

SHL A POOL - TECH BENCH DUTIES

TECH BENCH

- Remember what's most important and hardest/impossible to fix/undo:
 - The clock
 - Too many players on the pitch
 - Suspension timings
 - Escalating bad behaviour
- Be alert, observant, and proactive in dealing with situations as much as possible
- Trust your colleagues, and concentrate on your job

TECHNICAL OFFICERS (TO)

- Be visible and be mobile and don't be distracted by paperwork, or speaking to the Judges when the game is 'on'.
- **Key responsibilities:** bench behaviour, suspensions, and substitutions
 - Work with the Umpires – important to be on the same page.
 - Indicate to Umpires when tech bench is ready to start each quarter.
 - Manage bench (mis-)behaviour.
- **Rapport with teams is imperative.**
 - This starts the moment they arrive.
 - Greet the team with a smile and introduce yourself by name.
 - Know the name of the managers and coaches on your game.
- **Manage situations.**
 - Do not over-officiate – try to step in only when required and identify when something 'matters' and when not-so-much.
 - Be proactive by anticipating what's to come.
 - Approach all your issues calmly and with respect – be relaxed and confident as this will filter through to the teams.

JUDGES

- Let the TO communicate with the teams (politely checking about goal-scorers is okay if needs be)
- **Clock judge:**
 - Keep a back-up timer, just in case...
 - If something goes wrong with the timing, keep calm, and let the TO know (they'll let the teams know) – using the back-up timer, the correct time on the clock should be able to be re-set.
- **Book judge:**
 - Check the Starting line ups etc have been entered in the book by both teams before the start of the game.
 - Check that the captain and bench personnel have been recorded.
 - Complete card reasons (for yellow cards) on the Play the Whistle Sheet.
 - The TO will get these off the umpires at half-time / after the match if confirmation is required.
- Support and assist the TO and don't get distracted.
- **Work together:**
 - At least one person always watching the game.
 - Communicate (even if you know they saw it too)
- Keep calm and if in doubt, ask.

Time Stoppages

- Time will be stopped for 40 seconds for initial PC only.
 - TOs will signal to the umpires the time left by raising hands signalling 20 (two closed fists), 10 (two open hands), 5 seconds (one open hand).
 - Umpires may penalise players if not ready within the 40 seconds.
- Time will be stopped to substitute a Goalkeeper.
- Time will be stopped for serious injury.

Persons allowed on the Team Bench

Only those people nominated in the team book:

- Up to five (5) substitute players and fully kitted Goalkeeper
 - Injured players who are named in the line-up are permitted to be on the bench (but must remain on the bench if named)
- Team Manager
- Coach
- Up to two additional Team Officials
 - The additional team officials can *either* remain on the bench for the match *or* only be present at half-time & before the match (cannot come-and-go)

Team Bench Etiquette

- Coach/Assistant Coach
 - **One** coach is permitted directly in front of their bench area.
 - Remain out of the path of umpires and do not interfere with play.
 - Not to discuss/comment on decisions to/with/at umpires during the game
 - The Coach may not enter the field of play during playing time under any circumstances but may do so during a shoot-out competition.
- Team Manager
 - They need to be always accessible to the TO so must be at the tech bench end of the team bench.
- Any other officials
 - Remain seated.
- Players
 - Remain seated inside the bench area except when substituting or warming up.
 - No hanging around out the front otherwise (straight to the bench after subbing)
 - Remain out of the path of umpires and do not interfere with play.
 - When warming up, **wear** a bib of a distinct colour.
 - Shin guards must be worn on pitch.
- Equipment, sticks, bags, etc inside the bench area please (not out in front)
- The Captain must wear a Captain's band or something that signals they are the captain for the match.
- Yelling at/about the umpires is not okay (anyone)
 - Complaining quietly amongst themselves or to TO is okay.
- Players warming up during the match are to do so between their bench and the backline **wearing a bib of different colour to teams involved in the match.**
- Vocal communication by team officials and/or players on the team bench must not be directed at the Technical Officials, the Umpires and / or the players of the opposition.

Team Manager Duties

- TO ensure you introduce yourself to the Team Manager at the beginning of each match.
 - Team manager to be accessible to the TO – their first priority is to be the liaison between TO and team, not filling drink bottles and helping or coaching players.
 - **Responsible for the conduct of all persons** occupying the team bench and must remain on the bench at all times.
 - Team Managers will be warned about acts of misconduct of any persons on their team bench by the TO on Duty.
 - If misconduct occurs after a Team Manager has been warned about acts of misconduct on their team bench, the TO on duty is empowered to order the person or persons involved to sit at the end of the team bench for the remainder of the game.
 - If the misconduct continues to occur after the person or persons have been advised to sit at the end of the team bench, they can be ordered to leave the team bench and remain in the team changing room for the rest of the match. After the match, the TO will report the circumstances to the Technical Manager who may take further disciplinary action.
 - Make themselves familiar with the Hockey Australia Concussion Policy, Toolkit, and Injury Management Workflow

Cards (temporary suspension)

- All Green and Yellow Cards are timed by the TO.
 - Use the game clock to manage this (note the time they sat down and work out time to return to play from that)
 - Be mindful of 5 vs 10-minute yellow cards – this should be signalled by the umpire.
 - If in doubt over colour/duration of card, check with umpire closest to the tech bench if possible.
 - Don't need to worry about PCs and suspensions here due to time-stoppage for PCs.
 - Players can leave the 'naughty chair' for quarter/three-quarter time & half time but must return after.
- Umpires may not necessarily stop time to give a card (though usually will).
- Manager can interact with suspended player.
- Suspended player can vocally support their teammates the same as if they were on the bench.
- Permanently suspended (Red Card) players should remain on the team bench where their behaviour can continue to be monitored.

Substitutions

- Substitutions are permitted at any time except within the period from the award of a penalty corner until **after it has been completed**; during this period substitution is only permitted for **injury to or suspension of the defending** goalkeeper.
- Time is stopped for substitution of goalkeepers but not for other substitutions.
- Players who are substituting will use a bib to pass to the player they are replacing and should not enter the field of play until after the player has left the pitch (but apply common sense, e.g., has it impacted play / have they gained an advantage)
- After leaving the field of play having been substituted, a player must immediately go to the team bench.
- Team Managers are responsible for the proper application of the substitution procedures.

Injuries

- If a player (field or GK) required treatment on the field, they must be removed from the match for a minimum period of two (2) minutes of **GAME TIME**
- Ensure blood is cleaned from player clothing before they return to the pitch or if not possible, the spare blood shirt should be used.
- Injury forms to be provided by the tech bench, if required.

Match Report

The TO is to ensure all details on the Match Report are completed at the conclusion of the game.

- Reason/s for Cards
- SHL Best and Fairest Votes
- SHL Play The Whistle Votes (and reasons if points have been deducted)
- Record details of any incidents/issues before/during/after the game.
- Complete the Checklists

The completed Match Report is to be filed in the Folder with the white Match Sheet from the Book. If there were any significant concerns, please take a pic of the match report and send to Alison Monk.

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