



# WELCOME COACHES & MANAGERS

THINGS YOU NEED TO KNOW



# Agenda



## 1. Introduction

## 2. Football Canterbury Key Messages - Competition Briefing

- a) Team nominations / grading
- b) Key dates
- c) ID cards
- d) Team bench (Technical area)
- e) Using players from other teams
- f) Forfeits
- g) Judiciary
- h) Red cards
- i) Yellow cards

## 3. CJSC Key Messages

- a) Registration
- b) Expected behaviour
- c) Child protection
- d) Communication from Club
- e) Dribl
- f) Game leaders
- g) Fines
- h) Club membership
- i) Roles - Manager
- j) Roles – Coach
- k) Roles – Ground Official

# Association Key Messages: Competition Briefing



## 1. Team nominations / Grading

- Teams have been submitted to the Association
- Grading this week + appeals period

## 2. Key Dates

- 11<sup>th</sup> / 12<sup>th</sup> April: First round
  - U8 to U11 Boys/mixed = Saturdays
  - U12 Boys/mixed = Sundays
  - U8G to U12Girls = Sundays
- [TBC] 9<sup>th</sup> / 10<sup>th</sup> May: Final U8 round before mid-season review #1
- 30<sup>th</sup> May / 31<sup>st</sup> May: Final round before U8 to U12 mid-season review
- 6<sup>th</sup> / 7<sup>th</sup> June: King's birthday long weekend - no games except catch-up games
- 13<sup>th</sup> / 14<sup>th</sup> June: Rounds recommenced with new draw
- 22<sup>nd</sup> / 23<sup>rd</sup> August: FC Presentation round (No finals - non-competitive)

# Association Key Messages: Competition Briefing



## 3. ID Cards

- Players – Electronic IDs exist in DRIBL
  - U8s -> U12s: no ID usually checked unless questioning eligibility
- Coaches / Managers – physical cards
  - May be asked to show ground officials at beginning of game
  - Must be visible while standing in technical area (e.g. outside hi-vis vest)

*IDs usually only checked if a child substitutes in a competitive game (e.g. U13)*

# Association Key Messages: Competition Briefing



## 4. Team Bench (technical area)

- **MAXIMUM of two team officials allowed in technical area**
- Must display ID badge and wear (yellow) Team Official hi-vis vest
- Only players participating in a game are permitted
  - Not permitted:
    - Non-playing members of team (e.g. injured etc)
    - Additional team officials – not even Ground Official (orange vest)
    - Children, partners, pets, friends of team officials or players
- Coach / Manager is responsible for behaviour of people in technical area (can be subject to yellow / red card)

# Association Key Messages: Competition Briefing



Each person in technical area (max 2 persons)



1 volunteer for each home game  
(or when playing at a neutral field)



# Association Key Messages: Competition Briefing



## 5. Using players from other teams

- Check the rules for eligibility before using a player from another team
  - **IMPORTANT: Do not rely on DRIBL to show you only eligible players (ineligible players will show as well)**
- There is a maximum number of players allowed from other teams
  - U8 / U9 = max 2 eligible players may be brought from another team
  - U10 / U11 / U12 = max 3 eligible players may be brought from another team
- Watch how many times the player has played for other teams i.e. after the 5<sup>th</sup> occasion, a player cannot play for another team for the rest of the season

## 6. Forfeits

- Now entered directly into Dribl by team official
- Fines apply if forfeit submitted less than 48 hours prior to commencement time of the game -> passed on to teams if it keeps happening

# Association Key Messages: Competition Briefing



## 7. Judiciary

- Match official send-off reports will be dealt with by Association's Executive with a penalty offer made for the individual concerned
- Club either accepts or rejects offer based on circumstances of the incident

## 8. Red cards (Association penalties)

- Minimum / maximum penalties exist for each red card offence category
- For a player receiving a 2<sup>nd</sup> red card, the minimum / maximum penalties are doubled
- For a player receiving a 3<sup>rd</sup> red card, the minimum penalty is remainder of current season

## 9. Yellow cards (Association penalties)

- A player receiving a 5<sup>th</sup> yellow card will automatically receive a 1-match suspension
- Longer suspensions apply to players accumulating additional yellow cards -> check rules

# CJSC Key Messages: **Registration**



1. All coaches & managers must **register as a volunteer in Play Football** (follow links on Registration page at [www.concordsoccer.org.au](http://www.concordsoccer.org.au))
  - Agree to abide by applicable rules and regulations, codes of conduct
  - Upload current passport photo
  - Must have valid WWCC at time of registration
  
2. Code of conduct
  - During registration, you agree to abide by policies, procedures, rules, regulations and decisions set down by FFA, FNSW, Football Canterbury & CJSC

# CJSC Key Messages: **Expected Behaviour**



## 1. Behaviour

- Role model – training & game
- Encourage & support players – not constantly shouting instructions
- Lead the way by showing respect for officials & opposition
- Responsible for behavior of everyone in the technical area
- Team officials can be “sent off”, including for dissent towards match officials
- Control behaviour of spectators towards officials and opposition
  - Misconduct by a parent / family member can lead to de-registration of the related player

### *Tips:*

- Communicate early to parents what is your coaching approach (e.g. rotation of subs, rotation of positions, goalie etc), expectations etc
- Reduce / remove yelling instructions from the sidelines

*Players & spectators will take lead from behaviour of coaches & managers*

# CJSC Key Messages: Child Protection



1. Member Protection Information Officer (MPIO)
  - Responsible for providing information about a person's rights, responsibilities and options to an individual making a complaint or raising a concern, as well as support during the process
  
2. Safe practices
  - Ensure no child is left unattended after training or game
  - Don't let a child wander off on their own e.g. to go to toilet
  - Avoid situations where you are left alone with a child: change rooms / toilets, offering a lift home
  
3. Not a baby-sitting service
  - Coach / manager is responsible for safety and wellbeing of children under their care BUT make sure parents work with you and support you

# CJSC Key Messages: **Communication from Club**



## 1. From Club Administrator

- Have you provided your email address that is accessed regularly (daily)?
- To managers: WhatsApp (one or more groups) / Email / SMS
  - Reasons:
    - Ground closures / game changes
    - Important updates / announcements
    - Rostered on for field set-up and/or pack-up
- To everyone: Facebook / Instagram / Website
  - Make sure you “follow” CJSC on social media (#concordjsc)
  - Insist parents do so as well

# CJSC Key Messages: DRIBL



1. Use DRIBL for
  - Viewing electronic ID cards
  - Accessing match sheets
  - Entering results
  - Submitting forfeits
  
2. Download DRIBL app for phone/tablet
  - New coaches / managers: download app from online store
    - Club Administrator will create your access and send you a link to activate your account once there is data in the system
  - Returning coaches / managers: check access from last season and make sure you can see the Club and team (Not yet though)

*Tip:* Encourage supporters to download the app and “follow” your team -> they should get immediate updates/comms from Dribl

# CJSC Key Messages: Game Leader (GL)



1. Match officiating via the Game Leader (GL) program
2. GL program introduced to create an environment where players enjoy their football but learn at the same time (not just be “refereed”)
3. Simplified rules; do-overs when mistakes made
4. Not all Clubs are at the same level in the program
  - Be patient and flexible
5. Coach / manager from both teams will usually be met by GL before a game so they can explain the key rules
  - Please work with them, not against them
  - Provide constructive feedback after the game

# CJSC Key Messages: **Game Leader (GL)** (continued)



## 6. Role of GL

- Keep the game moving as fluidly as possible but in a safe and controlled way

## 7. Role of coach on sideline

- Encourage, support and praise
- Avoid yelling too many instructions
- Support GL
  - Throw-ins / Attackers giving enough room for defenders / No putting players in blatant offside position
- Never criticise players or GL from sideline

## 8. Role of spectators on sideline

- Encourage, support and praise (players on both sides)
- NO yelling any instructions
- Never criticise players or GL from sideline

# CJSC Key Messages: **Fines**



## 1. Association charges fines to the Club

- Offences:
  - Team
    - No manager marked present in DRIBL for each match sheet
    - Results not entered in DRIBL
    - Forfeit lodged less than 48 hours prior to commencement time of the game
  - Individual (red card)
    - Assoc fine = \$50 for 1<sup>st</sup> offence; \$75 for 2<sup>nd</sup>/3<sup>rd</sup> offence (payable by Club)
    - CJSC fine = same amount as Assoc fine
    - **Total fine = Assoc fine + CJSC fine** (payable by player before their ID is cleared)

*Cost of fines will be passed on to teams/individuals*

# CJSC Key Messages: **Club Membership**



1. All volunteers are strongly encouraged to join as a member of CJSC
2. Membership runs for calendar year
3. AGM - December
4. Join committee:
  - Help shape course of the Club
  - Volunteer for activities like grading, Game Leader mentoring

*Members have full voting rights at AGM*

# CJSC Key Messages: Roles - Manager



## During the week:

1. Regularly review DRIBL each week and advise parents/players of match details
  - In a week with bad weather keep checking up to Friday night and game day morning (games may move rather than be cancelled)

*Tip:* You can get ahead in DRIBL in the days before a game by selecting players and team officials and entering their shirt number -> then just update DRIBL for changes on the day before confirming your team
2. Advise parents / players of change to game details including cancellations / ground changes
3. Organise volunteers from parents / players when rostered on for:
  - Field set-up (if playing first game of the day on your field)
  - Field pack-up (if playing last game of the day on your field)

*Full details found on CJSC website on Resources -> Manager Resources page*

# CJSC Key Messages: Roles - Manager



## Game Day:

### 4. Before the game

- In DRIBL:
  - Select who is playing (including subs from other teams) and enter their shirt numbers (**Remember:** for subs DRIBL will show you all players for the age, regardless of division)
  - Select the team officials
  - “Submit” your team
  - “Confirm” opposition’s team

### 5. After the game

- In DRIBL
  - Enter the score -> triple-check it is correct .... agree with opposition while entering
  - Enter notable injuries
  - **CHECK THE REFEREE ENTERED THE CORRECT SCORE (CANNOT CHANGE IT LATER)**
- Advise Club Administrator of any injuries which may later be claimed on insurance

**Tip:** Collect goalkeeper jersey and gloves after each game

# CJSC Key Messages: Roles - Manager



## 6. Pick up Manager's Bag

- Date/time = Wed 4<sup>th</sup> March 5pm to 7pm
- Contains:
  - Game ball / pump / whistle
  - Coach / Manager (yellow) hi-vis vests
  - Ground Official (orange) hi-vis vest
  - Gear to be handed out to players
    - Jerseys for each player (return at end of year)
    - Goalkeeper jersey and gloves (**Manager to collect after each game**)
    - Shorts for each new player (and returning players requesting replacement)
    - Socks for each new player (and returning players requesting replacement)

*Ask your parents now about what is needed and collect them with equipment*

# CJSC Key Messages: Roles - Coach



## 1. Training

- Park / field / day / time allocation details on CJSC website + field locations
- Start on time / finish on time
- Only use allocated field space: Just because a space looks vacant, do not use it (e.g. Edwards 1)
- If allocated training at MBR, use it or lose it!
- **WARNING: if mid-week games are scheduled at MBR**
  - Teams allocated to MBR on Mondays may have their training cancelled or moved to a different day / time / location in that week
  - Teams allocated to MBR on Wednesday nights may be moved to Edwards Park at short notice

## 2. Pick up training equipment

- Date / time = Wednesday 4<sup>th</sup> March 5pm to 7pm
- Contains: Training balls, bibs and cones

# CJSC Key Messages: Roles - Coach



## 3. Support

- FNSW / Association courses
  - Grassroots Coaching Course
  - Foundation of Football Certificate
    - Several dates available via Football Canterbury website but hurry!
  - CJSC will pay for fee-based coaching accreditation courses (reimbursement basis)
- CJSC coaching assistance
  - Advice / tips
  - Clinic (if demand exists)
  - 1:1 / co-train sessions

## 4. Resources

- Sign up on FNSW / Football Canterbury site for weekly emails (e.g. training drills etc)
- CJSC Website ([www.concordsoccer.org.au/coach-resources](http://www.concordsoccer.org.au/coach-resources))
  - Week-by-week list of drills for each age group, links to videos etc

# CJSC Key Messages: Roles - Ground Official



## 1. Ground Official

- Role is to ensure that spectators from both teams are behaving appropriately and to report any inappropriate behaviour to Club / match officials
- They are meant to be independent
  - Not act as a third team official running up and down the sideline giving instructions
  - Watch the spectators from both teams
- When playing at your home ground, the home team must provide a ground official
  - When playing your “home” game at the opposition’s home field, the opposition Club/team should provide a ground official but be ready just in case
- When playing at a neutral ground, both teams are responsible for providing a ground official
- Must wear the orange hi-vis vest
- They are **not** permitted in the technical area

*Full details found on CJSC website on Resources -> Ground Official page*



# QUESTIONS?

**“Why is Cinderella so bad at soccer?”**

*Because she had a pumpkin for a coach.*