



## **Technical Directive for all teams competing in the WWCHA 2021 Winter Season**

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**10 minutes before the start of the game**, each official is to enter the dugout and make themselves acquainted with the other team official from the other team and the two umpires officiating in the game.

**At 5 minutes before the schedule start of the game**, the scoreboard clock is to be reset

***Scoreboard remote - To reset and clear the scoreboard from the previous game – Hold Down Button 3 (Bottom Left) until all numbers are cleared. Should this fail to work, press button 4 (Bottom Right) once and then Hold down Button C again.***

and start from 20 minute count down.

***Press Button 1 once and 20:00 will show up on the clock, then Press Button 4 (Bottom Right) once, to start time and the clock will begin to wind down***

Once the clock has started the team official are to collect their respective teams match score cards and take them back to the centre dugout.

**At least 3 minutes (18:00 on the clock) before the start of the game**, the umpires will walk out and ensure the teams are led out and ready to play at the 15:00 mark which is the schedule time and the start of the first quarter.

***(IF NEEDED - Press Button 4 once to pause time, Press Button 4 again to start time again on umpires whistle but umpires and teams need to ready to play – no time permitted wasting or delays).***

***REMEMBER – GAME TIME DOES NOT STOP FOR INJURIES OR CARDS DURING COMPETITIONS ROUNDS as per the local playing rules***

Team Tech Bench officials will be responsible for updating both the scoreboard and scorecard when a goal is score as well as assisting the substitutions are followed correctly.

***Press Button 1 (Top Left) once for the team at the dugouts on your left or Northern end***

***Press Button 2 (Top Right) once for team at the dugouts on your right or Southern end.***

***Goals can only be added to the scoreboard when time is running (ie counting down)***

***If a goal is added to the wrong side of the scoreboard, Press Button 3 (Bottom Left) once to remove the goal before pressing the appropriate button (1 or 2) to correct the scoreline***

***Button 3 (Bottom left) will only remove one goal from last side you added a goal.***

At the end of the first and third quarters, the team bench officials will be time the 2 minute break in the following way.

One person, at the ready (ie before the end of the period and after any Penalty corners that need to be completed, to start a running time from THEIR SMART PHONE through a timer or countdown clock app on their phone).

***The second person in the dugout, will adjust the scoreboard to 16 minutes (16:00) by pressing Button 1 (Top Left) once to show 20:00 and then pressing Button 2 (Top Right) four times to reduce time to 16:00 and start the game clock (Button 4 – Bottom Right) with the call of the first person from the smart phone after one minute of the break.***

During the 2 minutes breaks both teams are to stay on the field in front of their dugouts (unless prevailing weather conditions such as heavily precipitation suggest otherwise). Coach, manager and hydration officer are permitted to entry the field of play at this time.

The scoreboard clock to revert to 20 minutes (20:00) at the start of the traditional 5 minute half time break and both teams and umpires can leave the field and enter the dugouts as usual. ***Press Button 1 (Top Left) once to show 20:00, and press Button 4 (Bottom Right) once to start time.***

***At the start of the last quarter, technical officials are to move/raise the Red Wagga Hockey tear drop banner to outside of the dugout to indicate the final quarter for viewing public.***

***Team Bench Tech Officials are to complete the score cards where possible (ie enter results on the cards, print the umpires names and assist with their teams to get the match day captain to sign the cards and move the banner back inside the dugout to minimize time lost after the game).***

Also going forward with the responsibilities and duties, the teams' tech bench official on duty on the first games will be required to set and collect all equipment from the pump in order to get the matches underway. Ie the Scoreboard remotes, fold up table, and tear drop banner and high vis vest for their field of operation. Likewise, it will be the last teams of the night to ensure all equipment is returned to the storage in the pumpshed.

Our goal is to assist team officials, technical officials, umpires and team managers to work in partnership using common guidelines, to establish the best possible presentation of games for players and spectators. It is not the intention that technical officials be officious in their manner but they will 'people manage' to provide a positive outcome for everyone.

Outlined below are some points for all concerned to be aware of - this list is not exhaustive, but is considered a starting point.

For those of you who haven't managed or coached a team with formal technical arrangements a few points for your consideration:

1. Team Managers are required to sit at the tech bench end of the player dugout to enable the Technical Officer to speak to them without having to enter the dugout itself.
2. Teams are permitted to have 3 team officials in the dugout area - coach, assistant coach and a manager. Common sense should be shown by clubs when appointing these officials e.g. it is not appropriate to appoint a minor child as a team official to a senior team. **(The Technical Officer has the capacity to require a team official to leave the bench and the premise with the assistance of WWCHA management on duty, for misconduct)**
3. Team Managers are responsible for the behaviour of the coach/s and players on the bench-the Technical Officer will address any behaviour issues with the Team Manager.
4. Players suspended by the umpires (green or yellow card) are required to sit on the bench in the technical area. During the suspension time the player is not permitted to participate in the game. This includes **any** type of verbal communication. If the suspended player refuses to sit on the bench and/or behaves inappropriately, the Technical Official will delay the commencement of the suspension clock/or pause the suspension clock until the player is seated and quiet. Managers may wish to take a drink and/or jacket to the player on the bench but should not engage in lengthy conversation. Should the suspension run during the half time break the player is permitted into the player dugout during the break, but must return to the technical bench at the end of the half time break.

If a suspended player refuses to follow the directive from the technical official/or keep displaying poor behaviour after being asked to settle then the suspension can/ may be extended and/or the card issued may be upgraded.

Suspension time will not commence until the player is seated, and they must be seated for the duration of the suspension.

**Please note:** If the player is issued a red card they are required to leave the complex immediately.

5. Players and officials should not leave the team dugout during the play without first advising the technical bench.

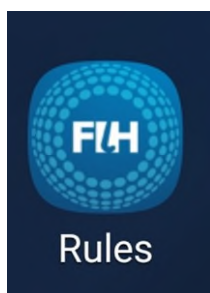
6. If as a result of an injury the umpire calls the team manager or first aid personnel onto the pitch the injured player must leave the field for a minimum of 2 minutes (goal keepers excluded).
7. Players (including team captain) and coach are not permitted to speak to technical personnel - this is the managers right and responsibility.
8. All warm ups should be conducted between the relevant dugout and the closest back-line.
9. Substitutions should take place within 3 metres of the half way line, further to this players who enter the field of play must wait for the existing player to come off before stepping onto the field of play.
10. Suspended players cannot return to the field of play during a Penalty Corner - the technical bench will advise when the player can re-enter the pitch.
11. Suspended players can be substituted immediately following the end of the suspension period-there is no need for them to return to the field prior to the substitution.
12. Players cannot be substituted during a Penalty Corner - the rules for determining when the Penalty Corner is over in this situation are the same as the rules pertaining to the end of a Penalty Corner at half or full time. If unsure please check with the technical officer before entering the playing area.

Note: The rule is different during the game. They must wait until the corner is over as per the rule book.

13. Injured players cannot be replaced during a Penalty Corner, except for the goalkeeper who can be replaced with a padded goalkeeper.
14. Players may be substituted at a Penalty Stroke and any player on the team card may take the stroke, providing they have already taken the field.
15. Team Managers are responsible for ensuring that all players are in the correct uniform, that the team captain is wearing an identifying band or ribbon and that the GK's smock is a significantly different colour to their own team and the opposition.
17. Managers should manage blood wounds/injuries proactively - i.e. they should sub effected players off to allow wounds to be covered prior to the technical bench requesting it.
18. Managers should be aware of local turf rules in relation to jewellery, bobby ins etc.
19. All team officials and players not in the field of play are to remain in the player dugout area during the game and are asked to refrain from leaving the dugout to 'ball fetch'

For those of you who haven't umpired with formal arrangements:

1. All suspensions are timed by the technical officials and they also control when a player can return to the pitch.
2. The behaviour of the bench will be managed by the technical officials - under no circumstances should umpires speak to team officials or players in the dugout area.
3. Please note it is not your responsibility to assist in 'ball fetching' for players during a game and you are asked to refrain from doing so within reason.
4. Please make sure you are aware of the guidelines in relation to goalkeeper substitution goalkeeper suspensions.
5. Technical officials are responsible for setting the time on the clock, adding scores, recoding goals, cards issued to players, injuries and that players have taken the field. Umpires are required to note the reasons for any cards given.
6. At the conclusion of the game the team captains must go to the centre dugout to sign the score sheets. Order of signing the sheets is captains, then umpires and the technical official to sign at the bottom as well. Everyone is to check that the information recorded on the sheets is correct.
7. It is also a good idea for technical officials to familiarise themselves with the rules of hockey. If you have the new rule book app then you will find this useful in having the rules readily available.



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# Score Board Remote – Basic Guide

The score board remote has only four buttons but in two modes.

Mode 1 – when there is time running (clock winding down)

Mode 2 – when there is no time or time is paused.

## **Mode 1 – When time is running (clock winding down)**

Button 1 (Top Left) – Adds one goal to the top left of the scoreboard each time it is pressed

Button 2 (Top Right) – Adds one goal to the top right of the scoreboard each time it is pressed

Button 3 (Bottom Left) – Removes one goal from the side of the scoreboard that was mostly recently added to.

Button 4 (Bottom Right) – Press it once and Game time is paused, pressed again game time continues to countdown.

## **Mode 2 – When there is no time or time is paused.**

Button 1 (Top Left) – Pressed once and 20:00 game time is added to the score board, pressed again, and another 20:00 game time is added to read 40:00, pressed for again for a third time another 20:00 game time is added. Pressed for a fourth time and the clock will revert back to 20:00 to start the process again.

Button 2 (Top Right) – Pressed each time and one whole minute (1:00) is deducted whatever time is currently on the scoreboard

Button 3 (Bottom Left) – Held down for 5 seconds will wipe all numbers (Goals and Game Time) off the scoreboard to leave a blank board. This must be cleared at the end of the day!

Button 4 (Bottom Right) – Same as other mode, press it once and game time will count down, press it again and time will be paused.