



COACHES AND MANAGERS HANDBOOK



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EXECUTIVE COMMITTEE

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Treasurer	Jack Sciara	treasurer@canterburylionsfc.com.au	0431 124 599
Registrar	Christina Gill	registrar@canterburylionsfc.com.au	0409 936 770

MANAGEMENT COMMITTEE

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Assistant Secretary	Vicki Costaras	vickicostaras@gmail.com	0415 842 972
Assistant Treasurer	Shaun Kilbane	shaunkilbane@bigpond.com	0404 299 664
MPIO / Co-Registrar	Christopher Luppino	cluppino@gmail.com	0414 497 396
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Canteen Manager	Mayoor Thievendram	mayoort@hotmail.com	0410 863 776






DISCIPLINARY COMMITTEE

Gaetano Sirna
Christina Gill
Daniel Stevenson
William Cox

OTHER ROLES

Women's Delegate	Jessica Cox
Referee's Delegate	Christina Gill
Game Leader Co-ordinators	Gianluca Aliberto John Moufarrege
FC Delegate 01	Gaetano Sirna
FC Delegate 02	Daniel Stevenson
Media Representative	Jack Sciara

KEY INFORMATION

<p>Club Website</p> <p>www.canterburylionsfc.com.au</p>	<p>Club Information & Resources Members Page Registration and Notices Events</p>
<p>Football Canterbury (FC) Website</p> <p>www.footballcanterbury.com.au</p>	<p>Match Draws Changes to Draws / Venues Park Closures Game Cancellations Wet Weather - Park Closures & Grievances</p>
<p>Secretary</p> <p>Bridget Carson</p>	<p>All official club correspondence All Red / Yellow card matters Football Canterbury Judiciary Appeal Club Disciplinary Procedures & Grievances</p>
<p>Dribl App</p>  	<p>Coaches and Managers must download the Dribl app and register. Team and game information is contained within this app.</p> <p>Refer to the Canterbury Lions FC Dribl Manual for instructions on how to use Dribl.</p> <p>Game day “Match sheet” requirements are included in the Dribl Manual. Please familiarise yourself with the requirements and deadlines associated with game day as penalties and fines will be issued for noncompliance.</p>
<p>Member Protection Information</p>	<p>Queries or concerns related to the safety and the well-being of the clubs’ members, including children.</p> <p>All Club Coaches, Managers over 18 are to apply for the WWC via the Services NSW and provide the details to the Member Protection Officer.</p>
<p>Football Canterbury Rules of Association 2024</p> 	<p>Football Canterbury Rules of Association Football Canterbury Judiciary Disciplinary Appeals Regulations Game Change Request Social Media Policy Code of Conduct – Applies to all officials, players, and spectators.</p>
<p>Socials</p>  	<p>Follow our socials via Facebook and Instagram</p> <p>www.instagram.com/canterburylfc www.facebook.com/CanterburyLFC</p>
<p>General Enquiries</p>	<p>Website queries, new stories, social media posts.</p> <p>Email: info@canterburylionsfc.com.au</p>

PLAYING THE GAME (MINIROOS CLUB FOOTBALL)

All Coaches and Managers should familiarise themselves with this document. Small but significant changes are often made to these rules every year; please ensure you review for possible revised rules. Coaches of U6 to U12, ensure you are familiar with the small sided games rules.

Match Results and Points Tables

The recording of match results for U8 to U12 teams is conducted solely to assign teams to appropriate leagues, ensuring the most enjoyable experience for all players.

Under no circumstances will match results be published publicly by Member Federations, Local Associations, or local clubs. Points tables are not applicable in Under 8 to U12 football and do not exist.

NATIONAL PLAYING FORMATS AND RULES UNDER 6 & 7

Playing Formats

The number of players	Four (4) -a -side including a goalkeeper Maximum of three (3) substitutes
The field of play	30m x 20m
Goal Size	2m wide x 1m high
Ball Size	Size 3
Duration of the game	20 min halves Minimum 5 min half time break
Penalty area	No penalty area required

Goal Type

It is preferable that pop-up style portable goals are used where possible however, the use of poles or markers as goals is also suitable.

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using pop-up style portable goals.

For more information on Australian Safety Standards please visit <https://www.productsafety.gov.au/>.

Goalkeeper

- There are no goalkeepers in Under 6 & 7.
- It is the responsibility of the Game Leader to discourage children from permanently standing in front of the goal.

Offside

- There is no offside rule in Under 6 & 7.
- Game Leaders should strongly discourage children from permanently standing in blatant offside positions.

Ball Crossing the Touch Line

- There is no throw in.

- A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play.
- Opponents must be at least 5m away from the ball until it is in play.
- The ball must touch a team mate before a goal can be scored.

Ball Crossing the Goal Line

- There is no corner kick.
- Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play.
- Opponents must retreat to the halfway line and can move once the ball is in play.
- The ball must touch a teammate before a goal can be scored.

Fouls and Misconduct

- Indirect free kicks are awarded for all acts of handball or fouls and misconduct.
- Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play.
- If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.
- Free kicks should be awarded as appropriate.

NATIONAL PLAYING FORMATS AND RULES

UNDER 8 & 9

Playing Formats

The number of players	Seven (7) -a -side including a goalkeeper Maximum of four (4) substitutes
The field of play	Minimum: 40m long x 30m wide Best Practise: 45m long x 35m wide Maximum: 50m long x 40m wide
Goal Size	3m wide x 2m high
Ball Size	Size 3
Duration of the game	20 min halves Minimum 5 min half time break
Penalty area	5m deep x 12m wide

Goal Type

Portable goals should be used where possible; however, using poles or markers as goals is also suitable.

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. **The use of sandbags or pegs is recommended when using portable goals.**

For more information on Australian Safety Standards, please visit <https://www.productsafety.gov.au/>.

Offside

- There is no offside rule in Under 8 & 9.
- Game Leaders should strongly discourage children from permanently standing in blatant offside positions.

Goalkeeper

- The goalkeeper is allowed to handle the ball anywhere in the penalty area.
- To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet within 6 seconds.
- The goalkeeper is **not allowed** to kick or drop kick the ball **directly from their hands**.
- Opponents must be at least **10 metres outside the penalty area** and cannot move inside the penalty area until the ball is in play.
- The ball is in play once it moves out of the penalty area.
- An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been **deliberately** kicked to them by a teammate.

Ball Crossing the Touch Line

Throw in.

- The player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head.
- The thrower must not touch the ball again until it has touched another player.
- Opponents must be at least 5 metres away from the ball until it is in play.

- The ball is in play once it enters the field of play.
- A goal cannot be scored directly from a throw in.

Ball Crossing the Goal Line after Touching the Defending Team Last

Corner kick.

- A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.
- Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.
- A goal may be scored directly from a corner kick.

Ball Crossing the Goal Line after Touching the Attacking Team Last

- Goal kick from anywhere within the penalty area.
- Opponents remain at least 10 metres outside the penalty area until the ball is in play.
- Game Leaders should not restart play until they are satisfied that all opposition players are at least 10 metres outside the penalty area.
- The ball is in play once it's kicked directly out of the penalty area.

Fouls and Misconduct

- **Indirect free kicks are awarded for all acts of handball or fouls and misconduct.**
- Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.
- An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.
- For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8-metre penalty mark with only a goalkeeper in position.
- All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

Fouls and misconduct are:

- **kicks** or *attempts* to kick an opponent
- **trips** or *attempts* to trip an opponent
- **jumps** at an opponent;
- **charges** at an opponent;
- **strikes** or *attempts* to strike an opponent;
- **pushes** an opponent;
- **tackles** an opponent **from behind** to gain possession of the ball;
- makes contact with the opponent *before* touching the ball;
- **holds** an opponent;
- **spits** at an opponent;
- **handles** the ball **deliberately**;
- **plays in a dangerous manner**; and
- **impedes** the progress of a player

NATIONAL PLAYING FORMATS AND RULES

UNDER 10, 11 & 12

Playing Formats

The number of players	Nine (9) -a -side including a goalkeeper. Maximum of five (5) substitutes
The field of play	Minimum: 70m long x 50m wide Best Practise: 65m long x 45m wide Maximum: 60m long x 40m wide
Goal Size	5m wide x 2m high
Ball Size	Size 4
Duration of the game	25 min halves Minimum 5 min half time break
Penalty area	10m deep x 20m wide

Goal Type

Portable goals should be used where possible; however, using poles or markers as goals is also suitable.

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground.

The use of sandbags or pegs is recommended when using portable goals.

For more information on Australian Safety Standards, please visit <https://www.productsafety.gov.au/>.

GoalKeeper

- The goalkeeper is allowed to handle the ball anywhere in the penalty area.
- To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.
- The goalkeeper is **not allowed to kick or drop kick** the ball **directly from their hands**.
- Opponents must be at least **10 metres outside the penalty area** and cannot move inside the penalty area until the ball is in play.
- The ball is in play once it moves out of the penalty area.
- An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been **deliberately** kicked to them by a teammate.

Ball Crossing the Touch Line

Throw in.

- The player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head.
- The thrower must not touch the ball again until it has touched another player.
- Opponents must be at least 5 metres away from the ball until it is in play.
- A goal cannot be scored directly from a throw in.

Ball Crossing the Goal Line after Touching the Defending Team Last

Corner kick.

- A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.

- Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.
- A goal may be scored directly from a corner kick.

Ball Crossing the Goal Line after Touching the Attacking Team Last

- Goal kick from anywhere within the penalty area.
- Opponents remain at least 10 metres outside the penalty area until the ball is in play.
- Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area.
- The ball is in play once it is kicked directly out of the penalty area.

Offside

- The official offside rule (Law 11, FIFA Laws of the Game) does not apply to Under 10, 11 & 12. Goals can be scored from the offside position.
- Game Leaders should direct players permanently standing in blatant offside positions to move into onside positions.
- Children should be made aware of the official offside rule during training and be encouraged to always adopt this philosophy during the game.

Fouls and Misconduct

- **Indirect free kicks are awarded for all acts of handball or fouls and misconduct.**
- Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.
- An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.
- For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8-metre penalty mark with only a goalkeeper in position.
- All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

Fouls and misconduct are:

- **kicks** or *attempts* to kick an opponent
- **trips** or *attempts* to trip an opponent
- **jumps** at an opponent;
- **charges** at an opponent;
- **strikes** or *attempts* to strike an opponent;
- **pushes** an opponent;
- **tackles** an opponent **from behind** to gain possession of the ball;
- makes contact with the opponent *before* touching the ball;
- **holds** an opponent;
- **spits** at an opponent;
- **handles** the ball **deliberately**;
- **plays in a dangerous manner**; and
- **impedes** the progress of a player

NATIONAL PLAYING FORMATS AND RULES

ALL AGE GROUPS

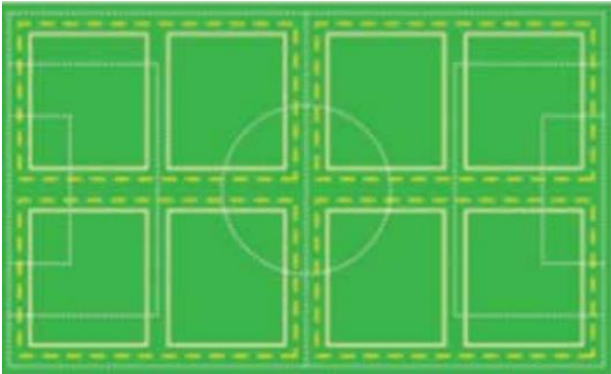
Field Layouts

Fields are easy to set up and only take a few minutes.

The below diagrams outline how pitches should look when setup on a full-size football field:

Under 6 & 7

Up to 8 pitches on a full-size football pitch

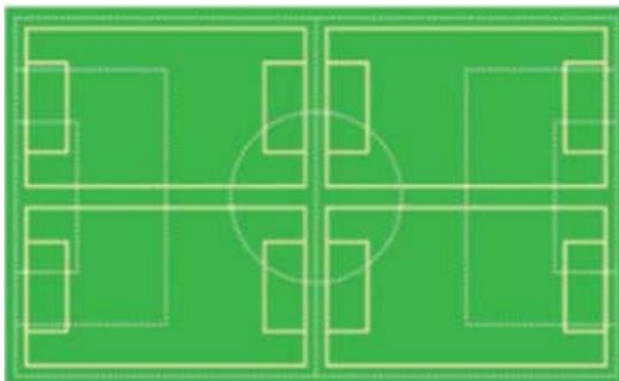


Maximum of 2 pitches on a full-size football pitch.



Under 8 & 9

Up to 4 pitches on a full-size football pitch



Alternatively, 1 pitch can be setup penalty box to penalty box.



Under 10, 11 & 12

Field Marking

- Cones, markers, or painted line markings are suitable.
- This includes the penalty areas in the U8 to U12 age categories.

Start of Play and Re-start After a Goal

- Pass to a teammate from the middle of the half way line.
- All players must be in their own half of the field of play.
- Opponents must be at least 5 metres away from the ball until it is in play.
- The ball must touch a teammate before a goal can be scored.

Ball In and Out of Play

- The ball is out of play when it has wholly crossed the goal line or touch line on the ground or in the air, or when the Game Leader have stopped play.

NATIONAL PLAYING FORMATS AND RULES

Method of Scoring

- A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.
- When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Shin Guards

- Shin guards **MUST BE WORN** by all players without exception.

Concussion

- Any player suspected of suffering from concussion should be examined by a medical practitioner before returning to play. As a rule; **“If in doubt, sit it out.”**

Substitutions

- Players may be rotated on and off the field at any time during the game.
- A coach/parent may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on.
- Equal playing time should be a priority ensuring all players regardless of age, gender and/or ability get to take the field.

Regular rotation of players is key. Kids do not register to watch football – they just want to play! If there is space on the sidelines, substitutes should be encouraged to set up small-sided games or practice their skills in a designated area, not interfering with play.

Game Leaders

Each game is to be controlled by one Game Leader.

The main role of the Game Leader is to:

- keep the game moving fluently,
- limit stoppages and
- assist players with all match re-starts.

Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement.

The Game Leader can be a club official, parent, older child/player, or beginner referee and should always be enthusiastic and approachable. Most importantly, remember the children are learning the game – be flexible and patient.

The Game Leader should:

- Encourage all children to have fun and different children to take re-starts;
- Ensure the correct number of players are on the field;
- Discourage players from permanently over-guarding the goal;
- Check all players are wearing shin guards;
- Use a “Ready, Set, Go” prompt to encourage quick decisions when restarting play;
- Encourage children to dribble or pass ball to team mates rather than kick the ball long;
- Ensure the opposing team is at least 5 metres outside the penalty area for all goal line restarts;
- Ensure team officials and parents create a safe, enjoyable, and positive playing environment for the children;
- Encourage children to be involved in all aspects of the game, attacking, and defending;
- Award free kicks as appropriate to help children learn the rules and consequences of committing fouls;
- Explain the rules to players and why a free kick has been awarded;
- Let the game flow and give instruction to all players on the run where you can;
- Praise and encourage both teams; and
- Be enthusiastic and approachable.

Game leaders are encouraged to undertake a free FFA Certificate prior to start of the season.

TRAINING AT CROYDON PARK & LEES PARK

All teams will be allocated at least time slot to train during the week. Allocation / field size is dependent on the age group. Additional time slots can be allocated, if available, after all teams have been allocated.

Please adhere to the training schedule so that you do not impose on other teams.

The training allocation form will be handed out or emailed to all coaches / managers. It is your responsibility to fill this in and return to the Executive Committee as soon as possible, preferably before the season commences 1st March 2024.

You will be notified via email as to the field and time slot you have been allocated for the season. Unfortunately, not everyone will receive their preferred choice, hence the importance of selecting 2 preferred time slots and field options.

WET WEATHER PROCEDURE

Croydon & Lees Park Training -

Go to fieldav-public.cbcity.nsw.gov.au search for the field. Council usually finalises updates by 3pm.

If the council has closed either Croydon Park or Lees Park, you **must not** use the fields, as the Club will incur a fine from the council for not following directives.

Game Day –

Dribl will be updated with park closures. Fines are incurred if teams don't show because they rely on another source.

If in doubt show up. Parks can be closed by the referee, or host club, if they deem the field unsafe.

TEAM MANAGER CHECKLIST

Pre Match

- Ensure all players are aware of the game time and location.
- Ensure all players are registered and appear on the Dribl app under your team. If not, please check with the [Club Registrar](#) and provide the player's registration details.
- A player not appearing on the Dribl team sheet is not insured and therefore not allowed to play.
- In Dribl select the players playing in the game, enter the jersey numbers and submit.
- Confirm the opposition team.
- Once both teams have submitted and confirmed the referee will check the ID cards of both teams.
- In Dribl select Referee Verification and confirm/verify the referee and the assistant referees listed on the match sheet is "present" by selecting the green tick ✓ next to the name or "not present" by selecting the red X.
- **Referees are now paid electronically** by the club for U13 and up. U10 to U12 please refer to [Referee Weekly Reimbursement \(U10 to U12\)](#).

Note: If a referee is unavailable, team officials must check the opposition's ID cards.

If a referee is not present 15 minutes before kick-off it is the home team's responsibility to organise and provide a referee and enter their details into Dribl. The away team needs to approve the substitute referee. (see Football Canterbury 2024 Rules Of Association)

Refer to Appendices - Dribl Manual or [Game Day Instructions videos by Dribl](#)

During Match

- Stay inside the technical area.
- Keep time (if requested)
- Assist the coach with substitutes, first aid etc
- Managers and coaches **must** wear their match official vests on the bench.
If you have not received your vest, please contact Michel Ayoub, CLFC Gear Manager.
- Ensure you wear the vest, as failing to do so may result in the Club being fined, and this fine will be forwarded to your team.

Post Match

- Results / Scores must be entered into the Dribl app upon match completion. If this is not done the club will receive a fine from Football Canterbury, which will be forwarded to your team.
- If you enter the wrong score in Dribl, it may get amended by FC or the CLFC competition secretary. This is ultimately at the discretion of FC.

IMPORTANT -Check the score with the referee and confirm this with the opposition **BEFORE** leaving the field.

If you are playing at home and are the first or the last team scheduled to play on the field, the teams are responsible for assisting with setup or packing up of the field. (Put up / take down nets, cones, benches etc and placed into storage area.

Match Sheet Fines - The club passes all imposed fines by Football Canterbury on to the managers of the respective teams.

COACHES CHECKLIST

Pre Match

- Ensure all intended players are present. (Min of 7 players for U13 to seniors.)
- Ensure players are dressed correctly – no jewellery of any kind, including watches. Ensure shin pads are worn, and shirt numbers are visible and intact.
- Warm up players with stretches, sprints, ball drills etc
- Ensure the match ball is pumped (Home team is responsible for providing a match ball(s), but always have them on hand).

During Match

- Substitutes and team officials are to stay inside the technical areas. Do not enter the field without the permission of the referee. Advise the referee when you intend to interchange players and wait for the referee to signal you.
- When interchanging, ensure players on the field leave from the closest point and the substitute enters the field from the halfway line.
- Ensure the interchanging player does not enter the field until the other player has come off the field and is in the technical area.
- Attend to all injuries promptly. Players sustaining serious injuries should not be moved until an ambulance arrives.
- Provide instructions and encouragement to players on the field.
- Ensure all team officials, players and spectators are aware of and abiding by the codes of conduct.

Post Match

- Ensure all players are good sports and they shake hands with the opposition. Model this by shaking hands with the opposing team's coach.
- Collect the match ball.
- Gather the team and provide a briefing with positive feedback.

If you are playing at home and are the first or the last team scheduled to play on the field, the teams are responsible for assisting with setup or packing up of the field. (Put up / take down nets, cones, flags, benches etc and place them into storage area)

MATCH FORFEITS (DRIBL UPDATE)

In the event your team is unable to play, you must:

- In the event of a forfeit, you must notify the **club 72 hours before the match**.
- Forfeits must adhere to the Football Canterbury 2024 rules of the association. Notifications must be completed via Dribl **48 hours before the match** otherwise, the **team will be charged a penalty fee**. Within the Dribl match sheet, is a request to forfeit the match.
- Failure to provide notice incurs total referees' expenses and a fine in accordance with the Association's Schedule of Fines current at the time. These fines will be passed onto the forfeiting team.
- CLFC reserves the right to refuse further allocation of fixtures to the team which forfeits a fixture until a fee set annually by the EC has been deposited with the Association.
- Teams forfeiting on two consecutive occasions without satisfactory explanation may be removed from the competition at the discretion of the EC, and the team fined in accordance with the Associations' Scheduled Fines current at the time.
- The fine will be imposed on the respective team.
- Further information can be found at [Football Canterbury](#).

CLUB DISCIPLINARY COMMITTEE

In alignment with Football Canterbury District Rules of Association, which includes Code of Conduct for officials, players and spectators, the Association levies sanctions, and fines for various misconducts. These form part of the terms and conditions of registering as a member of CLFC.

CLFC believe that this is not reasonable for the club and its members to accept responsibility for the poor behaviour of a few and will be directing any such disciplinary action or fines received by CLFC back to the responsible individual or teams.

How will this affect you?

The club receives reports from various sources about the misconduct of players, parents, coaches, managers, and officials. These people may need to front the internal club Disciplinary Committee. These hearings will take place at a suitable time and location deemed by the club. The club will contact individuals that need to attend these hearings with a time and place they are required.

CLFC will hold responsible, the offending individual or teams, all fines and disciplinary actions handed down by Canterbury District for offences committed.

Including, but not limited to the below;

- FA Code of Conduct
- FA National Member Protection Policy
- FA National Spectator Code of Behaviour
- FA National Coaches Code of Ethics
- Laws of the Game
- Football Canterbury Rules of Association
- Football Canterbury Judiciary Disciplinary Appeals Regulations
- Red Card fines imposed by the Association will be transferred to the offender.

1st offence incurs \$50, the offender will not be able to participate in any further games until the fees have been paid in full.

2nd offence is \$75, the offender will not be able to participate in any further games until the fees have been paid full.

A \$5 admin fee for red card infringement/fine and an additional \$10 (total \$15) should the player/team fail to pay the fine by the due date

For repeat or serious offenders of the Canterbury District "Code of Conduct" rules, individuals will be required to appear before the CLFC disciplinary committee. It is within the club's discretion to impose further suspensions and or fines.

- CLFC also reserve the right to de-register any player who brings the club into disrepute.
- Appeals against actions taken and fines imposed by CLFC must be submitted in writing within 24 hours and addressed to the [President](#) of CLFC and sent to the Club [Secretary](#).

To further assist in understanding your responsibilities, please refer to our website.

MATCH SHEET INFORMATION

- Scores must be entered into the Dribl app upon completion of the match. The club will receive a fine from Football Canterbury which will be passed onto your team.
- Ensure all players are registered and appear on the Dribl app under your team. If they are not, please check with the [Competition Secretary](#) and provide the registration details of the player.
- If a player on your team is suspended, they will be considered invalid on the Dribl team sheet until Football Canterbury lifts the suspension.

Important:

Whether you are playing away or at home you need to enter the score into the Dribl immediately after the game. Check the draw via the Dribl App including the day before your match for amendments such as cancellation, forfeit, location, and time.

SMALL SIDE FOOTBALL GRADING PROCEDURE

AGES 8 TO 12

The district follows the National Small-Sided Football curriculum.

The philosophy of small-sided football is to not have these age groups play on a competitive basis. Game results will not be published on the league tables. Teams are still required to submit the scores in the Dribl App immediately after each game. The Small Sided Games Grading Committee will review the results to sense the playing level in each division. The grading committee will undertake a review of the placement of the teams in the various pools.

The senior coach will assist in the age groups of U8 to U12 to determine which division will best suit them at the beginning of the season.

The grading committee will review after Round 9 of the season, regardless.

COACHES CODE OF CONDUCT

1. Remember that junior players participate for pleasure and winning is only part of the fun.
2. Never ridicule or yell at a junior player for making a mistake or not winning.
3. Be reasonable in your demands on players' time, energy, and enthusiasm.
4. Operate within the rules, spirit of the game, and teach your players to do the same.
5. Ensure that the time players spend with you is a positive experience. All junior players deserving of equal attention and opportunities.
6. Avoid overplaying the talented players; the just average need and deserve equal time.
7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
8. Display control, respect, and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents, and spectators. Encourage your players to do the same.
9. Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
10. Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.
11. Any physical contact with a junior player should be appropriate to the situation and necessary for the player's development.
12. Respect the rights, dignity and worth of every young person regardless of their gender, ability, Cultural background, or religion.

MANAGERS & OFFICIALS CODE OF CONDUCT

1. Modify rules and regulations to match the skill levels and needs of young people.
2. Compliment and encourage all participants.
3. Be consistent, objective, and courteous when making decisions.
4. Condemn unsporting behaviour and promote respect for all opponents.
5. Emphasise the spirit of the game rather than the errors.
6. Encourage and promote rule changes, which will make participation more enjoyable.
7. Be a good sport yourself. Actions speak louder than words.
8. Keep up to date with the latest trends in officiating and the principles of growth and development of young players.
9. Remember, you set an example. Your behaviour and comments should be positive and supportive.
10. Place the safety and welfare of the participants primarily.
11. Give all young people a 'fair go' regardless of their gender, ability, cultural background, or religion.

REFEREES PAYMENTS (U13 AND UP)

Referees and Assistant referees must be confirmed in the Dribl App **BEFORE** each game starts. Please comply with this requirement to ensure the game proceeds. In Dribl select Referee Verification and confirm/verify the referee and the assistant referees listed on the match sheet is "present" by selecting the green tick ✓ next to the name or "not present" by selecting the red X.

In the event of a forfeit, where a team fails to show up for a game, the opposing team **IS NOT** obligated to pay the referees in attendance. The forfeiting club will be liable to pay the referee and assistant referee fees payable to the to the CRA. Ensure that the forfeit has been recorded correctly in the Dribl App.

Refer to Appendices - Dribl Manual or [Game Day Instructions videos by Dribl](#).

REFEREE WEEKLY REIMBURSEMENT (U10 TO U12)

1. Nominated a team member preferably the manager.
2. Before the season commences, complete the [Referee Fee Reimbursement Policy](#) (Bank Details) and return it to treasurer@canterburylionsfc.com.au.
3. Ensure timely completion of the CLFC [Game Official Payment Receipt](#). Email the completed form to treasurer@canterburylionsfc.com.au every Sunday before 9pm to prevent payment delays.

REFEREES FEES

*SSG (GAME LEADERS) ARE PAID VIA THE CANTEEN FOR HOME GAMES.

Age Groups	Referee Fee	Assistant Referee Fee
Under 10	\$15*	N/A
Under 11	\$15*	N/A
Under 12	\$15*	N/A
Under 13	\$20	\$10
Under 14	\$20	\$10
Under 15	\$25	\$15
Under 16	\$25	\$15
Under 18	\$35	\$17.50
Under 19 (MIL+WIL)	\$40	\$20
All Age	\$40	\$20
Over 35's	\$40	\$20
Over 45's & 50's	\$40	\$20
BBC / GMT	\$45	\$22.50

HOUSEKEEPING RULES

Gear

You will be issued with training equipment for your team. Coaches and Managers are responsible for the proper use and maintenance of this gear.

All club equipment (bibs, cones, balls) remains the property of Canterbury Lions FC and **MUST** be turned in at the end of the season.

Nets and Benches

If you are the last team scheduled to play at either park, it is the team's responsibility to assist with packing up. This includes taking down nets, cones, flags, benches etc and placed into the storage area.

Small Sided Fields

If you are the last team scheduled to play at either park, it is the team's responsibility to assist with packing up. This includes taking cones, flags etc and placed into the storage area.

DUTY OF CARE / SUPERVISION OF YOUR CHILD

Child minding is **NOT** the responsibility of the coach or manager. Parents must ensure that their child has someone to pick them up after training and on game day.

APPENDICES

Dribl Manual





STEPS

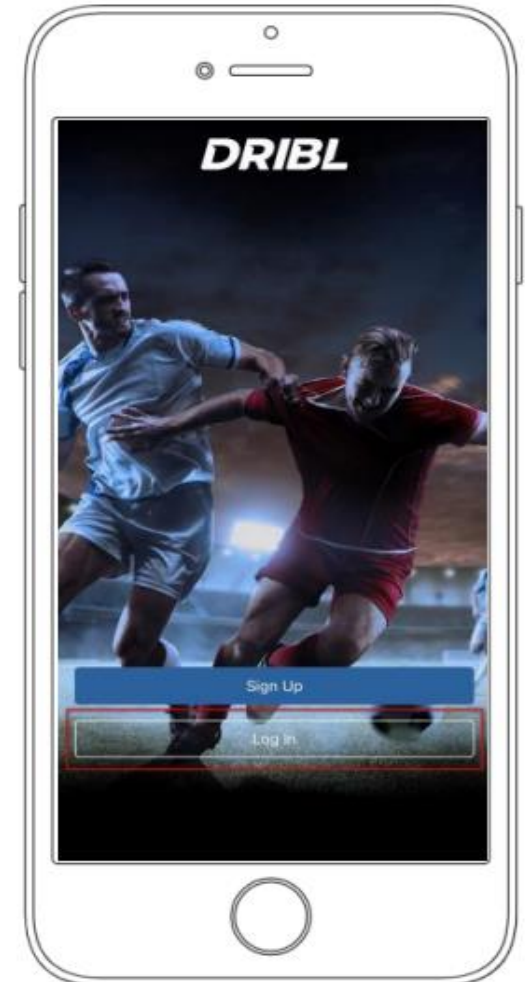
- 01 Download the DRIBL App / Registration**
- 02 Select Your Club & Team**
- 03 Events Page**
- 04 Match Sheet – Before the Match**
- 05 Match Sheet – Player Information**
- 06 Match Sheet – Adding a Borrowed Player**
- 07 Match Sheet – Submit Your Team**
- 08 Match Sheet – Confirm Opposition Team**
- 09 Match Sheet – Referee Verification**
- 10 Match Sheet – Entering Officials**
- 11 Match Sheet - Enter Score**
Match Sheet - Forfeit Request

STEP 01

Download the DRIBL App / Registration

- Please register. You can do this by following the [guide here](#).
- Your Login and Password have already been set up via the activation email sent to you from dribl.com
- Enter your email address and password
- If you have forgotten your password, hit the Forgot Password link to reset your password. This will send you a reset email to your registered email address.

[Detailed step by step, please click here](#)



STEP 02

Select your Club & Team

- Click on the following icon at the bottom of the screen
- Select Add a Team
- Select Canterbury Lions FC
- Select your team
i.e. Canterbury Lions FC 11 06 Mixed



[Detailed step by step, please click here](#)

STEP 03

Events Page

- Scroll down to find your upcoming match
- On this page, you will find the match details, a map of the field location and both teams' form
- Via WhatsApp, notify the parents of the upcoming game details. Opposition team, location, time etc.

Important Information

Home Team – The first team, as listed on the fixtures list

Away Team – The second team, as listed on the fixtures list

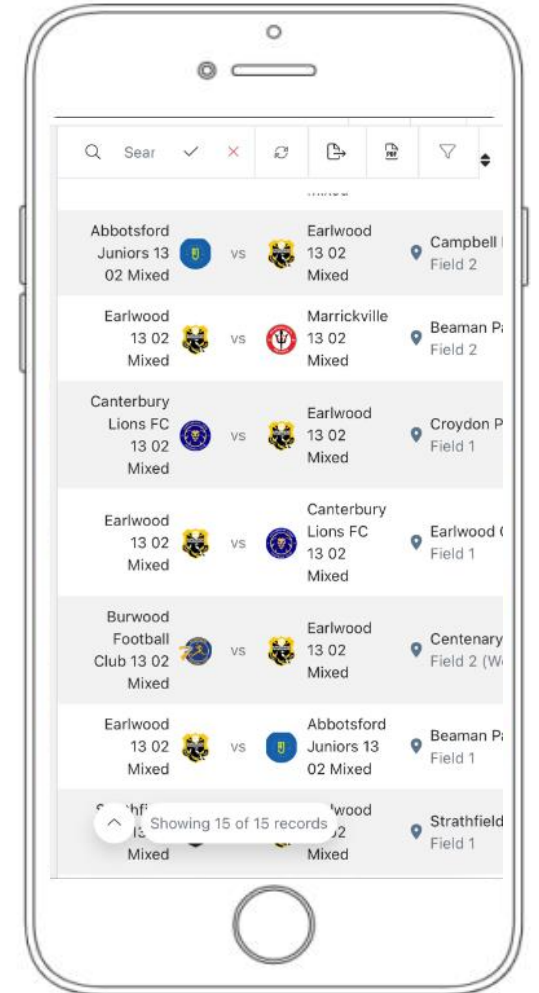
Referees – Shows the referee coverage (it may state no refers allocated)

Officials – The Ground Official's name is entered here (it may state no Ground Official allocated)

Pending – The game is going ahead

Washout Reschedule – The field is closed, washed out and will be rescheduled

Washout Cancelled – The field is closed, washed out and cancelled completely

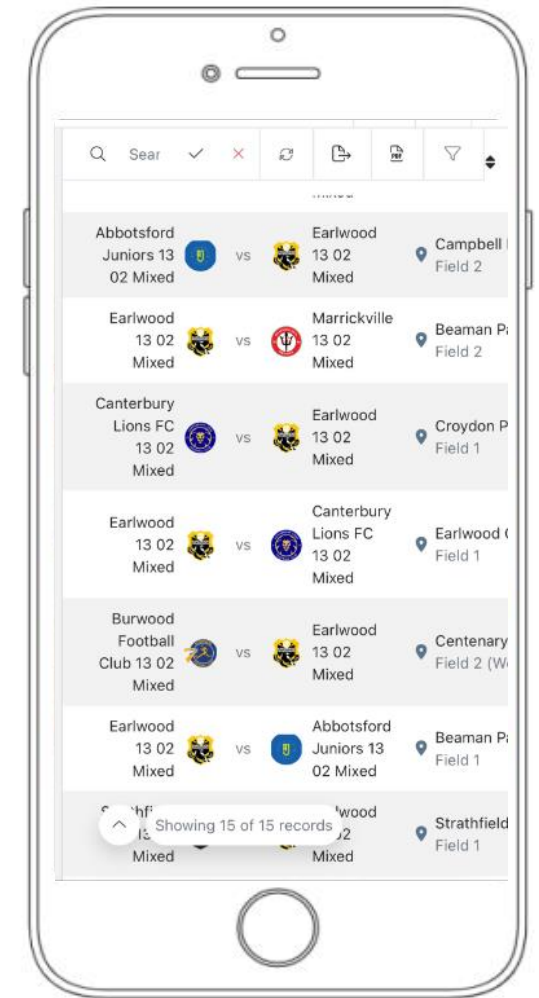


STEP 04

Match Sheet – Before the Match

You will need to complete the following information:

- Player Information
- Adding a Borrowed Player (if required)
- Submit your team
- Confirm Opposition Team
- Entering Officials
- Enter the Score



STEP 05

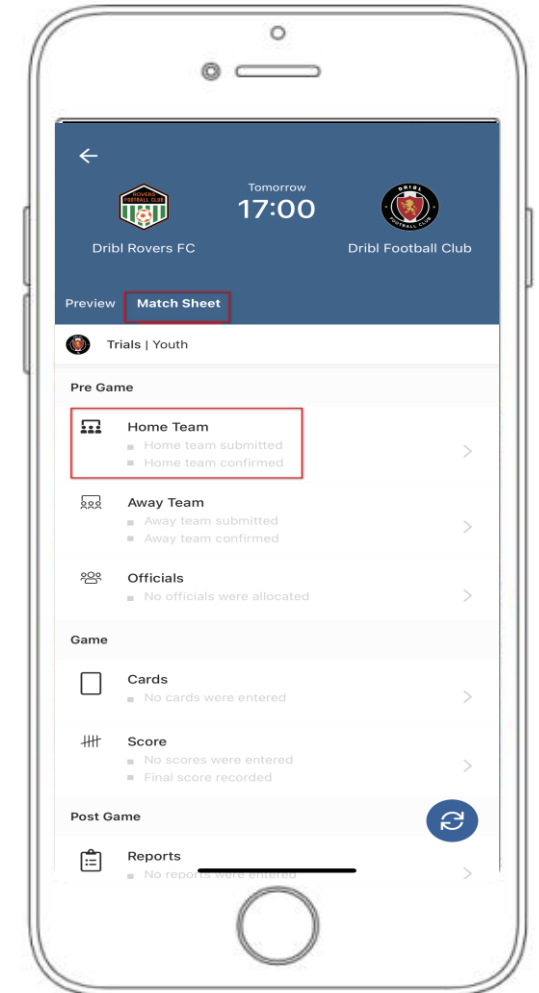
Match Sheet – Player Information

You will need to complete the following information on Game Day at least **30mins before Kick Off:**

- Select Match Sheet tab
- Click on Home Team or Away Team.

The selection here depends on whether you are the Home or Way team for the fixture.

- The Availability screen will pop up.

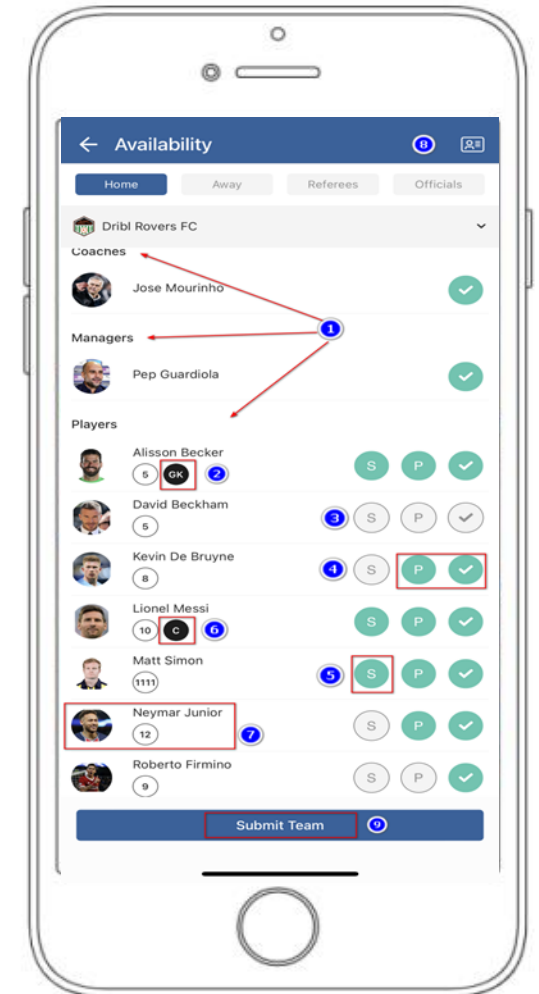


STEP 05

Match Sheet – Player Information

1. Identify which Coach(s), Manager(s) and Players will be participating in the given match
2. Identify the Goal Keeper (GK)
3. Select if player is Unavailable (**leave as grey unticked circle**)
4. Select if player is Available (A), but not starting (sitting on the bench)
5. Select if player is Starting (S) the match
6. Select Captain (C)
7. View, modify or define Jersey numbers (**Jersey numbers will only be entered once, it remains the same for the whole season.**)
8. View Digital ID card as single player or for the whole team
9. Submit Team

Numbers correlate to actions 1-9 on this page



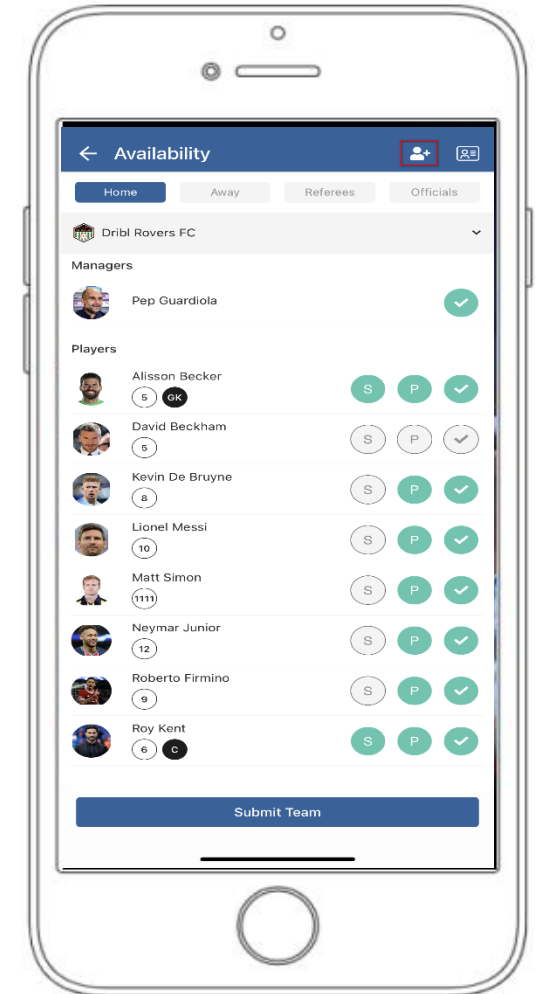
STEP 06

Match Sheet – Adding a Borrowed Player

There may be an occasion that you need to “Borrow” a player for match day.

- Click on the “+” icon on the top right corner
- Search for the player you wish to add and add them to the Match Sheet for the match

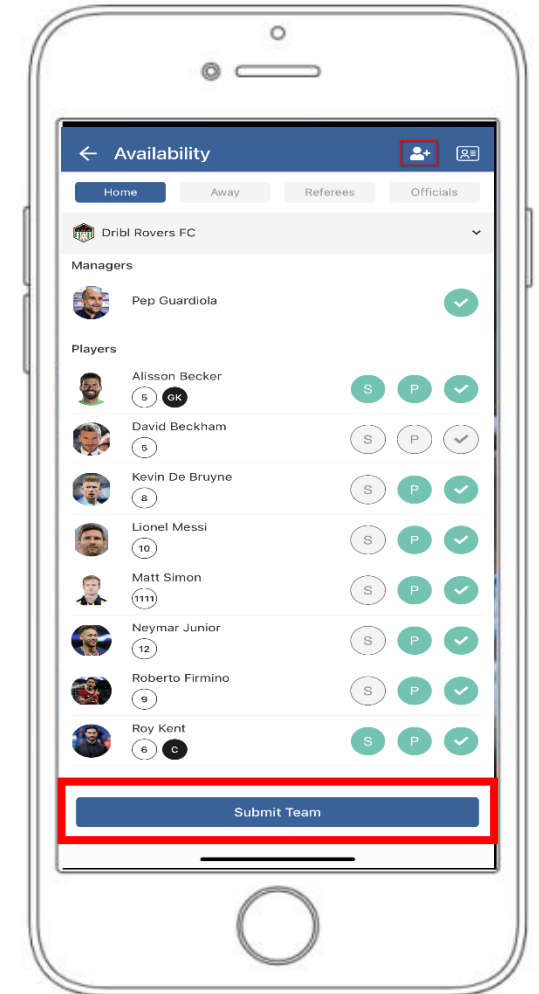
Dribl will automatically provide a list of eligible players that the team can borrow. Teams will not be able to add any player they wish to add.



STEP 07

Match Sheet – Submit Your Team

- Click on the Submit Team
- You can click on the “Unsubmit Team” to make any last minute changes as long as the opposition has not yet confirmed your team.



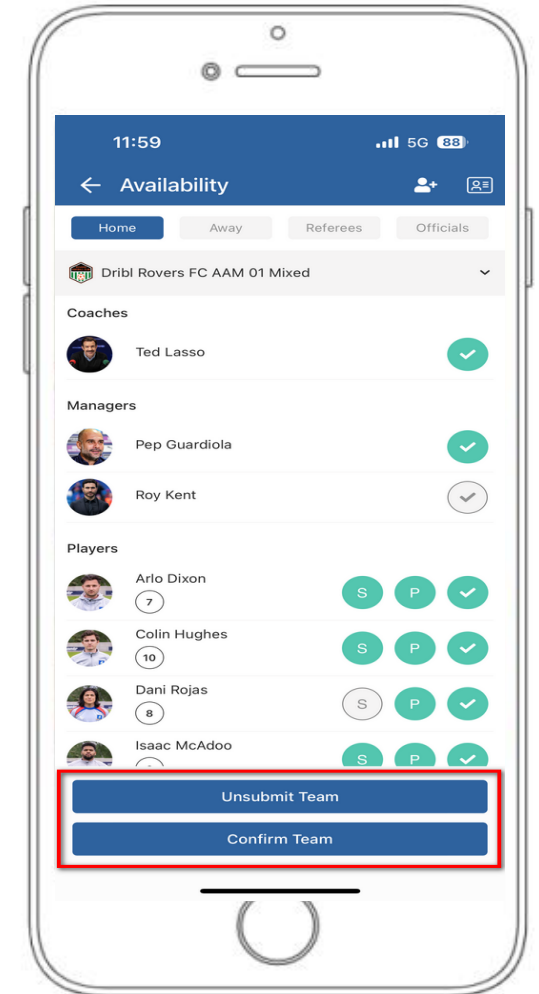
STEP 08

Match Sheet – Confirm Opposition Team

You will need to confirm the opposition team on Game Day at least **10mins before Kick Off:**

- On the Match Sheet tab select Home or Away Team (*whichever your opposition is for the given match day*)
- Lineup for the given match before the game begins. Player edibility & Photo IDs

If you need to make changes to your team after the opposition has confirmed, you must ask them to “Unconfirmed Team”. Make your changes and resubmit, and the opposition will need to reconfirm.

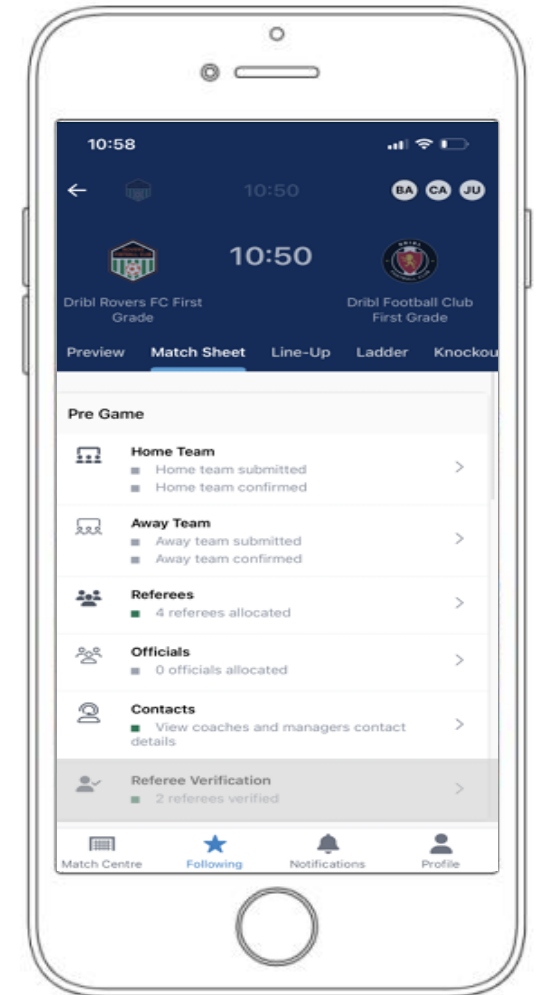


STEP 09

Match Sheet – Referee Verification

You will need to verify the Referee / Assistant Referee **10mins before Kick Off:**

- On the Match Sheet tab select Referee Verification

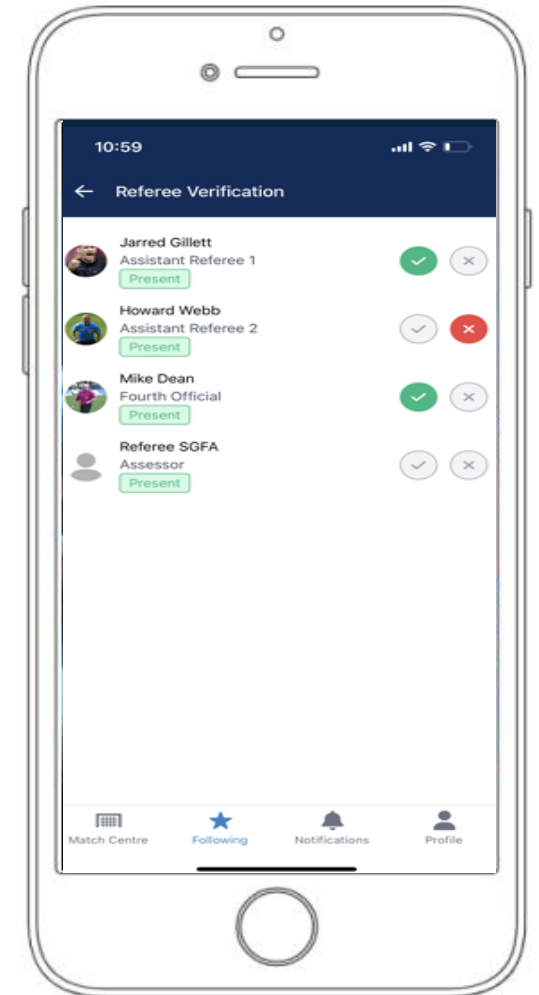


STEP 09

Match Sheet – Referee Verification

A list of the assigned referee and assistant referees will appear.

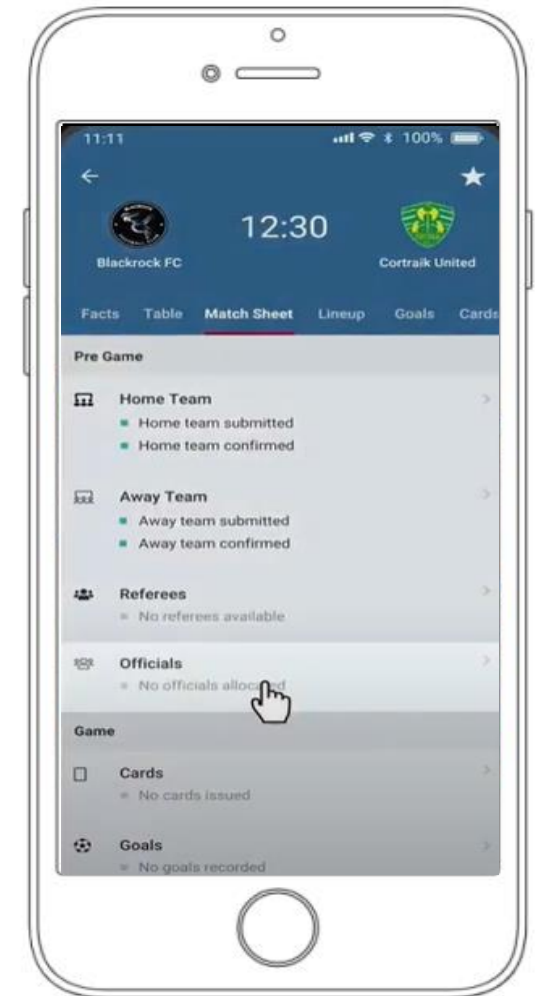
- Select ✓ if present or X not present



STEP 10

Match Sheet – Entering Officials

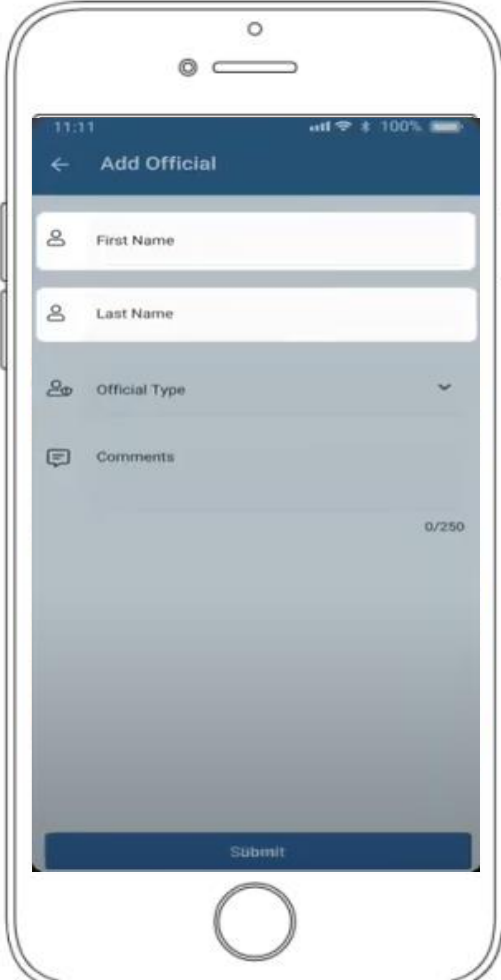
- Click into Match Sheet
- Select Officials
- Click on Add Official



STEP 10

Match Sheet – Entering Officials

- Insert the Officials First and last name
- Specify the Official Type, select from the available option
- Select Comments and add a short description why you added the official
- Submit



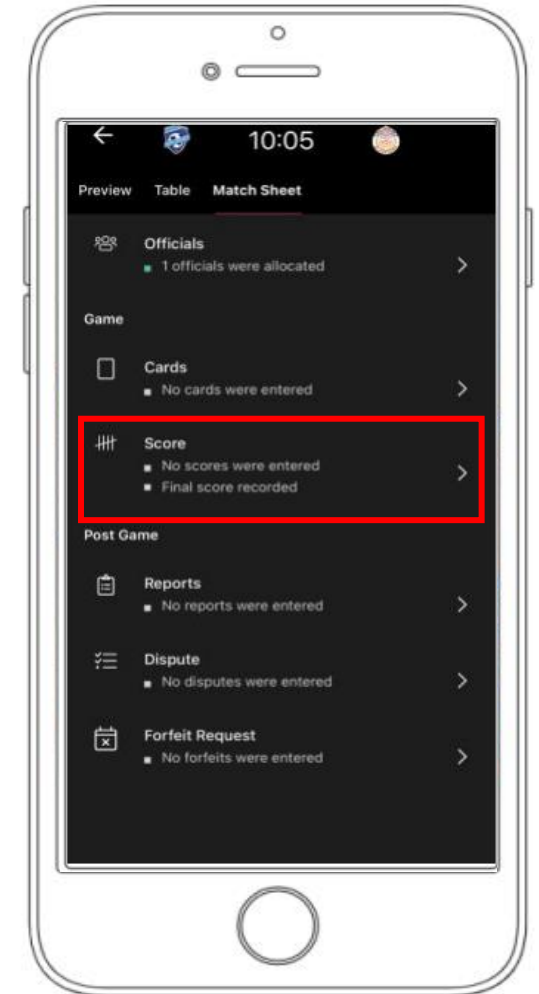
The screenshot shows a mobile application interface for adding an official. The screen is titled "Add Official" and features a blue header bar with a back arrow on the left. Below the header, there are four input fields: "First Name", "Last Name", "Official Type" (a dropdown menu), and "Comments" (a text area with a character count of 0/250). A "Submit" button is located at the bottom of the screen.

STEP 11

Match Sheet – Enter Score

- Enter the score
- Check the match details score. i.e. Are the correct players who received the card(s) entered correctly?
- Enter any disputes from the match. i.e. If the incorrect person was given a card.
- If you are the HOME Manager, enter the names of non accredited referees (Club Refs)
- If you are the HOME Manager, enter the referee card details.

In the case of a team not in attendance, enter the forfeit request [here](#).



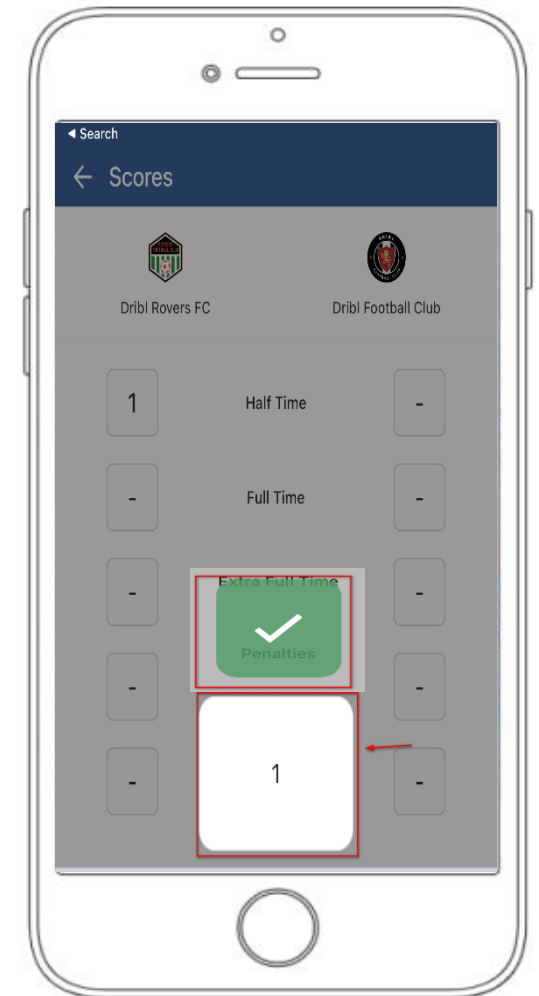
STEP 11

Match Sheet – Enter Score

Note: For Junior teams, you will be prompted only to enter the final score.

- Tap on each box to enter the relevant score.
- Tap on Save (Bottom of the screen)
- If you are the HOME Manager, enter the names of non accredited referees (Club Refs)
- If you are the HOME Manager, enter the referee card details.
- Click on save
- A green tick will appear to indicate you entered the scores correctly
- [Click here if you believe there is an error with the score entry, you can lodge a dispute](#)

In the case of a team not in attendance, enter the forfeit request here.



Match Sheet - Forfeit Request

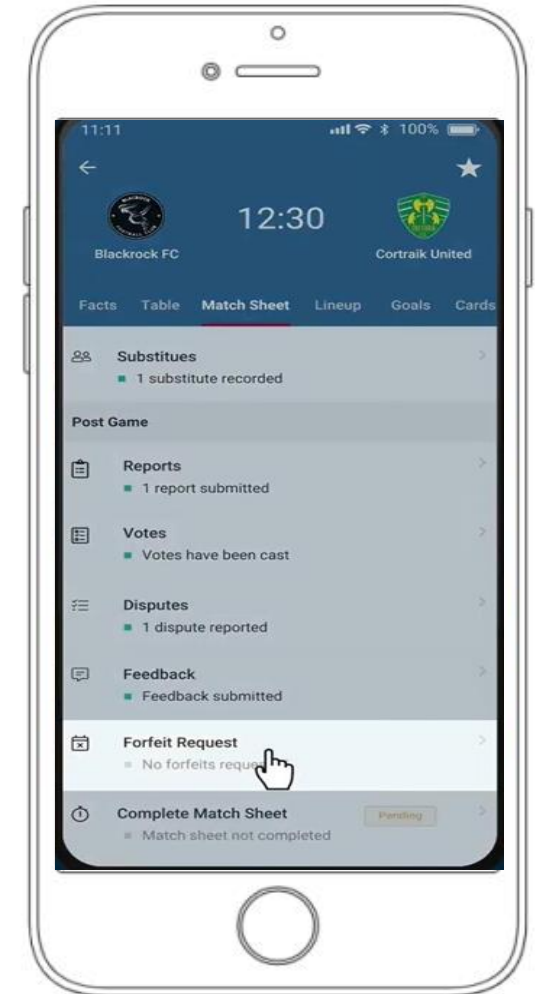
A Forfeit must be submitted 48 hours before the match.

Note:

Should you breach the deadline, the forfeiting **team** will incur the full payment amount required to pay the assigned referees.

1. Advise Canterbury Lions FC of the forfeit .
 2. Complete the Dribl Forfeit Request.
- Select Forfeit Request
 - Click on the add button
 - Select the team that has forfeited the match
 - Tap on reason and describe the reason for the forfeit.
 - Click the submit button

In the case of the opposing team is not in attendance, enter the forfeit request here.





**On behalf of the players and Canterbury
Lions FC, thank you for volunteering.**