



Manning Valley Hockey Association Inc

ROLE OF TECHNICAL OFFICIAL

Responsibilities of the Technical Duty Person.

1. Prepare computer/scoreboard for the game. If not available manual time keeping may have to be used. Also keep manual time record of game time.
2. Check on the availability of turf cleaning facilities (Blood), and Ice for injuries.
3. Ensure Match Card has been completed and Divisions/grade recorded and signed by all players before commencement of game. Check the number of players for each team. Record a DNP against any player who does not take the field.
4. Liaise with the allocated umpires, Checking for jewellery etc.
5. Record all goals and any cards issued on the match card.
In the case of yellow cards or red cards ensure the umpires indicate on the back of the match card the reason for the issue (ie Offence)
6. Time any card penalties and ensure players sit in the correct area for the allocated time. For Red Card offences – the player concerned must leave the playing area immediately.
7. In the case of blood occurring on the pitch ensure it is cleaned up correctly before play recommences, and check players for blood stained clothing.
Players who are bleeding or have open wounds are to leave pitch immediately.
Ensure bleeding has ceased and have wounds covered before retaking the field.
The Team manager is responsible for administering to this.
8. Record all injuries on the match card, stating time and area where injury occurred if possible.
9. Check that player substitution is being done correctly and prevent any unauthorized entry onto the pitch.
10. During the game try to write some key points about the game that may assist the publicity officer for their report,
11. At the completion of the match ensure the following has been completed
 - signed by both captains
 - the completion of 3,2,1 points
 - names and signatures of umpires (plus any recording of incidences)
 - signed by the Technical Duty Person.
cross out on back of card if no incidents occurred
 - Umpires have received remuneration
12. Hand the completed match card to one of the umpires for filing. Check the bench is ready for the next game, or if it is the last game, pack up all equipment and return it to the clubhouse.

