HOW TO FILL OUT GAME MATCH CARD

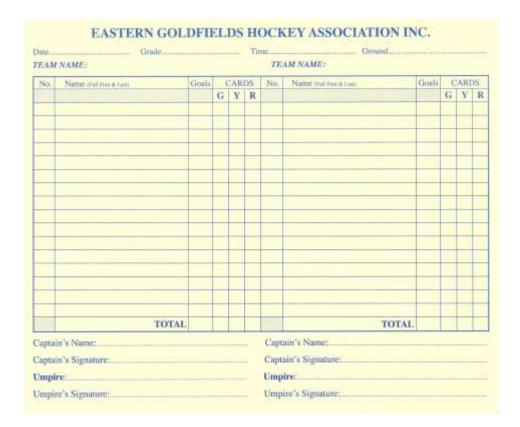
Eastern Goldfields Hockey Association Incorporated

Version 2018

STEP ONE

- To be completed by Club Team Manager or Coach or Captain

- ENSURE that "Shirt Numbers", "Players Names" and "Team Captain Name" is completed on the front of the card
- PLAYERS NAMES IN FULL "First & Last" are to be neatly printed on card to assist umpires and record keepers
- MANAGERS / COACH are reminded of requirement of By-laws regarding any incorrect names and that "Shirt Numbers" may not be duplicated.
- PERMIT PLAYERS please indicate with (*P) alongside the name of players where playing on Special Permits of the Association OR Granted by Opposing Coach/Captains
- IT IS NOT THE 'UMPIRES' JOB TO REVIEW ANY QUESTIONS ON BYLAWS, they are there to control the game and make report (if required) for the Association.



STEP TWO

- To be completed by Club Team Manager or Coach or Captain

Refer to Back of Card:-

TEAM PLAYER PERMITS

- These should be completed by the Team Managers/Coach AND/OR Captains
- Recommendation to complete prior to commencement of the game
- Should Include the Player's "Name & Club".
- <u>REMINDER</u> it is not the Umpires job to police this.
- <u>REMINDER</u> ensure that Permits is signed by Team Captains or Coach of both teams.

NAME/BEST PLAYER	VOTES	NAME/GOALS	QTY	NAME/BEST PLAYER	VOTES	NAME/GOALS	QTY	
	3				3			
	2				2			
	1				1			
							1	
EST ON GROUND	- ASSO	CIATION VOTING	i.					
3):		(2)			(1)			
ASSOCIATION INF	ORMATI	ON						
							-	
NAME OF UMPIRES MESSING				1000000000		LUB	QTY	
				Umpire One				
			Chilb 2	Umpire Two				
JMPIRE COMMEN	TS / REP	ORTS:						
NJURIES REPORT	This alread to	the accompanied by an Asparter	Report in July J	ren Lóquire Willeron				

STEP THREE

- To be completed by UMPIRES or (if in place) TECH-BENCH OFFICERS

UMPIRES / TECH-BENCH

- Check that match card has been correctly completed by Team Managers, Coach or Captain, with:-
 - Players Names and Shirt Numbers
- Check-off the number of players listed on the card match the number of players on the bench.
 - If advised by teams that a player will be late for the game, make a note and then ensure that should that player not front up for the game, that their name is removed (& Initial) in liaison with the Team Manager/Coach or Captain.
- Clear the bench of non-essential personel and spectators.
- In absence of a "Technical Bench" Determine which of your Umpiring Team, will be carrying & controlling the Match Card to record Scores and Control Cards etc.

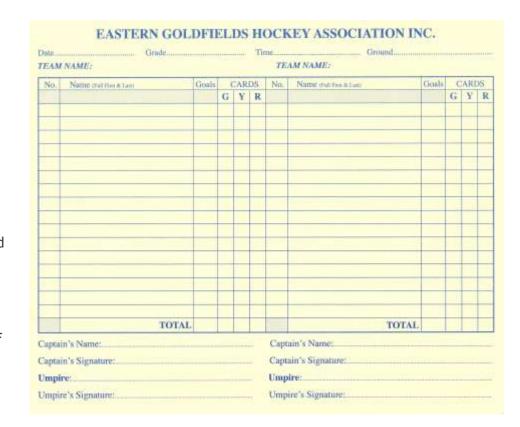


STEP FOUR

- To be completed by the UMPIRES - OR - (where in place) the TECH BENCH OFFICERS

FRONT OF CARD

- Record on Match Card
 - Goals
 - Issue of Control Cards
- Game Control Cards
 - Umpires in absence of Tech-Bench
 - Ensure record is kept on the issue of
 - Control the time penalties of own issued cards.
- Reminder PLAYER INJURY (Back of Card)
 - This may/will require liaison with Team Managers/Captains for records at end of the game.
 - Ensure record is made of injury for any future referral, should it be required.
- TOTAL THE MATCH SCORE at end of the game
- Obtain Signatures -from Team Captain OR Team Manager/Coach (if is a Junior Game) at the end of the game, to confirm acceptance game result. This to be done prior to allocating the Match Voting.

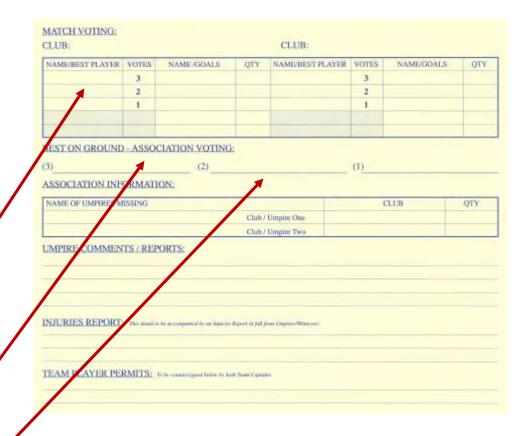


STEP FIVE

- Completed by the Umpires

AT THE CONCLUSION OF THE GAME

- Record the allocations of:
 - GOALS
 - Transfer the scorers from the front of the card to the back with their Goal Total
 - Should the number of scorers be greater than the available spaces provide, you may make a notation "Refer Front".
 - VOTES
 - CLUB BEST
 - Best (3 votes) through to 1 vote
 - BEST ON GROUND For Association Awards
 - Best (3 votes) through to 1 vote
 - ENSURE These are players are chosen from the "Club Allocations" - AND - ARE NOT "separate other players"



STEP SIX

- completed by the UMPIRES

AT THE CONCLUSION OF THE GAME

- Record of Missing Umpires
 - Record Club Name
- Record any Umpire Comments
 - If a 'replacement umpire', then comment with "Name and Club, replacing missing umpire/s"
 - Umpiring Reports
 - i.e. Report of Players (e.g. Red Cards) and/or Abuse by Players/Officials
 - Umpires should keep record of such report and follow up with written report to the Association within 48 hours of match conclusion
- Record of Injuries (if not completed by Tech Bench when in place)
 - Players Name, Club and Shirt Number
 - Nature of Injury (if known or provide a guide)
 - Name of Witness to injury

REMINDER - recommendation - that Voting is completed as last point after signing of card by Captains or Managers/Coaches

DO NOT FORGET - to fill in the MEDIA SHEET with details 'except' Association Voting.

NAME/BEST PLAYER	VOTES	NAME/GOALS	QTY	NAME/BEST PLAYER	VOTES	NAME/GOALS	QTY
	3				3		
	2				2		
	1				1		
EST ON GROUND	- ASSOC	TATION VOTING					
3)	CAMBOOK	(2)	*		(1)		
					(0)		
SSOCIATION INFO	RMAII	ON:					
NAME OF UMPIRES MISSING					CLUB		QTY
				Umpire One			
			Chib?	Umpire Two			
IMPIRE COMMEN	TS / REP	ORTS:					
ATTEMETE DEPONE							
NJURIES REPORT:	This areas in	he accompanied by an Asserter	Report in July	ren Lösporo-Hilleroor			

Thank You - Clubs and Umpires

Your support in ensuring that the Match Cards are correctly filled out will make the tasks of Association Record Keepers a lot easier

In addition, will ensure:

No Penalties to Clubs or Players for provision of incorrect information

A correct records of players who played the game is maintained

* Name on card is recorded as having played

That correct players receive the accolade acknowledgement (Voting & Goals) throughout the year, OR do not miss out receiving accolades due to an oversight through incompletion or incorrect completion

