



Under 10 to 12

Coaches & Managers Meeting



1.1 Marrickville FC

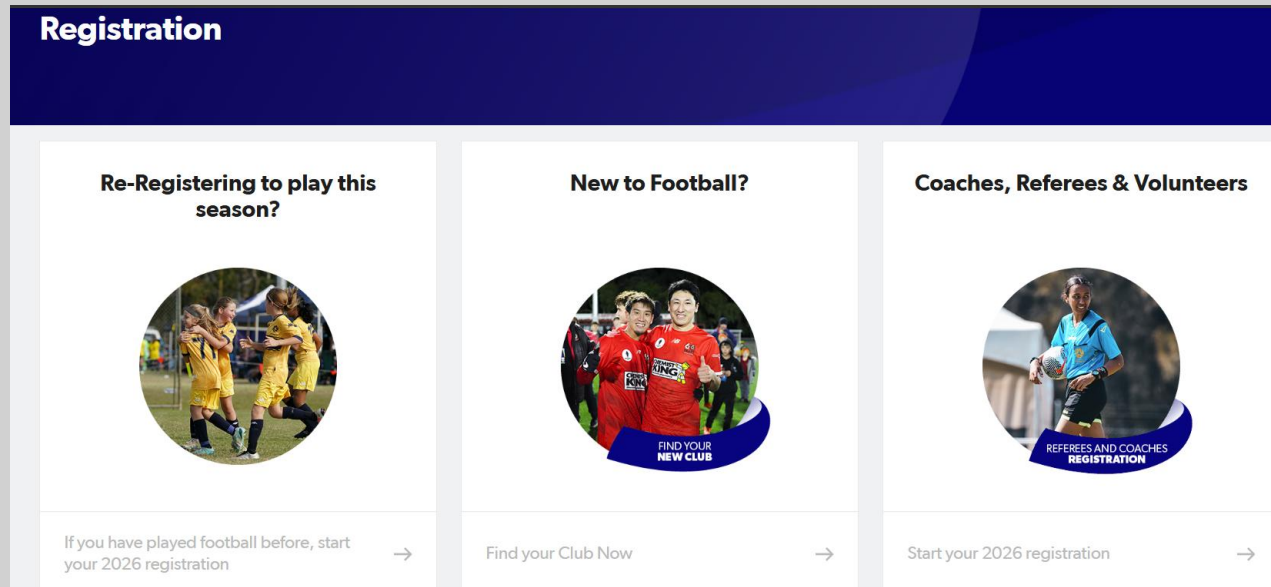
- COMMUNITY BASED, NFP VALUES DRIVEN & VOLUNTEER ENABLED GRASSROOTS SPORTS CLUB
- PROVIDING A FRIENDLY ENVIRONMENT THAT FOSTERS ENJOYMENT, SKILL DEVELOPMENT, CREATING FRIENDSHIPS, AND INSPIRING A TEAM SPIRIT FOR ALL AGES AND LEVELS OF ABILITY
- ALL TEAMS PARTICIPATE UNDER FOOTBALL CANTERBURY (ASSOCIATION) COMPETITION



1.2 Registration



- YOU MUST REGISTER WITH PLAYFOOTBALL AS A COACH OR MANAGER



- AT MFC, ALL COACHES AND MANAGERS **MUST** HAVE A WWCC
- IF YOU DON'T HAVE A WWCC NUMBER, YOU START THE PROCESS BY GOING TO
 - [APPLY FOR A WORKING WITH CHILDREN CHECK | SERVICE NSW](#)
 - [ELEARNING | OFFICE OF THE CHILDREN'S GUARDIAN \(NSW.GOV.AU\)](#)
- COACHES AND MANAGERS ARE TO COMPLETE THE CHILD SAFE SPORT MODULE 1 COURSE.



1.3 Code of Conduct

- MFC PROVIDES A SAFE AND FRIENDLY ENVIRONMENT FOR THE DELIVERY OF FOOTBALL SERVICES
- MFC'S EXPECTATION ON ALL MFC MEMBERS - COACHES, MANAGERS, PLAYERS AND PARENTS – IS THEY WILL TREAT EACH OTHER, SUPPORTERS AND OPPOSITION PARTICIPANTS WITH RESPECT, GRACE AND COURTESY
- **POLICIES – MARRICKVILLE FC**
- YOU WILL FIND CODE OF CONDUCT, CHILD SAFETY POLICY, CHILD SAFETY CODE OF CONDUCT, MEMBER PROTECTION POLICY, PRIVACY POLICY
- MARRICKVILLE FC's MEMBER PROTECTION POLICY IS PART OF THE CLUB'S ONGOING COMMITMENT TO ENSURING THERE IS AN INCLUSIVE AND SAFE CULTURE FOR MEMBERS, WHICH SAFEGUARDS THEM AGAINST ANY FORMS OF HARASSMENT AND ABUSE.
- **MPIO@MARRICKVILLEFC.ORG.AU**



1.3 Code of Conduct

- EACH CLUB MEMBER HAS THE RESPONSIBILITY TO UPHOLD MFC'S VISION AND CODE OF CONDUCT
- MFC EXPECTS COACHES AND MANAGERS TO PROACTIVELY SUPPORT THE CLUB'S RULES AND DECISIONS
- ALL **MFC CODE OF CONDUCT** CONCERNS ARE ASKED TO BE RAISED EMAIL GEORGIE@MARRICKVILLEFC.ORG.AU
- ANY ACTION, IN THE VIEW OF THE CLUB, THAT THREATENS A SAFE ENVIRONMENT IS A BREACH OF MFC'S CODE OF CONDUCT AND WILL BE SUBJECT TO DISCIPLINARY REVIEW
- MFC'S DISCIPLINARY REVIEW COMMITTEE WILL REVIEW EACH REPORTED INCIDENT AND, IN LINE WITH THE REPORTED FACTS, PROVIDE A DETERMINATION
- ANY **OTHER CLUB'S BEHAVIOUR CONCERNS** EMAIL DIRECTLY GEORGIE@MARRICKVILLEFC.ORG.AU

2.1 Training

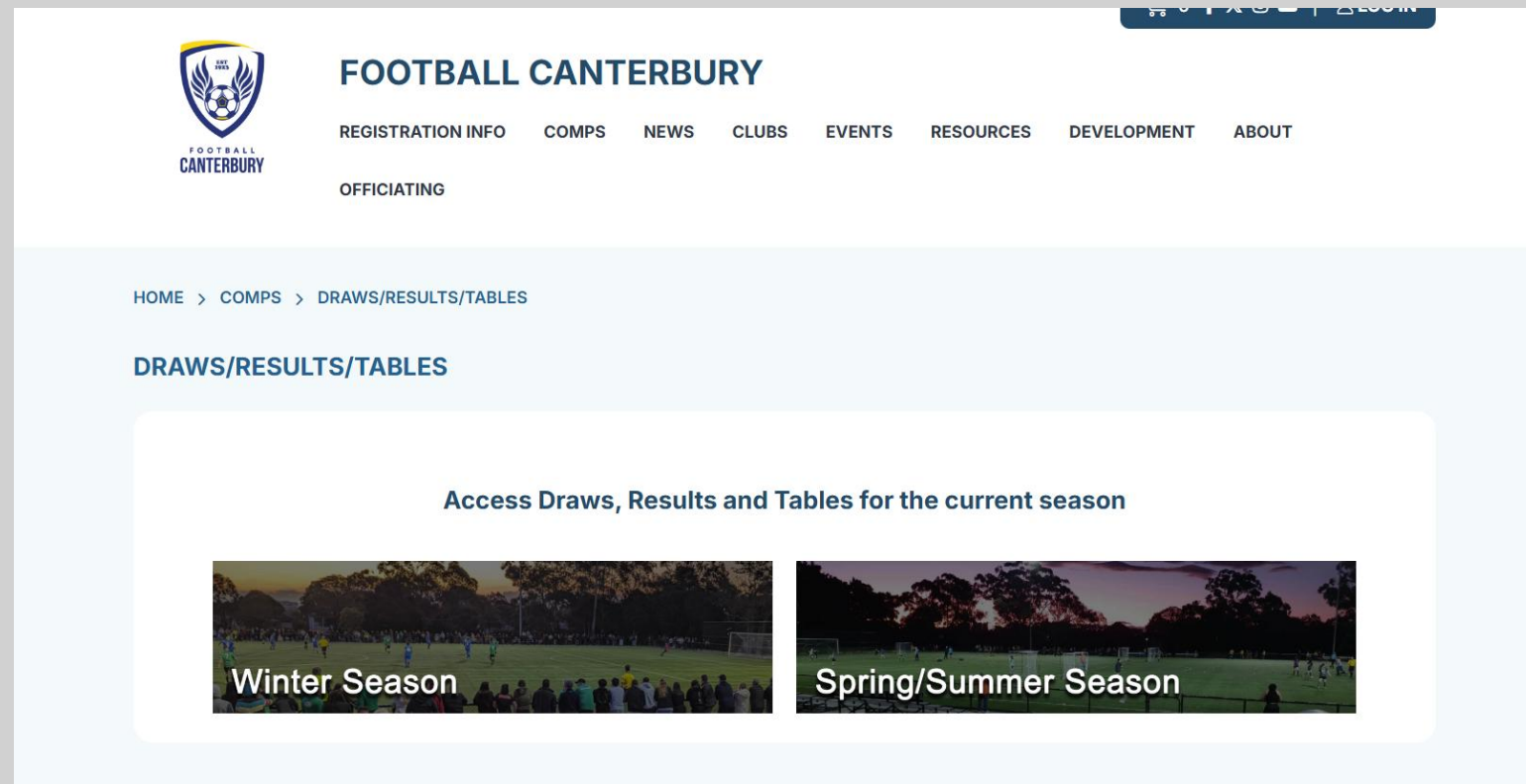


- CONFIRMATION EMAILS OF TRAINING BOOKINGS WILL START TO BE SENT OUT BY THE END OF THE WEEK.
- TEAMS ARE ONLY ALLOWED TO TRAIN AT MACKEY, STEEL PARKS OR TEMPE RESERVE. PLAYER REGISTRATION INSURANCE DOES NOT COVER TRAINING AT OTHER FIELDS.
- TRAINING AT YOUR ALLOCATED SPACE BEGINS ON TUESDAY 7TH APRIL
- TRAINING ONLY AT MACKEY PARK FOR NOW
- ALL PARKS CLOSED FROM 31ST MARCH TO 6TH APRIL
- COACHES' TRAINING KITS (BALLS, CONES, BIBS) CAN BE COLLECTED FROM TEMPE RESERVE AMENITIES BUILDING ACROSS THE ROAD FROM ALL WEATHER FIELD ON THURSDAY 26TH MARCH FROM 6-8PM OR FRIDAY 27TH MARCH FROM 5-7PM

2.2 Dribl

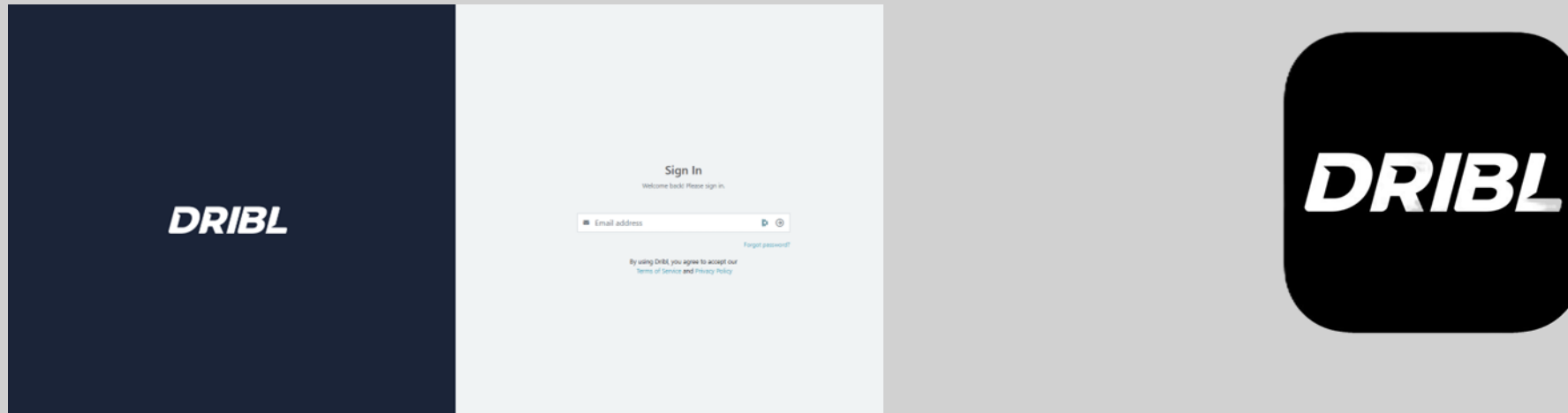


- DRIBL IS THE COMPETITION MANAGEMENT SYSTEM USED BY THE FOOTBALL CANTERBURY
- ALL GAMES CAN BE FOUND ON THE DRIBL WEBSITE OR APP
- THE DRAW CAN BE ACCESSED AT [HTTPS://CDSFA.DRIBL.COM/](https://CDSFA.DRIBL.COM/)
- REMEMBER TO CHECK THE DRAW ON FRIDAY EVENING AS GAMES MAY CHANGE





2.3 Dribl Match Sheets



- TEAM MANAGERS AND COACHES (KNOWN AS TEAM RECORDERS AND REPORTERS) WILL BE ABLE TO ACCESS THEIR MATCHES, AND ENTER RESULTS THROUGH THE DRIBL APP.
- THEY WILL BE ABLE TO ACCESS THEIR MATCH SHEETS AND PLAYER ID CARDS.



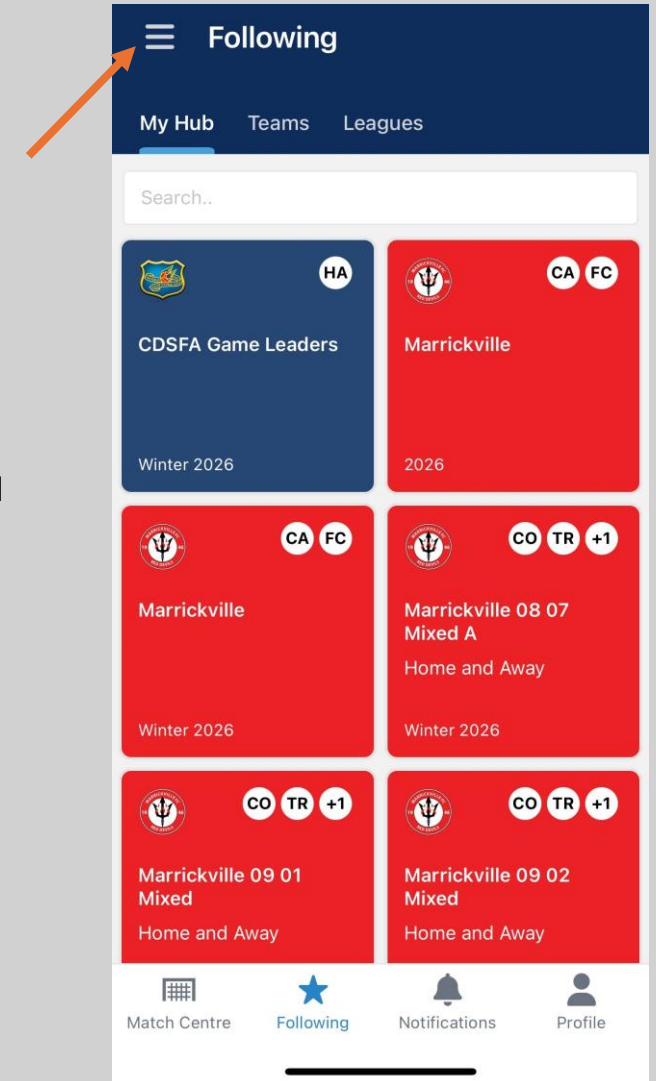
BEFORE THE GAME

STEPS:

1. COACHES AND MANAGERS MUST BE REGISTERED AND APPROVED IN PLAYFOOTBALL
2. DOWNLOAD THE APP. IF YOU HAVE THE APP, MAKE SURE YOU HAVE DONE THE CURRENT UPDATE.
3. LOGIN TO DRIBL BY GOING TO EITHER THE APP OR THE WEB APPLICATION (LAPTOP/DESKTOP/TABLET)
4. IN THE APP, CLICK ON FOLLOWING AND YOU SHOULD SEE MY HUB WITH YOUR TEAM (SEE PICTURE)

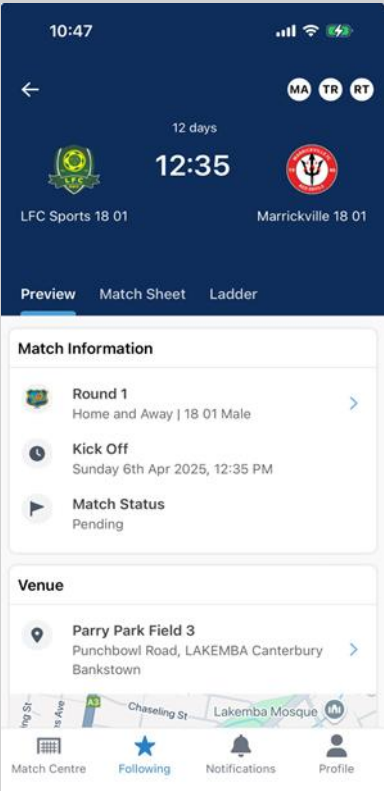
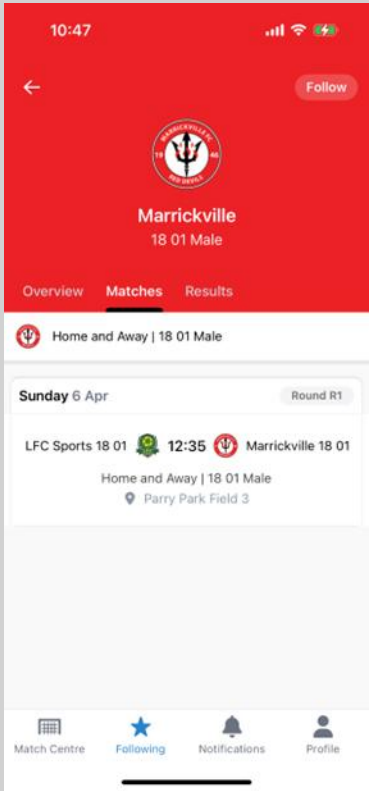
IF YOU CANNOT SEE MY HUB:

- CLICK ON THE THREE HORIZONTAL LINES IN THE TOP LEFT-HAND CORNER
- CLINK ON LINK A MEMBER
- FOLLOW THE PROMPTS- A CODE WILL BE SENT TO THE EMAIL ASSOCIATED TO YOUR ACCOUNT. ENTER THE CODE TO THE PENDING ACCOUNT IN THE APP.
- ONCE YOUR NAME APPEARS, CLICK ON YOUR NAME. THE APP WILL SWITCH PROFILES

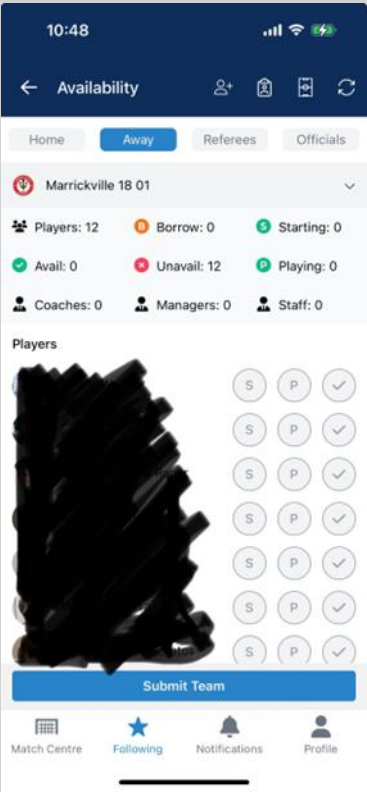


BEFORE THE GAME (CONTINUED)...

- 5. SELECT MATCH TAB
- 6. SELECT DESIRED MATCH, CLICK ON MATCH SHEET



- 7. SELECT HOME OR AWAY TEAM. REVIEW YOUR PLAYERS, SELECT WHO IS PLAYING AND UPDATE JERSEY NUMBERS
 - 8. IF YOU ARE BORROWING PLAYERS, YOU CLICK ON THE  BUTTON
- START SEARCHING (FIRST NAME) FOR THE PLAYERS TO BE ADDED
ONLY AVAILABLE (AGE GROUP, DIVISION & SUSPENSIONS) WILL BE DISPLAYED
- ONCE ALL COMPLETED, SUBMIT YOU TEAM BY PRESSING THE SUBMIT
BUTTON. MAKE SURE YOU HAVE SELECTED THE COACH AND MANAGER



AT THE GROUND...

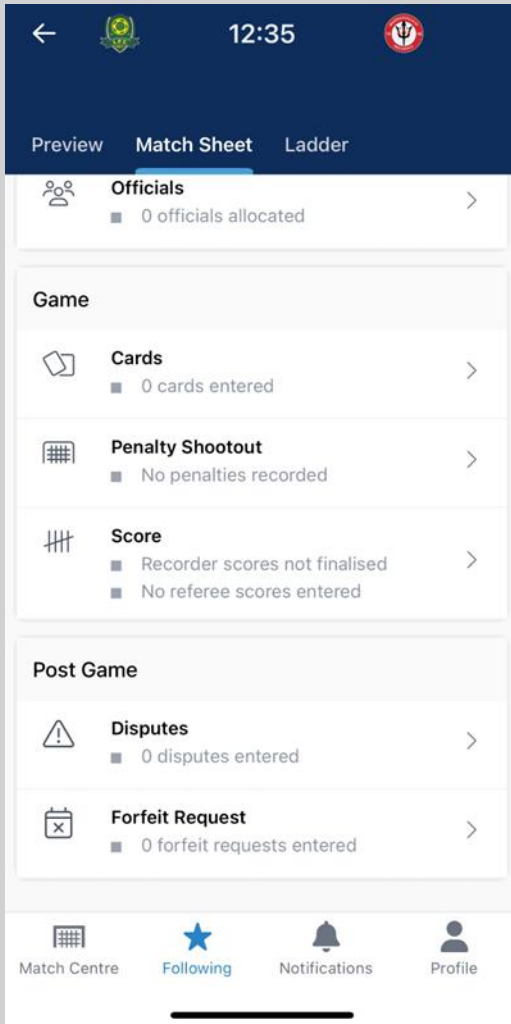
1. PERFORM A FINAL REVIEW OF YOUR TEAM
2. PERFORM A REVIEW OF THE OPPOSITION
3. CONFIRM REFEREES
4. VIEW OPPOSITION ID CARDS BY CLICKING ON THE PLAYER AND SELECT THE MENU OPTION VIEW PLAYER CARDS
5. FLICK THROUGH THE PLAYER CARDS TO REVIEW ALL CARDS
6. CONFIRM THE OPPOSITION TEAM BY PRESSING THE MATCH SHEET MENU AND SELECTING CONFIRM OPTION.
7. MATCH SHEET MUST BE SUBMITTED AT LEAST 10 MINUTES PRIOR TO KICK OFF.

AT COMPLETION OF THE MATCH...

1. THE MANAGER ENTERS THE MATCH SHEET
2. ENTER THE SCORE, SCROLL DOWN TO GAME SECTION AND CLICK ON SCORE
3. ENTER SCORES- DOUBLE CHECK THE SCORE IS CORRECT
4. PRESS SAVE
5. **RESULTS MUST BE RECORDED IMMEDIATELY AFTER THE GAME.**



2.4 Forfeits



- **TO BE MADE THROUGH DRIBL ON THE MATCH SHEET**
- RAISING A FORFEIT FOR A GAME IS STILL ALLOWED. HOWEVER, PLEASE ENSURE THAT THE FORFEIT IS MADE BY THE DEADLINE SET BY FOOTBALL CANTERBURY.
- **THE TIME FRAME WILL BE SET AT 48-HOURS PRIOR TO THE SCHEDULED KICK-OFF TIME MEANING TO AVOID INCURRING A FORFEIT FEE, A FORFEIT IS TO BE LODGED MORE THAN 48-HOURS PRIOR TO KICK OFF FOR ANY ASSOCIATION FIXTURE.**
- E.G. TO AVOID INCURRING THE FEE FOR A 1PM GAME ON SATURDAY YOU WILL NEED TO LODGE THE FORFEIT PRIOR TO 1PM THURSDAY; FOR A 10AM SUNDAY GAME THE FORFEIT WOULD NEED TO BE LODGED PRIOR TO 10AM FRIDAY.
- SHOULD YOU BREACH THE DEADLINE, THE FORFEITING CLUB WILL INCUR THE FULL PAYMENT AMOUNT REQUIRED TO PAY THE ASSIGNED REFEREES.

2.5 Match Day Information



- **FA 6.2 Registration Mandatory** (a) A PLAYER MUST BE REGISTERED WITH FA BEFORE THEY CAN PLAY FOR A CLUB.
- MATCH DAY INFORMATION WILL BE IN DRIBL. ANY UPDATES TO MATCHES WILL BE PUBLISHED BY FOOTBALL CANTERBURY IN DRIBL.
- IF YOUR GAME SHOWS WASHOUT, THIS MEANS THE GAME IS CANCELLED DUE TO PARK CLOSURE. THE GAME WILL NOT BE MOVED OR RESCHEDULED.
- ID CARDS FOR PLAYERS WILL BE ELECTRONICALLY THROUGH THE DRIBL APP
- COACHES AND MANAGERS WILL STILL HAVE A PHYSICAL ID CARD. YOU MUST WEAR YOUR ID CARD FOR ALL GAMES. IF YOU ARE NOT ACCREDITED, YOUR ID CARD WILL HAVE VOLUNTEER NOT COACH.
- ALL PLAYERS MUST HAVE AN ID CARD TO PLAY. **NO ID CARD = NO PLAY**
PLAYER PHOTOS- IF THE PHOTO DOESN'T PASS AS A PASSPORT TYPE PHOTO, THE PLAYER WILL NOT BE AVAILABLE TO PLAY.

2.5 Match Day Information



- **ALTERNATE (BLACK) PLAYER UNIFORM** - WHEN YOU ARE THE HOME TEAM AND YOU ARE PLAYING ANOTHER RED SHIRT TEAM (E.G. ANOTHER MFC SIDE, PUNCHBOWL, ETC.) YOU NEED TO COLLECT AND WEAR THE BLACK ALTERNATE JERSEYS.
- THE ALTERNATE SHIRTS ARE TO BE COLLECTED TUESDAY AND WEDNESDAY FROM 5.30 TO 7.30PM, THURSDAY FROM 7.00PM TO 8.00PM FROM THE CLUB HOUSE AT MACKEY PARK. THE ALTERNATE SHIRTS ARE TO BE RETURNED LAUNDERED (COLD WASH ONLY) FOR THE NEXT TEAM TO USE ON TUESDAY AFTER YOUR GAME.
- **DO NOT COME ON MATCH DAY TO COLLECT BLACK AWAY JERSEYS.**
- IF PLAYING AT HOME AND YOU ARE THE FIRST GAME, YOU WILL BE ASKED TO SET UP THE FIELD.
- IF YOU ARE PLAYING AT HOME AND YOU ARE THE LAST GAME, YOU WILL BE ASKED TO PACK UP THE FIELD.

2.6 Technical Area



- MAXIMUM OF TWO TEAM OFFICIALS THAT ARE HOLDING & DISPLAYING A CURRENT SEASON TEAM OFFICIAL ID CARD AND WEARING THE YELLOW HI-VIS VEST.
- ONLY PLAYERS ACTIVELY PARTICIPATING IN A GAME ARE PERMITTED. THEY MUST BE WEARING BIBS IF ON THE BENCH.

NOT PERMITTED:

- NON-PLAYING MEMBERS OF THE TEAM (E.G. INJURED, EXCESS SQUAD)
- ADDITIONAL TEAM OFFICIALS ABOVE THE MAX. 2
- PLAYER'S OR TEAM OFFICIAL'S CHILDREN, PARTNERS, FRIENDS, ETC
- CLUB COMMITTEE WHO ARE NOT ACTING AS A VESTED GROUND OFFICIAL
- EACH TEAM IS TO PROVIDE A GROUND OFFICIAL –ORANGE VEST





2.7 Player Eligibility- Rules of the Association

Maximum players to play a game:

Under 10 -12 = 13 players (9 + 4)

Minimum players to play a game: 6 players of the original team.

Number of players that can be borrowed:

Under 10 -12 – 3 players

Borrowing of players- if borrowing from same age group, you can only borrow from division lower. If borrow from an age group below, you can borrow from any division except division 1.

Throughout the season each player can be borrowed 4 times. Once you borrow a player for the 5th time, they return to their team and cant be borrowed again.

5.2.2 A female player in an under 8 to under 12 age **girls only team** may be borrowed into an under 8 to under 12 mixed/boys team maintaining the borrowing limitations for the age as set out in these Rules.

Alternatively, a female player in an under 8 to under 12 age **mixed/boys team** may be borrowed into an under 8 to under 12 girls only team. This permission does not extend beyond the non-premiership under 12 competitions.

5.2.2.1 WITHIN THE SAME DIVISION:- Where two or more teams from the same Club are in the same division, then no interchange of players between those teams is permitted.



2.7 Player Eligibility- Rules of the Association

INELIGIBLE PLAYERS - PENALTIES 5.4.1

ANY TEAM THAT FIELDS A PLAYER WHO:

- IS UNREGISTERED, OR
- NEEDS A PERMIT TO PLAY AND HAS NOT OBTAINED SUCH PERMIT, OR
- IS NOT REGISTERED IN THAT TEAM IN ACCORDANCE WITH THE FOOTBALL CANTERBURY CONSTITUTION AND RULES, OR
- IS REGISTERED WITH ANOTHER ASSOCIATION OR SOCCER ORGANIZATION WITHOUT BOARD PERMISSION, OR
- IS UNDER SUSPENSION,

IS NOT ELIGIBLE TO PLAY IN THAT TEAM ACCORDING TO ANY RULE OF THE ASSOCIATION.

PENALTIES - FOR EACH MATCH THAT THE PERSON HAS PLAYED IN:

- DEEMED TO HAVE LOST EACH MATCH, AND
- FORFEIT THREE COMPETITION POINTS (EVEN THOUGH THE TEAM MAY NOT HAVE EARNED ANY POINTS IN THE MATCH PLAYED), AND
- BE FINED AN ADDITIONAL REGISTRATION FEE, AND
- BE DEALT WITH ADDITIONALLY AS THE BOARD DEEMS FIT.



2.8 Small Sided Game Rules

Coach Resources – Marrickville Football Club

- THERE IS NO OFFSIDE
- THE GAME LEADER SHOULD DISALLOW A BLATANT OFFSIDE GOAL IF ATTACKING PLAYER WAS DETERMINED TO BE GOAL HANGING.
- THE GOALKEEPER IS NOT ALLOWED TO DROPKICK THE BALL. BOUNCING AND KICKING THE BALL IS CONSIDERED A DROPKICK.
- ALL OPPONENTS MUST BE POSITIONED AT HALFWAY LINE FOR A GOALKICK.
- NO PARENT OR COACH SHOULD BE ON THE FIELD WITH THE PLAYERS.
- PARENTS OR COACHES SHOULD **NOT BE BEHIND OR NEXT TO THE GOALS**, TALKING TO THE GOALKEEPER



- GAME LEADERS WILL BE PROVIDED BY THE HOME CLUBS. YOU DO NOT NEED TO PAY THE GAME LEADERS.
- IF NO GAME LEADER IS PROVIDED, ASK A PARENT TO REFEREE THE GAME.
- THERE IS A **NO TOLERANCE RULE** TO OFFENSIVE LANGUAGE OR BEHAVIOUR.
- LENGTHY SUSPENSION FOR ANY TEAM OFFICIAL, PLAYER OR SPECTATOR ABUSING A GAME LEADER.

3.1 Wet Weather- Home Grounds



- ALWAYS PRESUME YOUR GAME IS ON UNTIL IT HAS BEEN CONFIRMED OTHERWISE
- MFC SEEKS TO INFORM TEAMS OF MFC PARK CLOSURES AS EARLY AS POSSIBLE. SOMETIMES IT DOESN'T HAPPEN UNTIL MINUTES BEFORE GAMES ARE SCHEDULED TO START.
- INNER WEST COUNCIL (IWC) MAKES A DECISION ON PARK CLOSURE EVERY WEEKDAY BY 3 P.M.
- IF A MFC PARK IS OPEN FRIDAY AFTERNOON, THE CLUB COMMITTEE MAY NEED TO CLOSE THE PARK ON SATURDAY DEPENDING ON THE WEATHER.
- MFC USES A **TWO-STEP COMMUNICATION APPROACH**:
 - MFC POST GROUND CLOSURES ON OUR SOCIAL MEDIA CHANNELS (INSTAGRAM & FACEBOOK)
 - AS A BACK UP:
 1. A MESSAGE WILL BE SENT FROM THE CLUB TO EACH TEAM MANAGER THROUGH THE MANAGERS GROUP IN TEAMLINKT (GAME DAYS ONLY)
 2. EACH TEAM MANAGER RELAYS THE MESSAGE TO EACH PLAYER'S FAMILY



3.2 Volunteer Duty



- EVERY TEAM WILL BE ROSTERED ON FOR ONE SHIFT EITHER AT MACKEY PARK OR TEMPE RESERVE
- YOU MAY BE ASKED TO SEND SOMEONE TO STEEL PARK (IF REQUIRED)
- VOLUNTEER ROSTER TASKS INCLUDE CANTEEN, FIELD PACK UP, GROUND OFFICIATING, OR
OTHER TASKS REQUIRED.
- MATCH DAY IS VOLUNTEER BASED. WITHOUT YOUR TEAMS HELP ON THE DAY, WE WILL NOT BE ABLE TO OPERATE.
- IF YOUR TEAM IS UNABLE TO ATTEND THE ALLOCATED DAY/TIME, PLEASE GIVE AT LEAST 2 WEEKS NOTICE.
- ANY TEAM THAT DOES NOT COMPLETE VOLUNTEER DUTY MAY HAVE THEIR NEXT GAME FORFEITED.
- INSTRUCTIONS AND NUMBER OF PEOPLE REQUIRED FOR EACH PARK WILL BE ON THE **CLUB WEBSITE**
- QUESTIONS TO **MARIA@MARRICKVILLEFC.ORG.AU**



3.4 Key Dates

- SEASON STARTS FRIDAY 10TH APRIL 2026
- UNDER 10s AND UNDER 11s PLAY SATURDAY (START 11TH APRIL)
- UNDER 10 GIRLS, UNDER 11 GIRLS, UNDER 12 GIRLS AND UNDER 12S PLAY SUNDAY (START 12TH APRIL)
- NO GAMES BEFORE 12PM ON SATURDAY 25TH APRIL
- NO GAMES ON 6TH & 7TH JUNE
- NO GAMES ON 11TH & 12TH JULY (MIDDLE WEEKEND OF SCHOOL HOLIDAYS)
- LAST GAME & FOOTBALL CANTERBURY PRESENTATION ROUND IS 22ND & 23RD AUGUST



Contact Us

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Stay connected to all the latest news and updates via our official channels:

- **Website:** www.marrickvillefc.org.au
- **Email:** info@marrickvillefc.org.au
- **Facebook & Instagram:** @marrickvillefc

We're more than a Club – we're a FOOTBALL FAMILY!