



Team Volunteer Roles

Time Keeper

Objectives

- To act as the official keeper of time for the duration of the match.

Responsibilities

- Keep time for each quarter of the match
- Record on time cards the time taken to play each quarter
- Lodge completed time cards with the Team Manager after the game has finished
- Sound the siren in accordance with the procedures contained in the association / league rules and regulations
- Stop the clock used for timing of each quarter as required by the association / league rules and regulations
- Perform any other function as may be directed
- Reports to the Team Manager
- Liaises with the umpires and the timekeeper from the opposition team
- The Timekeeper is accountable to the Field Umpires officiating the game and the Team Manager

Umpires Escort

-

Blue Vest

Objective

- To ensure the safety of umpires.

Responsibilities

- Escort the umpires from their change rooms to the centre of the field prior to the start of each match.
- Escort the umpires from their assembly point on the field to their change rooms at half time.
- Escort the umpires from their change rooms to the centre of the field after the half time break.
- Escort the umpires from their assembly point on the field to their change rooms at the conclusion of the match.
- Stand with the umpires during the quarter and three quarter time intervals.
- Reports to the Team Manager.

Goal Umpire (Club)

Objective

- To umpire matches in accordance with the Laws of the Game

Responsibilities

- Determine whether a goal or behind has been scored
- Signal that a goal or behind has been scored after being given the all clear or touched all clear by a field umpire
- Record all goals and behinds scored by each team during a match
- Report any player or official who commits a reportable offence
- At the end of each quarter and at the end of each match, both goal umpires shall compare the score they have recorded.
- Liaise with all other umpires officiating in the match
- Reports to Field Umpire
- Accountable to the Team Manager

Boundary Umpire (Club)

Objective

- To umpire matches in accordance with the Laws of the Game

Responsibilities

- Determining whether a football is out of bounds or out of bounds on the full and signaling to the field umpire when that has occurred
- Throwing the football back into play if it has gone out of bounds, when directed to do so by a field umpire. No throw in required at Under 10 level.
- Determine whether a player has incorrectly entered the centre square (as indicated in the association/league rules and regulations)
- Bringing the football back to the centre square after a goal has been scored
- Advising the field umpire of any player or official who commits a reportable offence
- Liaise with all other umpires officiating in the match
- Reports to the Field Umpire during the match
- Accountable to the Team Manager

Match Day Manager - Yellow Vest

Objective

- To assist in ensuring a family friendly environment at all junior games

Responsibilities

- To remind parents and spectators of own club of the acceptable behaviour standards for junior games should a parent act outside of the league and clubs code of conduct.
- Liaise with opposition Match Day Manager in regards to opposition parents and or spectators acting outside the league code of conduct.
- Alert own Team Manager or club official (if Team Manager cannot be located) to any potential issues from crowd behaviour.
- Set a good example to other parents and spectators.
- Accountable to the Team Manager

Water Person - Green Vest (Under 12's and above)

Objective

- To provide water to players during the course of a game

Responsibilities

- To fill water bottles supplied by the coach or team manager prior to the commencement of the game and during the game if required.
- During the game the designated water carrier must not be within 15m of the coaching box at any time. Generally the two water carriers should separate and work alternative ends of the ground.
- The water carrier must not enter the 50m zone whilst the ball is in the area during shots at goal or kick outs.
- The water carrier must not be inside the centre square during centre square ball ups.
- The water carrier should deliver drink to players that require one and then to leave the area immediately. Loitering on the field of play may result in either a free kick to the opposition or the banishment of team water boys for the remainder of the match.
- Under no circumstances should the water carrier act as a coach on the field or deliver messages. Water carriers should not speak with opposition players during the match.
- Accountable to the Coach and Team Manager

Runner - Fluro Yellow or Orange Vest

Objectives

- To assist coach on match day by delivering messages to players during the match.

Responsibilities

- To deliver messages from the coach to players whilst each quarter is in progress.
- To deliver the message as quickly as possible and return to the coaches box immediately.
- The runner must not loiter on the ground.
- The runner must not interfere with any players or officials throughout the game
- The runner must be correctly attired in accordance with league requirements
- Liaise with Coach, Coaching Staff and Team Manager
- Reports to the team coach

Medical Trainer - Black Vest

Objective

- To provide medical treatment and advice to the Coach and players for the team allocated to his/her care.

Responsibilities

- Maintain a current First Aid and Sports Injury certificate.
- Develop/revise code of conduct regarding injury treatment for coaching staff and players.
- Ensure adequate supplies of strapping tape and medical supplies are available in accordance with Club policy.
- Wear appropriate attire as required by the Club.
- Be in attendance in the change rooms prior to the game at a time agreed upon with the team coach.
- Provide game day medical support to all players.
- Provide post game treatment of any injuries to players or advise players and or parents of any recommendation.
- Provide regular reports to the relevant coaches on the state of any injury to any player.
- Reports to the Coach and Team Manager
- Liaises with the President & Secretary to inform of any major injury.

Canteen Helper

Objective

- To assist the club at Home games only in the running of the canteen.

Responsibilities

- Report to Team Manager and Canteen Manager at least 20 minutes prior to the commencement of the game.
- Undertake tasks as allocated by the Canteen Manager, serving, cooking, cleaning etc.
- Accountable to the Canteen Manager and Team Manager

Set up and Pack up Volunteers

Objective

- To assist the club at the first and last Home games only in the setting up and packing up of each ground.

Responsibilities

- Reports to Team Manager at least 45 minutes prior to the commencement of any first game and at the conclusion of any last game on each oval.
- Undertake tasks as allocated by the Team Manager or Coach, ground check, goal post pads, scoreboard etc.

All families are required to volunteer their services to assist both their child's team and the club. The Bears appreciate the support of our families.