



# Team Manager Information

2024 Season



# Key Points Covered

- Season Snapshot
- PlayHQ
- Pre-Game Requirements
- In-Game Requirements
- Post Game Requirement
- Even Up Rule
- Player Qualification
- Minimum Number of Players
- 14/16 per Side Provision
- Order Off Rule
- 2024 By Law Amendments
- Contact with Umpires
- Players/ Officials
- Spectators
- Milestone Game Banners

# Season Playing Dates

Round	Date	Notes
1	14th April	
2	21st April	
3	28th April	
4	5th May	
5	12th May	Mother's Day
6	19th May	U8's Day
7	26th May	U9's Day
8	2 <sup>nd</sup> June	
<b>BYE</b>	<b>9th June</b>	<b>King's Birthday Long weekend Interleague Matches</b>
9	16th June	
10	23rd June	
11	30 <sup>th</sup> June	
<b>BYE</b>	<b>7th July</b>	<b>Middle weekend School holidays</b>
<b>BYE</b>	<b>14th July</b>	<b>Last weekend School holidays</b>
12	21st July	
13	28th July	
14	4th August	
Finals Week 1	11th August	
Finals Week 2	18th August	
Finals Week 3	25th August	U11- U16 Grand Finals
Finals Week 4	1 <sup>st</sup> September	Father's Day Youth Girls & Youth Boys Grand Finals

# 2024 Season Snapshot

- Season Commences 14<sup>th</sup> April (Round 1)
- U8s Day 19<sup>th</sup> May (Round 6) TBC
- U9s Day 26<sup>th</sup> May (Round 7) TBC
- Final Home and Away Matches 4<sup>th</sup> August (Round 14)
- Under 10 Lightning Premierships 4<sup>th</sup> August (Round 14)
- Finals Week 1 - Sunday 11<sup>th</sup> August
- Finals week 2 – Sunday 18<sup>th</sup> August
- Finals Week 3 – Sunday 25<sup>th</sup> August – U11-U16 Grand Finals
- Finals Week 4 – Sunday 1<sup>st</sup> September – Youth Girls and Youth Boys Grand Finals

## **Presentation Night**

TBC – Tuesday 29<sup>th</sup> August or Sunday 10<sup>th</sup> September

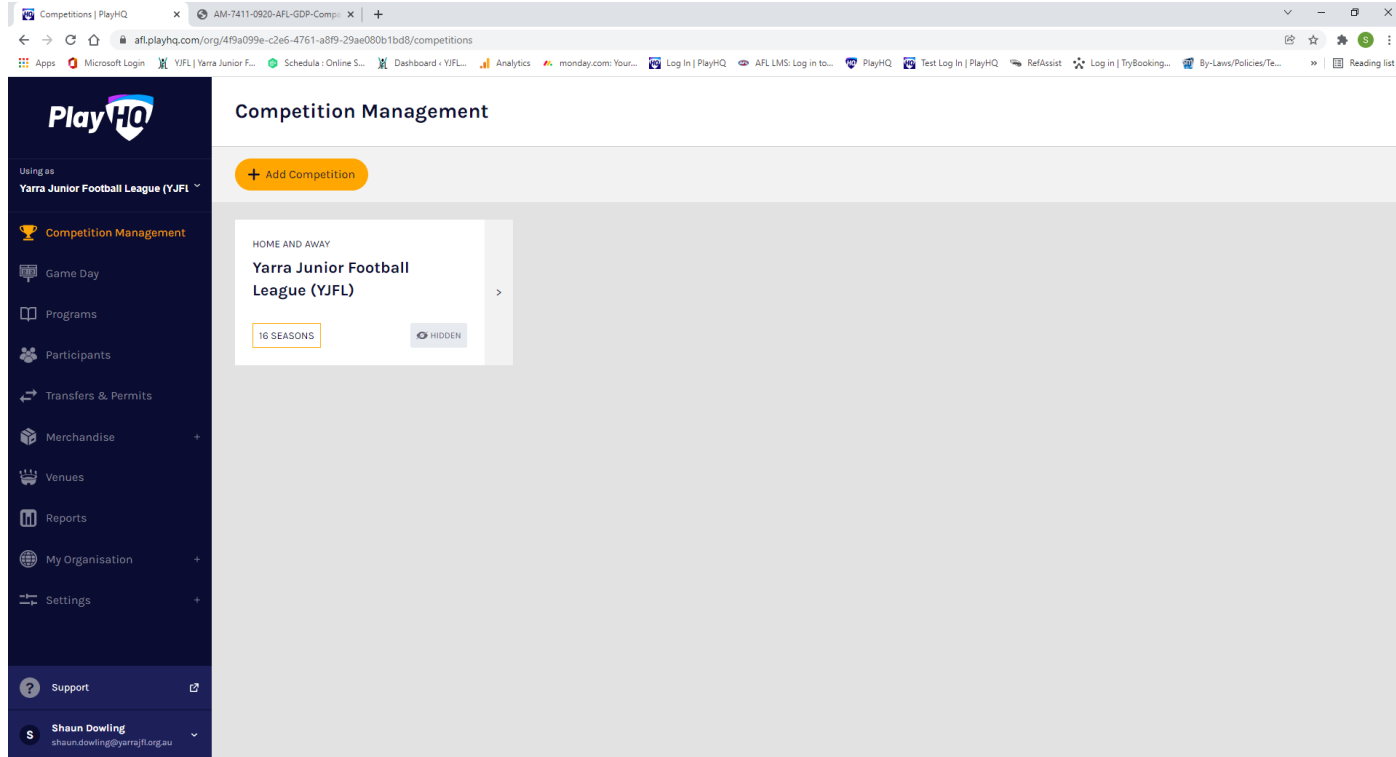
# PlayHQ

# PlayHQ Structure

Backend	
Who	Club Admins
What	Allocate Players to teams
	Allocate Coaches to teams
	Allocate Team Managers to teams
	Create Awards
	Create Team Sheets*
	Enter Match Results*

Frontend	
Who	Team Managers, Coaches
What	Create Team Sheets
	Enter Match Results
	Enter Votes into Awards

# PlayHQ Structure – Backend (afl.playhq.com)



The screenshot displays the PlayHQ Competition Management interface. On the left is a dark blue sidebar with the PlayHQ logo at the top. Below the logo, it shows the user is logged in as 'Yarra Junior Football League (YJFL)'. The sidebar contains a list of navigation items: Competition Management (highlighted with a trophy icon), Game Day, Programs, Participants, Transfers & Permits, Merchandise, Venues, Reports, My Organisation, and Settings. At the bottom of the sidebar are links for Support and the user profile for Shaun Dowling. The main content area is titled 'Competition Management' and features a yellow '+ Add Competition' button. Below this, a card displays 'HOME AND AWAY' for the 'Yarra Junior Football League (YJFL)', indicating '16 SEASONS' and a 'HIDDEN' status.

# Allocate Players to Teams

1. Select Team
  2. Click “Allocate player”
  3. Use Filters to better target by Gender, Age Group, Date of Birth Range
  4. Tick the box of all players you wish to allocate to the team
  5. Click Allocate Players button
- NB: Players who have been given permission to play out of age (e.g. 10 yr old permitted to play U9s) can be allocated to the team. To be selected in a match, they need to have permission at League Level to play in a specific team.



# Allocate Coaches to Teams

1. Select Team
  2. Scroll down to “Allocate Coach” on bottom right hand side
  3. Tick the box of Coach you wish to allocate
  4. Click Allocate Coaches button
- NB: Coaches will need to have current accreditation within CoachAFL and have added their coaching role at your club before they will appear in the system
  - NB: If the Coach or Assistant Coach is involved in more than one team, and has already been allocated to that team, you should untick the ‘Unallocated’ box

# Allocate Team Managers to Teams

1. Select Team
  2. Scroll down to “Allocate Team Manager” on bottom right hand side
  3. Tick the box of Team Manager you wish to allocate
  4. Click Allocate Team Manager button
- NB: Team Managers will need to have registered as a Team Manager at your club before they will appear in the system
  - NB: To register as a Team Manager, they will need to follow the same registration process used to register their children as players (only registering themselves as a Team Manager)

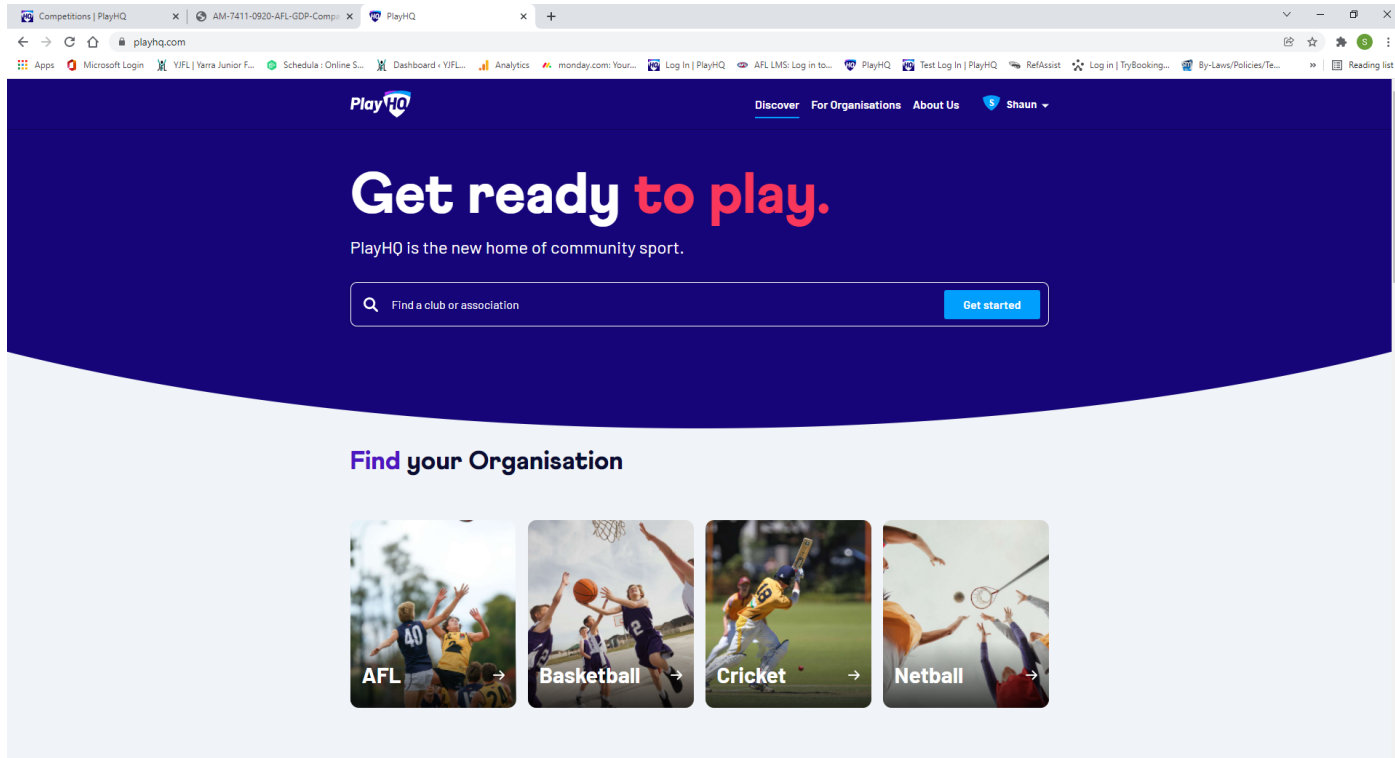
# Matchday Access - Coaches and Team Managers

- Matchday Access (Management Access) will be required in order to perform the following tasks:
  - Select Teams (team sheets)
  - Update Jumper Numbers
  - Enter Scores
  - Enter votes for Club Best and Fairest
- To provide Team Managers and/or coaches with Management Access, you will need to switch on the slider which appears next to their name once allocated

# Create Awards

- Go to Teams section of the 2024 season
- Click on “Configure Awards” button
- Click the “Votes\*” drop down and select the version that best reflects your Club’s vote cards
- Click the “Number of voters\*” drop down and select the number of vote cards that are handed out on a weekly basis (you can select up to 6)
- Coaches and Team Managers with front end Management rights will be able to update vote cards. You can limit their access by unselecting their role when setting up the awards.

# PlayHQ Structure – Frontend (playhq.com)



# Matchday Management – Team Manager

- Log into PlayHQ.com
- Click drop down where name appears and click 'My Account'
- From 'My Teams' select the appropriate team
- Select the match from the displayed Team Fixture
- Click on 'Manage' which is situated along side 'Public View'
- Click on '+ Select Team' Button
- Add players to the team list and select 'Next' (NB: once selected, you will be able to update player jumper numbers)
- Add Coach and Assistant Coach and select Next
- Add details of runner, trainer, goal & boundary umpire, umpire escort, etc.
- Select 'Save' to save the team sheet

# **PRE- GAME REQUIREMENTS**

# Team Sheets (Game Sheet)

- Select Players and Team Officials and download and print 1 Team Sheet via PlayHQ
- Hand write in any players that cannot be selected (have not been allocated to the team)
- Place a tick (will play) or a cross (will not play) in the box with the heading DOB
- Use the Signature box for any notes
- Team Manager to sign the Team Sheet to confirm True and Correct
- Both Team Managers to meet pre-game and present Team Sheets Team Managers to take photograph of opposition Team Sheet instead of retaining a paper version. Keep original copy of their own Team Sheet
- After the match, Team Managers will meet with the Umpire as per normal practice. They will need to present their Team sheet to umpire, to assist umpire to enter Best and Fairest votes
- Team Managers will confirm at this stage details of any reports or send offs
- Team Sheets are to be retained by Team Manager (or Club) for the season
- All team sheets MUST be updated and accurate to assist in this process
- Online Team Sheets need to reflect players who are late additions (added to team sheet), or did not play (removed from team sheets). You may need to contact Club Administrator to add players who were handwritten on the team sheet.
- These updates need to be completed by Midnight of the day the match was played



# Team Sheets

- All team sheets MUST be updated and accurate to assist in this process
- Online Team Sheets need to reflect players who are late additions (added to team sheet), or did not play (removed from team sheets)
- These updates need to be completed by Midnight of the day the match was played

# Team & Match Officials

- Ensure all team and match officials are allocated appropriate bibs or apparel
  - All bibs must be the outer most garment of clothing
- Ensure all team and match officials are allocated appropriate cards, flags, etc
- **Authorised persons** within the Coaches area (Box) may stand inside the fence provided they are identified by approved League apparel.
- **The maximum** number of officials allowed in this area is Four (4) comprising of:
  - 1 – Coach
  - 1 – Assistant Coach
  - 1 – Runner
  - 1 – Trainer
- Coaches must coach from within the designated Coaches area. One Assistant Coach is allowed to be within the designated Coaches area.
- From Under 15's up, a second Assistant Coach may be utilised and must be positioned outside the fence, within the zoned off area behind the coaches box.

# Team and Match Officials

- Coach – Blue Bib
- Assistant Coach – Red Bib
- Runner – Yellow Bib
- Team Manager – Teal Bib
- Trainer – Green Bib
- Umpire Escort – Orange Bib
- Goal Umpire – White Coat
- Boundary Umpire – White Top
- Ground Manager – Light Blue Bib
- Time Keeper
- Scoreboard Attendant (Home)
- Water Carriers - White Bib \* one per team and they must be aged 18 years or under. They may only enter the field during a substantial break in play\*.

# Coach



## Compulsory Requirements

- Registered in CoachAFL
- Foundation AFL Coach Accreditation
- Working with Children Check listed in Ratify

## Recommended

- Level 1 First Aid Accreditation

## Match Day Requirements

- Must remain in the designated Coach's Box area
- Must adhere to the Coach's Code of Conduct
- Must have read and understood the YJFL By-Laws

## Even Up Rule

- All coaches must read and adhere to YJFL Even Up Rule
- Up to and including Under 12 Teams, Clubs must loan or accept the number of players required to even up the teams.
- Once advised, all coaches must implement the requirements of this rule in a timely manner

# Assistant Coach



## Compulsory Requirements

- Registered in CoachAFL
- Foundation AFL Coach Accreditation
- Working with Children Check listed in Ratify

## Recommended

- Level 1 First Aid Accreditation

## Match Day Requirements

- Must remain in the designated Coach's Box area
- Must adhere to the Coach's Code of Conduct
- Must have read and understood the YJFL By-Laws
- From Under 15's up, a second Assistant Coach may be utilised and must be positioned outside the fence, within the zoned off area behind the coach's box.

## Even Up Rule

- All coaches must read and adhere to YJFL Even Up Rule
- Up to and including Under 12 Teams, Clubs must loan or accept the number of players required to even up the teams.
- Once advised, all coaches must implement the requirements of this rule in a timely manner

# Runner



## Compulsory Requirements

- Working with Children Check listed in Ratify

## Match Day Requirements

- Must remain in the designated Coach's Box area when not delivering messages
- May remain on the field only long enough to deliver two (2) messages
- Must not coach on the ground
- Must refrain from talking to or questioning umpires
- Must not interfere with opposition players or officials either physically or verbally
- Must remain outside the marked arc when there is a set shot on goal or a kick in

# Trainer



## Compulsory Requirements

- Working with Children Check listed in Ratify

## Recommended

- Level 1 First Aid Accreditation minimum, Emergency Response Coordinator recommended

## Match Day Requirements

- Restricted to attending injured players on the ground
- Obtain qualified medical assistance where injury appears of a serious nature
- Ensure venue stretcher is visible and readily available
- Must not coach on the ground
- Must refrain from talking to or questioning umpires
- Must not interact with opposition players or officials either physically or verbally

# Ground Manager



## Minimum Requirements

- A responsible adult not holding any other match day official role
- Have adequate knowledge of club's facilities
- Have access to details of police, ambulance, hospital etc.

## Match Day Requirements

- Monitor Crowd Behaviour
- Ensure no spectators are between the arcs at  $\frac{1}{4}$  and  $\frac{3}{4}$  time breaks
- Bring any inappropriate conduct to the attention of club officials
- Be the point of contact for any queries or concerns about the venue



# Umpire Escort



## Minimum Requirement

- WWCC and a responsible adult

## Match Day Requirements

- Escort the umpires onto the ground prior to the commencement of the first and third quarters
- Escort the umpires from the ground at the conclusion of the second and fourth quarters
- Remain with the umpires during the quarter time and three quarter time breaks
- Ensure that spectators, players or officials do not confront the umpires during these occasions

## Special Note

- Only the team captain or Team Manager are permitted to interact with the umpire during these occasions

# Team Manager



## Compulsory Requirements

- Working with Children Check listed in Ratify

## Match Day Requirements

- Ensure Team Sheets are correctly completed, Scores to be entered no later than 6pm on Sunday evening. Amending Team sheets can be done up until 11:59
- Team Managers must not approach, or interact with, opposition players and officials apart from liaising with the opposition Team Manager.
- Team Managers may only approach the Umpires at breaks in play regarding administrative matters, such as ground condition, team sheet compliance or clarification of red/yellow cards.
- They are not permitted to approach the umpires to discuss umpiring decisions
- Team Managers are not to be in the Coaches area.

# Water Carrier



## Match Day requirements

- One (1) per team
- Must be aged 18 years or under.
- They may only enter the field during a substantial break in play

# Goal Umpire



## Match Day Requirements

- Make scoring decisions in conjunction with Field Umpire

## Helpful Tips

- Write down goals in numerical sequence rather than dashes
- Ensure the whole of the ball is over the whole of the line before awarding a score
- To be a goal the ball must come off the leg anywhere below the knee
- Check your scores with the opposition Goal Umpire at the end of each quarter
- Have the scoreboard adjusted at the end of a quarter, where required

# Boundary Umpire



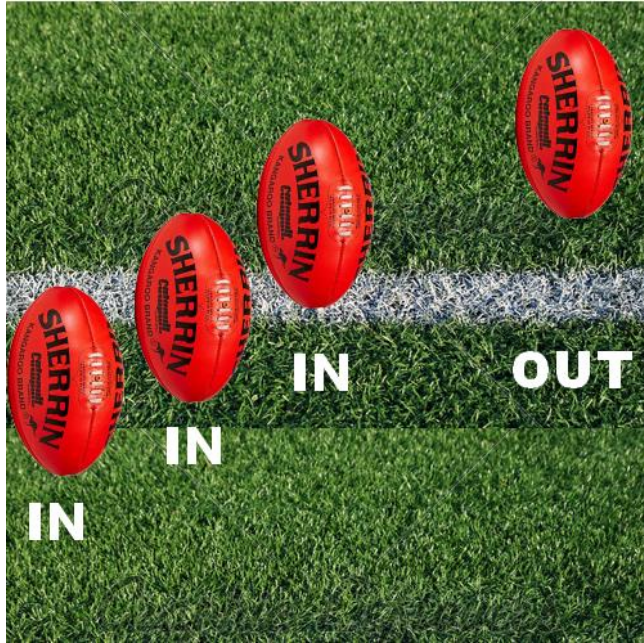
## Requirements

- Must wear White T-Shirt
- Must be supplied a whistle
- Adjudicate when the ball is out of bounds

## Helpful Tips

- Club Boundary Umpires do not adjudicate Centre Square infringements
- Ensure that the whole of the ball is over the whole of the line before blowing whistle
- To be out of bounds on the full the ball can come off any part of the leg below the knee
- When the ball makes contact with the behind post it is out of bounds
- When the ball makes contact with the behind post, on the full from a kick, it is out of bounds on the full

# For Boundary Umpires and Goal Umpires



## Boundary Umpires

- The whole of the ball must be over the whole of the line to be out

## Goal Umpires

- The whole of the ball must be over the whole of the line to be a score

# Time Keeper



## Responsibility

- To ensure that quarters run no longer than allocated time.
- To ensure that breaks run no longer than allocated time
- To acknowledge umpire's entrance to ground prior to first and third quarters (blow siren)
- To signal 2 minute warning (blow 2 short bursts of siren) prior to completion of all breaks. 1 minute warning (1 short burst of siren)
- To keep track of and note score in the event of dispute

## Length of Quarters

U8 Mixed: **10 Minutes**

U9 Mixed, U9 Girls and U10 Girls: **12 Minutes**

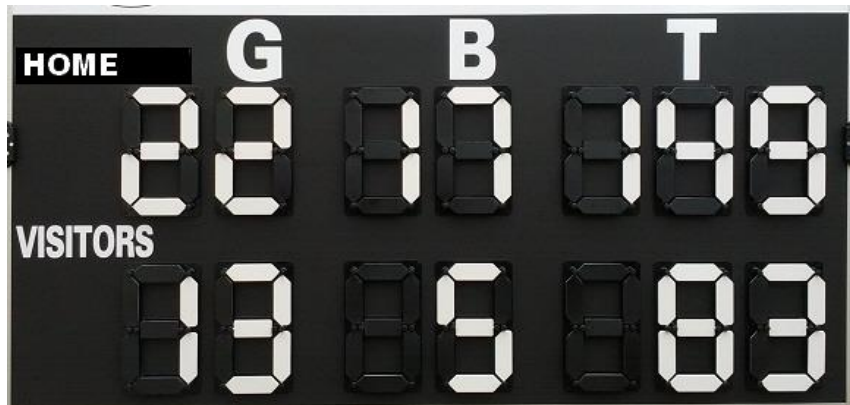
U10 Mixed - U13 Mixed, U11 Girls - U14 Girls: **15 Minutes**

U14 Mixed, U15 Girls, U16 Girls, Youth Girls: **17.5 Minutes**

U15 Boys, U16 Boys, Youth Boys: **20 Minutes**

- **Breaks**
- All U8s, U9s & U10 Mixed & Girls:
  - All breaks = **5 mins**
- All other Age Groups:
  - $\frac{1}{4}$  time = **5 mins**,  $\frac{1}{2}$  time = **10 mins**,  $\frac{3}{4}$  time = **7 mins**

# Scoreboard Attendant



## Match Day Requirements

- Home team responsibility
- Ensure that scoreboard continuously displays current score
- Check score with goal umpires at the end of each quarter
- League supplied goal umpires will wave flags to confirm scoreboard is correct at the conclusion of each quarter



# Footballs

- The home team is to provide two footballs, of a size required for the grade, in good match condition  
—i.e. Properly inflated
- All footballs must be Sherrin and branded with YJFL Logo

Age Group	Match Footballs
Youth Boys	Size 5 Match Ball - Full Size
Under 16 Boys	Size 5 Match Ball - Full Size
Under 15 Boys	Size 5 Match Ball - Full Size
Under 14 Mixed	Size 4 Match Ball (Leather)
Under 13 Mixed	Size 4 Match Ball (Leather)
Under 12 Mixed	Size 3 Synthetic
Under 11 Mixed	Size 3 Synthetic
Under 10 Mixed	Size 2 Synthetic
Under 9 Mixed	Size 2 Synthetic
Under 8 Mixed	Size 2 Synthetic
Youth Girls Under 18	Size 4 Match Ball (Leather)
Under 16 Girls	Size 4 Match Ball (Leather)
Under 15 Girls	Size 4 Match Ball (Leather)
Under 14 Girls	Size 4 Synthetic
Under 13 Girls	Size 3 Synthetic
Under 12 Girls	Size 3 Synthetic
Under 11 Girls	Size 3 Synthetic
Under 10 Girls	Size 2 Synthetic
Under 9 Girls	Size 2 Synthetic

# POST GAME REQUIREMENTS

# Collect Paperwork

- Collect match paperwork from Time Keeper and Goal Umpire
- Document final scores
- Confirm result and match score with umpire
- Obtain details of any send off or report
- Ensure you have a photo of opposition team sheet

# Update PlayHQ

- Enter match scores (home team only)
- Notify Club Admin of additional players to the team list (if required)
- **Enter goal kickers \***
- **Enter 6 best players \***
- **Under 8s & Under 9s must enter a nil all result**
- **Under 10s must enter actual Match Scores (results not published)**

# **IMPORTANT INFORMATION**

# Even Up Rule (2024)

- Team Managers and Coaches must be aware of the requirements of this rule
- Relates to teams having less than full players
- Up to and including U12 Teams, Clubs must loan or accept the number of players required to even up the teams.
- Under 8s, 9s & 10s may loan players who will turn their jumper inside out
  - NB: No wrist bands to be worn in U8s & U9s
- If a Club does not have jumpers available of a suitable and appropriate size for the Age Group to facilitate the loan of players, there is no requirement to even-up playing numbers on the field.
- Team with the higher number are to reduce down to the same number of players as opposition to even up

# Even Up Rule- Late arrival of players

- Should a player arrive late, that player may take the field at any time provided the following procedure is adhered to:
  - Team Manager informs officials of other team
  - The inclusion of the late player does not cause numbers on the field to become unequal

# Even Up Rule - Finals

- The Even Up Rule **does not apply** during Finals
- In Finals teams can list and play up to a maximum of 30 eligible players on Team Sheet.



# Genuine Shortage in Finals

## YJFL By Law 6.5 Finals Games

- Where a team has a genuine shortage of eligible players for finals games, the Club may seek approval from the League for the utilisation of players from other teams other than the one claiming genuine shortage. The League must promptly determine an application made under this Rule and similarly notify the applicant Club of the determination.
- An application under By Law 6.5.5 must include at least six players. League approval will only be given for players from a team in a lower division. If the clubs do not have a team in a lower division, it may nominate players from a lower age group. In exceptional circumstances variations to this rule may apply upon application to the League. The League will take into consideration whether nominated players have received votes in the League Best and Fairest in the lower division or lower age group competition.
- For the purpose of By Law 6.5.5, a team has a “genuine shortage” for finals games when they have less than 20 players. For Girls teams a genuine shortage is less than 18 players.
- Genuine Shortage Approval will bring Boys/ Mixed teams to 20 players on the day and Girls teams to 18 players on the day.

# Spirit of the Rule

- The league expects all team officials to understand and adhere to the 'spirit' of this rule, which is, to ensure that all matches are played with an even number of players on each team

# Player Qualification

- Once a player has played five (5) matches in the higher graded team, that player may not move to a lower graded team for the remainder of the season. A player can move between teams in their age group or up an age group until they have played 5 matches without restriction.
- To be eligible to compete in a finals team, a player must have played the minimum number of games required in the team concerned. Where a team has one or more byes in a season, the number of games required will be reduced on a pro rata basis for finals qualification purposes. Exemptions to this requirement may be granted upon application to the League under the genuine shortage provisions (By Law 6.5.5), or because of injury or other special circumstances
- In Finals teams can list and play up to a maximum of 30 eligible players on Team Sheet.
- 2024 Season is 14 Home and Away Rounds, Finals Games eligibility = Three (3) games.

# Minimum Number of players

- The minimum number of players a team requires to commence a game is:
  - Under 11 Mixed to Youth Boys – 13 Players
  - Under 11 Girls to Youth Girls – 11 Players
- Non-competitive age groups have no requirements for minimum players and are only required to have even numbers on both teams

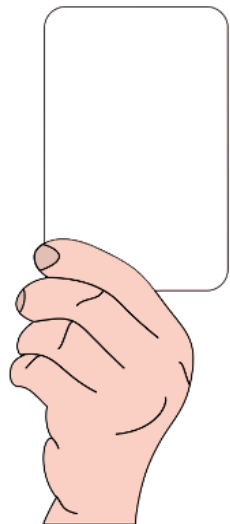
# 14/16 Per Side Provision

- Should any club be required to field a team in any match with **less than Seventeen players in Girls competitions**, this club may ask for the match to be **reduced to a 14 per side game**.
- Should any club be required to field a team in any match with **less than nineteen players in Boys and Mixed competitions**, this club may ask for the match to be **reduced to a 16 per side game**.
- In this situation, all players in excess of the 14/16 that are on the field, up to the League's maximum of 24 players, will be interchange players.
- E.G Team A has 18 players, Team B has 22 players. Team A requests a 16 per side match. At the commencement of the match, Team A will have 16 players on the field and 2 interchange. Team B will have 16 players on the field and 6 interchange.

# Order Off Rule

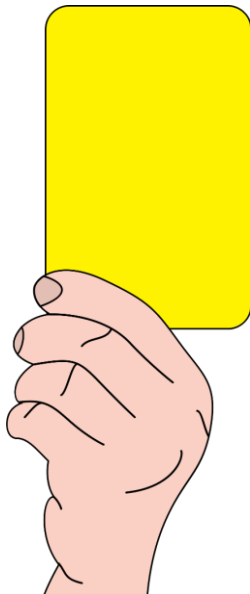
- The Order Off Rule applies to both Players and Officials
- Yellow Card = length of 1 entire Quarter
- 2<sup>nd</sup> Yellow Card in game = player/official reported and off for remainder of the game
- Red Card = Remainder of game

# White Card



- Where Unacceptable Behaviours are emanating from the Coaching Box, a three-phase system will be undertaken by the Field Umpire/s via the use of White and Red cards to stop such behaviours in real time. The three phases are:
  - 1st Phase - a warning (White card shown)
  - 2nd Phase – another warning, free kick and 25m penalty (White card shown)
  - 3rd Phase - Head Coach reported and removed from game, free kick and 25m penalty (Red card shown)
- As per schedule AB

# Yellow Card



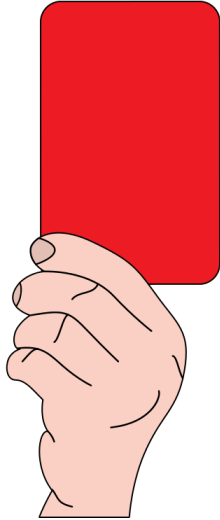
- A player ordered from the field must be escorted from the field by a runner or trainer and go through the interchange gate
- An official ordered from the field must make their way to the other side of the fence
- The player or official removed is not to return to the field for the equivalent of 1 quarter of playing time
- A player or official ordered from the field with a second Yellow Card shall remain off the field for the remainder of the game and is automatically reported



# Yellow Card – Time Keeper

- It is now the responsibility of the Time Keeper to track the time players must remain off the ground due to Yellow Card (equivalent of 1 full quarter)
- Team Managers should liaise with Time Keepers to get the all clear for a player to return to the field of play after they have been issued with a Yellow Card

# Red Card



- A player ordered from the field must be escorted from the field by a runner or trainer and go through the interchange gate
- An official ordered from the field must make their way to the other side of the fence and may not re-enter the field for the remainder of the match
- Players ordered from the field for the remainder of the match shall be escorted to the clubrooms by the runner or trainer and are not to return to the interchange bench
- All players and officials who receive a red card are automatically reported

# 2024 YJFL By Law Amendemnts



By-Law	Description
5.10	<p>AMENDMENT</p> <p>The proposed 2024 amendment did not allow for any communication between Team Managers and Umpires during the match. The proposal is to alter this By-Law to allow Team Managers to discuss administrative matters with umpires during a match (eg. ground condition, team sheet compliance or clarification of red/yellow cards). They are still not permitted to approach the umpires to discuss umpiring decisions as per the original amendment.</p> <p>Add clarity that no other match official may approach the umpires (ie. Coach, Assistant Coach, Runner, Trainer)</p>
6.5.11	<p>AMENDMENT:</p> <p>Amended the proposal to allow a player to play up to, and including, 8 matches in total with Senior/Reserves/Under 19 teams. The proposed By-Law allowed for 5 matches. This is now consistent with EFNL &amp; NFNL at no more than 8 matches.</p>
14.2	<p>AMENDMENT:</p> <p>Now refers to the relevant sections of the AFL National Community Football Policy Handbook which was introduced in 2023 to replace existing policies.</p>
Schedule AD	<p>NEW:</p> <p>Attendee/Spectator By-Law which outlines the process for dealing with breaches of the Code of Conduct by Spectators/Club Members/Parents.</p>

# Contact with Umpires

- Team Managers may only approach the Umpires at breaks in play regarding administrative matters, such as ground condition, team sheet compliance or clarification of red/ yellow cards.
- They are not permitted to approach the umpires to discuss umpiring decisions.
- As per the Laws of Australian Football (5.5) – the captain, vice captain or runner may request that the field umpire count the number of players the opposing Team who are on the playing surface at any time during the match

# Spectators

- No spectators are to enter the centre third of the playing field (between each arc, including the centre square at any break). Only match officials, umpires and players, identified clearly in the bib relevant to their role, may enter the playing field during this period.
- Parents and spectators may not cross the boundary line at any break for the purpose of approaching the team huddle.
- There is no restriction on where the huddle may be positioned (but must be between the forward arcs).
- The Ground Manager and/or Umpire Escort should ensure during breaks that parents/spectators are not to approach the umpires or officials.
- In any grade, parents or spectators are permitted to cross the oval and kick the football inside the forward arcs.
- NB: Clubs are required to monitor the behaviour of all spectators. Should anyone at the venue be uncooperative, clubs should call their local police

# Milestone Games

- In Season 2024- Milestone Game Banners will be allowed. Clubs/teams or parents are to arrange their own banners.
- The League supplies 100 game medals and 150 game medals for players who achieve this milestone. 100 game medals are sent to Club and 150 game medals to League. 150 game medal recipients will be invited to the League Best and Fairest Night to receive their medal. Contact your club Secretary who has the form to email into League requesting the medals.



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