

GROUND MARSHAL POLICY

Last Modified: April 2022

DESCRIPTION

This document is to provide clarity on the the requirement for each team competing in a TRU sanctioned match or event to have a Ground Marshal as a member of their Team Management.

This also provides summary detail of the role a Ground Marshal is expected to perform while carrying out their duties.

RELATED DOCUMENTS

It is recommended that all Ground Marshals complete the “Ground Marshal Program”, which is an online course available on the Rugby Learning Centre.

STEP BY STEP PROCEDURES

1. Before the match commences

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1.1	<p>Ground Marshal nomination</p> <ul style="list-style-type: none"> - There must be at minimum one (1) Ground Marshal for each team - A Ground Marshal must be minimum 18 years of age. - The Ground Marshal must be wearing a high-visibility outer garment so they are easily identifiable in their role – ideally the TRU supplied vests marked with “Marshal”. - A Ground Marshal must be an individual who is only responsible for that role (i.e. must not occupy 2 roles for that match). <ul style="list-style-type: none"> o By exception (e.g. where a team is playing away from the rest of the Club) then the Team Manager could also be the Ground Marshal for that match. - All other roles cannot share the Ground Marshal role with another role (e.g. you cannot be a Ground Marshal and also be a Coach, Player, Water Runner, Trainer, Photographer etc) 	Both Teams
1.2	<p>Check Facilities</p> <ul style="list-style-type: none"> - Both Ground Marshals should be satisfied the pitch is set for a game of Rugby. - Both Ground Marshals should be aware of safety protocols (e.g. ambulance access point, appropriate stretcher, is a defibrillator available and where etc) 	Ground Marshals
1.3	<p>Introduction to Referee</p> <ul style="list-style-type: none"> - Both Ground Marshals must make themselves known to each other and to the Referee (and other Match Officials) prior to the match commencing. - The Referee may delay the commencement of the match if there is not a Ground Marshal identified for each team. 	Ground Marshals / Referees

2. During the match

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
2.1	<p>Both Ground Marshals must:</p> <ul style="list-style-type: none"> - Monitor and manage spectator behaviour for the duration of the match - Support Match Officials with Red/Yellow Card management - Enter the field of play if the Referee has stopped the game and requires support (e.g. for serious injury or dealing with sideline behaviour) <p>In order to effectively monitor spectator behaviour, it is recommended to also walk the perimeter of the playing enclosure in each half.</p>	Ground Marshals
2.2	<p>At half-time</p> <ul style="list-style-type: none"> - Only Team Members (including Coaches, Managers, Trainers etc) can enter the pitch to address their team. - Ensure Match Officials are left alone during half time (i.e. Coaches / Managers / Spectators are not to approach the Referee or other Match Officials). 	Ground Marshals

3. After the match

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
2.1	<p>Match Official “Cooling Off” Period</p> <ul style="list-style-type: none"> - Support Match Officials to achieve a “Cooling Off Period” – which is the 30 minute window immediately following the completion of a match. <p>NOTE – Referees must confirm match scores and red/yellow/blue cards with Team Managers immediately following the match, before Cooling Off Period commences.</p>	Both Teams
2.2	<p>Support and Check on any Injuries</p> <ul style="list-style-type: none"> - Assist Team Personnel with paperwork if required - Report to Club Committee if Ambulance was required to attend 	Ground Marshals