



# Australian Capital Territory Junior Rugby Union (Incorporated)

## GAME DAY PROTOCOLS

### GROUND MARSHAL

1. A Ground Marshal must be appointed by each School or Club hosting ACTJRU games at their home venue.
2. The Ground Marshal deputises for the ACTJRU Secretary at his/her ground for all games played at their venue.
3. The Ground Marshal is responsible for their grounds, the game day Draw, as provided by the ACTJRU Secretary, and has overall control at their grounds for the games played therein.
4. Ground Marshals must be identifiable by wearing a Yellow coloured High Vis Vest with "Ground Marshal" inscribed on the back.
5. Ground Marshals shall be responsible for:-
  - a. implementation of this ACTJRU Policy and Practice, as well as,
  - b. being a single point of contact for all venue enquiries during the game day; and
  - c. set up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and
  - d. having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
  - e. having access to a telephone and emergency telephone list; and
  - f. ensure that an appropriately stocked medical kit, ice and a stretcher are available, in line with the ARU's Medical Policy and the ARU Medical and Safety Recommendations; and
  - g. that the School / Club has an emergency list of contacts and addresses for:
    - i. two (2) after hours doctors or local medical centre and / or facilities; and
    - ii. nearest public hospital and / or emergency facility; and
    - iii. the local Police and Ambulance.
  - h. control the behaviour of Players, Coaching Staff, Parents, Supporters and any other person on the sideline and the venue to ensure they comply with the Code of Conduct and Expectation of Behaviour Guidelines; and
  - i. maintenance of and patrolling the sidelines, the playing enclosures and the venue during the home game day; and
  - j. preventing the illegal entry of any person onto the playing enclosure and or any other restricted area within the venue; and
  - k. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
  - l. checking with Match Official on the policy for attending injured players in line with the ARU's Medical Policy and the ARU Medical and Safety Recommendations; and
  - m. be familiar with and have available a copy of the ARU Safety Directives as a reference when seeking any clarification; and
  - n. report any irregularities or breaches of the Competition Rules that they are unable to resolve to the ACTJRU Secretary for further action; and
6. If a Ground Marshal had any issue that requires escalation they are to approach their Club President or School MIC Rugby in the first instance. They may also contact the ACTJRU Secretary.
7. Contravention of any of the Ground Marshal rules will attract a sanction from the ACTJRU Secretary. A sanction under this policy has no right of appeal and may include a pecuniary fine or any other penalty the ACTJRU Secretary may see fit to impose. These sanctions are at the absolute discretion of the ACTJRU Secretary.

## ACTJRU GAME DAY PROTOCOLS

### **FIELD MARSHAL(S)**

1. At all ACTJRU games both Teams must provide a Field Marshal.
2. A Field Marshal must be a responsible person who isn't in the Team's Coaching Staff.
3. Field Marshals must be identifiable by wearing an Orange coloured High Vis Vest with "Field Marshal" inscribed on the back.
4. No game shall commence or proceed unless there are two Field Marshals, one from each Team.
5. If a Team does not provide a Ground Marshal then the Team will be deemed to have forfeited the game.
6. The Field Marshal of each Team should introduce themselves to each other prior to the start of the game.
7. The Field Marshals must introduce themselves to the Referee prior to the commencement of each game and be responsible for rectifying any problems which are brought to their attention by the Referee throughout the course of the game.
8. Each Field Marshal shall be responsible for spectator and crowd control and their instructions and / or directions shall be obeyed at all times.
9. Field Marshals shall be responsible for:-
  - a. implementation of this ACTJRU Policy and Practice, as well as,
  - b. controlling the behaviour of Players, Coaching Staff, Parents, Supporters and any other person on the sideline and that they comply with the Code of Conduct and Expectation of Behaviour Guidelines; and
  - c. they are a single point of contact for all side line enquiries during the match; and
  - d. maintenance of and patrolling the sideline and playing enclosure during the match; and
  - e. preventing the illegal entry of any person onto the playing enclosure; and
  - f. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
  - g. be familiar with the ARU Safety Directives, the ARU's Medical Policy and the ARU Medical and Safety Recommendations as a reference when seeking any clarification or checking with the Referee on the policy for attending injured players; and
  - h. ensuring unofficial Assistant Referees are not calling out or coaching the players; and
  - i. ensuring Coaching Staff, including Trainers, are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure.
10. If a Field Marshal had any issue that requires escalation they are to approach the Ground Marshal in the first instance. They may also contact the ACTJRU Secretary.
11. Contravention of any of the Field Marshal rules will attract a sanction from the ACTJRU Secretary. A sanction under this policy has no right of appeal and may include the team forfeiting the game; loss of Competition points or any other fine or penalty the ACTJRU Secretary may see fit to impose. These sanctions are at the absolute discretion of the ACTJRU Secretary.

## ACTJRU GAME DAY PROTOCOLS

### **FIELD OF PLAY - ROPED AREA**

All clubs and schools have the responsibility of roping off each oval / field of play. This should be the entire field as some coaches / reserves, position themselves behind the posts.

There is an exception for the U7s to U9s due to the formation of the playing field.

### **FIELD OF PLAY - PERSONS PERMITTED IN SIDE ROPED AREA**

The Referee, two touch judges or Assistant Referees and the actual players (max 15 per team) are permitted within the playing arena.

The Ground Marshal is also permitted inside the roped field of play.

No Coaches, Managers, Water Runners, Medical Staff and Reserves are to be inside the roped area. Coaches, Managers, Medical Staff and Reserves may enter the field of play at half & full time.

Medical staff may enter the field of play to attend an injured player. It is recommended they wear a High Vis Vest. They are not permitted to remain inside the roped area during general play. Managers / Coaches may enter the field of play if the injury is considered serious where extra medical assistance is required – assistance to the first responder, stretcher, ambulance etc. No parents are to enter the field of play. If an injury is considered serious a parent / guardian will be provided permission to enter the field of play by the team manager and ground marshal and escorted onto the field to be with their child.

Water Runners - Each team is permitted two (2) water runners. They are not to be the Coach and or the Assistant Coach. It is recommend that they wear a coloured High Vis Vest and they are only permitted on the field of play during a stoppage for injury and or after a try is scored. A person (water runner) delivering the kicking tee for a penalty is not to carry water.

All Reserves entering the field of play should make their way to the touch judge / assistant Referee prior to entering the field of play. They should not “just enter” the field of play. They are only permitted to enter the field of play at a stoppage. This is not during a penalty shot for goal.

### **TEAMS**

All teams should be ready to enter the field of play prior to their scheduled start time or as soon as the previous game has been completed.

Teams should meet in the centre of the field, shake hands and then move to their respective positions. There should be no huddle on the field of play. This should be done prior to entering the field of play.

At the end of each game teams are to vacate the playing area ASAP – this is to allow the next game to start. Teams should quickly shake hands and move quickly to the side line to clap each other off. They should then vacate the playing arena. There should be no club song / war cry sung on the field of play unless time permits. The Referee of the next game should blow his whistle to indicate teams should enter the playing area. He will commence his clock for the next game at the scheduled start time regardless of the teams being ready.

### **REFEREE ATTENDANCE**

All Referees are to approach the Ground Marshal to advise they are on site and to confirm the location, time and any late information in relation to their match(s).

## ACTJRU GAME DAY PROTOCOLS

### **TEAM SHEETS**

At the completion of their match the Referee is to confirm the result of the match and detail any Yellow and or Red Cards issued on each Manager's Team Sheet. The Referee must sign each Manager's Team Sheet and retain a copy.

### **NO DOGS, NO ALCOHOL & NO SMOKING**

**DOGS** are NOT permitted at Junior Sporting fixtures – this includes all games and trainings. This is a QPRC and the ACT Sports and Recreation requirement. This may not be the case at venues in country locations (Jindabyne, Cooma, Broulee, Batemans bay, Goulburn, Yass and Young) and some schools however the ACTJRU request these clubs align with the ACT requirements. Persons with dogs will be asked to leave the venue.

**ALCOHOL** is NOT permitted at Junior Sporting fixtures. However in some instances permission to run junior fixtures prior to senior fixtures may be requested. The ACTJRU will require extra ground marshals and signage to ensure patrons do not consume alcohol at the junior fixture prior to the senior fixture commencing. If the two fixtures are running at the same time there may be a requirement to keep patrons wishing to consume alcohol to remain away from the junior fixture while watching the senior fixture.

**SMOKING** is NOT permitted at Junior Sporting fixtures – Persons smoking will be asked to leave the venue. The venue is the playing fields and surrounds.  
Smoking is permitted in the carpark of Campese Oval