



# **LIMESTONE COAST FOOTBALL** **ASSOCIATION**

PO Box 2112

Mount Gambier SA 5290

## **APPENDIX 2.**

### **THE GROUND MARSHALL (WHITE COAT OFFICIALS) – ROLE AND RESPONSIBILITIES**

This person is the Club/Association Liaison Officer on the day and is empowered by Limestone Coast Football Association to direct any and all spectators, coaches on the side lines, players not involved in the field play and teams waiting to play in order that they abide by the Constitution and By-Laws laid down by Limestone Coast Football Association and/or their Club. Any continual disregard of these directives should be reported in detail to the Club and or Association Executive.

All Clubs shall designate 2 Club Ground Marshalls for all their matches.

Club Ground Marshall must be minimum age of 18 and must wear the white coats supplied.

The Club Ground Marshalls shall:

- Introduce themselves to the Referee.
- Assistant referees and Club Ground Marshalls to meet Referee and walk on together before the coin is tossed.
- Ensure fence lines are clearly marked.
- Police fence lines advising spectators to remain behind the designated fence line at all times.
- Advise spectators of all appropriate viewing areas if required.
- Report unruly spectator behaviour to the Association/Club secretary.
- Be the focus of the club for information and directions to visitors.
- Give assistance to the Referee where required or requested.
- Report spectators who abuse or dissent the referee, or cause a disturbance to others.
- Assist the Referee if requested to identify and quell unruly or unacceptable spectator behaviour.
- Act as the Referees point of contact with the club.

#### **Note:**

1. Under no circumstances is this person to act as Referees or Referees Assistant in any game whilst acting as Club Ground Marshall.
2. The Club Ground Marshall must continually make rounds of all the grounds and will not be based inside the Club House e.g. not the Canteen Manager/Manageress.
3. No alcohol or smoking whilst on duty as a Club Ground Marshall.