

Field Marshal Instructions/Duties

Field Marshals are to “check in” teams, collect game cards, call for a referee if there is none present at game time, and provide assistance if there is an injury on the field or an unruly fan, player or coach that needs to be assisted from the field. The referee is in control of the game and those surrounding it and will indicate if assistance is needed.

To check in a team:

1. Ask the name of the team and the time and field they are playing on.
(If they do not know the field, check your schedule.)
2. Make sure they are at the correct tent, if not, direct them to the correct tent.
3. Pull their game card from the field pile.
4. Ask for the player cards.
5. Call off the names from the player cards:
 - a. Verify the cards have a white “zip fastener” (this shows they have registered). If there is no fastener, send them to the shed to register. (Registration in same tent at Salebarn)
 - b. Make sure the faces on card and player match
 - c. Check for any jewelry or metal hair items. (none allowed)
 - d. Verify all players are wearing shin guards
 - e. Verify all players have rubber cleats (no metal)
6. Give the coach the game card and tell him/her to bring it back signed after the game for the return of the player cards.
7. When the coach returns the signed game card, return the player cards.
8. Give the game cards to “the collector” who will be by every 90 minutes or so.

Radio Use:

Use the radio to call for medical assistance, additional help or to get a referee. Identify the field number when needing assistance of any kind. All radios should remain on channel 8 unless otherwise told by tournament committee member.

To use radio:

1. Press large button on left side and speak loudly and clearly while holding in button.
2. Let up on button to hear the other person talk