

# JUNIOR HANDBOOK



## Junior Handbook Capital Football Referees

**2015**

# CAPITAL FOOTBALL REFEREES

## FIELD HANDBOOK

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# CAPITAL FOOTBALL REFEREES FIELD HANDBOOK

## *Part 1 - Match Responsibilities*

<b>1.1 Pre match preparation</b>	<ul style="list-style-type: none"> <li>• Check the location of the field at least the night before.</li> <li>• Ensure equipment and uniforms are complete, in good condition, and clean.</li> <li>• Allow time to get to the venue, arriving at the required time before kick-off.</li> <li>• Check the field of play, field marking, including penalty marks, and corner flags.*</li> <li>• Check the field of play for any dangers including syringes, broken glass etc.*</li> <li>• Check that goal posts (including portables) are correctly positioned, secured and in line with goal line markings.*</li> <li>• Check the balls to be used meet the requirements of Law 2.*</li> <li>• Check that match cards have been completed.*</li> <li>• Give match instructions to Assistant Referees.</li> <li>• Warm up prior to the game. Do not go out cold.</li> <li>• Check player's equipment.</li> <li>• Check strips do not clash.*</li> <li>• Check that the Goalkeepers strips do not clash with each other's or the officials.</li> </ul> <p>* Any problems/noncompliance with the requirements of the laws of the game that cannot be rectified should be notified to Capital Football using the incident report.</p>
<b>1.2 Entering and leaving the field of play</b>	<ul style="list-style-type: none"> <li>• When entering the field of play, all officials will go out as a team.</li> <li>• At half time and full time, all the officials are to meet on the field and come off the field of play as you began, together as a team.</li> <li>• The referee should enter and leave the field of play with the ball in hand in each half of the match.</li> </ul>
<b>1.3 Ground Inspection and wet weather</b>	<p>Before matches, checks the field is correctly dressed, but use your common sense as the lines on many fields will not be marked exactly in accordance with the Laws of the Game. In most cases, 'average' line marking should not prevent a match from starting – however this should still be reported (using an incident report). If there are no visible lines at all then do not start the match until marked. Corner flags et al must conform to the Laws of the Game. Nets must be pegged down properly. When portable goals are used, they must be properly secured.</p> <p><b>Inclement Weather.</b> Following or during inclement weather, and on completion of your ground inspection you should consult with the grounds officer and referee coordinator. The decision will be made by the relevant club official.</p>
<b>1.4 Uniform, equipment and dress standards</b>	<p><b>Uniform Standard.</b> All referees must be dressed fully (shirt, shorts and socks) in the Capital Football uniform.</p> <p><b>Inclement Weather.</b> In extremely cold, wet, or windy conditions, it may be acceptable for Assistant Referees to wear the official CFR jacket, a beanie or gloves. Use of the CFR official cap for protection from the sun is encouraged.</p>

<b>1.5 Players' equipment</b>	<p>All players' equipment must conform to the Laws of the Game. Players are not permitted to wear anything considered by the referee to be dangerous to other players or themselves.</p> <p><b>Undergarments.</b> If players want to wear garments under their shorts, which are visible during the normal course of play, the garments must be the same colour as the predominant colour of the shorts worn by the player. The same applies to undershirts. That is, those that can be seen under the sleeve during the normal course of play must be the same colour as the sleeve. Skin tone undergarments that do not match the wearers short or sleeve colour may not be worn.</p> <p><b>Headscarves</b> are permitted in accordance with Law 4.</p> <p><b>Beanies and Hats.</b> Players may wear beanies. When players where beanies they must be black or of the same colour as the jersey. Players on the same team must wear the same colour beanie. Please refer to LotGn pg 36.</p> <p>Only goalkeepers may wear hard brim caps.</p> <p><b>Casts.</b> Players are not permitted to wear hard casts of any kind of material on the field of play. Such casts are dangerous to other players as well as the player wearing them. Wrapping the cast in foam or any other material does not exempt the player from this rule.</p> <p><b>Tape</b> or similar material applied externally to the socks must be the same colour as that part of the sock it is applied to.</p>
<b>1.6 Jewellery</b>	<p>Please refer to 2015 LotG pg 82</p>
<b>1.7 Abandoned matches</b>	<p>If a match is prematurely abandoned, or not started at all, the referee must complete an Incident Report. The report is to be sent to the Referee Administrator. The Incident Report must state the reason(s) for the match being abandoned and the time it occurred. Capital Football will determine the outcome of any abandonment – do not speculate to the clubs involved about the result or whether the match will be replayed, as this is not the referee's decision.</p>
<b>1.8 Vested Match Officials</b>	<p>Vested Match Officials should be present at all grounds. You may ask for their assistance in maintaining proper crowd behaviour, maintaining proper coach behaviour, escorting players sent from the field to the change rooms or away from the pitch and, if any unpleasant instances arise prior to, during, or after the match, for their assistance in your personal safety.</p> <p>If you need any assistance seek your referee coordinator or club committee member.</p>
<b>1.9 Relocation of matches</b>	<p>Referees may allow a match to be moved to an adjacent field if they determine that the designated field is unsuitable for play, in consultation with their Referee Coordinator. An incident report on the unsuitability of the original field is to be provided to Capital Football.</p>
<b>1.10 Injury to players</b>	<p>In Small Sided Miniroos games, referees should be prepared to stop the game for all injuries. In Junior games referees should be prepared to stop play if a player appears to be in distress, especially in lower age groups and divisions.</p> <p>Do not allow trainers onto the field of play until you signal them to enter. Trainers are allowed to assess the nature of the injury but they are not allowed to treat the injured player, other than the goalkeeper, on the field of play (except in the case of suspected serious injury where the player should not be moved – in this case an ambulance would usually be called). A maximum of two trainers should be allowed onto the field to assess injuries.</p> <p>If a trainer is called onto the field of play, the injured player must leave the field of play and cannot return until play is restarted and the referee gives permission. Referees must not provide treatment or assistance to players who are injured.</p>

# CAPITAL FOOTBALL REFEREES

## FIELD HANDBOOK

### *Part 2 - Junior League*

<b>2.1 Administration and Match Days</b>	<p>Capital Football is responsible for administering junior football from u10 to u18.</p> <p>Clubs are responsible for all other administration of U9 matches and below.</p> <p>Matches from u6 to u11 are Miniros Games and non-competitive</p> <p>Matches are played on Saturdays</p> <p>The NPL 16, 14 and 12 are part of the National Premier Leagues competition and will be administered by the Premier League Competition Manager. These matches will be played on Saturday afternoons.</p>
<b>2.2 Appointments</b>	<p>Appointments are made by the respective club Referee Coordinators, who are appointed by the clubs.</p>
<b>2.3 Arrival</b>	<p>Referees and Assistant Referees are required to be at the fields 10 minutes before kickoff the scheduled kick-off time for Small Sided Games and 15 minutes before the scheduled kick-off time for Junior matches.</p>
<b>2.4 Club Assistant Referees</b>	<p>Where there are no official Assistant Referees appointed to the game each club is to provide a club assistant. Where there is only one official Assistant Referee appointed to the game the referee may appoint a club assistant from either club.</p>
<b>2.5 Match Cards</b>	<p><b>Before the Match:</b> Club officials should report to the referee with completed match cards 5 minutes before kick-off. The home team is responsible for the provision of match cards.</p> <p><b>After the Match:</b>  <b>Please record the following</b></p> <ul style="list-style-type: none"> <li>• For u12 and above the half time and full time score</li> <li>• Red and Yellow cards</li> <li>• Your name and FFA number</li> </ul> <p>Managers should sign the match card after the match.</p> <p><b>Return of Match Cards:</b> The blue and white copy of the match card should be provided to the home team and the green copy to the away team.</p>
<b>2.6 Match Balls</b>	<p>The home team should provide one (1) match ball five (5) minutes before kickoff.</p>
<b>2.7 Clashing of strips</b>	<p>The home team should change strips. Managers to resolve.</p>
<b>2.8 Times</b>	<p>All matches should start on time, and must finish before the next scheduled game. This means if your match begins ten minutes late, you should deduct five minutes from each half (halves must be equal length). If you reduce any times, inform the captains and coaches. The last match of the day (3:10pm) should be similarly reduced in time if it starts late to ensure sufficient light is available.</p> <p>Stoppage time is not played in any Junior League games.</p>

## 2.9 Modified Rules

Miniroos games are played under modified rules. See the Laws of the Game page 104-111. Rules for U12 and above are contained in Table 1.

**Table 1**

AGE	FIELD SIZE	MINS PER HALF (1/2 time)	# PLAYERS	BALL SIZE	INTERCHANGE RULE	GOAL KICKS	CORNER KICKS
U12	Full	30 (5)	11	4	Interchange (5 players)	Normal	Normal
U13	Full	30 (5)	11	4	Interchange (5 players)	Normal	Normal
U14	Full	35 (5)	11	5	Interchange (5 players)	Normal	Normal
U15	Full	40 (5)	11	5	Interchange (5 players)	Normal	Normal
U16	Full	45 (5)	11	5	Interchange (5 players)	Normal	Normal
U18	Full	45 (5)	11	5	Interchange (5 players)	Normal	Normal

### 2.10 Teams unable to take the field

If, after 15 minutes from the scheduled kick-off one team has not been able to field a team of the required number of players or more, the match will be abandoned. The referee should endorse the match card and submit an Incident Report.

### 2.11 Interchange

Interchange applies to all junior and small sided games.

Interchange means that players may be 'subbed' off the field and back on during the course of a match:

There is no limit on the number of interchanges that can be made during a match.

Interchanges are made during a stoppage in play, under the referee's control, and from the halfway line.

Up to 5 substitutes can be nominated on the match card

### 2.12 Water During Games

Players may seek water during a planned water break, other than at half time, or while play is continuing from the touchline. Players must not be allowed to leave the field of play to receive water. Similarly, team officials are not permitted to enter the field to supply water. Water bottles must not be thrown between players and team officials, but should be handed to each other. Bottles may not be carried on the field of play.

### 2.13 Team Captains

A team captain has no special status during matches other than being involved at the start of play with the toss of the coin and maintaining a reasonable and practicable degree of control over their team members. Referees should, however, recognise and advise upon any reasonable request made by the recognised team captain.

### 2.14 Assaults on Referees

A game must be immediately stopped and abandoned if a Referee or Assistant is assaulted by one or more players, club officials, or spectators. Make immediate contact with your referee coordinator or club committee member who will assist you.

A report must be made to the police as soon as possible. If you feel that your safety is under threat, call 000 immediately. Otherwise, call 131 444 for non-emergency Police attendance. The Referee Development Manager must be notified by telephone for all assaults.



## 2.15 Reports

If you send off a player or if you need to report an issue with the match you need to write a send-off or incident report, please contact your referee coordinator or the referee coach for junior football. They will assist you to write the report.

For u5/6 to u9 matches reports need to be given to your club via the referee coordinator.

For u10 matches and above the report must be emailed to Capital Football by Tuesday. Email reports to [refadmin@capitalfootball.com.au](mailto:refadmin@capitalfootball.com.au)

Copies of send-off and incident reports can be found at the Capital Football website, under Referees -> Resources -> Send off/Incident Reports.

 Football House, Unit 2/3- Phipps Close Deakin ACT 2600 PO Box 50 Curtin 2605 Phone (02) 6260 4000 Fax (02) 6260 4999					<b>ACTEWAGL JUNIOR LEAGUE MATCH CARD</b>								
Date:		18/06/2014		Age Group:		Under 18		Competition:		Girls / Open			
Kick Off:		3:00		Division:		1		Ground:		Porto Alegre			
RED-COMPLETED-HOME-TEAM					BLUE-COMPLETED-BY-REFEREE			GREEN-COMPLETED-BY-AWAY-TEAM					
HOME-TEAM: Australia					SCORE			AWAY-TEAM: Netherlands					
FFA #	SURNAME	INITIAL	SHIRT #	OFFENCE	HALF-TIME			FFA #	SURNAME	INITIAL	SHIRT #	OFFENCE	
	Ryan	M	1		HOME: 1 (one)				Cillesen	A	1		
	McGowan	R	19		AWAY: 1 (one)				Janmaat	D	7		
	Davidson	J	3		FULL-TIME				Blind	D	5		
	McKay	M	17		HOME: 2 (two)				Martins Indi	J	4		
	Wilkinson	A	22		AWAY: 3 (three)				Vlaar	M	2		
	Spiranovic	M	6		REFEREE-DETAILS				de Vrij	F	3		
	Leckie	M	7		Referee's Name:				de Guzman	J	8		
	Jedinak	M	15		Referee's FFA #:				de Jong	N	6		
	Cahill	T	4	Y1	Referee's Signature:				Sneijder	W	10		
	Bresciano	M	23		Assistant Referee 1 Name:				van Persie	R	9	Y1	
	Oar	T	11		Assistant Referee 1 FFA #:				Robben	A	11		
	Halloran	B	10		Assistant Referee 2 Name:				Depay	J	21		
	Bozanic	O	13		Assistant Referee 2 FFA #:				Wijnaldum	N	20		
	Taggart	A	9		Referee Coach:				Lens	J	17		
	Langerak	M	12		Referee's FFA #:				Vorm	M	22		
	Kruse	R	8		Referee's Signature:				Hollert	V	12		
COACH:		Ange Postecoglou		FFA #:				COACH:		Louis Van Gaal		FFA #:	
MANAGER:		Aurelio Vidmar		FFA #:				MANAGER:		Dennis Bergkamp		FFA #:	
Coach/Manager Signature to confirm match result:								Coach/Manager Signature to confirm match result:					
Comments: In jury to #23 Bresciano					Match card are to be received by Capital Football by COB two working days after the match. Results are to be entered online by midnight Sunday by HOME TEAM.					Comments:			
					White Copy must go to Capital Football via HOME TEAM. Blue copy to HOME TEAM and Green copy to AWAY TEAM.								

# CAPITAL FOOTBALL REFEREES

## FIELD HANDBOOK

### Part 3 - Match Fees

#### 3.1 Match Fees

##### Premier League

MATCH	REFEREE	ASSISTANT
NPL	\$120	\$60
NPL 20	\$78	\$39
NPL 18	\$66	\$33
NPL 16	\$52	\$26
NPL 14	\$39	\$20
NPL 12	\$33	\$17
WPL	\$78	\$39
WPL 19	\$62	\$30
WPL 17	\$51	\$26

##### State League

MATCH	REFEREE	ASSISTANT
Men's CL	\$78	\$39
Men's CL Res/ 1 & 2	\$62	\$31
Men's 3 & 4	\$58	\$29
Men's 5 and below	\$56	\$28
Master's	\$54	\$27
Women's CL	\$54	\$27
Women's CL 18	\$47	\$23
Women's SL 2 and below	\$47	\$24

##### Junior League

MATCH	REFEREE	ASSISTANT
Under 18 (not PL18)	\$47	\$24
Under 17 (girls)	\$47	\$24
Under 16 (not PL16)	\$41	\$21
Under 15	\$37	\$19
Under 14 (not PL14)	\$33	\$17
Under 13	\$30	\$15
Under 12 (not PL12)	\$26	\$13
Under 11	\$16	N/A
Under 10	\$14	N/A
Under 9	\$12	N/A
Under 8	\$10	N/A
Under 7	\$10	N/A

##### Note:

Referees for junior games should collect half the match fee from each team manager before the kick-off. If this is not possible, collect the money at half time or after the game before handing back the match cards. Do not delay the start of a game because your match fees are not ready.

Where official Assistant Referees are appointed, the referee should also collect their fees. It is suggested that you do not carry your match fees in your pockets during the match – place them securely in your kit bag before commencing the match.



**CAPITAL FOOTBALL REFEREES**  
**FIELD HANDBOOK**

**Part 4 - Ground Locations**

Ground	Location	Suburb	Dressing Rooms
AIS Multi-purpose fields	Masterman Street (back of AIS)	Bruce	Yes
AIS Synthetic	Leverrier Crescent (middle of AIS)	Bruce	Yes
Braidwood	Keder St	Braidwood	
Burgman Anglican School	Francis Forde Bvd & Hurrell St	Forde	No
Calwell	Were Street	Calwell	Yes
Canberra Girls Grammar - Junior	Grey St	Deakin	
Canberra Girls Grammar - Senior	Melbourne Ave	Deakin	
David Madew Oval	Bayside Ct	Jerrabomberra	
Dickson	Antill Street	Dickson	No
Giralang	Canopus Crescent	Giralang	Yes
Grammar - Chapel Oval	Monaro Cres	Red Hill	
Grammar – Flinders/Main/P&F	Monaro Cres & Flinders Way	Red Hill	
Grammar – Junior	Mugga Way & Alexander St	Red Hill	
Harrison	Katoomba St	Harrison	
Hawker Football & Combination	Murranji Street or Walhallow Street	Hawker	No
Hawker (Enclosed) Football Centre	Walhallow Street	Hawker	Yes
High St Oval	High Street	Queanbeyan	No
Kaleen Enclosed & Ovals	Birie place	Kaleen	Yes
Lambert Park (Queanbeyan)	Anne St Karabar	Queanbeyan	No
Latham	Macrossan Crescent	Lathan	No
Letchworth	Maloney Street	Queanbeyan	
Marist	Marr Street	Pearce	
Mawson 1 Oval	Beasley Street	Mawson	Yes
Mawson 2 Oval	Heard Street	Mawson	
Nicholls 1 (synthetic)	Kelleway Ave (Gold Creek school)		
Nicholls 2	Clarrie Hermes Drive	Nicholls	
Nijong Oval	Amos Street/Barrack Street	Cooma	Yes
Page Oval	Burkitt Street	Page	Yes
Palmerston	Kosciuszko Avenue	Palmerston	No
Pearce	Off Hodgson Crescent	Pearce	
Phillip District (middle oval)	Ainsworth Street	Phillip	No
Radford College	College Street	Bruce	
St. Edmunds	McMillan Cres & Wills Street	Griffith	No
Walker Park (Yass)	Merriman Drive	Yass	Yes
Wanniassa Football & Combination	Wheeler Street	Wanniassa	Toilets Only
Waramanga Football & Enclosed	Badimara Street	Waramanga	Player Only
Yarralumla Neighbourhood Oval	Junction Mueller St and Hooker St	Yarralumla	Player Only

## Part 5 – AIA Vitality Miniroos Games Reference Guide

	Under 6 & 7	Under 8 & 9	Under 10 & 11
<b>No. of Players<sup>1</sup></b>	<b>4 max, maximum 3 subs</b>	<b>7 max, maximum 4 subs</b>	<b>9 max, 4 subs</b>
<b>Goalkeeper<sup>2</sup></b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>
<b>Interchange<sup>3</sup></b>	Unlimited, any time	Unlimited, any time	Unlimited, any time
<b>Field Sizes<sup>4</sup></b>	<b>30m x 20m</b>	<b>¼ Full Size Pitch Length: 40m - 50m Width: 30m - 40m</b>	<b>½ Full Size Pitch Length: 60m - 70m Width: 40m - 50m</b>
<b>Field Markings</b>	Markers or painted lines	Markers or painted lines	Markers or painted lines
<b>Goal Size<sup>5</sup></b>	<b>Width: 1.5m – 2.0m Height: 0.9m x 1.0m</b>	<b>Width: 2.5m - 3.0m Height: 2.0m</b>	<b>Width: 4.5m - 5.0m Height: 2.0m</b>
<b>Goal Type</b>	Goals, Poles, Markers	Goals, Poles, Markers	Goals, Poles, Markers
<b>Goal Area</b>	Not required	Not required	Not required
<b>Penalty Area</b>	Not required	<b>5m depth x 12m width</b>	<b>5m depth x 12m width</b>
<b>Centre Circle</b>	<b>5m radius</b>	<b>5m radius</b>	<b>5m radius</b>
<b>Game Duration</b>	<b>2 x 15 minutes</b>	<b>2 x 20 minutes</b>	<b>2 x 25 minutes</b>
<b>Half Time Break</b>	<b>5 minutes (max)</b>	<b>5 minutes (max)</b>	<b>5 minutes (max)</b>
<b>Ball Size</b>	<b>Size 3</b>	<b>Size 3</b>	<b>Size 4</b>
<b>Match Cards</b>	Not Required	Not Required	Not Required
<b>Numbered Shirts</b>	Not Required	Not Required	Not Required
<b>Kick-off<sup>5</sup></b>	From centre, cannot score directly	From centre, cannot score directly	From centre, cannot score directly
<b>Ball Crossing the Touch Line<sup>7</sup></b>	<b>Kick-in</b> , dribble or kick	<b>Throw in - Two</b> attempts by player	<b>Throw in - One</b> attempt only
<b>Ball Crossing Goal Line Touched by Attacker last</b>	<b>Goal Kick</b> , goal line, dribble or kick, opposition halfway, cannot score <sup>8</sup>	<b>Goal Kick<sup>8</sup></b>	<b>Goal Kick<sup>8</sup></b>
<b>Ball Crossing Goal Line Touched by Defender last</b>	<b>Goal Kick</b> , goal line, dribble or kick, opposition halfway, cannot score <sup>8</sup>	<b>Corner Kick</b>	<b>Corner Kick</b>
<b>Offside<sup>9</sup></b>	No offside	No offside	No offside
<b>Free Kicks<sup>10</sup></b>	<b>Indirect</b>	<b>Indirect</b> , except penalty kicks	<b>Indirect</b> , except penalty kicks
<b>Restarts</b>	Opposition retires <b>5m</b> from the ball	Opposition retires <b>5m</b> from the ball	Opposition retires <b>5m</b> from the ball
<b>Penalty Kicks<sup>11</sup></b>	<b>No</b>	<b>Yes</b>	<b>Yes</b>
<b>Misconduct: cautionable<sup>12</sup></b>	Coach talk, player replaced	Coach talk, player replaced	Coach talk, player replaced
<b>Misconduct: send off<sup>13</sup></b>	Send player off, player replaced	Send player off, player replaced	Send player off, player replaced
<b>Goalkeeper walking into own goal with the ball</b>	Not applicable	A goal shall <b>not</b> be awarded	A goal <b>shall</b> be awarded
<b>Referee<sup>14</sup></b>	Game Leader	Instructing Referee	Instructing Referee

### Notes:

- Players Equipment:** A player taking the field of play should not wear anything that is dangerous to another player or themselves. Boots or training shoes and shin pads must be worn. Socks must be worn on the outside and fully cover the shin pads.
- Goalkeepers:** Goalkeepers must throw or roll the ball to release it, or play it on the ground with their feet within 6 seconds from receiving the ball. Goalkeepers may not punt kick or drop kick the ball directly from their hands. Opponents must remain 5m outside the penalty area until the ball is in play. The ball is in play when the ball leaves the penalty area. The 6 second count should only start when the attacking players have retired the required distance. Try to coach goal keepers to release the ball early rather than penalise them.
- Interchange:** Unlimited, from near halfway, any time during play, but must wait until the substituted player has left the field.
- Field Sizes:** Clubs may use the penalty area to penalty area to donate the length of the field, with markers to donate the width for U11.
- Goal Sizes:** Clubs are encouraged to use 3m x 2m goals for U8 and U9, but may use larger goals as used in U10 and U11. Where cones are used the height of the goals are considered to be average player shoulder height.
- Kick Off:** All kick-offs taken from the centre of the field, must pass the ball, cannot score directly from a kick-off, opposition 5m away.
- Ball Crossing Touch Line.** Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored. For U6 & U7 a player from the opposing will place the ball on the touch line and pass or dribble the ball into play.
- Goal Kick.** For U 6 & U7 taken from goal line, may kick pass or dribble the ball, opposition to retire to the halfway line and the ball must touch a team mate before a goal can be scored. For U8 and above taken from anywhere in penalty area, cannot touch twice, opposition retires 5m outside penalty area until the ball is in play. The ball is in play when it leaves the penalty area.
- Offside:** Coach and instruct players to move out of offside positions. Do not penalise them.
- Free Kicks:** Indirect free kicks for offences occurring within 8m of the goal shall be taken 8m from the goal.
- Penalty Kicks:** For any offence under Law 12 that would normally result in a direct free kick. To be taken from 8m directly in front of goal. All other players to be outside the penalty area and at least 5m behind the penalty mark. Coaches should rotate penalty takers through their respective teams. The penalty area can be marked through the use of marked lines, flat or soft markers or cones.
- Misconduct – cautionable:** Have the coach talk to the player off the field about the infringement, the player may be replaced.
- Misconduct – send off:** Send the player off for the remainder of the match, the player may be replaced. Referees should forward the report to their Referee Coordinator for distribution to the player's club. The player's club is to take any administrative action.
- Referees Role:** Referees introduce players to a slightly more formal approach but still adopt a Game Leader approach - fun, relaxed, explaining rules as required and allowing games to flow.

# CAPITAL FOOTBALL REFEREES

# FIELD HANDBOOK

## Part 6 - Contacts

6.1 Referees Standing Advisory Committee	Chair	David Ockerby	0410 194 292	
	Email:	dfanddl@ozemail.com.au		
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6.2 State Referee Technical Committee	Chair	Chris Blain		
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	Referee Administrator	Andrea Hotchkiss		
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	For all referees news and information please visit the referee page at <a href="http://www.capitalfootball.com.au">www.capitalfootball.com.au</a>			

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