



**QUEENSLAND
RUGBY**

Technical Zones and the Playing Enclosure

Practical guide to management and compliance

Overview

The safety and enjoyment of participants and spectators throughout Queensland is critical to ensuring that people develop a lifelong connection to Rugby.

Whether it is the Queensland Reds or the local under 7s there are consistent laws and regulations that apply to all participants to ensure that matches are conducted in a managed environment that promotes safety and enjoyment.

This resource will assist participants to understand the relevant rules and procedures for the playing enclosure and the technical zones and how they define the processes for safe and how they can support the effective management of them during Rugby matches.

**Law 1 –The
Ground**

Coaches

Managers

Technical Zones

Water Carriers

Medics

Other Personnel

Reserves

Ground Marshal

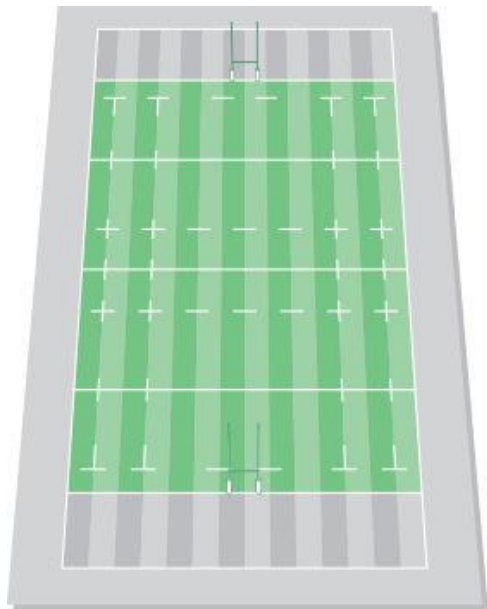
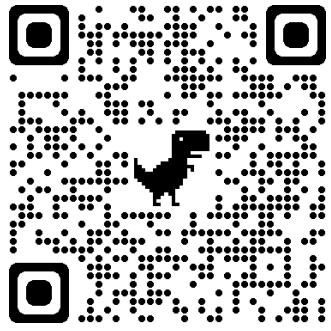
Sanctions

Law 1 – The Ground

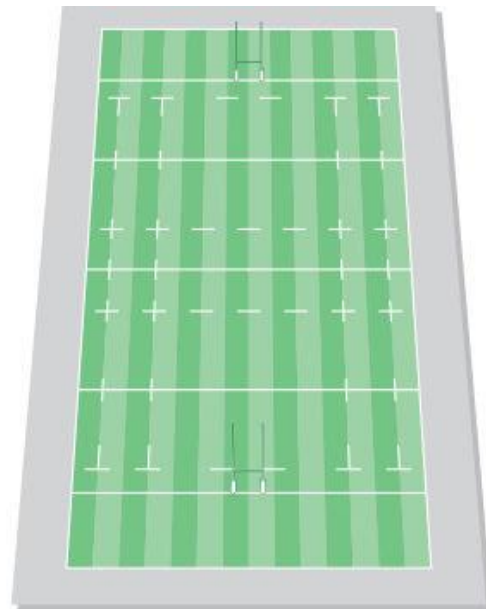
The playing enclosure is detailed in Law 1 – Ground within the World Rugby laws of the game.

The playing enclosure is defined by a physical barrier that protects a 5-metre minimum perimeter area around the playing area.

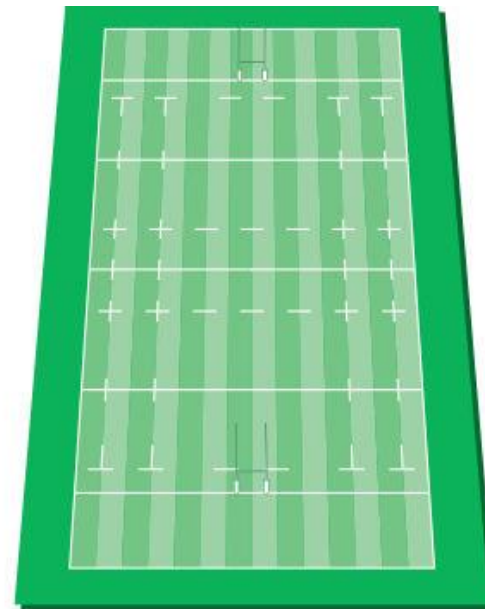
Match hosts are responsible for ensuring that the venue setup complies with Law 1 before a match proceeds.



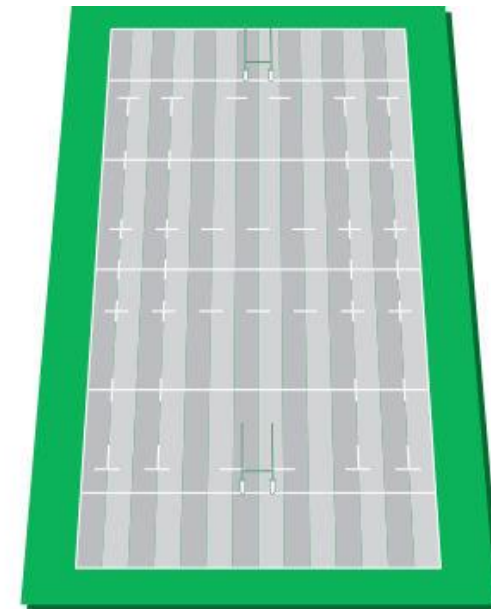
Field of play



Playing area



Playing enclosure



Perimeter area

Coaches

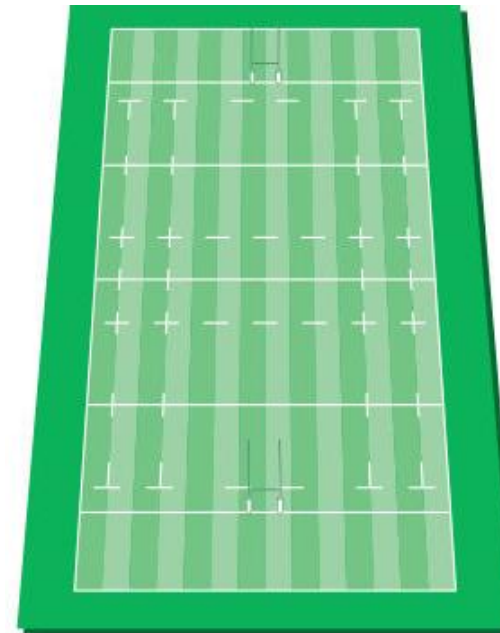
Coaches are **NOT** permitted within the Playing Enclosure during match time. This includes the Playing Area and the Perimeter Area.

Coaches **MUST** be behind the physical barrier

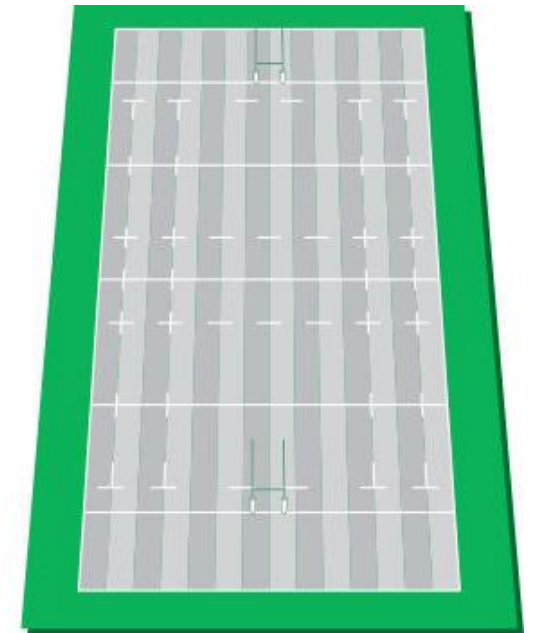
There are specific law amendments in modified games such Under 6 – 9 Rugby that may permit a coach identified by a branded bib, to be within the Field of Play performing a specific task.

***TIP:** Consult with the venue coordinator for preferred positions for coaches to view matches.*

Remember as a registered participant you are bound by the Code of Conduct and Member Protection Policy.



Playing enclosure



Perimeter area

Managers

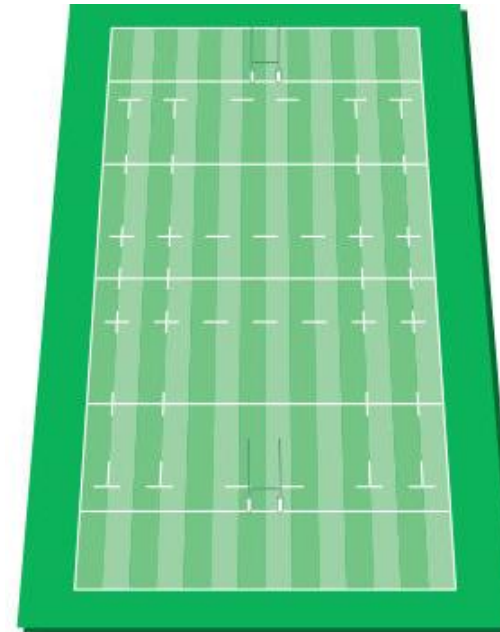
Managers should not reside within the permitted within the Playing Enclosure.

Managers that are identified by a branded bib are permitted to move directly between the playing enclosure entry and the substitution controller to assist with player movement.

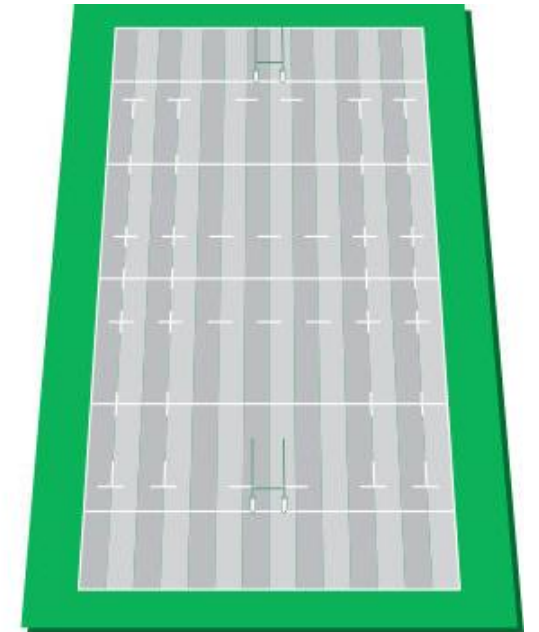
When finished they should immediately exit the Playing Enclosure.

TIP: Consult with match manager and match official prior to the match for the controlling match official for substitutions and the preferred process for notifying and managing substitutions.

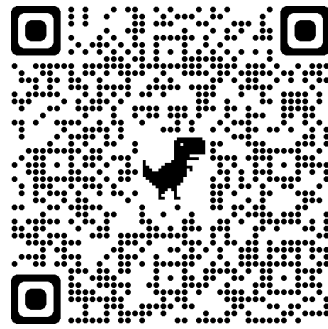
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Playing enclosure



Perimeter area

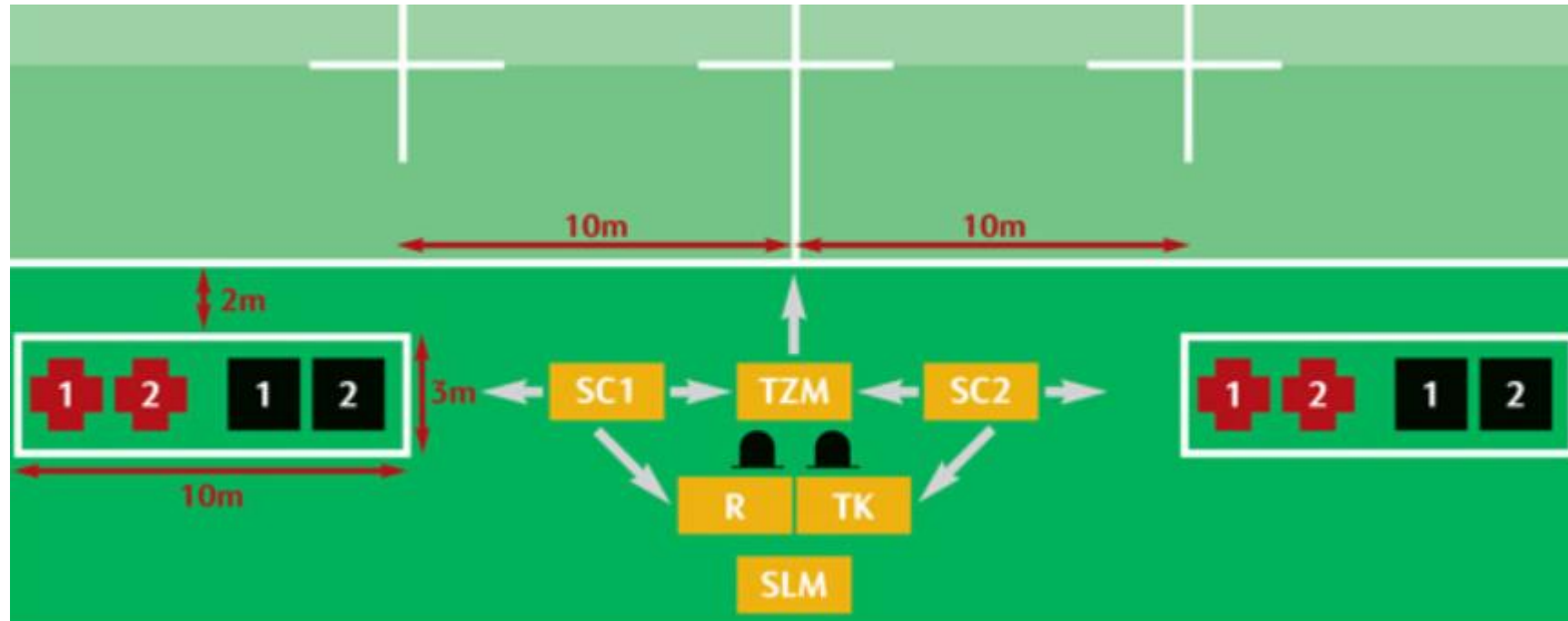


Technical Zones

A technical zone is an area no wider than 10m, deeper than 3m, that is clearly marked on the ground with a 2m set back from the field of play.

The only personnel that are permitted within the technical zone are a maximum of 2 water carriers and 2 appropriately trained and certified medical personnel.

***TIP:** These participants are to be knelt or squatted within the technical zone. They are not to be standing. No hard implements are to be within 5-metres of the playing field.*



Water Carriers

Water Carriers or Trainers are identified by a branded bib.

They remain knelt or squatted within the technical zone and may only stand or leave the zone when the referee calls a stoppage in play.

On penalties one (1) may provide a kicking tee but not water to the non-offending team.

TIP: Read the section on Reserves with respect to permitted activities within the Playing Enclosure.

Team personnel within the playing enclosure are not permitted to physically or verbally interact with match participants while the match is in play.



Medics

No more than two (2) medically trained persons (The team doctor and team physiotherapist only) are permitted to operate from the Technical Zones.

One (1) of the medically trained personnel permitted to operate from the Technical Zone, as listed in above, may be positioned on the far side of the playing area on the touch line opposite the Technical Zone and may move parallel to the touch line at a distance of 3 metres.

The second medically trained person permitted to operate from the Technical Zone as listed above may be positioned on the near side of the playing area on the touchline, and may move along the touchline. The two (2) medically trained personnel may not be together on the same touchline.

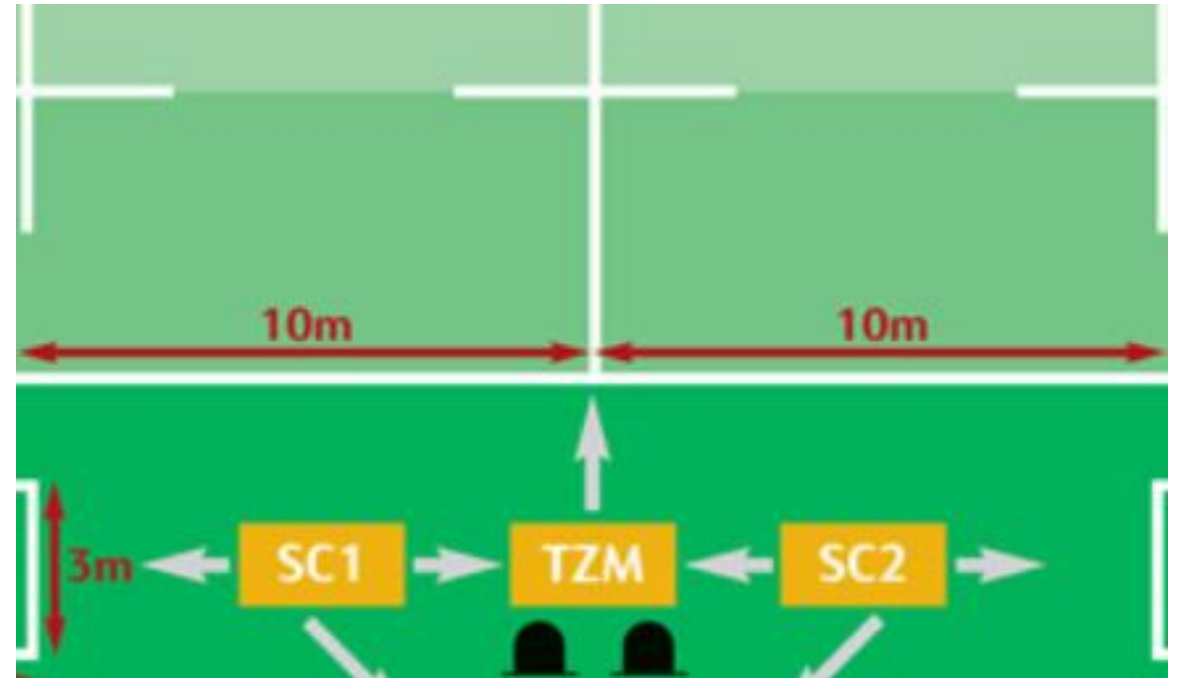


Other Personnel

The only other personnel permitted with the Playing Enclosure are the following additional match officials:

- Technical Zone Manager
- Substitution Controller

TIP: Venue related staff may be permitted with the enclosure with the approval of the Venue Manager.



Reserves

Reserves must be located outside of the playing enclosure.

In some competitions allowance may be made for reserves to warm up within the playing enclosure under the following conditions:

- All reserves are identified by a branded bib
- That they move directly from the playing enclosure entry via the perimeter area to the end of the field that is being defended by the opposition
- No equipment is permitted
- That under no circumstances do they enter the field of play

If it becomes imminent that play may enter the playing area in-goal (within the 22m zone), all personnel must vacate the playing area in-goal to the perimeter area

Reserves are not permitted to engage with players under any circumstances e.g. scoring celebrations.



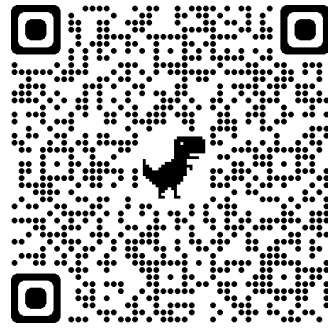
Ground Marshal

A Grand Marshal is mandatory for every playing enclosure.

The Ground Marshal is primarily responsible the ensuring that the playing enclosure is reserved for authorized personnel.

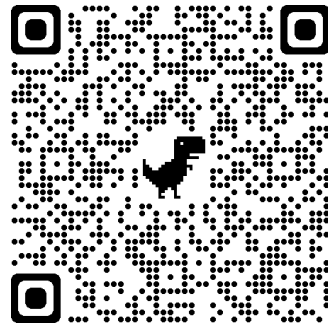
Where an unauthorized person enters the playing enclosure the Ground Marshal should follow this protocol:

- Identify
- Alert
- Record
- Report



Ground Marshal

- Identify
 - Identify yourself as the ground marshal and ask the person to immediately remove themselves from the playing enclosure
 - If resisted ask the person to identify themselves by name and role
 - Identify the match manager by name, contact details or location so any concerns can be dealt with external to the playing enclosure.
- Alert
 - Alert the match manager of the unauthorized intrusion immediately.
- Record
 - Video or photograph the individual if they refuse to remove themselves or repeat this breach.
- Report
 - Make a full report of the breach as soon as practical.



Sanctions

Registered Participants

(Players, Coaches, Match Officials and Volunteers)

- Suspension

Unregistered Persons

- An order may be made to exclude any person from any venue or space under the control of the club, regional association, or union.
- Once made, further breaches may result in charges of trespassing.
- Persons who enter in breach of this direction will result in the club having to address the matter and possible consequences.