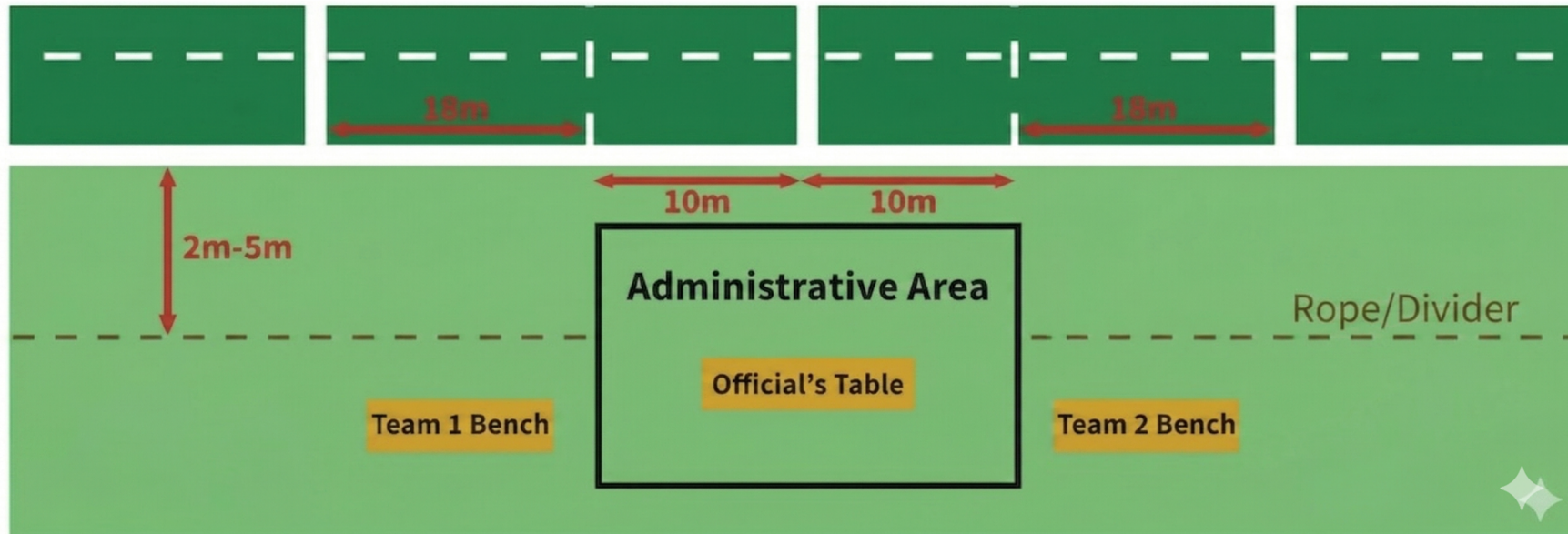


USA CLUB RUGBY TECHNICAL ZONE (TZ) SIDELINE MANAGEMENT GUIDELINES



- The technical zone (TZ) area will be behind the ropes.
- All coaches (club and referees), players, administrators (event, club, and referee), will remain behind the ropes and in the technical zone.
- The match referee, assistant referees, the #4, medical professionals, and a scorer will be permitted in front of the ropes.
 - *Any others allowed in front of the rope will be explicitly approved by the Event Administrator.*
- Each team will have a rectangular team bench area to the left or right of the administrative area, behind the ropes, and 18m wide.
 - Only registered players and registered-accredited coaches/admin/volunteers will be allowed in team bench area.
 - Medical professionals will be allowed in the bench area.
- Coaches may not cross into the other team's team bench or leave their own team bench unless they are leaving the field area,

petitioning for a substitution, or referees/event admins request a discussion.

- Coaches should not stand in/near the try zone or anywhere on the field of play.
- No coach or player is allowed in the Administrative Area except when petitioning for a substitution.
- Uncertified coaches are not allowed to be in any of the TZ areas.
- #4 (Fourth Official) or Match Manager (scorer/data tracker) occupies the space between the 10m lines (Administrative Area).
- Chairs may be set up in the Administrative Area for disciplinary/sin bin purposes.
- Teams may have two medical professionals "in front of the rope".
- Medical professionals may be on either sideline and are not confined to the TZ.
- Coaches are not allowed onto the field with medical personnel unless explicitly allowed by the match official.
- Medical personnel should always introduce themselves to the match official(s) before the match begins.
- Spectators should be on the opposite sideline from the teams unless a second rope

is present to prevent mixing of spectators with players/staff/administrators.

- Water carriers must stay "behind the rope" unless the match official signals that they may enter the playing field.
- Water carriers should endeavor to wear a top that clashes with players on the field.
- Coaches may not serve as water carriers.
- Coaches should not huddle with teams on the field after scores.
- Teams must warm up in the end they are attacking into, not the end they are defending.
- Players warming up must wear a contrasting top to the players on the field (e.g., a penny).
- Teams should not warm up with balls, cones, or other equipment (e.g., ruck pads).
- Teams should not warm up within 5m of the field of play. If space demands it, teams may warm up in the try zone but only if they access the try zone by staying "behind the rope" to and from.

