

## 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 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 players and coaches.

1. Keep time for each player on the opposing team.
2. Substitutes: time starts when the player enters the sub-box.
3. At half time, review recorded times.
4. During the 3<sup>rd</sup> quarter, Field Marshal **must** alert coaches of players that have not played 50% of the game. 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-U8: 10 minute quarters, 5 minute half time.

U9-U12: 15 minute quarters, 5 minute half time.

U14: 35 minute halves, 10 minute half time.