

Pre-Game Duties 2024

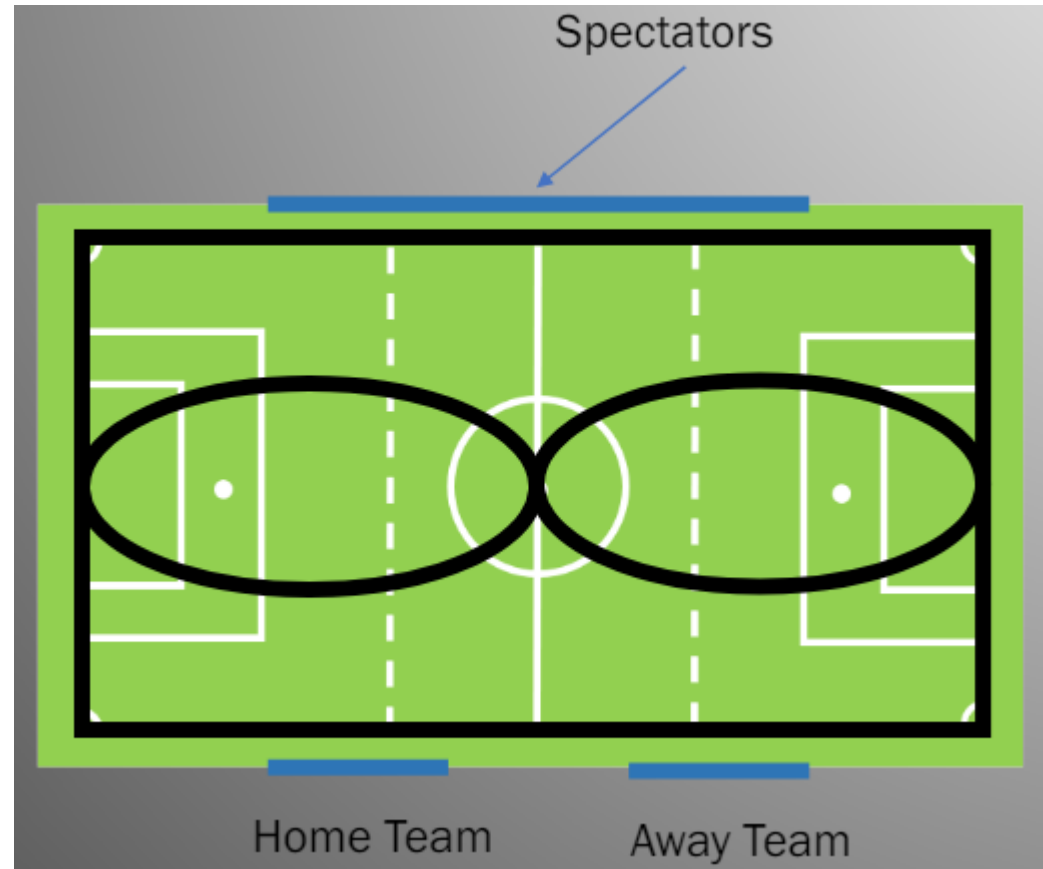
Referee Guide

Pre-Game Count down

Activity	Time Before Kick Off
Arrive at Field	20-25 minutes
Field Inspection	20 minutes
Introduction to Coaches (collect game balls&sheets see below)	15-17 minutes
Collect game sheets & Game Balls	15-17 minutes
Prepare referee Equipment (Whistle/notebook/pen)	10 minutes
Players' Equipment Check and handshakes	5-7 minutes
Coin Toss	2 minutes
Kickoff	0 Minutes

Field Inspection

- Check netting, corner flags, potholes, objects (figure 8 inspection)
- Spectators on opposite sides of teams or well back of the goal lines
- Teams and Coaches in the technical areas (opposite side of spectators)



The Technical Area

- We do not have benches, please keep teams at least 5-10 meters from center line
- Coaches never past center line, should remain with team, within 1 meter

9. The technical area

The technical area relates to matches played in stadiums with a designated sitting area for team officials, substitutes and substituted players as outlined below:

- the technical area should only extend 1 m (1 yd) on either side of the designated seated area and up to a distance of 1 m (1 yd) from the touchline
- markings should be used to define the area
- the number of persons permitted to occupy the technical area is defined by the competition rules
- the occupants of the technical area:
 - are identified before the start of the match in accordance with the competition rules
 - must behave in a responsible manner
 - must remain within its confines except in special circumstances, e.g. a physiotherapist/doctor entering the field of play, with the referee's permission, to assess an injured player
- only one person at a time is authorised to convey tactical instructions from the technical area

Coaches Introductions

Coach Introductions



Be Calm &
Confident



Keep It
Simple



Make It Quick



Equipment Check

5 minutes
before
kickoff

Lineup both
teams on
touch line
near
benches

Check for
the 5Ss

No Jewelry

- Check under
headbands
and around
the wrist

