



WELCOME COACHES & MANAGERS

THINGS YOU NEED TO KNOW



Agenda



1. Introduction

2. Football Canterbury Key Messages - Competition Briefing

- a) Team nominations / Grading
- b) Competition structure
- c) Scheduling
- d) Rescheduling
- e) Forfeits
- f) ID cards
- g) Using players from other teams
- h) Team bench (technical area)
- i) Officiating
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- k) Red cards
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3. CJSC Key Messages

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- b) Expected behaviour
- c) Child protection
- d) Communication from Club
- e) Dribl
- f) Fines
- g) Club membership
- h) Roles - Manager
- i) Roles – Coach
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4. CRA Update

Association Key Messages: Competition Briefing



1. Team nominations / Grading

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

2. Competition structure

- Home and away rounds + top 4 finals
 - 6-team divisions = 3 x round cycles
 - 8-team divisions = 2 round cycles
 - 10-team divisions = 2 x round cycles
 - 12(+) team divisions = 1 x round cycle of 11 fixtures then split for 1 x round cycle of 5 fixtures

Association Key Messages: Competition Briefing



3. Scheduling

- Games start on weekend of Friday 11th April / Saturday 12th April / Sunday 13th April
- 10+ team divisions will play double-headers / mid-week fixtures early on & have NO free weekends
- June long weekend and July school holidays middle weekend can/will have games scheduled
- ANZAC Day (2026 & 2027):
 - Possibly no morning games
 - Afternoon games will be held
- Friday night games (where field availability exists)
 - O45/1 & O45/2 & O35/1 & O35/2
- Saturday afternoon late games are possible (depending on suitable venues & lighting)
 - May move from traditional 1pm / 3pm to times such as 12:30pm / 2:30pm / 4:30pm or 1pm / 3pm / 5pm

Association Key Messages: Competition Briefing



4. Rescheduling Games

- Form must be fully completed, signed and submitted to Association no later than **7 days prior** to original match date/time -> so get it into Club Administrator much earlier
- Requesting club pays \$55 -> this is to be paid to CJSC by team at time of submitting the form to CJSC
- If rescheduled match cannot be played at the new date / time (e.g. weather), it will be a forfeit to opposition

5. 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

Association Key Messages: Competition Briefing



6. ID Cards

- Players – electronic ID exists in DRIBL
- Coaches / Managers
 - U13 – U21 (physical cards)
 - May be checked by officials at beginning of game e.g. line up with teams
 - Must be visible while standing in technical area (e.g. outside their hi-vis vest)
 - AA & above – electronic ID cards only (**at least 1 registered as team official**)

7. 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 four (4) players allowed from other teams
- **Watch** how many times your player has played for other teams i.e. **after the 5th occasion, a player cannot play for another team for the rest of the season**

Association Key Messages: Competition Briefing



8. 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
- May be asked to line up with team before the game
- 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)
- No of subs
 - U13 to O35 men = 16 players (11 + 5)
 - O35W, O45 & O55 = 18 (11 + 7)
 - Subs to wear different colour different to playing shirt e.g. bibs

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



9. Officiating

- CRA officials are at a premium – shortage of adult referees
 - Eliminate your and your spectator's shouting / abuse towards officials
- If there is no CRA-appointed referee:
 - Both teams must agree on one person to referee the entire match i.e. no half time swap between two people
 - If you cannot agree on a single person, you can decide to not play the game BUT you run risk of game's outcome being decided by the Association i.e. the game might not be rescheduled and depending on the reasons no agreement could be reached, one team may be awarded the points over the other team
- Club Referee course
 - Not subject to weekly training that CRA officials usually have to attend
 - Payment at usual referee rates to certified Associate Referees
 - Not yet mandated but may become mandatory in coming years

Association Key Messages: Competition Briefing



10. 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
- **Club does not automatically reject/appeal a penalty offer**

Association Key Messages: Competition Briefing



11. Red cards (Association penalties)

- Minimum / maximum penalties exist for each red card offence category
- For a player receiving a 2nd red card, the minimum / maximum penalties are doubled
- For a player receiving a 3rd red card, the minimum penalty is remainder of current season
- A team that accumulates 3 red cards will incur a loss of 1 premiership point
 - Each additional red card will incur a further 1-point deduction

12. Yellow cards (Association penalties)

- A player receiving a 5th yellow card will automatically receive a 1-match suspension
- A player accumulating a further 3 yellow cards (i.e. 8 in total) will automatically receive a further 2-match suspension
- A player accumulating a further 2 yellow cards (i.e. 10 in total) will automatically receive a further 3-match suspension

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)
 - Agree to abide by applicable rules and regulations, codes of conduct
 - Upload current passport photo
 - Apply for WWCC exemption

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 from sideline
- 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 / team your coaching approach (e.g. rotation of subs, goalie etc)
- Reduce / remove yelling instructions from the sidelines

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

CJSC Key Messages: Member 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. Working With Children Check (WWCC)
 - All coaches/managers of teams with players under 18 must have a **valid WWCC at time of registration**
 - All coaches / managers of adult teams will need to apply for a WWCC exemption at time of registration

CJSC Key Messages: **Child Protection** (continued)



3. 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

4. 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 / team do so as well

CJSC Key Messages: DRIBL



1. Use DRIBL for

- Viewing electronic ID cards
- Accessing match sheets
- Submitting / confirming teams
- 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: **Fines**



1. Association charges fines to the Club

- Offences:
 - Team
 - No manager appointed in DRIBL
 - 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 1st offence; \$75 for 2nd/3rd 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

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

- Pick up game folder from Edwards Park
- In DRIBL:
 - Select who is playing (including subs from other teams) and enter their shirt numbers (**Remember: don't rely on DRIBL** when selecting players from other teams as it will show you all players for the age regardless of division)
 - Select one or more team official -> MUST DO
 - “Submit” your team
 - “Confirm” opposition’s team

**Referee payments will be automatically paid through Dribl
-> no need to collect/return folders**

CJSC Key Messages: Roles - Manager



Game Day:

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 = Wednesday 4th March 5pm to 7pm
 - Another day - TBD
- 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
 - Socks for each new player and returning players requesting

Ask your team 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)
- **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 4th March 5pm to 7pm
 - Another day - TBD
- Contains: Training balls, bibs and cones

CJSC Key Messages: Roles - Coach



3. Support

- FNSW / Association courses
 - 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)
 - Week-by-week list of drills for each age group, links to videos etc

Full details found on CJSC website on Resources -> Coach Resources page

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 and match officials
- They are meant to be independent
 - Not act as a third team official running up and down the sideline giving instructions
 - Not only watch the opposing side's spectators
- 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

Canterbury Referees Association



LATEST FROM FOOTBALL AUSTRALIA

Laws of the Game & Technical Updates

25 January 2025

GK 8 Seconds

Law Changes

1. **GK 8 Seconds**
2. Inadvertent Interference
3. Dropped Ball Restarts
4. Double Touch PKs

Interpretations

1. Managing Yellow Cards
2. Second Yellow Cards
3. Upper Body Contact
4. Holding
5. Handball
6. Captains Only
7. Allowance for Time Lost

GOALKEEPER 8 SECONDS

Law 12.2

A corner kick is awarded if a goalkeeper controls the ball with their hand(s)/arm(s) for more than 8 seconds before releasing it

Goalkeeper has clear control of ball

A goalkeeper is in control when:

- Holding the ball in hands/arms
- Ball is held between any surface
- Holding the ball on an outstretched open hand(s)
- Bouncing it on the ground
- Throwing it in the air

8-second countdown starts

- The referee will countdown from 8 seconds, using a raised hand for the final 5 seconds

Exceeds 8 seconds = Corner kick

- If the goalkeeper exceeds 8 seconds, the referee will award a corner kick on the side of the field nearest to the goalkeeper

Refereeing practice

- Referee decides when the count starts – sensible application
- The count starts when the goalkeeper is in full control of the ball and completely unobstructed by any opponent
- If the goalkeeper is starting to release the ball as the countdown ends do not penalise
- If during counting process an attacking player pressures or prevents the goalkeeper releasing the ball, an indirect free kick against the attacking player will be awarded



1st offence:
corner kick
only

2nd offence:
corner kick +
warning

3rd offence:
corner kick +
yellow card

**How do you avoid it – Pre-Match – Talk to the GKs
Teamwork if on Comms – an AR counts 8, 7, 6 audibly for ref via comms**

GOALKEEPER 8 SECOND – SIGNALS AND COUNT

Watch the goalkeeper 8 second video in the folder.

- The referee must count 8 – 7 – 6 in their head
- When match officials are wearing comms, the closest AR should 8 – 7 – 6 via the comms
- The referee then picks up the count from 5 and verbalises this to the players
- The referee must make the counting signal as per the video (including bringing the arm down to the chest to indicate a change in the number of fingers being held up)



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INADVERTENT INTERFERENCE

Law 9.2

If, without intending to interfere with play unfairly, a team official, substitute, substituted or sent-off player or player who is temporarily off the field of play (injury, adjusting equipment etc.) touches the ball while it is still in play but when it is clearly leaving the field of play, this is penalised with an indirect free kick; there is no sanction

Inadvertent
Interference



Clear/deliberate
and impactful
interference



Direct FK or PK
+ Red Card

Dropped Ball Restarts

Law Changes

1. GK 8 Seconds
2. Inadvertent Interference
3. **Dropped Ball Restarts**
4. Double Touch PKs

Interpretations

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Play stopped
with ball **inside**
penalty area

Dropped ball
to goalkeeper

Play stopped
with ball **outside**
penalty area

Dropped ball
from where play
stopped, to the
team that had or
would have had
possession.

Double Touch Penalty Kick

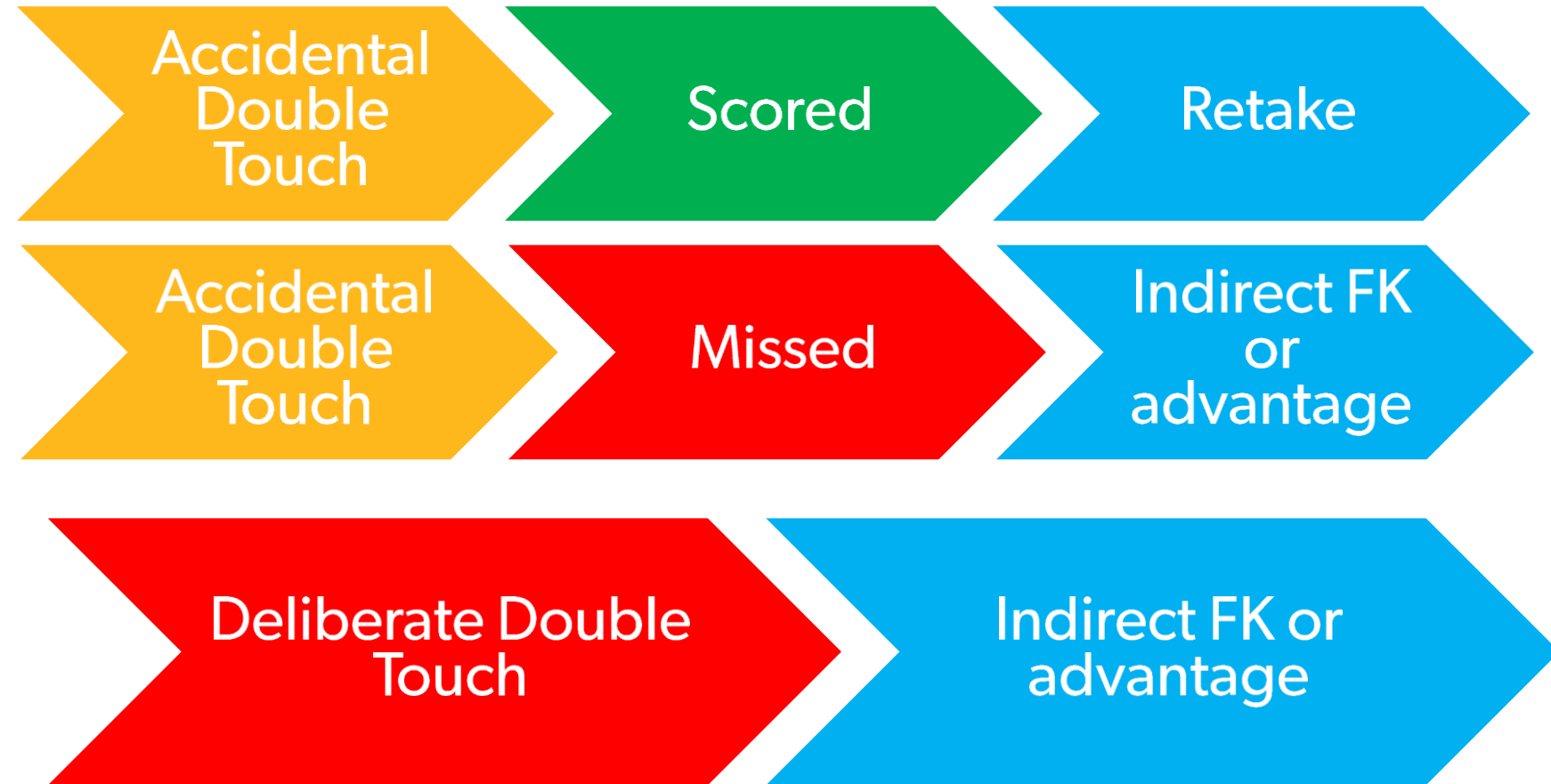


Law Changes

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Who has the primary role to spot this at a PK?

Managing Yellow Cards

Law Changes

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Interpretations

1. **Managing Yellow Cards**
2. **Second Yellow Cards**
3. Upper Body Contact
4. Holding
5. Handball
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7. Allowance for Time Lost

Managing Yellow Cards is not an excuse to avoid giving necessary Yellow Cards. The following are examples of offences that must be sanctioned appropriately:

Any Reckless Tackle

A Blatant/Cynical tactical foul

Any Act of Dissent

A clear/deliberate action that is impactful in delaying the restart of play

You can manage only when the match and the considerations for the offence allow (and you should manage IF YOU CAN).

Second Yellow Cards

Law Changes

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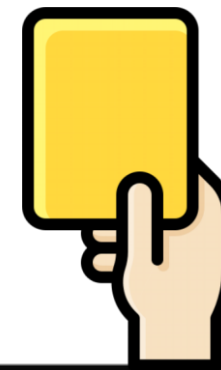
Interpretations

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Following a first yellow card any subsequent foul will **NOT ALWAYS** result in a second caution

Referees should judge each foul following a caution **independently**, whilst also considering whether the player is **persistently offending**

Clear yellow card offences should ALWAYS be sanctioned on-field, no matter whether the player is already cautioned



Upper Body Contact

Law Changes

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Interpretations

1. Managing Yellow Cards
2. Second Yellow Cards
3. **Upper Body Contact**
4. **Holding**
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Guiding principles

- Contact is an acceptable part of football – not every contact is a foul
- The level of contact and its impact
- Consider the defender's actions and attacker's actions (motivation)
- Emphasis of protecting player safety

Considerations

- Does the defender make a challenge?
- Is the ball played? By whom?
- Who makes the contact?
- Does the attacker instigate contact?

**Actions of
defender**

**Actions
(motivation)
of attacker**

**Degree of
contact**

**Consequence
of contact**



Holding

A holding offence occurs only when a player's contact with an opponent's body or equipment impedes the opponent's movement

Principles

- Referees will continue to consider the nature and impact of the action

Key terms

- **Material impact**
Opportunity for opponent to challenge for or play the ball
- **Non-footballing action**
An action that is clearly not an attempt to challenge for or play the ball
- **Extremeness of action**
Degree to which a holding action is a non-footballing act
- **Mutual holding**
Players engaged in simultaneous and similar actions – play on is the preferred outcome in most cases

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Acts of holding that have clear material impact and/or are extreme non-footballing actions must be penalised

Examples

1. **Sustained** and/or **impactful** holding
2. **Clear impact** on the opponent's opportunity to play or challenge for the ball
3. **Clear (extreme) non-footballing action with impact on the opponent's movement**
4. **Not looking at the ball**, only focusing on opponent and not challenging for the ball
5. Holding an opponent with **both arms**

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TIPS

1. Consider the match temperature
2. Manage early at Corner Kicks – set an expectation that you will be watching whether the players' eyes are on the ball or only on the opponent.
3. Don't use phrases like "high bar" or "threshold" or "for me" with players and coaches in relation to this. Use simple language like "Not enough" or "Needs to be stronger" or "He/She started it". Be truthful. Understand why you didn't give it.
4. Different considerations apply to trips and lower body contact

Handball

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HANDBALL

Interpretation

Principles

- Not every touch of a player's hand/arm with the ball is an offence
- Hand/arm position should be judged in relation to body movement in that particular situation
- Players are not expected to move with their arms by their side or behind their back

Interpretation

- A very clear deflection that results in a significant change in trajectory of the ball should carry greater weight than arm position when considering a handball offence
- However, touching another body part before contact with the arm does not automatically mean a handball cannot be penalised

No handball offence:

- Justifiable position/action
- Supporting arm
- Player plays ball onto own arm
- Clear change of direction when touched by same player
- Played by a teammate
- Close proximity

Handball offence:

- Deliberate movement of arm away from body
- Clear additional arm movement
- Arm position makes body bigger and is unjustifiable



HANDBALL

Accidental handball

It is an offence if a player scores in the opponents' goal:

- Directly from their hand/arm, even if accidental, including by the goalkeeper
- Immediately after the ball has touched their hand/arm, even if accidental

Mitigating factors

- Goal not immediate
- Goal scored by a teammate
- Ball not entering goal; however action of a defender results in an 'own goal'

Captains Only

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Law 3.10 (Team captain)

Only captain approaching the referee

Principles

- Normal interactions between all players and the referee are allowed and remain important
- Referee may invite captain and provide an explanation (not justification) for an important decision
- Captains are responsible for helping to direct their teammates away from the referee
- When the captain is a goalkeeper, a nominated outfield player may be invited by the referee

In Practice

- Referee to use clear 'stop' gesture with hand/arm
- Referee to invite captain only – gesture to imaginary 'armband'
- Referee to explain (not justify) an important decision
- Unacceptable behaviour by players, including the captain, and/or a teammate ignoring a captain's request will continue to be dealt with robustly



**Does not directly apply to NSW Competitions as not in Comp Regs
Strongly recommended it is used by refs as a management technique in
any case**

Allowance for time lost

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7. **Allowance for Time Lost**

CALCULATION OF ADDITIONAL TIME

More accurate calculation of additional time in line with IFAB guidance to enhance effective playing time.

| Incident | 2025/26 approach |
|---|--|
| Goal | Added time clock to start after 30 secs |
| Substitution | Exact time (play stopped to restart) |
| Injury | Exact time (play stopped to restart) |
| Penalty kick | Exact time (award to restart) |
| Delaying 2restart/ time wasting (e.g. 'ceremonial' free kicks, goal kicks) | Referee to make allowance based on match events |
| Red card | Exact time (red card shown to restart) |



Canterbury Referees Association

| Question |
|-----------------------------|
| Question 1 |
| Question 2 |
| Question 3 |
| Question 4 |
| Question 9 |
| Question 16 |
| Question 25 |
| Question 28 |
| Frieda |

Coaches & Managers Information Night – U13+



Canterbury Referees Association





Canterbury Referees Association





Canterbury Referees Association



Coaches & Managers Information Night – U13+



Canterbury Referees Association





Canterbury Referees Association





Canterbury Referees Association





QUESTIONS?

“Why is Cinderella so bad at soccer?”

Because she had a pumpkin for a coach.