



RUGBY
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Playing Enclosure and the Technical Zones

Overview

The safety and enjoyment of all participants and spectators across South Australia are essential to fostering a lifelong connection to Rugby.

From Premier Grade and Women's Rugby to Under 14s and Get into Rugby participants, consistent laws and regulations apply to every participant. These ensure that all matches are conducted in a structured environment focused on safety, fairness, and enjoyment.

This resource, when read in conjunction with Rugby Union South Australia (RUSA) policies, is designed to help participants understand the key rules and procedures governing the playing enclosure and technical zones. It outlines the processes that support the safe and effective management of Rugby matches throughout South Australia.

Law 1
The Ground

Coaches

Managers

Technical Zones

Reserves

Water Carriers

Medical/ First Aid

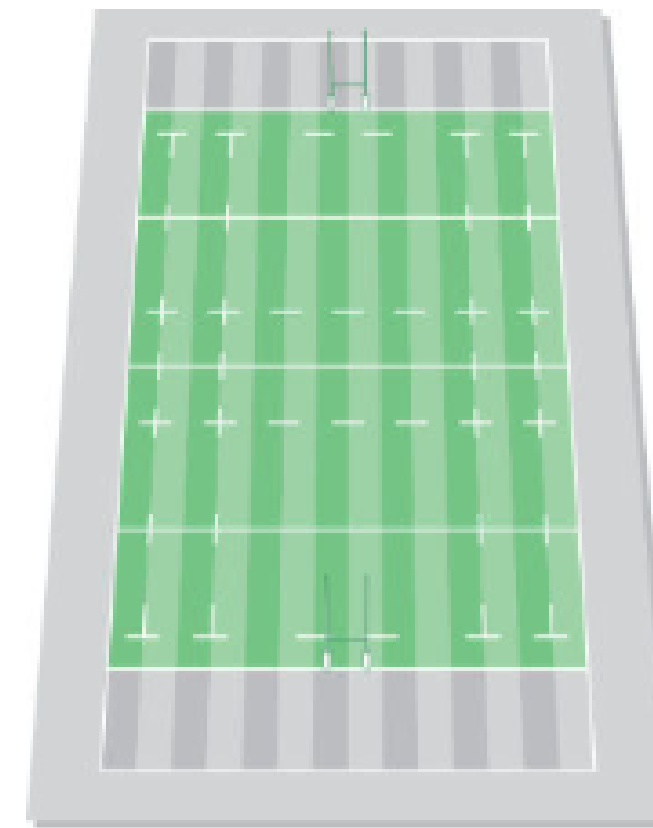
Ground Marshals

Law 1 - The Ground

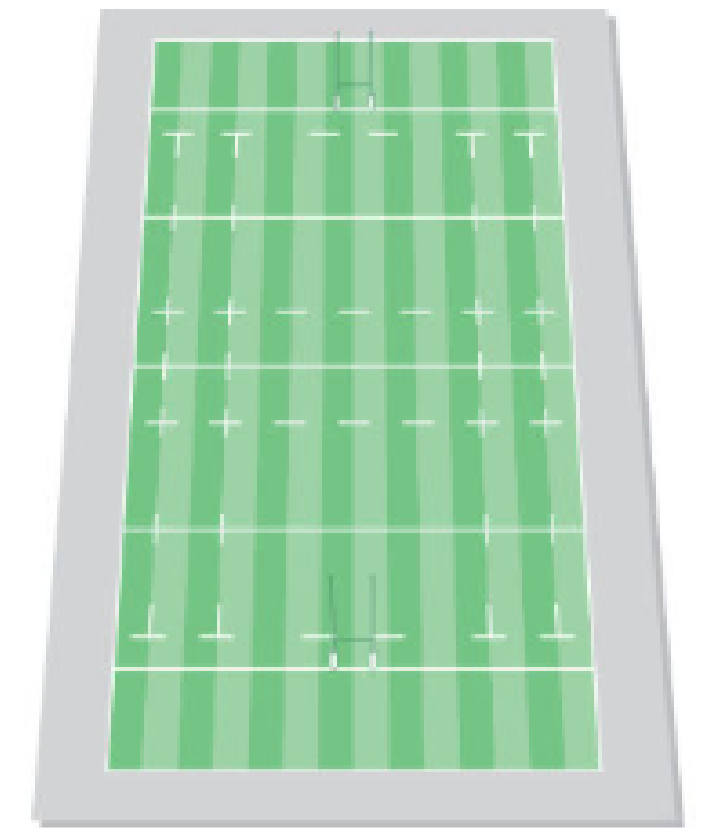
The playing enclosure is detailed in Law 1 – The Ground within the World Rugby Laws of the game.

The playing enclosure is defined by a physical barrier (ie a rope) that protects a 5 metre minimum perimeter area around the playing area.

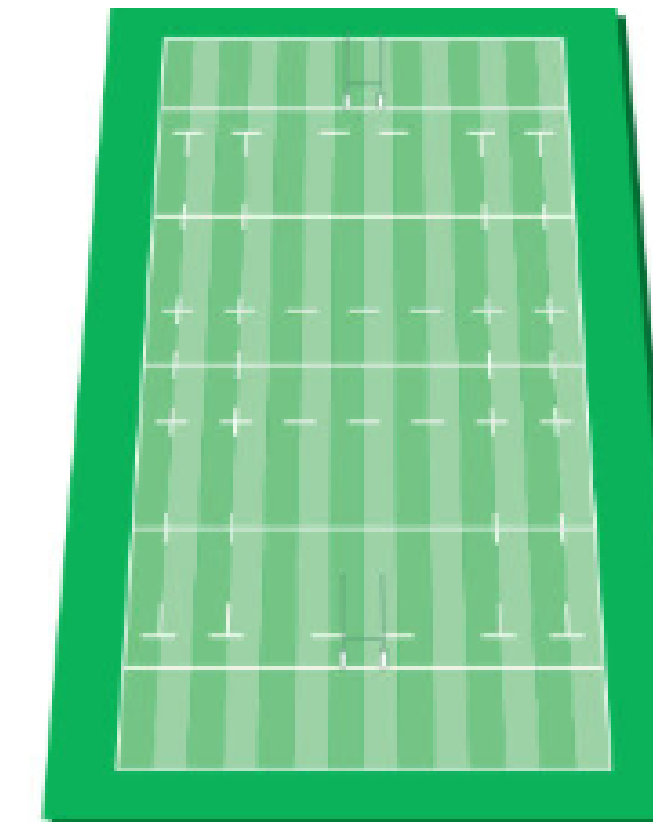
Match hosts are responsible for ensuring that the venue setup complies with Law 1 before a match proceeds.



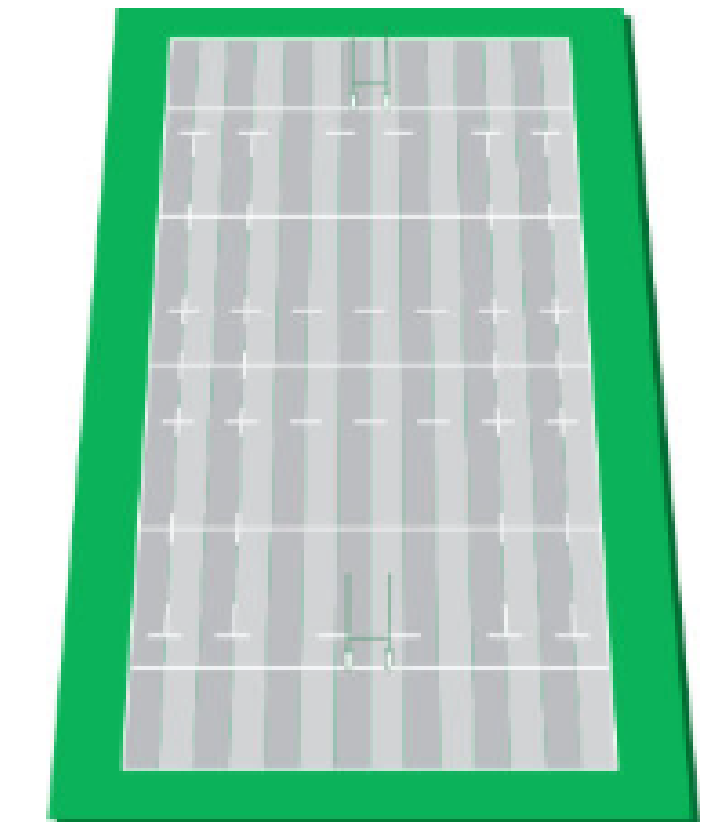
Field of play



Playing area



Playing enclosure



Perimeter area



Coaches

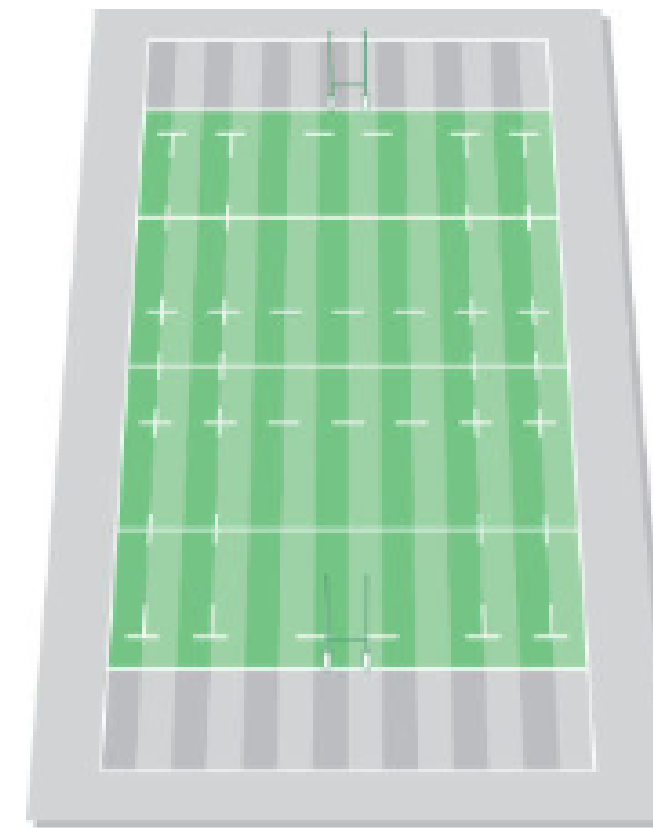
Coaches are **NOT*** permitted within the Playing Enclosure during match time (excluding half or full time).

This includes the Playing Area and the Perimeter Area where the facility permits otherwise.

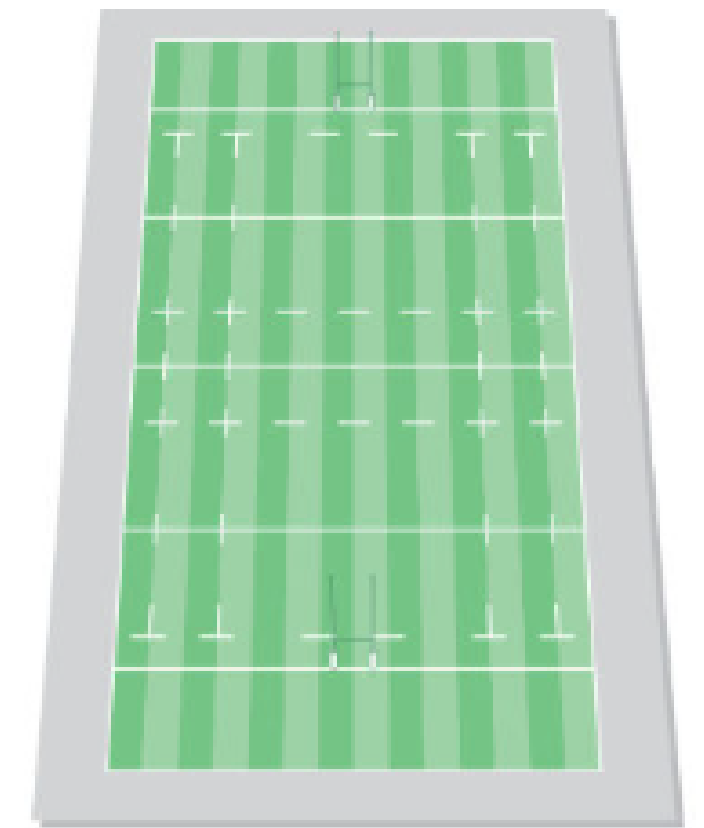
* When located within the Technical Zone (where the Reserve Bench is in the designated Technical Zone) Coaches are expected to behave appropriately and are bound by the Technical Zone.

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

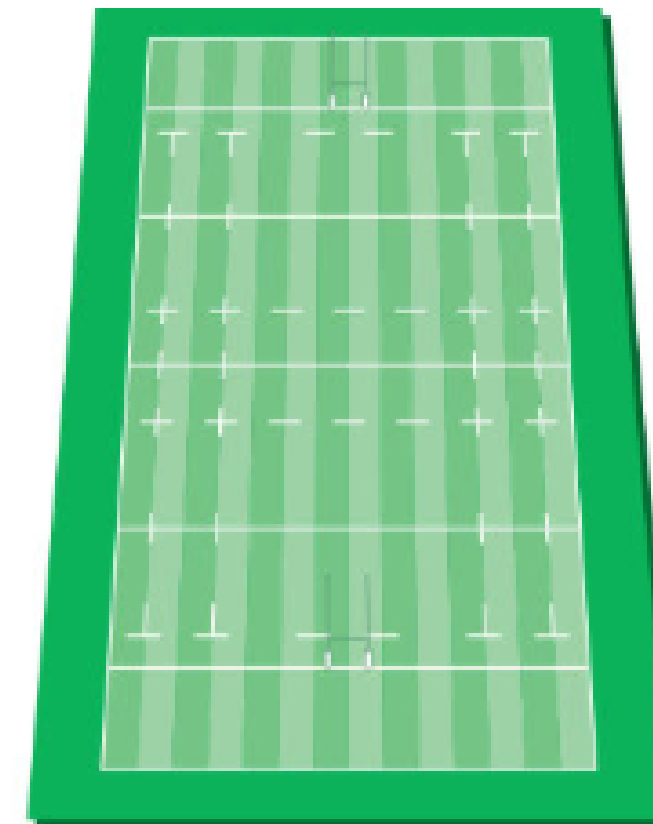
Please remember, as a registered participant you are bound by Rugby Australia's Code of Conduct Policy.



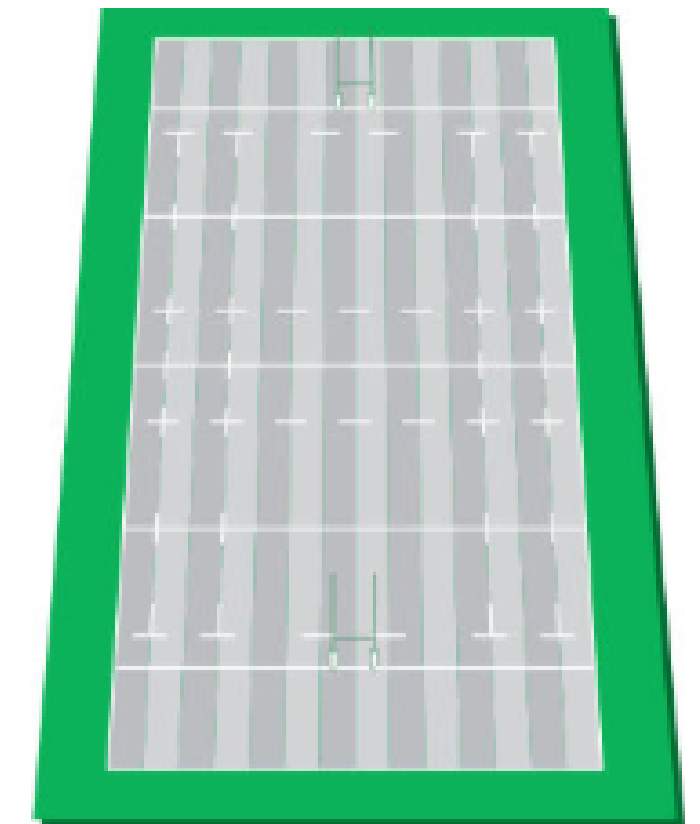
Field of play



Playing area



Playing enclosure



Perimeter area

Managers

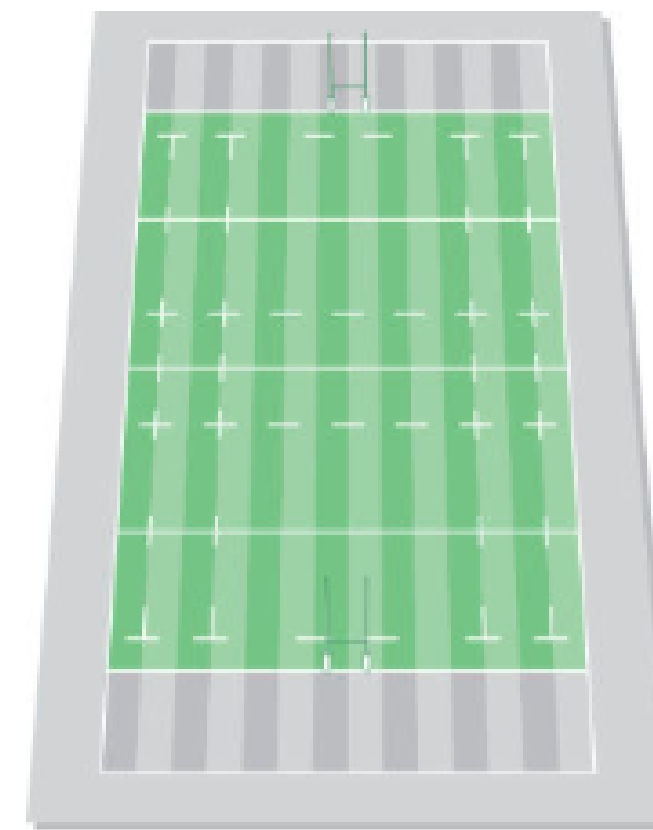
Managers should **NOT*** reside within the Playing Enclosure where the facility permits otherwise.

*When located within the Technical Zone (where the Reserve Bench is in the designated Technical Zone) Managers are expected to behave appropriately.

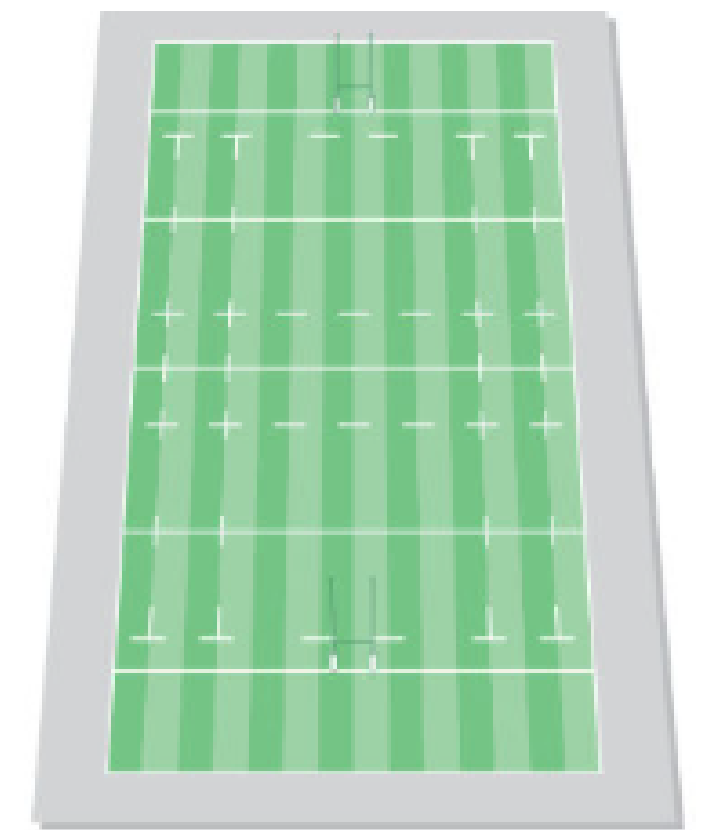
Managers are permitted to move between the Replacement Bench and the Assistant Referee within the Playing Enclosure to assist with player movement or provide support for any suspended player (yellow card) only. When finished they should immediately exit the Playing Enclosure or return to the Technical Zone as per above.

Consult with the 4th Official (if one is appointed) and/or the match official prior to the match for the preferred process for notifying and managing substitutions (movements).

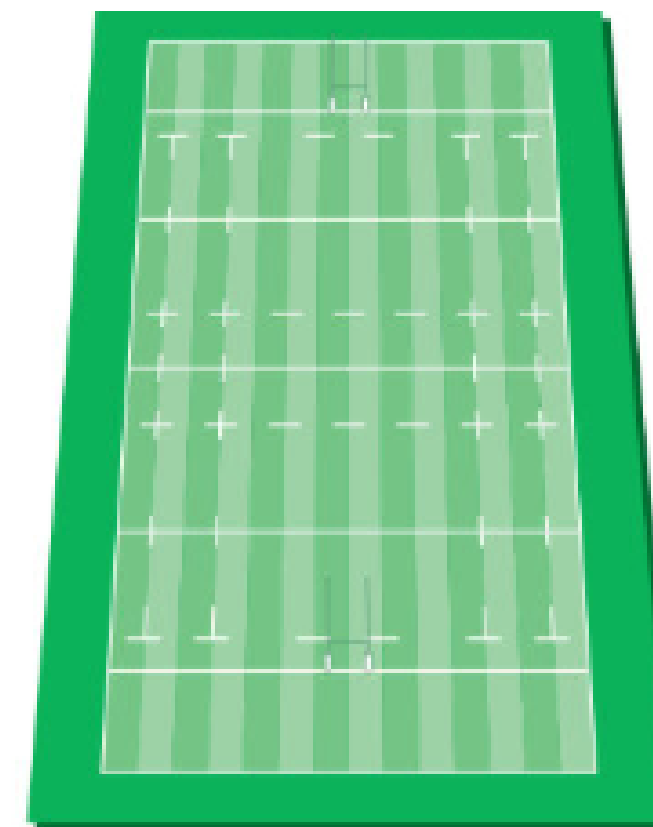
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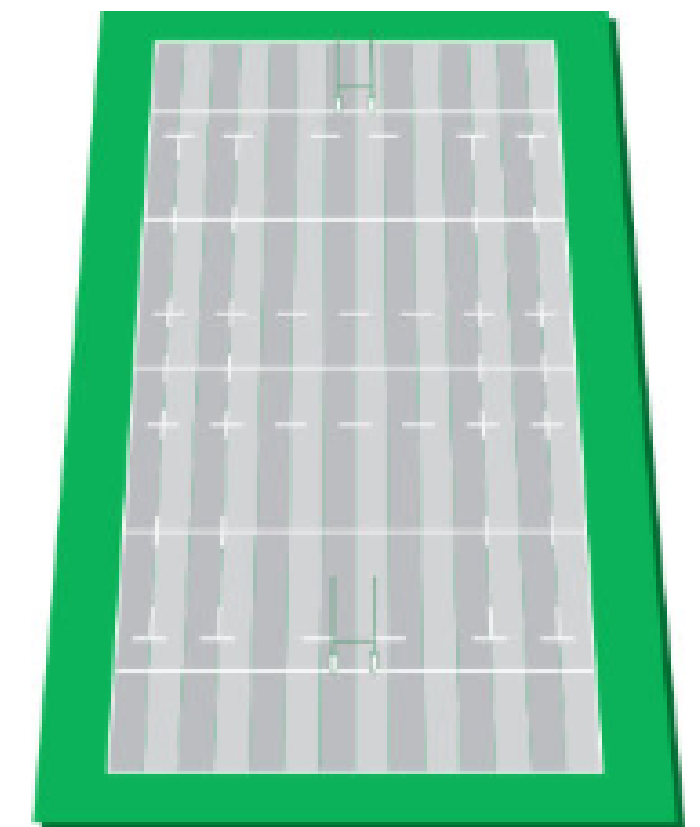
Field of play



Playing area



Playing enclosure

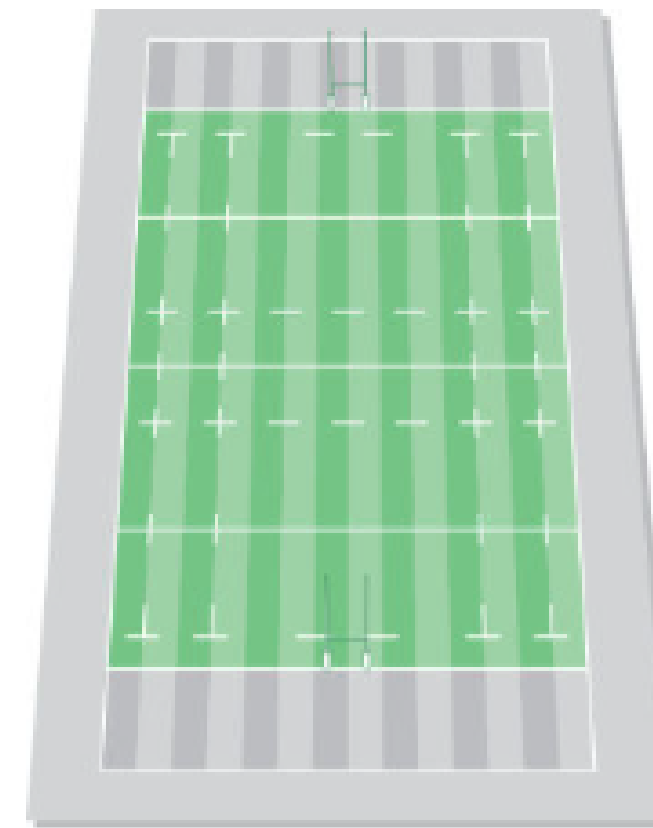


Perimeter area

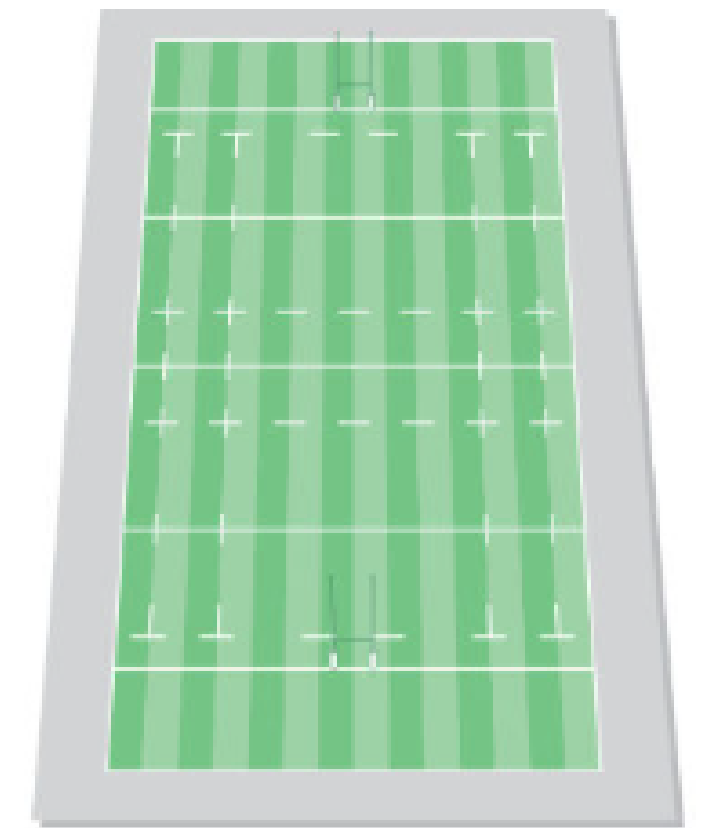
4th Official

For some matches, including the Final Series (U12 to senior matches), South Australia Referees Association will provide an official to act as the 4th Official who shall be responsible, under the authority of the Referee, for the:

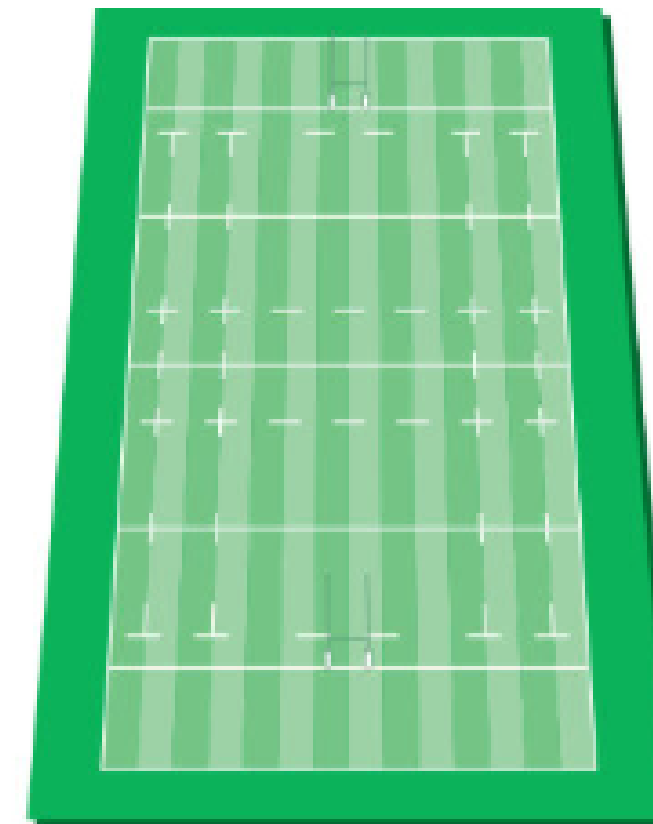
- Touchline operations of reserves / substitutions
- Management and compliance of the Technical Zone by both teams
- 'Sin Bin'
- 'Blood Bin'



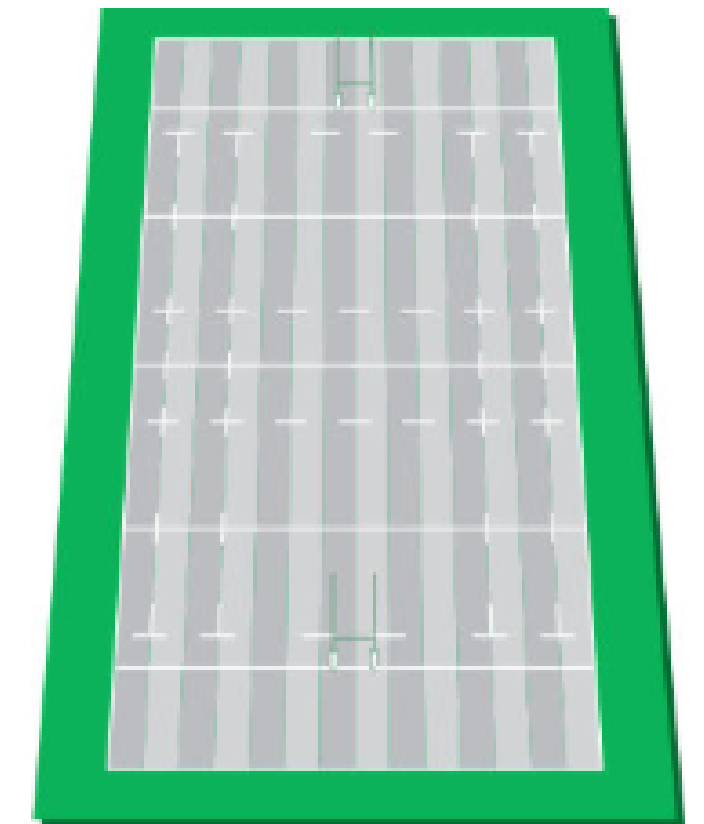
Field of play



Playing area



Playing enclosure



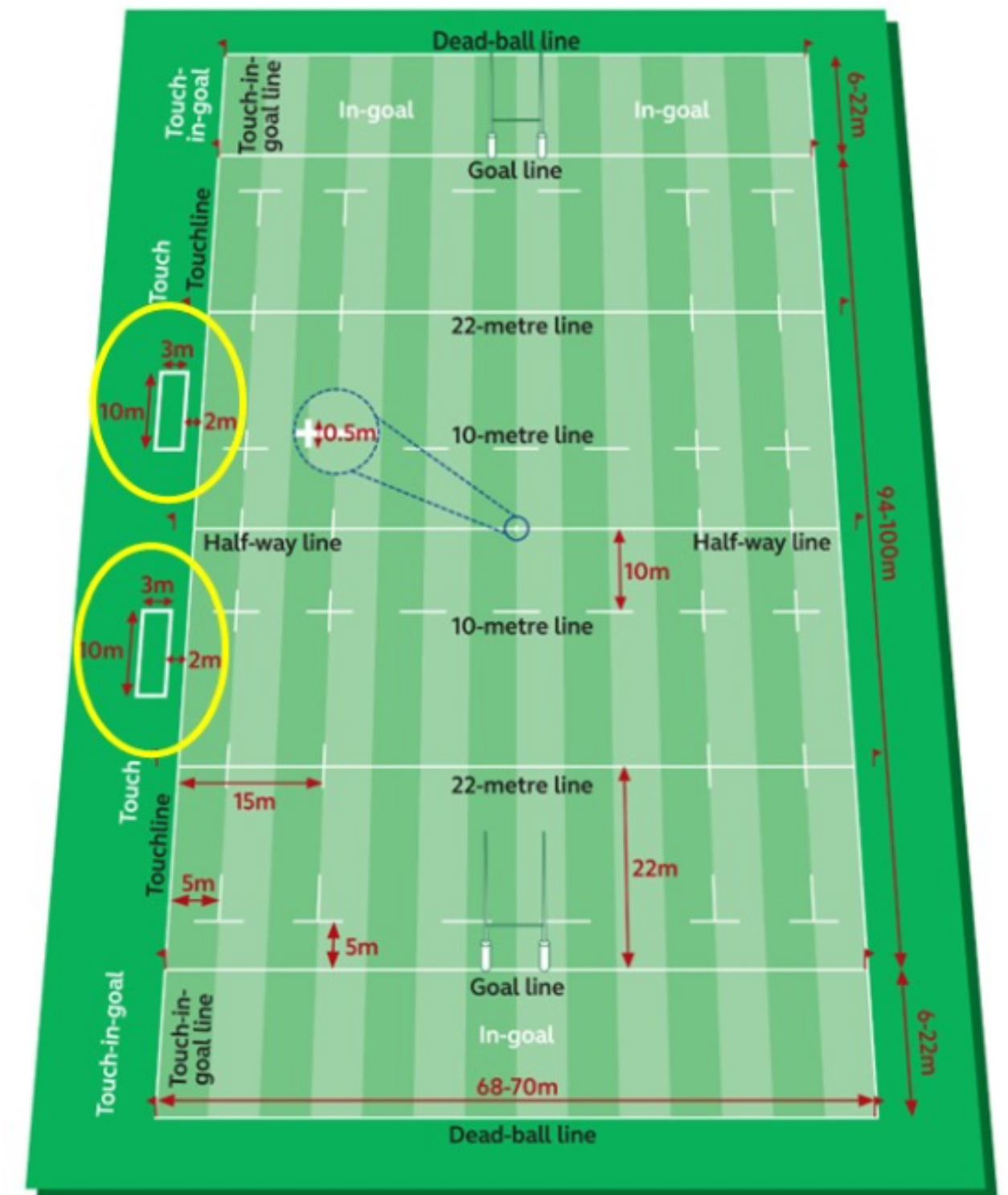
Perimeter area

Technical Zones

A Technical Zone is a 3m x 10m box/ area usually painted between the 10m line and the 22m line either side of the halfway and outside the field of play (at least 2m from the field of play). The Technical Zone should be located on the same side of the field.

The only personnel that are permitted within the Technical Zone are a maximum of 2 water carriers and 2 appropriately medically qualified personnel.

These participants should be seated, kneeling or squatting within the technical zone. They should not be standing. No hard implements are to be within 5m of the playing field.



Technical Zone

Replacement Bench Designated within Technical Zone

At venues where the team's replacement bench is also designated the Technical Zone the following personnel ONLY will be permitted to reside in this area:

- The 8 listed reserves - seated
- The Team Manager
- Coaching personnel (Max 3) as listed on Team Sheet in Rugby Match Day app
- 4 Team Support Staff (2x Water Carriers + 2 Medically Designated / Qualified Personnel) – attired in appropriately coloured vests.

Persons within the Technical Zone (including where the Replacement Bench is designated as the Technical Zone) are not permitted to make any comments to the Assistant Referee or Match Official in relation to their handling of the game.

Persons within the Technical Zone should be aware that some matches are filmed from designated positions behind the Technical Zone.



Reserves

At venues where the team's replacement bench is also designated the Technical Zone – please refer to previous slide for further information.

Reserves are permitted to move outside the Replacement Bench to warm up or when replacing or substituting a player. If there is no area available outside the Playing Enclosure, they may warm up in the opposition in-goal area under the following conditions:

- All reserves are identified by a branded bib
- That they move directly from the Playing Enclosure to the end of the field (in-goal area) that is being defended by the opposition
- No equipment is permitted (i.e. balls or hit-shields)
- That under no circumstances do they enter the field of play

If play enters within the 22m zone, all reserves must vacate the in-goal area to the perimeter area.



Water Carriers

Water Carriers should be identified by a branded bib. To provide unobstructed viewing, the Water Carriers should be seated, kneeling or squatting within the Technical Zone. Water Carriers return to the Technical Zone after performing task.

Two nominated water carriers during a stoppage in play for an injury to a player or when a try has been scored.

In matches with a squad size of 23, water carriers may enter when a try is scored – the scoring side to an area on/near the 10m line in their own half. The non-scoring side can take water into in-goal or retrieve from behind the dead-ball line. The water carriers must leave when the conversion is taken.

A person carrying only a kicking tee and one water bottle, (solely for the kicker's use) after a team has indicated they intend to kick at goal, or a try has been scored.



Medic/ First Aid

Medics are to be identified by a branded bib.

No more than two (2) medically dedicated / qualified persons (e.g. The team trainer/ team physiotherapist) 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 the 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 3m.

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.



Ground Marshal

A Ground Marshal is mandatory for every Playing Enclosure and should refer to RUSA Policy regarding the role.

A Ground Marshal is to be easily identifiable, wearing an appropriate Ground Marshall Vest. The vest must be clearly visible at all times, from all angles.

The Ground Marshal is responsible (amongst other duties) for ensuring that the Playing Enclosure is reserved for authorised personnel.

Where an unauthorized person enters the Playing Enclosure the Ground Marshal should follow this protocol:

- Identify
- Record
- Report



R 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

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 via Rugby Australia's 'Report a Concern' link and notify your President who should also contact the Competitions Manager.
(<https://australia.rugby/about/codes-and-policies/reporting-a-concern>)

