

GROUND MARSHALL SENIORS



QUEENSLAND

As a Ground Marshall your duties are to contribute to the quality management of game day, reflect the positive aspects of the Code of Conducts and to provide proactive service to participants. We thank you for all you do in contributing to our great game!

Desirable Characteristics

- Effective communication skills
- Organisational and time management skills
- Positive and enthusiastic
- Ability to deal with potential conflict in a calm and non-confrontational manner

Time Commitment

- 1 -4 hours per week or as requested

Duties & Responsibilities

- Introduce yourself to the umpires a minimum of 30 minutes prior to the start of the game.
- Ensure you have a nominated committee contact to report any issues before, during or after the game(s).
- Escort the umpires from their change rooms to the centre of the field prior to the start of each match.
- Escort the umpires from their assembly point on the field to their change rooms at half time.
- Escort the umpires from their change rooms to the centre of the field after the half time break.
- Escort the umpires from their assembly point on the field to their change rooms at the conclusion of the match.
- Stand with the umpires during the quarter and three-quarter time intervals and provide water as needed.
- Liaise with umpires during breaks so they can advise of any inappropriate behaviour noticed around the oval.
- Monitor the behaviour of those in the coaches boxes.
- Monitor and manage off-field behaviour, reporting any inappropriate behaviour to the nominated committee member for your club.
- Ensure alcohol is **not** consumed outside designated areas at clubs.
- Report any incidents, resolved or not, via online form (QR code provided).

Marsh Checklist



Incident Report



Accreditation



GROUND MARSHALL

MATCHDAY CHECKLIST

Before the Game

- Marsh Game Day Checklist** - complete if 1st game of the day
- Field Markings** - coaches boxes and interchange marked out.
- First Aid** - confirm provider, equipment and stretcher in place.
- Coaches Box** - only Coach, Assistant Coach/s, Manager and interchange players in box, all wearing enclosed footwear.
- Scoreboard Attendant, Siren & Timekeeper** - available, understand their role and in place.
- Footwear** - every game day volunteer is in enclosed footwear.
- Umpires** - introduce yourself to Umpires 15 minutes prior to game and be prepared to escort them to the oval.
- Ground Marshall** - wear **ORANGE** GM bib and ensure games start on time.

During the Game

- Behaviour** - monitor spectators and coaches boxes for breaches of Code of Conduct.
- Umpires** - be visible to provide assistance as needed. Escort Umpires to and from the oval for half time break and provide them with water.
- Red Cards** - escort any red carded players from the vicinity for the remainder of the game.
- First Aid** - assist if called upon by First Aid provider, coordinate emergency services if needed.

After the Game

- Umpires** - once 'all clear' given, escort the Umpires from the oval.
- Team sheets** - ensure you sign both copies.
- Red Cards** - escort any red carded players, along with Team Manager, to the Umpire room no later than 10 minutes after completion of game.
- GM Incident Form** - to be completed for any breaches of Code of Conduct, unreasonable behaviour or incidents that require follow up from AFLQ, forward to your Club/Competition Manager.



QUEENSLAND

GROUND MARSHALL JUNIORS



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Incident Report



Accreditation



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