At each home game, the team manager is also responsible for ensuring the canteen is staffed by parents and helpers from their team – usually shared for each quarter of the game.

Support required	U8–10	U11	U12	U13	U14	U16/17
First aid	1	1	1	1	1	1
Canteen assistants	2 per qtr	2 per qtr	2 per qtr	2 per qtr	2 per qtr	2 per qtr
Ground marshal	1	1	1	1	1	1
Scoreboard attendant		1	1 or 2	1 or 2	1 or 2	1 or 2

Each team manager is responsible for gathering player contact details for all team members and for distributing a team contact sheet to parents and carers. This contact sheet is the principal reference and contact point for all notices and club information during the season.

### TEAM MANAGER'S GUIDE

The competition is run by the Brisbane Juniors Australian Football League (BJAFL) and is split into two distinct tiers; Junior (U8 – U11) and Youth (U12-U16).

#### AFLBJ Website

Includes information you will require. It can be found by performing an internet search “Brisbane Juniors afl”. There is also an AFL Brisbane Juniors facebook page that is used by the league to quickly communicate important information (such as ground closures).

#### Competition Rules

Available at the AFLBJ website under **Inside the League/Rules & Regulations**. The full, unabridged rules are published in *2014 Competition Rules.pdf*. For Juniors, Appendix E includes a more user friendly summary of Junior rule modifications (this includes field sizes, zones, lengths of quarters and breaks no. of players etc).

#### Club Policies

The club has developed a number of policies to guide the management of the day-to-day activities of the club and management of a junior team. The policies are available on the Yeronga Juniors Website under **Club Information/ Club Policies**.

#### Fixture/Venue/Match Times

Published on the AFLBJ website under **Fixtures/Results**.

#### Team Sheets

The AFLBJ requires team selections for each match to be documented via a database accessed from the AFLBJ website under **Database Login**. The club Secretary or Registrar will provide login details.

#### Communicating with Parents

Get to know your parents and use whatever form/s of communication that works best for them. Do not rely on kids to communicate key information to their parents and do not assume that all parents are able to access information directly themselves (from the AFLBJ website and/or club newsletter).

#### Canteen Helpers

The canteen is how the club keeps fees affordable (and the club afloat). Hired canteen staff are employed for game days but it is limited and help is needed with the BBQ and on the counter to cope with peaks (before match, half time and after match). The Team Manager is responsible for ensuring one or two parents head over to help out. This is very important; parents must contribute to the running of the club on game day.

#### Rain

In general, matches are played in rain. However, some grounds can be declared unsafe in the case of excessive rain/storms/dangerous conditions. In that event the closure will be published on the Yeronga JAFCL website (under **News**). If you hear or see nothing, assume the match is on. If you do hear of a field closure or match cancellation, communicate it immediately to the club's Media Manager.

#### Ground Marshall

At all matches, the home team must supply a Ground Marshall (to field and resolve any issues raised by either team). Under no circumstances should issues be addressed directly to the ground umpire, opposition officials or parents. The home team manager must ensure there is a Ground Marshall.

### First Aid

Matches must not be played without a first aid officer in attendance (a stretcher and first aid kit must be on the sidelines). The Manager is responsible for ensuring an adequately trained officer is in attendance. Pre-season First Aid courses are usually available. The Manager should ensure there are two parents available with up-to-date first aid qualifications before the season proper commences.

### Match Statistics (number of matches played)

The club keeps a record of the number of games played for individual team members and players receive awards on trophy day if they attain certain milestones. It is the Manager's responsibility to ensure that an accurate record is kept of what matches are played by your players and that this information is communicated to the club statistician after each match. A template, in the form of an excel spreadsheet will be supplied at the start of the season and managers will be required to complete and forward to the Club Statistician after the completion of the weekly match.

## **TEAM MANAGER'S CHECKLIST**

### **BEFORE GAME DAY:**

- Organise match day roles (best done after that weeks training session)
- **HOME GAMES:** help with field set-up, guernsey bag, water-bottles, Ground Marshall, First Aid Officer, Goal Umpire, Time Keeper, match report writer (for the Club newsletter), Oranges
- **AWAY GAMES:** guernsey bag, water-bottles, Goal Umpire, match report writer (for the Club newsletter), Oranges
- confirm numbers for game; recruit extra players if needed – ask around to see if any eligible (age group up to 2 years below), available Yeronga players are keen for a second match
- email a game reminder - venue address; arrival time; game time; responsibilities for match day jobs:
- complete the Team Selection database and print out the Team Sheets (3 copies – umpire, opposition, you)
- help coach plan team rotations
- **BRING TO MATCH** – ID card and kit bag and ensure someone is bringing guernseys, oranges & water-bottles

### **SET-UP FOR HOME GAMES:**

- be the first person there (at least 45 minutes early for junior matches)
- ensure a club official will be available to grant you access to the club store room and turn on field lights if required.
- ensure Ground Marshall and First Aid are wearing bibs (GM should also arrive at least 45 mins early and don bib ASAP)
- ensure there is a field umpire assigned to your match (get hold of the umpire coordinator's phone number)
- ensure that the ground marshal has inflated the match ball and given it the field umpire
- set up the field (allow yourself half an hour and ensure coach has a free 15-20 minutes immediately pre-match to warm up the team and organize them for the match)
- the first home team to play on the field on any given day must fill out a Ground Inspection Form (available in the canteen) and have it signed by a team official from the visiting team.

### **MATCH DAY DUTIES:**

- check for cancellations on the morning of the match (BJAFL website/club email or phone call) and communicate
- **AWAY GAMES** – Goal Umpire, notes for match report
- **HOME GAMES** – as above, PLUS Ground Marshall, First Aid Officer, Time Keeper and Canteen/BBQ helpers (pre and post match and at half time).

### **STARTING THE MATCH:**

- introduce yourself to the visiting team
- introduce yourself to the umpire (the umpire will inspect the players boots and fingernails)
- boys to sign team sheets (signed copy to umpire; blank copy to other team)
- armbands:  
HOME: red = home backs;                      blue = midfielders;                      yellow = home forwards  
AWAY : red = away forwards;                      blue = midfielders;                      yellow = away backs
- When the umpire is in place in the centre of the field, run your team on the field
- The umpire will set the field and then hold the ball in the air when they are ready for the match to start
- Time keeper blows time on (horn in kit bag)
- Time-on actually starts when the umpire balls up and ends with the timekeeper's blow of the horn after the allocated time has expired

### **AFTER THE GAME:**

- take a photo for the newsletter
- get the match ball back off the umpire
- thank the opposition
- send jerseys home with someone; decide who brings oranges and water next week
- ensure match report is written & email (with photo) to Club by midnight Friday week following the match.
- Adjust your copy of the team sheet (with legible hand annotations), update statistics spreadsheet and email to the club statistician (or provide match stats via an alternative means)

## 9. Goal Umpire (Club)

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### Objective

- To umpire matches in accordance with the Laws of the Game

### Responsibilities

- Determine whether a goal or behind has been scored
- Signal that a goal or behind has been scored after being given the all clear or touched all clear by a field umpire
- Record all goals and behinds scored by each team during a match
- Report any player or official who commits a reportable offence
- At the end of each quarter and at the end of each match, both goal umpires shall compare the score they have recorded.

### Relationships

- Liaise with all other umpires officiating in the match

### Accountability

- Reports to Field Umpire
  - Accountable to the Team Manager
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## **Time Keeper**

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### ***Objectives***

- To act as the official keeper of time for the duration of the match.

### ***Responsibilities***

- Keep time for each quarter of the match
- Record on time cards the time taken to play each quarter
- Lodge completed time cards with the Team Manager after the game has finished
- Sound the siren in accordance with the procedures contained in the association / league rules and regulations
- Stop the clock used for timing of each quarter as required by the association / league rules and regulations
- Perform any other function as may be directed

### ***Relationships***

- Reports to the Team Manager
- Liaises with the umpires and the timekeeper from the opposition team

### ***Accountability***

- The Timekeeper is accountable to the Field Umpires officiating the game and the Team Manager

## First Aid Officer

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### Objectives

- To provide gameday support to playing teams with regards to First Aid

### Responsibilities

- While it is the home team's responsibility to provide a First Aid attendant, it is the visiting team official's (i.e. Coach/Manager) responsibility to check with the home team that in fact such a person is on duty and qualified.
- The First Aid attendant's name must be on the AFL Brisbane Junior's team sheet in the space provided.
- If a qualified First Aid attendant is not present then it is the duty of the visiting team official to report to the central umpire.
- A period of fifteen (15) minutes will take place for the home team to provide this person, if at this time the situation remains the same the visiting team can provide a qualified First Aid attendant and the game can commence.
- If no qualified First Aid Attendant is available the game will not commence under any circumstance.
- The field umpire will declare the game a forfeit and advise AFL Brisbane Juniors. Fine – first offence, One Hundred Dollars (\$100.00)
- If first aid is needed and the advice is that the player shall not continue playing, the coach shall abide by the decision of the qualified First Aid official. Team trainers cannot overrule the 'Ground' First Aid official.
- Each oval must have a qualified First Aid official, properly stocked First Aid kit and a stretcher.
- All club trainers & First Aid officials will be required to sit in the official first aid area for the match and not in the coaches' box. Club trainers & First Aid officials are permitted to attend to an injured player in the coaches box, however when not required must remain in the official first aid area.
- The officially appointed 'Ground' First Aid officer on the day **is in charge** of all players on the playing field and shall have the final say as to the suitability of a player to resume playing the current match.
- Club trainers or First Aid officers **do not** have the power to overrule a decision made by the 'Ground' First Aid official.
- All personnel must remember that they can only provide a level of care consistent with the limits of their qualifications. All personnel must ensure that their duty of care to the patient, club, and association is followed at all times and that, as perceived professionals to the public, there is a liability to provide the highest level of care available at any time.
- It is recommended that the 'Ground' First Aid officer confidentially discuss any treatment or decision with higher qualified personnel, if available, to ascertain the best outcome for the health and safety of the injured person(s) prior to announcing their decision.
- Club First Aid attendants and trainers will inform the 'Ground' First Aid attendant, prior to the start of any match, the status of any players who have religious or ethnic concerns regarding treatment, whatever they may be, and a suitable action plan is to be devised and wherever possible followed.
- Where clubs, playing in the same match, have suitably qualified First Aid attendants or trainers these persons are to be the first responders to injured players from their team(s) unless busy treating an injury at which time the 'Ground' First Aid shall either respond or take over treatment.
- If assistance is required then the club personnel will signal the 'Ground' First Aid attendant who will then attend the site of the injured person with the appropriate equipment required as signaled (e.g. splint, stretcher, cervical collar, oxygen, additional supplies etc).
- In all serious cases the club's officials will hand over a player's care to the 'Ground' First Aid official up to and including when the player has been stabilized and removed from the playing field to the allotted First Aid area. The Club official will assist when and if required.

## **Qualifications of First Aid attendants**

- Nurse
- Qualified Sports Trainer
- St John Ambulance Australia Members
- Senior First Aid Certificate Holder
- Ambulance Officer
- Doctor

### **First Aid officers – AFL Junior matches – one game per oval**

- First Aid officers must be situated approximately half way beside the oval on the clubhouse side where possible.
- The Ground Marshall is to advise both coaches and managers as to location of First Aid officer for the day.

### **First Aid officers – AFL Junior matches - two games per oval**

- First Aid officers must be situated centrally between two fields - half way.
- The Ground Marshall is to advise both coaches and managers as to location of the First Aid officer for the day.

### **First Aid officer – Youth football matches**

- First Aid officers must be situated between the coaches' boxes.
- The Ground Marshall is to advise both coaches and managers as to location of the First Aid officer for the day.  
Club team trainers must to be seated in the First Aid area and not in the Coaches Box.

## Ground Marshall

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### Objectives

To act as the official nominated club representative who will co-ordinate the efficient completion of junior match day fixtures.

### MATCH DAY PROCEDURES AND CHECKLIST

#### Field markings:

The oval must be marked with a Boundary Line which must be a minimum of 4 metres from the fence line.

Coaches boxes must be marked leaving a minimum of 1 metre from the Boundary line

A centre square is to be marked in the centre of the field with a 10 metre in diameter circle within the square and within the 10 metre circle a 3 metre in diameter circle.

A 10 metre fenced off area behind both Coaches Boxes.

#### Field sizes:

Under 8's	75m x 50m	-	3 x zones 25m x 25m x 25m
Under 9's & 10's	90m x 60m	-	3 x zones 30m x 25m x 30m
Under 11's	110m x 80m		
Under 12's to 16's	135 to 185m x 110 to 155m	Full ground	

\*\* In the event of 14 or less players in 12's to 16's the field must be reduced to  $\frac{3}{4}$  of a field.

#### Start times:

Ensure that games commence at designated times, in consultation with Umpires and Time Keepers and ensure the huddles are broken up in time to commence the game or the umpire has the right to start the time and the game.

#### Game duration:

8's, 9's, 10's,	4 x 10 min quarters	-	Breaks 5/10/5
11's	4 x 15 min quarters	-	Breaks 5/10/5
12's, 14's, 15G	4 x 15 min quarters	-	Breaks 5/10/5
16's	4 x 20 min quarters	-	Breaks 5/10/5

#### Player numbers:

At all times teams must match the number of players on the field. It is up to the Team Managers of each team to patrol this. If a player is to be taken from the field to match numbers it is to be done in the quickest possible time. The only time player numbers do not have to be matched is when a player has been red or yellow carded by an umpire.

A player count may only be requested by the Captain of an opposing team which believes that the opposing team has more than the authorized number of players on the field.

If after an official count by the umpire, the opposing team is found to have more players on the field than authorized, the umpire shall advise the goal umpire that the offending team is to lose all score they have accumulated from the commencement of the current quarter until when the offence was discovered.

#### Football sizes:

Home venue's to supply all Match Balls for the Youth Age (12's to 16's). Match balls are to be given to the Umpire prior to each game.

Size 1 Synthetic:- 8's	Size 3 Match Series:- Under 12's
Size 2 Synthetic :- 9's & 10's	Size 4 Match Series:- Under 14's
Size 3 Synthetic :- 11's	Size 5 Match Series:- (Full size) Under 16's

**Forfeits:**

In Division 1 should a team not be able to commence a game with twelve (12) players they must forfeit the match.

In Division 2 (if playing 15 a side) should a team not be able to commence a game with nine (9) players they must forfeit the match.

**Score Board:**

All home venues must supply a score board attendant for all 12's through to 16's games. This person must be of a suitable, reliable age.

**Send offs:**

All send off's for Under 12's to 16's is ½ a quarter

12's, 14's                      7.5 minutes

16's                              10 minutes

Players sent from the field on a **YELLOW** card **CANNOT** be replaced. A player sent from the field on a **RED**

Card **CAN** be replaced (after ½ a quarter of a game) and must leave the field via the interchange. The player must report immediately to the Time Keeper and state name, jumper number and reason for send off.

The time keeper must be situated near the interchange or make themselves available at the interchange once a Player has been carded by an umpire.

A player sent off with a yellow card is permitted to sit in the Coaches box.

A player sent off with a red card is permitted to sit in the Coaches box unless ordered from the field by an umpire A player receiving 3 Send off's in a match will be automatically reported for misconduct and will receive a 1 week suspension.

**Interchange:**

All players must leave the field via the interchange.

The only time a player can leave the field other than going through the interchange is on a stretcher.

**Cessation of a game:**

The umpire is the only person who can stop a game once it has commenced. This can also be in conjunction with the Ground Marshall.

**Uniforms:**

The team runner, water carriers, boundary umpires, ground marshal's and trainers must wear AFLGCJ approved bibs which designate their official capacity and club in the match.

Closed footwear must be worn by all players & officials.

**Banned items:**

No gloves

No metal tags

No long fingernails No caps

No sunglasses

No padding of any sort (e.g. shin pads, shoulder pads etc) unless approved by AFLGCJ Bike Pants must be flesh coloured

## ***Match Day Procedures & Check List Cont.:***

### **OFFICIALS:**

#### **Official positions required for teams:**

8's, 9's, 10's – Co-Coordinator, Coach, Team Manager, Goal Umpire, Time Keeper & Ground Marshall (home venue only)

11's - Coach, Team Manager, Goal umpire, Runner, Water Carrier & Time Keeper & Ground Marshall (home venue only)

12's to 16's - Coach, Team Manager, Goal umpire, Runner, 2 x Water Carriers, Boundary Umpire, Time Keeper, Ground Marshall & Score Board attendant (home venue only). 16's each club to supply a Ground Marshall.

#### ***Ages for officials:***

Boundary Umpire - 14 years or older

Goal Umpire – 16 years or older

Time Keeper – 18 years or older

Runner – 16 years or older

Water Carrier – Of the age group older, with the exception of the Under 16's where they can be 14 years or older.

#### ***Officials during matches By-laws:***

Only the following persons are allowed on to the playing arena during the conduct of a match:-

#### **COACH**

Except during authorized breaks in play shall not be permitted on to the playing arena. He/she shall position himself in the area designated on the arena.

AFL Auskick Rules coaches for the Under 8's, 9's and 10's will be permitted to remain on the oval as per AFL Auskick Rules Booklet.

#### **TEAM MANAGER**

Except during authorized breaks in play shall not be permitted on to the playing arena. He/she shall position him/herself in the area designated on the arena.

The only exception shall be in the event of a serious injury to a player where he/she is required to assist the team Trainer(s).

#### **TEAM RUNNER**

Shall proceed on to the playing arena only to deliver messages from the coach. He/she shall run directly to the player(s) in question and then proceed directly from the field. He/she shall position him/herself in the area designated on the arena. At no time is a runner permitted to perform the duties of a water carrier.

#### **WATER CARRIERS**

Only two (2) shall be permitted per team on the field except when the two (2) competing teams agree that more are needed. At no time is a water carrier permitted to perform the duties of a runner. Only chin bottles are permitted.

#### **TRAINER**

He/she is permitted on to the ground at any time to attend injured players. At no time is a trainer permitted to perform duties of a runner.

## ***Risk Management***

### ***The Ground Marshall to do a safety check and monitoring of environment***

#### **Goal Pads:**

All Goal Post Pads must be 2.5 metres from the bottom of each post

#### **Medical Person:**

All home venue clubs are to supply a First Aid Officer. This person must be visible at all times. All teams to supply a Trainer.

If a team does not have a trainer, the Team Manager is to tell the First Aid Officer so this person can attend to all players if necessary.

#### **Stretcher:**

A stretcher is to be placed with the Medical Overseer.

Any player taken from the ground on a stretcher is not permitted to return to the field of play for a minimum of 20 minutes.

#### **Ice:**

The home venue to supply ice which is to be given out by the Medical Overseer.

#### **Emergency numbers:**

The Ground Marshall must have a list of all emergency numbers.

The Ground Marshall must know and have access to the Ambulance entrance to the field.

#### **Ground inspection:**

All Match Day ground Inspection forms to be completed before the commencement of any games.

#### **Duty of Care:**

The Ground Marshall must ensure that every effort is taken under our Duty of Care.

#### **Alcohol Free:**

The consumption of alcohol is not permitted in any area other than a "Licensed" designated area. No alcohol is to be taken to any venues.

### ***Umpires***

#### ***The Ground Marshall to assist Umpires with their role:***

The Ground Marshall is to introduce himself/herself to all umpires.

#### **Umpire Escort:**

The Ground Marshall to organise or to be the Umpire Escort.

The Ground Marshall to be in attendance to the umpires (if no Umpires Escort) prior to, during breaks and after the game and ensure Umpires are escorted on and off the ground.

The Ground Marshall to make sure the umpires have a drink at the breaks

#### **Post-match checks:**

The Ground Marshall to report to the umpire's room at the completion of all games to see if there have been any reports.

The Ground Marshall to inform the Secretary of the club if there have been any reports.