



Barracking Management Policy

GUIDELINES FOR BARRACKING FROM THE SIDELINE

Sometimes in the heat of the game, coaches, managers, parents and spectators forget that they are watching a children's game not a professional game. This is most evident when a person, who has no personal involvement in the game being played listens to the comments being shouted by adults from the sideline to children on the field. Further whilst sideline barracking is mostly intended as encouragement, this can be felt differently from the perspective of the small people on the field as they look out to the sidelines to see rows of big people standing right up against the sidelines, screaming, shouting and pointing.

So, in an effort to try and allow the children to get the best possible experience out of the game, whilst still encouraging coaches, managers, parents and spectators to be involved and cheer for their team. The Bacchus Marsh Scorpions has put together a short advisory note with respect to barracking from the sideline.

WHERE TO STAND:

- **Coaches / Managers** – should position themselves close to the halfway line, on the opposite side of the field to the remainder of the spectators. This allows the children playing to better distinguish the coaches' instructions from the other spectator noise.
Coaching Staff, Managers & Match Officials must be a minimum of 2m away from the sideline and remain in their technical area. 1 metre each side of the bench.
- **At least 3 metres from the sideline** – In alignment with Football Victoria regulations all spectators should stand back at least 3.0m from the sideline & goal line. The impact of this small item of self-control is two-fold.
 - Firstly, it allows the game to be played in its entirety. Elements game play allows players to go outside the white line (i.e. players are allowed to run outside of the field as long as they are not in possession of the ball and some restarts of play (throw ins and corners) involve the players running up from outside the sideline. Further as we all should know the ball is not out until the whole ball crosses the line. All of these game play elements can be restricted and interfered with if spectators stand on or close to the line.



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- Secondly, can you imagine as a small child what looking up from your game to see 20 or 30 adults more than twice your height standing virtually on the field of play, screaming and yelling at you for 30 or 40 minutes, may impact on your enjoyment of a game?

WHAT TO SAY (WHEN YOU'RE NOT THE COACH!):

Someone (the coach) has put their hand up to coach your child's team. The coach is the person who prepares for and attends the training sessions to develop both the individual player skills as well as the way the team players together.

On game day the coach has worked out what positions the players will play and given them instructions on what the team as well as individuals are trying to achieve in the game. As such, comments from spectators may unintentionally contradict the direct instructions and training that the coach is trying to implement, which is very confusing to a young child. In many instances shouting direct instructions to individual players constantly from the sideline (and this includes coaches & managers also) may cloud a child's ability to make decisions for themselves during the game leading to stage fright and undermining their enjoyment of the game.

Therefore in order to maintain the integrity of the coaches' instructions and to allow players to develop their own football problem solving abilities on the field, Bacchus Marsh Scorpions recommends that spectator barracking from the sideline remains generic and team based, rather than specific and focused on individuals.

Some suggestions are:

- Great pass
- Good run
- Good defending
- Nice tackle
- Well done
- Good teamwork
- Never mind, next time
- Don't worry about the score



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The following phrases are discouraged:

When your Team has the Ball:

Discouraged
Kick It, Big Kick
Why - Encourages players just kick the ball away as an easy option under pressure.
Shoot
Why – Takes the decision-making role away from the player who should be choosing if a shot, pass or other action is the most appropriate.
Take Them On.
Why – Takes the decision-making role away from the player who should be choosing if a dribble, pass or other action is the most appropriate.
Cross It
Why – Takes the decision-making role away from the player who should be choosing if a dribble, pass or other action is the most appropriate.
Put it over the Top
Why – Encourages the player to take an easier lower risk option rather than developing their passing ability.
Pass it to (Insert Name)
Why – Takes the ball carrier and supporting players problem solving away from the decision of when to pass or not.

When your Team is defending:

Discouraged
Get rid of it
Why - Encourages players just kick the ball away as an easy option under pressure.
Get Him / Her
Why – Firstly it takes the decision about whether the best option is to jockey or tackle away from the player. Secondly these are kids remember!
Tackle them.
Why – It takes the decision about whether the best option is to jockey or tackle away from the player.
Kick it out
Why – Takes the decision-making role away from the player who should be choosing if playing for safety in that instance or maintaining possession.
Smash them
Why – Obvious reasons but it has been heard from the side lines at kids' games before.