



MATCH DAY PROTOCOL

Appendix 5

PROTOCOL FOR MATCHES IN WALES

Before the Match

Clubs are responsible for notifying match officials of the date, venue, kick off time and team colours at least **72 hours** before the match.

1. Match officials will arrive at the ground at least 60 minutes before kick off and Clubs should make their arrangements based on this. **Failure to notify a match official of a postponement prior to his arrival at the ground may result in the home Club having to reimburse the referee's travel costs.**
2. **Clubs are responsible for the safety of match officials during the time that they are at the Club in question. Where possible, a referee liaison officer should be appointed by the home Club to be responsible for match officials.**
3. As best practice, both Clubs shall also identify a match day marshall (s) and/or appointed person (s), which will be an individual from your Club who will be responsible for managing it's respective touchline on a match by match basis.
4. Match officials will be available up to 30 minutes prior to kick off to Club captains and coaches for discussions regarding the Laws of the Game, kit and other relevant matters.
5. Access to the match officials' dressing room(s) is restricted to persons who have a legitimate reason for seeing them and then only with the express consent of the referee.
6. Clubs will submit their team sheet and replacements to the referee before taking the field for kick off, indicating the replacement front row players and the name of the Club Coach permitted inside the playing enclosure Technical Zone. Once this has been submitted no changes should be made without the permission of the referee. The Club coach named, will be responsible for the Club's compliance with the WRU Technical Zone Protocol during the match.

A team sheet **must** identify any player(s) on permit, dual registration and/or loan and their parent Club.

7. Clubs must comply in full with World Rugby Regulations relating to medical treatment of Players on the day of the Game.
8. The referee will ensure that the two captains are available to toss up prior to taking the field before kick off. Stud and padding inspection will take place immediately following the toss up.
9. The match balls should be available for inspection by the match officials at least 15 minutes prior to kick off.

10. The home Club shall be responsible for ensuring that the playing area/enclosure is fit to play on and is free of all materials/substances that would prevent the match starting at the allocated time e.g. broken glass, animal droppings etc.

11. The playing enclosure must be roped off.

During the Match

12. **Premier Division Clubs** must provide technical zones and comply with the Technical Zone Protocol issued by World Rugby as set out below. The Technical Zone Protocol shall be deemed to have been automatically amended to reflect any amendment or change approved by World Rugby during the season.

13. Clubs must restrict entry to the playing enclosure to all but players, match officials, ball boys, replacements when required, two coaches, two water carriers, two medical support staff, and where necessary, television personnel. **Coaches must remain in the Technical Zone.**

14. **At no time will they be allowed to move along the touchline.** Medical staff will be allowed to enter the playing enclosure to treat injured players or to supply drinks in the manner agreed by the referee. Replacements will only be allowed to enter the playing enclosure when nominated to participate in the match.

15. Clubs from the Championship Division through to Division 3 will provide an area clearly indicated for medical support personnel and one Club Coach from each team.

16. For the duration of the match, players and Replacements **must** warm up behind their own goal line.

17. Replacements will only enter the field of play at the half way line after the player being replaced has left the field. Replacements will only be allowed during a stoppage of play and when the match official has clearly signalled the replacement.

18. Drinks will only be permitted during a stoppage in play. **Drinks must not be taken on following the awarding of a penalty.**

19. Clubs must ensure that spectators do not attempt to assault, intimidate or verbally/physically abuse match officials.

20. Where match officials leave the field at half time, Clubs must ensure that there is no entry to their dressing room during that period by any Player, Coach, Club administrator or spectator.

After the Match

21. At the end of the match Clubs should ensure that match officials are not assaulted, harassed or abused by Players, coaches, Club officials or spectators and are escorted safely to their dressing room.

22. There should be no unauthorised entry to the match officials' dressing room(s) after the end of the match. Players, coaches, spectators and Club officials should not attempt to

enter this area unless with the express permission of the match officials.

23. Clubs are responsible for ensuring that match officials leave the Clubhouse and ground safely without any harassment or abuse from Players, coaches, Club officials or spectators.

Technical Zone Protocol

1. Dimensions of the Technical Zone

- a. Two technical zones must be provided within the playing enclosure on the same side of the pitch, each one on either side of the half-way line and outside the field of play.
- b. These technical zones must be marked on the ground.
- c. The line nearest the touch line must be parallel to the touch line.
- d. The technical zones commence **a minimum of** five metres from the half-way line. The technical zones must not exceed ten metres in length and three metres in width and must be at least two metres from the touch line (see below graphic)
- e. Wherever practically possible, the technical zones should be behind advertising hoardings with easy access to the field of play.
- f. At any venue where there is insufficient space for such technical zones at the places identified above, alternative places and/or dimensions shall be designated by the WRU.

2. Personnel permitted in the Technical Zone

- a. No more than two medically trained persons (certified doctors or physiotherapists only) and two water carriers per team are permitted to operate from the technical zones.
- b. Club Coaches must remain within the confines of their own 10m line and halfway line or take up a position behind the posts within the playing enclosure throughout the match.
- c. No other person (including team officials or Players) is permitted in the technical zones.
- d. One of the medical personnel permitted to operate from the technical zone, may be positioned instead on the far side of the playing area on the touch line opposite the technical zone. No person may replace such medically trained personnel in the technical zone at any time.
- e. Where practically possible, the medical personnel on the far side of the playing area must stay outside the advertising hoardings. The medical personnel on the far side may keep up with play but must pay due regard to

the needs and rights of Players, spectators, broadcasters and commercial partners.

- f. The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a Player is injured. They **must not** obstruct, interfere or aim comments at match officials.
- g. Substituted Players must return to their allocated seats in the stand or if no stand, they must move outside the playing enclosure.

3. Role of Water Carriers in the Technical Zone

- a. Water may only be taken on the playing area during stoppages in play for injuries in the playing area or when a try has been scored.
- b. Only the two authorised water carriers are permitted in the playing area. They are not permitted in the playing area during penalty kicks at goal.**
- c. The water carriers must remain in the technical zone at all times unless they enter the playing area to provide water or when **ONE** enters to provide a kicking tee to a kicker at a penalty kick.
- d. Players may come to the touch line adjacent to the technical zone to receive water.
- e. Water bottles must not be thrown on to the field of play.

NB – Apart from injuries requiring a doctor or stretcher, there can only be a maximum of 4 personnel on the field from each Club during a stoppage.

4. Management of the Technical Zone

- a. All personnel permitted in the technical zones in accordance with this Technical Zone Protocol must wear an appropriate distinguishing mark e.g. arm bands/vests/bibs (where appropriate).
- b. Where appointed, the fourth and fifth officials will manage the technical zones. If there is a transgression of the protocol, the matter will be reported to the referee.
- c. The referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of this Technical Zone Protocol.
- d. Any breach of the Technical Zone Protocol may be reported to the WRU who shall be entitled to undertake investigations and, where deemed appropriate, impose sanctions.
- e. Should any Person be expelled from the playing enclosure for a breach of the protocol they must be reported by the referee to the WRU Disciplinary Panel or the WRU Professional Disciplinary Panel (as applicable), who shall be entitled to undertake investigations and, where deemed appropriate,

impose sanctions

5. Personnel outside of the Technical Zone

- a. If replacements require to warm up and there is not an area outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warm up.

Technical Zone:



MEDICALLY

TRAINED PERSON

