

A Tech bench will be used for the Finals series. For the Semi and Preliminary finals each team is to provide an adult to the tech bench, and they are to remain in the Umpires dugout during the game. For the Grand Finals, HAW will roster a person for the Tech Bench.

A 3rd Umpire will be provided to control the interchanges.

Tech Bench Duties

- Abide by the officials code of behaviour
- Ensure that the clock is operating under Umpire instruction.
- Game times are 35 minute halves with 5 minutes for half time, except for under 12s and Masters whose games are of 30 minutes duration.
- Game times are the time for the games to START not for teams to finish warm up and then enter the field. Please ensure players/coaches etc are aware of this and that they are ready to start the game at their allotted time.
- Game clock is to be started at the allocated game time even if teams are not ready. Team captains are responsible and any undue delay by a team can result in the umpire giving the team captain a green or yellow card.
- Ensure the match book is completed by both teams and the player numbers match the book. Once completed, the match book is to remain in the Umpires dugout.
- Ensure asterisk players are marked correctly on the match sheet and that they do not enter the field of play until allowed as per the asterisk rules.
- Monitor manager, player and coach behaviour on the team bench and report any misconduct to the 3rd Umpire or the Director on duty to deal with.
- Manage any player penalties such as green and yellow cards. Note that the time penalty does not start until the player is actually seated.
- At the end of the game ensure the match book is signed by the team captains and umpires, and that the goals are recorded correctly.
- Ensure players waiting to go on the field as interchange do not exit the box until the player coming off the field is clear of the line. The exiting player must come off at the centre of the field but does not need to come into the box.
- Only one coach of the team is allowed on the side area of the field, within the taped area in front of their dugout. If a team has two coaches they may apply for permission for the second coach.
- Only coaches of Under 12 and Under 14 teams may accompany their player to the interchange box.
- No loitering at the interchange box. While there coaches are only able to give position change information, not playing instructions. Please use discretion as coaches can get caught up in the moment and usually a gentle reminder is all that is required.