



Soccerfest 2009

Guide for Field Marshals

1. You are a good will ambassador for Soccerfest. Please wear a **RED** hat (provided) during the games you cover, this hat is yours to keep. Welcome the teams, coaches, referees.
2. Arrive at the field 20 minutes before the start of the game, confirm teams playing, and get the coach to print his/her name on the score sheet, and ask for the player passes and place them in the field box. Have the referees fill their names in on the score sheet.
3. Game balls are in the field boxes #4 balls (U10- 12) #5 (U13-19). Three balls: one for each side of the field, and the game ball.
4. Get ball retrievers: Seek out youngsters in the crowd to help. One per side. Ball retriever T -shirts are in the field box.
5. Games are 30 min halves with 5 min halftimes. Ref keeps the time.
6. First Aid kits and ice packs are in the field boxes should the need arise, also the emergency contact phone numbers are in the field box.
7. CARDS: Please keep track of the team and players that are issued yellow/red cards and call in to HEADQUARTERS when they happen. Record **both** the number and name of the players. **Player passes are to be held after two yellows by the same player or one red card.**
8. At the end of the game return passes to the coach only and have them sign for the return of their passes. The center referee is to fill in scores and rating. As Field Marschall, enter sportsmanship scores in the appropriate columns for team and parents. Then call in the scores and ratings to headquarters (phone number on reverse). **THIS MUST HAPPEN AT THE END OF EACH GAME.**
9. Call field marshal chairs for resupply or any assistance. Phone numbers are on the reverse.



Contact Numbers

Scoring at Headquarters:

Rob Musterer 974-3296

Field Marshal Chairs:

Conor O'Hara 314-3906

John DePalma 996-7832

Emergencies/EMT:

EMTs are on call at Cox Field and can be reached at 430-4438 or 911