

Field Marshal Duties

The Field Marshal is responsible for tracking the time of each player on the opposing team during a game. All players must play 50% of the game in which they are present for. If the player shows up late, they only need 50% of what's left in the game.

Playing times recorded by the Field Marshal are final.

Prior to game:

1. Pick up the Field Marshal Time Tracking form and pencil at the Concession Stand.
2. Arrive at the field at least 15 minutes prior to kick-off.

Player Check-in:

1. 10 minutes prior to kick-off the Referee will check in players.
2. Field Marshal will record the player numbers of the opposing team on Time Tracking form during check-in.
3. If any players have a documented excuse to play less than 50% (ex. injury, medical, etc.). Note this next to the player number on Time Tracking form.

During Game:

Field Marshal will be positioned on the coaches sideline; behind the substitution area of the opposing team.

1. Keep time for each player on the opposing team.
 - a. Be sure to use the timer or stopwatch feature on your phone to track time. Seconds matter!
2. Substitutes: time starts when the player enters the sub-box.
3. At half time, review recorded times.
4. During the 3rd quarter, Field Marshal must alert coaches of players that have not played 50% of the game. U12 & U14- alert coach at half-time.

After the Game:

1. Field Marshal will sign the Time Tracking form if all players had 50% playing time.
2. In the event a player did not play 50% of the game, notify the referee and coach.
3. Return the Time Tracking form to the concession stand.

Duration of Matches:

U6: 8 minute quarters, 5 minute half time.

U7: 10 minute quarters, 5 minute half time.

U8-U9: 12 minute quarters, 5 minute half time.

U10-U11: 15 minute quarters, 5 minute half time.

U12: 30 minute halves , 5 minute half time.

U14: 35 minute halves, 10 minute half time.

