



JUNIOR FINAL SERIES 2025

SPONSORED BY WAVE FM

COACH / MANAGER INFORMATION

**PLAY
RESPECT
ENJOY**



10 + SCA



REMEMBER



- YOUR PLAYERS WANT TO BE ON THE FIELD CONTRIBUTING
- BREATHE
- DO YOUR BEST
- BE KIND
- DEMONSTRATE GOOD SPORTSMANSHIP
- INSPIRE YOUR TEAM TO DO LIKEWISE
- WINNING IS NICE BUT NOT AT THE EXPENSE OF PARTICIPATION

TO DO BY FRIDAY



- READ NOTICES
- READ SECTION M – Competition Rules

SUPPORTERS - DO NOT BRING



- Flares.
- Fireworks.
- Other Flammable objects.
- Loud hailers, air horns.
- Instruments prohibited by Law.
- Anything of nature that does not positively reflect the image of the Club, FSC or the game in general.
- Political flags or emblems (except for club flags or banners of any competing teams) or insulting, offensive, inappropriate, religious, or political banners or slogans, whether written in English or a foreign language.

ORGANISATION BEFORE THE MATCH



Each team to have a Match Marshall – a person from your team or club who will assist the host club as a ground official, particularly focused on managing your team spectators. They need an appropriate vest! Add them in Dribl - Officials

- Match Ball.
- Strip and Clash Strip.
- Goal-Keeper strip – cannot be black! Have an alternate.
- Hard Copy of team ID sheet

PRE - GAME



- Be at the ground at least 30 minutes before kick-off.
Find out
 - Who the Match Day Supervisor (MDS) is from the Home Club.
 - Identify to the MDS, your team's Match Marshall.
 - Where the ID check will be done.
- Submit Team List in Dribl – 20 minutes before kickoff
- Add your Match Marshall in officials.

PRE – GAME – ID CHECK (1)



- At least 15 Minutes before kickoff in the designated area.
Players dressed in playing kit.
- Ground Official to be present. They will be checking playing equipment.
- Both Managers required. Use Dribl to access opposition team list and check photo to player. Confirm shirt number.

PRE – GAME – ID CHECK (2)



Under 13 – Under 18

- Borrowing Players – Teams cannot borrow if they already have 13 players from their squad available.
- Borrowing players to bring the squad up to 13. Must follow borrowing rules.

Under 12

- Borrowing Players – Teams cannot borrow if they already have 11 players from their squad available.
- Borrowing players to bring the squad up to 11. Must follow borrowing rules.

PRE – GAME – ID CHECK (2)



Exceptions

- Teams who were given exemption to register 18 players (17 Boys, 18 Boys, 16 Girls) cannot borrow.

A letter from FSC allowing an additional player who would be a goal-keeper if the regular goal-keeper is unavailable.

PRE – GAME – ID CHECK (3)



- Player Equipment

Skins – can be used if all players using them in your team comply with the regulations.

- **NO Jewellery and cannot be taped.**
- Any player needing tape to the ear re injury needs to have this cleared by Match Day Supervisor before taping.

PRE – GAME – ID CHECK (4)



- Finalise ID check by CONFIRMING opposition team in Dribl

Late arrivals – ID check needs to occur with opposition manager and ground official.

DURING GAME - TECHNICAL AREA (1)



- Maximum of 2 team officials permitted.
- Substitutes – need to be seated and have jacket / bib on
Warm up away from the sideline
Interchange from halfway and go through the AR

DURING GAME - TECHNICAL AREA (2)



- **Team Officials**

Do not dispute referee decisions and do not approach the referees.

Remember you need to set a good example.

Your attitude can affect your players!

Any issues advise the ground official!

DURING GAME - DISCIPLINE



- If any player or team official is sent off, then leave the field of play and technical area.
- Player needs to get changed out of playing strip.
- Must remain 50 metres away from the technical area.
- Must not reenter the field (even at full time) and must not engage with the match officials.

DURING GAME



Game time – as per league. Stoppage time.

Extra time (ET) – 10 mins each way straight turn around.

FSC JUNIOR COMPETITION ONLY

At the conclusion of extra time the last interchange of players shall occur before the commencement of penalty kicks and the players who are then on the field are the only players to be involved in taking penalty kicks.

Coaches should organise penalty takers during ET.

PENALTIES



- After the last interchange, the players participating in penalties go to the centre circle.
- Coaches / Managers stay off the field!
- One ground official may assist referees if required.

POST GAME - ADMINISTRATION



Enter the score in Dribl – both teams please!

Leave the field ASAP so the next game can start.

POST GAME - PRESENTATION



At the end of the Grand Final, both teams to attend the presentation area and stay until all players have received their medallions.

SUSPENSIONS



Any person suspended cannot be in the Technical Area and must be 50 metres away from the TA.

Any player who receives 2 cautions in the final series will be suspended for the next match.

A person sent off will be suspended as per Disciplinary Regulations.

A person sent off at the Grand Final may be excluded from the presentation area at the discretion of FSC

PROTESTS



Inform the Match Day Supervisor of the problem

If not solved, then

In Dribl simply put “lodging protest” in disputes area

Send an email to your club secretary of the issue(s). The Club can then review and if appropriate forward onto FSC.

LASTLY



USE Common SENSE

“There is nothing more uncommon than common sense.”

Frank Lloyd Wright

ENCOURAGE – SPORTSMANSHIP

“Good sportsmanship is treating others with respect, whether you win or lose” Tony Dungy