



# Technical Zones and the Playing Enclosure

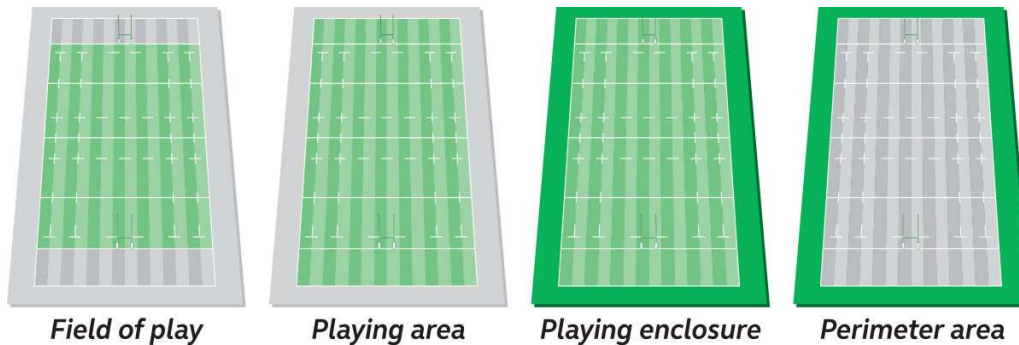
Practical guide to management and compliance

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 Souths 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.

Central to this is the understanding of the playing enclosure and the technical zones and how they define the processes for safe and effective match management.

# Field Definitions



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.

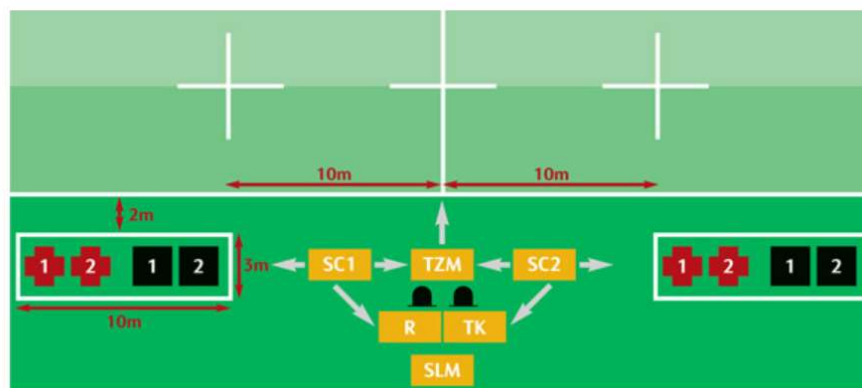
Each playing enclosure must have a Ground Marshall active for the duration of the match. This person, identifiable by their branded vest, is responsible for ensuring that only authorized participants are within the playing enclosure. They do this by actively patrolling the perimeter area throughout the duration of the match. Walking the perimeter area boundary is the recommended method.

# Technical Zones



## Fifteens Technical Zones

Maximum of four persons allowed in the TZ



The players and match officials actively participating in the match are permitted within the playing enclosure.

All other people are required to be outside the playing enclosure unless they are approved to be within the technical zone.

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.

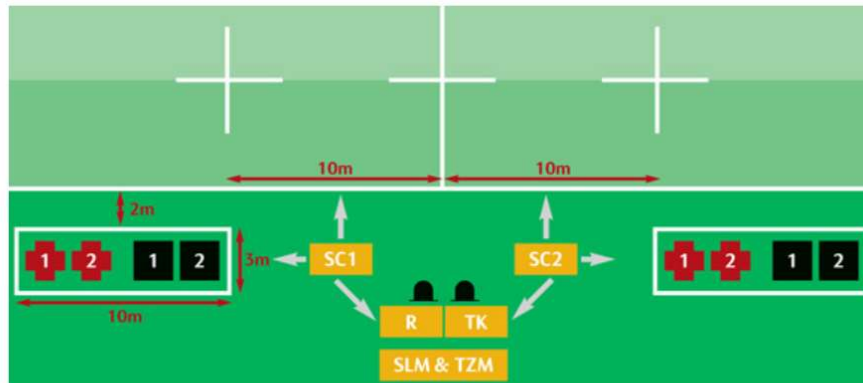
These participants are to be knelt or squatted within the technical zone. They are not to be standing.

No hard implements are to be within 5-metres of the playing field.

# Technical Zones



## Alternative Fifteens TZ set-up



Please note: Maximum of x 2 water carriers per TZ in Fifteens

# Technical Zones

## Permitted

- Water Carrier
- Medic

*Must be wearing approved bib as per relevant competition rules*

## Not Permitted

- Coaches

Coaches are not permitted to be within the playing enclosure under any generic circumstances.

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.

There are no such allowances for coaches to be within the perimeter area at any time.

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.

# Technical Zones

## Permitted

- Water Carrier
- Medic

*Must be wearing approved bib as per relevant competition rules*

## Not Permitted

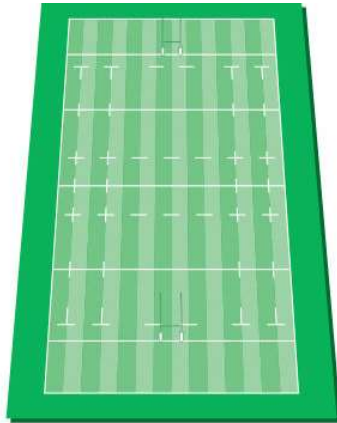
- Coaches

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

Trainers that are identified by a branded bib may operate under the same provisions as reserves.

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

# Playing Enclosure



*Playing enclosure*

- Defined by a boundary at a 5-metre perimeter
- Managed by a mobile, roving Ground Marshall
- Entry is restricted to approved personnel:
  - Technical Zones
  - Competition Rules
  - Match Manager

As previously stated a Grand Marshall is mandatory for each and every playing enclosure.

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

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

- Identify
  - Identify yourself as the ground marshall 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.



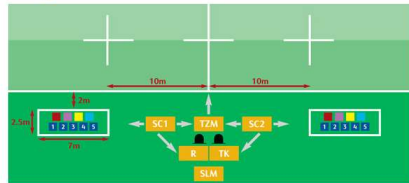
- Report
  - Make a full report of the breach as soon as practical.

# Technical Zones – 7s



## Sevens Technical Zones

Maximum of nine persons allowed in the TZ



Key:



1. Variations for 7s allow more personnel such as Coach, Team Manager and five reserve Players.
2. A maximum of three non-playing personnel are allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The Manager and Coach are not permitted to act as water carriers at any time.
3. Except as specified in (2), all non-playing personnel must remain inside the Technical Zone, which will be clearly marked.

Due to the nature of Rugby 7s there are some permitted modifications available to competition managers.

These modifications are only available if the competition is able to provide all six (6) of the technical zone managements staff.

Otherwise 7s matches will be conducted as per the provisions for Rugby XV's above.

Where a competition can fully comply with the technical zone staff requirements for a playing enclosure, the following amendments may apply:

- 1 Coach may remain within the technical zone in a knelt or squat position.
- 1 Manager may locate within the technical zone in a knelt or squat position. They may leave the zone under the same provisions as XV's Rugby.
- No more than 5 Reserves may locate within the technical zone in a knelt or squat position. They may leave the zone under the same provisions as XV's Rugby.

# Penalties

## 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.

To protect the safety and enjoyment of all participants there are significant mandatory processes and penalties for breaches of these rules.

Registered participants that are reported will receive a mandatory 1 week suspension, with the judiciary reserving the right to determine whether a judicial appearance is necessary. The rights of participants are covered by the Rugby Australia Judicial Procedures. This includes the rights of appeal.

For serious breaches, participants may be required to attend a judicial hearing where further suspension and penalty may be imposed.

For non-registered participants, the venue manager may make an exclusion order and notify the controlling unions. This exclusion will apply to all venues whilst they are being used for the purpose of Rugby Union activities and related business.