



## INTERCHANGE STEWARD HELP CARD



- OVERVIEW** This role is responsible for recording and monitoring each Teams Interchange activity during the match. This role may be combined with the **Umpire Escort** role.
- EQUIPMENT** White Coat and Red Umpire Escort Armband (if combined role).
- TIMING** As agreed between you and the Team Manager.
- PAPERWORK** YJFL Interchange Record – supplied by Team Manager.
- ACTIVITY** ***Match Commencement***
- Fill in appropriate items on the Interchange Record and record each Teams 'benched' Players Jumper numbers. Ensure both teams have same on field player numbers at start of each quarter.
- During Match***
- Record the Jumper number of each Teams Players going onto and off the field and the corresponding Quarter.
  - Ensure all Players are entering and exiting the field the defined Interchange area.
  - Record any Player Jumper number and Team of a Player who has been allocated a Red or Yellow Card by the Field Umpire. If required consult with Field Umpire regarding a Players eligibility to return to the field.
  - Inform the relevant Coach when a Player is eligible to return to the field.



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## **Post Match**

- At the end of the Match finalise the relevant sections of the Interchange Record, collect the Match Ball and hand in paperwork to your Team Manager or Official.

## **DO'S AND DON'TS**

- **Do** understand the importance of the role and remain diligent and attentive to the needs of each Team and Officials at all times.
- **Do** ensure you uphold the Greythorn Falcons Code of Conduct and support the Rules and Regulations of the Yarra Junior Football League.
- **Do not** question the Field Umpire's decisions.
- **Do not** make any remark, comment or respond to any verbal interaction from Players, Parents, Team Officials or Spectators. Provide any feedback directly to the Team Manager only.

## **GUIDELINES**

If a Player has been ordered off the field by the Field Umpire via a Red or Yellow card, this must be recorded PLUS the time they can resume play on the field.

Red Card = Ineligible to play for the remainder of the game.

Yellow Card = Ineligible to play for the equivalent of 1 Quarter.