

Local Tech Bench Instructions

A Tech bench will be used for the Finals series. For Grand Finals for all grades and Division 1 Semi and Preliminary finals, HAW will roster a person for the Tech Bench. For all other games each team is to provide an adult to the tech bench, and they are to remain in the Umpires dugout during the game.

A 3rd Umpire will be provided to control the interchanges.

Tech Bench Duties

- Abide by the officials code of behaviour
- Ensure that the clock is operating under Umpire instruction.
- Game times:
 - Division 1 four 15 minutes quarters with stoppages for penalty corners
 - Other senior divisions are 17 minute quarters with no stoppages
 - Juniors are 15 minute quarters with no penalty corner stoppages
 - Masters are 30 minute halves with no penalty corner stoppages
 - All games have injury stoppages at the discretion of the umpire. This is for safety of all players and dealing with an injured party on the field if required.
- Game times are the time for the games to START not for teams to finish warm up and then enter the field. Please ensure players/coaches etc are aware of this and that they are ready to start the game at their allotted time.
- Game clock is to be started at the allocated game time even if teams are not ready. Team captains are responsible and any undue delay by a team can result in the umpire giving the team captain a green or yellow card.
- Ensure the match book is completed by both teams and the player numbers match the book. Once completed, the match book is to remain in the Umpires dugout.
- Ensure asterisk, hash and circle players are marked correctly on the match sheet and that they enter the field of play as per the asterisk rules.
- Monitor manager, player and coach behaviour at the team bench and report any misconduct to the 3rd Umpire or the Director on duty to deal with.
- Manage any player penalties such as green and yellow cards. Note that the time penalty does not start until the player is actually seated.
- At the end of the game ensure the match book is signed by the team captains and umpires, and that the goals are recorded correctly.
- Ensure players waiting to go on the field as interchange do not exit the box until the player coming off the field is clear of the line. The exiting player must come off at the half way line of the field but does not need to come into the box.
- Only one coach is allowed on the side area of the field within the marked area in front of their dugout. If a Junior team has two coaches, they may apply for permission for the second coach.
- Only U12 and U14 coaches are allowed to escort interchange players to the interchange area. Other players are to take themselves to the interchange area. Interchange is to be effected as quickly as possible. U12 and U14 coaches are not allowed to coach from the interchange area, except for change in player positions instructions as part of interchange.