

Match Day Operation & Behaviour Standards



Season 2022

Developed by Clubs to maximise the Match Day experience for Players



Coach: Preparation for Match Day



- ☐ Communicate venue, arrival time, and kick off details to parents/players
- ☐ Check player availability (arrange extra players if required)
- ☐ Uniform & Equipment - bibs, cones, balls inflated, whiteboard
- ☐ Team line up prepared including player rotations
- ☐ Team talk prepared - team and individual objectives
- ☐ Know what you are looking for in the match (based on training focus that week) - behaviours/technical
- ☐ Communicate any potential issues with the opposition coach/Club
- ☐ Plan the trip



Coach: Arrival on Match Day



- ☐ Arrive in Club gear
- ☐ Field and facility inspection - safety, bathrooms, first aid, access to water
- ☐ Meet and greet opponent TD/Coaches, Game Leaders
- ☐ Identify area for player bags, drink bottles
- ☐ Identify suitable warm up area



Coach: Pre-Match



- ☐ Setup warm-up area
- ☐ Arrival activity arranged
- ☐ Conduct warm up (10 to 15mins that is football specific and ideally with a ball)
- ☐ Check all players have arrived
- ☐ Communicate player positions and objective/s for the game - these should be based on training during the week. Note the game objectives could be introduced in the last training session to prime the players for the match.
- ☐ Positive language, encouragement, fun
- ☐ Team talk - 5mins maximum, use a whiteboard to assist in getting the messages across effectively and efficiently



Coach: During the Match



- ☐ Reinforce key training points
- ☐ Encouragement
- ☐ Let the players make decisions and mistakes
- ☐ Observations based on match/individual player objectives
- ☐ Manage players (rotations, positions etc)
- ☐ Well-being of players
- ☐ Support Game Leaders



Coach: Half-time



- ☐ Conduct in a distraction free space away from parents
- ☐ Ask players regarding injuries
- ☐ Player recovery and hydration
- ☐ Praise player effort and performance
- ☐ Concise team talk (seek player observations and feedback)
- ☐ Refer to pre-game objectives
- ☐ Communicate strength's and areas for improvement
- ☐ Set objectives for the 2nd half
- ☐ Arrange starting team for the 2nd half



Coach & Team: Post Match



- ☐ Shake hands with the opposition players/game leader/coaches (post-Covid)
- ☐ Player welfare - injury management and hydration
- ☐ Post-match debrief with the players
- ☐ Collect gear and ensure the area is clean
- ☐ Follow up with parents regarding injured players
- ☐ Coach reflection on individual players and the team - share with Club TD



Technical Director: Match Day



- ☐ Monitor coaches and provide feedback
- ☐ Monitor individual players development
- ☐ Monitor team and player compliance with Club playing philosophy
- ☐ Monitor all aspects of match day (administration, operation, Game Leaders, parents)



Players: Match Day



- ☐ Well prepared for the game - nutrition/hydration/sleep/gear for the game/water bottle packed
- ☐ Arrive on time
- ☐ Mental and physical effort and commitment
- ☐ Positive attitude
- ☐ Have fun
- ☐ Be a good teammate
- ☐ Abide by the rules
- ☐ Respect coaches, managers, game leaders, parents, teammates, opposition players



Game Leaders: Match Day



- ☐ Arrive on time with uniform and equipment
- ☐ Greet coaches and other Game Leader
- ☐ Check field setup is suitable in terms of size and field markings (penalty box, halfway line marker, Goal kick exclusion zone markers)
- ☐ Field is safe
- ☐ Well-being of players
- ☐ Comply with rules of the game
- ☐ Keep the match flowing
- ☐ Control the match
- ☐ Respect the players and coaches



Managers: Match Day



- ☐ Communicate any availability issues to the Coach - players running late, sick players
- ☐ Communication with parents on behalf of the coach if required
- ☐ Leave the Coach to Coach
- ☐ Support parents with regard to education around parent match day behaviour standards
- ☐ Support injured players if required - link with parents during a match
- ☐ Enjoy the match



Parents: Match Day



- ☐ Allow the players to get themselves ready for Match Day (pack bag, arrange hydration)
- ☐ Arrive to the Match on time - allow plenty of time
- ☐ Encouragement
- ☐ Don't interfere with coaches, managers, game leaders, opposition supporters
- ☐ Respect coaches, game leaders, all players
- ☐ Observe from the designated spectator area
- ☐ No player instructions (during the game/at half time)
- ☐ Enjoy the match
- ☐ Avoid post match analysis with players
- ☐ Share your enjoyment at watching them play - acknowledge the effort



Coach: Unacceptable Behaviour



- ❑ Club TD to monitor and manage their own coaches on match day
- ❑ Opposition Club TD to approach Club TD/Coach to manage the situation if required - key aspect to this is already established relationships between all TD's and coaches
- ❑ Post-match report of an incident/s to NSFA TD to review and investigate with Club TD's. Game Leaders/Coaches/TD's can submit a report.

- ❖ **Prevention Strategies** - Coach Code of Conduct, TD/Coach collective agreement on standards of behaviour for all SAP League coaches, Coach education

Player: Unacceptable Behaviour



- ❑ Removal from the match and/or a time out - this could be instigated by a Game Leader or the players Coach
- ❑ Swearing/unsportsmanlike behaviour on field - verbal warning by Game Leader/Coach, then enforce substitution if repeated for the player to cool down/reflect. Coach determines if player returns to play. Parent intervention might be required post match
- ❑ Violent play - Game Leader to manage, coach of the player can take action by substituting the player to enable them to cool down/reflect. Coach determines if player returns to play. If a violent act is repeated, the player should be removed from the field for the remainder of the game. Parent intervention might be required post-match
- ❑ Post-match report of an incident/s to NSFA TD to review and investigate with Club TD's. Game Leaders/Coaches/TD's can submit a report
- ❖ Prevention Strategies - Player Code of Conduct, TD/Coach collective agreement and consistent application of standards of behaviour for all players, Player education starts in the training environment

Parent: Unacceptable Behaviour



- ❑ Managers can play a role monitoring and managing their own Clubs parent group (not the opposition)
- ❑ Parent issues can be communicated on match day to the relevant Clubs' TD/Coach to then deal with
- ❑ Post-match report of an incident/s to NSFA TD to review and investigate with Club TD's. Game Leaders/Coaches/TD's can submit a report

- ❖ Prevention Strategies - Parent Code of Conduct, Parent education via meetings and best practice literature, Clear Club philosophy on player development

Game Leader: Performance Level



- ❑ Recognition that the Game Leaders are developing like the players, they will make mistakes
- ❑ Educate players to “accept” Game Leader decisions, build resilience in players
- ❑ TD’s/Coaches to provide “live” support to Game Leaders on match day (before/during/after)
- ❑ Work with Game Leaders, not against them
- ❑ Coaches should not question/challenge a Game Leaders decision publicly

- ❖ Prevention Strategies - Game Leader training, TD’s provide specific feedback to the NSFA TD on Game Leaders to support their ongoing development

Situation: One team dominating a match



- ❑ Coaches to manage by player positional changes, giving the team a specific objective to achieve
- ❑ Both team coaches should work together to manage the situation in the event of a mismatch
- ❑ Use the Power Play

- ❖ Prevention strategies - TD communication prior to the match (ideally early in the week) to explain any issues that may impact the performance of a team (players unavailable, underperforming team), NSFA TD monitors team performance and communicates any potential mismatch issues with the relevant club TD's.

Power Play Explained



The Power Play rule is optional and is to be applied in SAPL U8/U9/U10/U11 games only.

At any point in the match, if a team is losing by a 4 goal difference the coach can put an additional player on the field:

- ☐ 7v7 becomes 8v7
- ☐ 9v9 becomes 10v9

If the score returns to less than a 4 goal difference the coach must take a player off. It does not have to be the player who came on last.

The coach should communicate when they are adding/removing a player to the Game Leader and the opposition coach.

Situation: A team is short players for a match



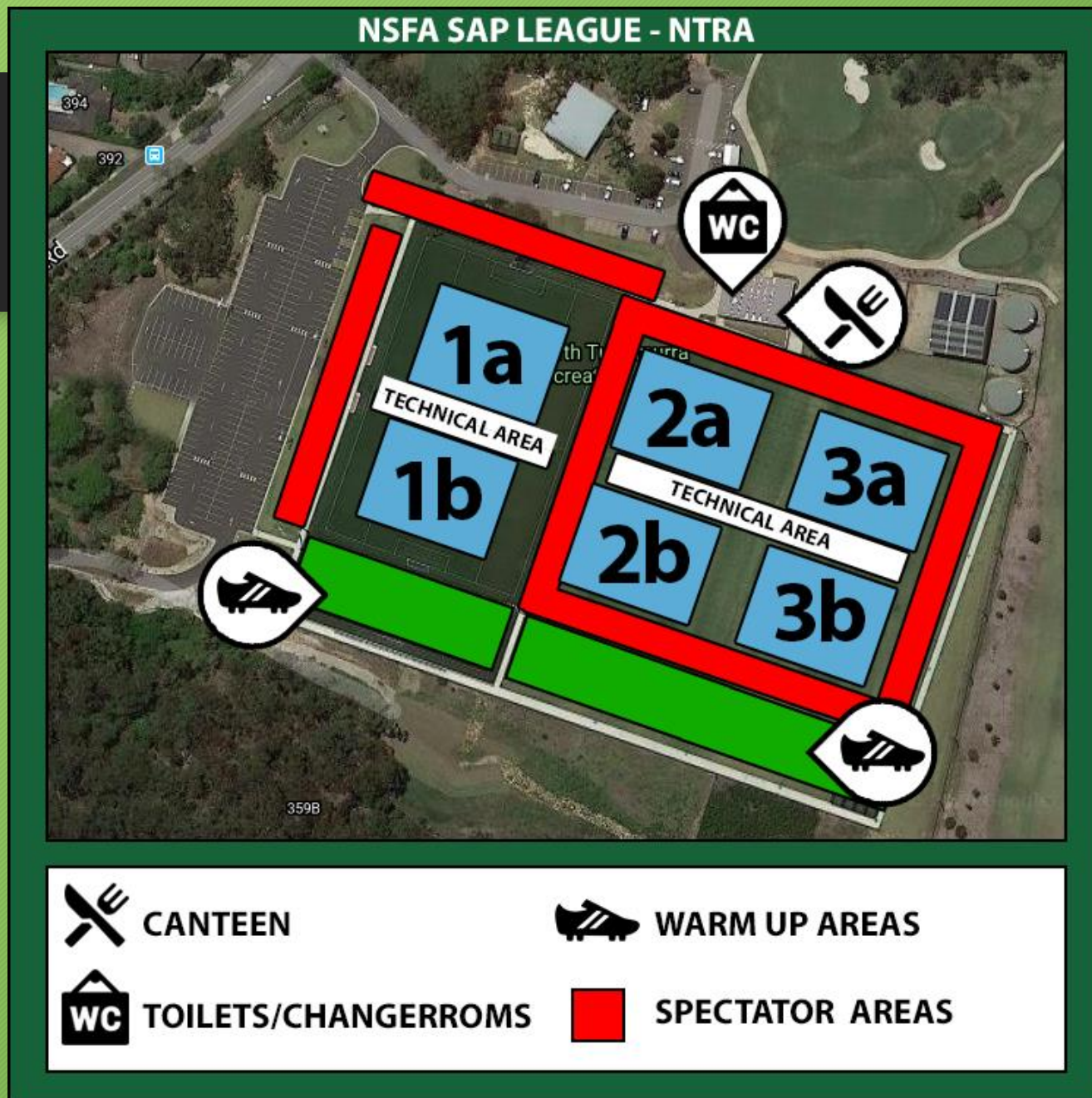
- ❑ If the prevention strategies are followed by all Clubs this situation should not occur, the Club TD consensus is that Clubs should not borrow players from the other Club on match day if they are short
- ❖ Prevention Strategies - Clubs have a process in place to understand player availability in advance of match day, a player from the development/aspirational team in the same age group is given an opportunity to play, a SAPL player from the same Club in the age group below is given an opportunity to play

Situation: Offside

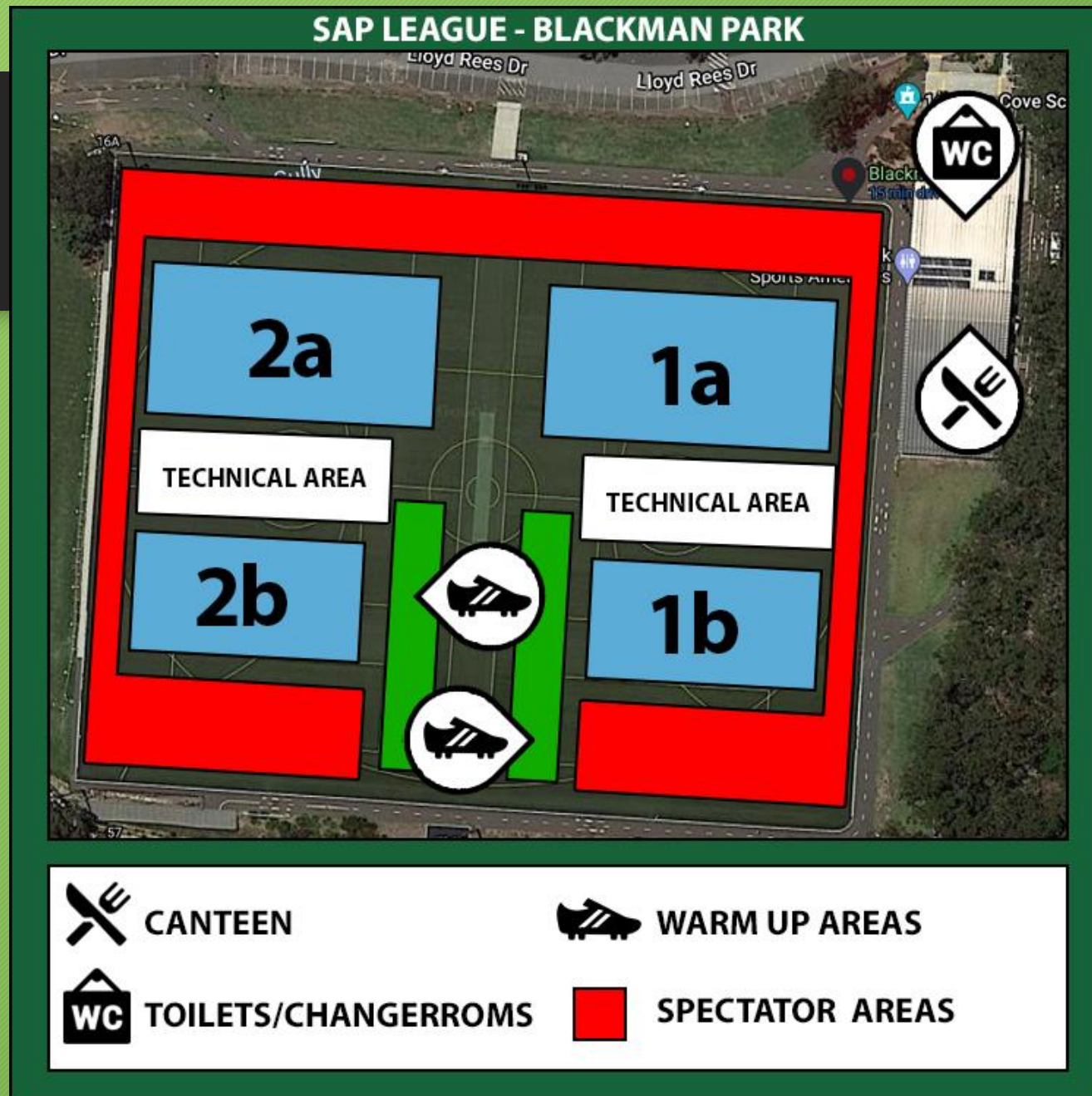


- ❑ Marginal instances of offside should not be pulled up (consistent with Minirooms rules)
- ❑ If a player/s are standing in a deliberate offside position (ie near the opposition goal) that is not acceptable and the Game Leader/Coach should encourage the player to move up the field. If a player receives the ball when holding this type of position the Game Leader can call a free kick against this player
- ❑ Coaches encourage their own players to move out of offside positions
- ❖ Prevention strategies - Coach education, player education by including the above principles in the training environment

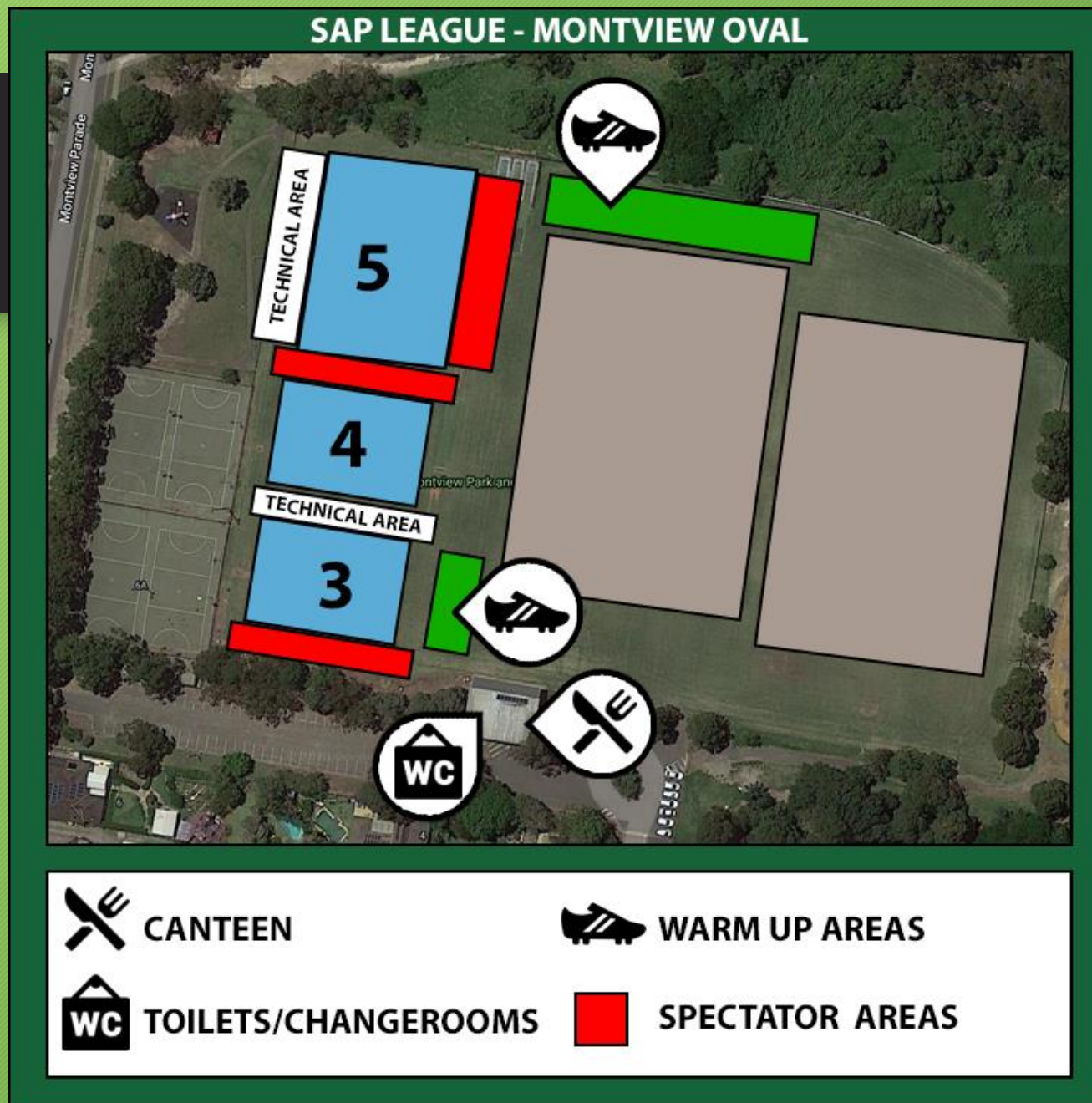
Venue: NTRA



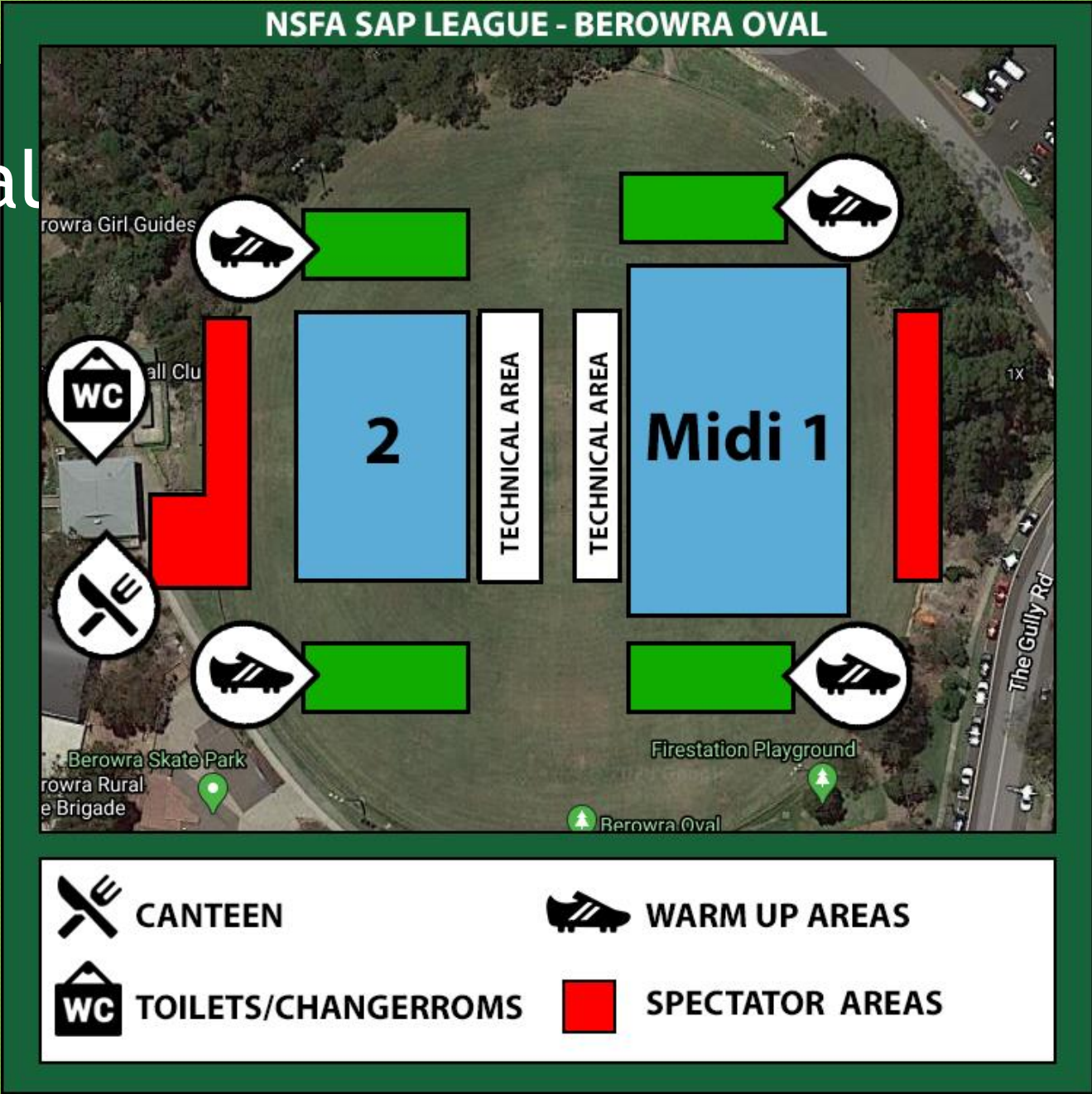
Venue: Blackman



Venue: Montview



Venue: Berowra Oval



Communication and relationship building amongst all Club TD's and Coaches is critical to the success of the NSFA SAP League match day



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