

1. Ground Marshal – Generic Duties

2.1. Set up

Ensure the ground is set up according to the diagram on the next screen. You can ask others to assist you in the set up but you are responsible for it being done correctly. This includes ensuring that;

- The crowd control rope is set out
- Goal post pads are fitted
- Corner posts, flags and team zones are set out
- Conditions of entry signage is displayed in obvious places
- The field must be free from debris including cans and glass
- Any sprinkler heads **MUST** be covered.
- Whilst for the second and subsequent games of the day some of these tasks are obsolete, it is worth checking goal pads haven't shifted.
- Ensure game can start on time, to ensure schedule for the day can be maintained.

2.2. Pre-Match

Introduce yourself to the Match Officials and other club's Ground Marshal, Team Manager and Coach prior to the game. For the duration of the allocated game your sole responsibility is to complete the role of the Ground Marshal. You should wear the "Ground Marshal" fluorescent vest as an outer garment for the duration of your appointment in the role.

2.3. Spectator Management

Manage the behaviour of spectators and team officials to ensure it complies with the ARU's "Code of Conduct" guidelines.

2.4. Player Management Red and Yellow Cards

Confirm player leaves the field appropriately, goes to the correct place for the duration of the penalty and is not heckled by the crowd or other players.

2.5. Further Assistance for the Referee

Following a significant incident off the field of play, the referee may stop the game. Should this occur the Ground Marshal(s) should enter the field of play and speak to the Referee to determine what action needs to be taken.

2.6. Serious Injury Management and Post Match

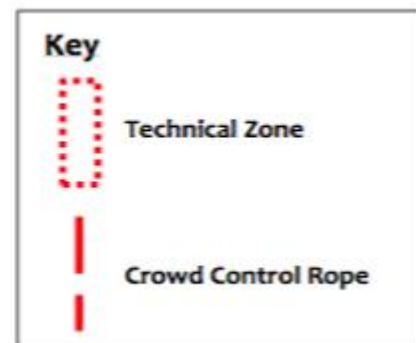
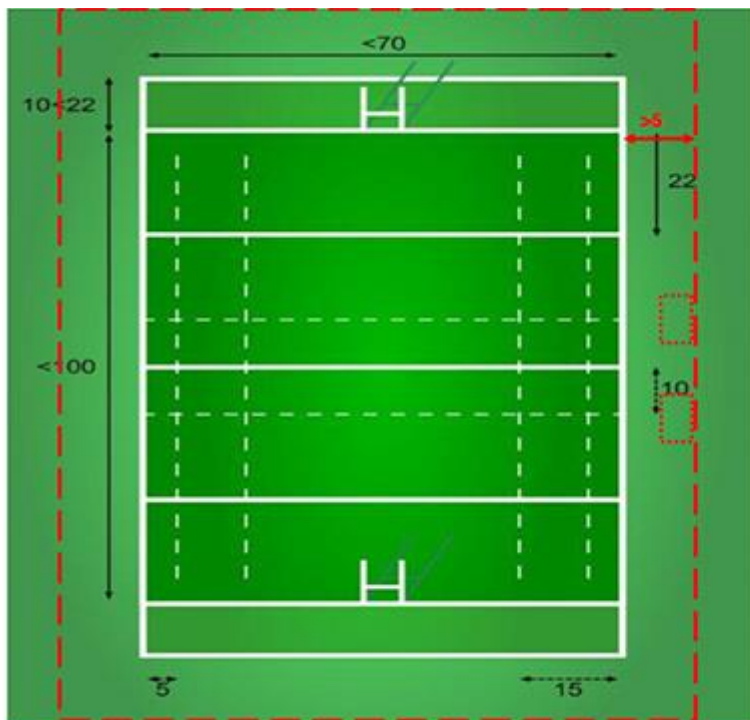
Assist to manage any serious injury, have relevant emergency phone numbers on hand and be familiar with serious injury protocols. This includes emergency entrance/exit points for an ambulance. Report any breaches of the "Expectations of Behaviour" via the incident reporting method for your competition, this may be as simple as ensuring the Ground Manager/President is aware of the incident. Shake hands with Match Officials and the other club's Ground Marshal at the conclusion of the game. Be aware of the potential for conflict at the end of the game when Match Officials come together with Team Managers to sign the team sheets.

2. Additional Notes on Ground Marshal Duties

2.1. How to deal with Ground Set-up?

Competitions may have their own set-up requirements, this is an example of a common ground set-up, your competition may not include the team technical zones, or they may be outside the crowd control rope.

- Set out the Crowd Control Ropes at least 5 meters from both sidelines
- Put goal post pads, corner posts and flags in specified positions
- Mark out Team Technical Zones;
 - 1 on each side of the half-way line
 - Zones start a min. 5m from the half-way line
 - Each zone must be <10m in length and <3m in width
 - Must be >2m from the touch line



2.2. Spectator Management

(a) Interaction with Match Officials

Only team captains may address the referee to seek clarity on rulings or misunderstandings. No coach or team manager can approach the referee at half time and some competitions have restrictions about approaching the referee after the game.

(b) Spectator Behaviour

Ensure spectators adhere to “Code of Conduct” by identifying and dealing with any breaches. What is a summary of the “Code of Conduct”:

Basically everyone Chill Out, Zero tolerance for abuse of Referee, Assistant Referees, Players or other Spectators. The Do’s and Don’ts summary from the SJRU is also a good guide to what is appropriate conduct from all those in attendance or involved in a Rugby game.



Sydney Junior Rugby Union



All SJRU Players, Coaches, Officials, Parents and Spectators must
comply with Rugby Australia's (ARU's)
Expectations of Behaviour Guidelines which include the following:-

Do's

- *Encourage the players to abide by the Laws of the Game.*
- *Applaud all good play whether it is by your team or your opponents.*
- *Treat everyone as you yourself would like to be treated.*
- *Display exemplary behaviour and accept responsibility for your actions.*
- *Support all efforts to remove verbal and physical abuse from the game.*
- *Most importantly have fun and enjoy "the game they play in heaven".*

Don'ts

- *Abuse, criticise, threaten, ridicule or intimidate a player, coach, Match Official or spectator while attending the venue.*
- *Question the decisions of the Referee or Assistant Referees and never question their honesty or integrity.*
- *Enter the field of play unless invited to do so by the Referee.*
- *Discriminate because of a person's sex, disability, ethnicity or religion.*
- *Swear, use bad language or harass anyone at the venue.*

***ABUSE OF PLAYERS OR MATCH OFFICIALS WILL NOT BE
TOLERATED UNDER ANY CIRCUMSTANCES!***

Failure to comply with these Expectations of Behaviour Guidelines will result in your expulsion
from the
venue and being reported to the Sydney Junior Rugby Union Competition Manager.

Go to [Rugby Australia Code of Conduct](#) for more information.

(c) Field of Play

Keep everyone except the Match Officials, Players and any authorised additional persons (trainers, team managers) behind the ropes.

(d) Team Zone

Manage the behaviour of players and coaches within the team zone. Everyone must stay within their Team Zone

(e) Half Time

Half time entry to field by coach, team manager and trainers. – NO PARENTS allowed on field during breaks in junior games, and no club players not directly involved in the game to be on the field.

(f) Code of Conduct

Report any breaches of the “Code of Conduct” via your competition guidelines

(g) Surveillance

Conduct surveillance of the venue for the duration of the match. As a guide you should meet the other club’s Ground Marshal and complete two laps of the playing enclosure at the following intervals:

- 10 Minutes into the 1st half
- 10 Minutes into the 2nd half

2.3. Player Management

A Ground Marshal may need to assist the Referee and Assistant Referee in dealing with yellow and red card incidents related to players from your team, in particular you will ensure players remain seated on or near half way line for the duration of the penalty, as per competition guidelines. In event of a Yellow Card being issued, you should note the time the player leaves the field so you can assist the Match Officials in managing their return to play after the appropriate time has passed.

Note: Yellow and red cards may incite poor behaviour from the crowd. Ground Marshals should be aware of these incidents, in order to be prepared for a reaction from the crowd.

In U10s-U12’s, a **yellow card** is 5 minutes, with replacement allowed. In 13’s and up, a **yellow card** is 10 minutes with no replacement allowed.

In U10s-U12’s, a **red card** is player off for the remaining duration of the match, with replacement allowed. In 13’s and up, a **red card** is player off for the remaining duration of the match, with no replacement allowed.

2.4. Player Injuries & Post Game

In the event of a Serious Injury, Ground Marshals should offer on field assistance to ensure care and comfort of the injured player.

If an ambulance is required, then the home team Ground Marshal should call for the ambulance and ensure free access to the injured player – they should arrange to meet the ambulance at ground entry and guide the vehicle to the injured player.

Assist Team Manager in completing any relevant documentation for your team, this will vary between Competitions and States but may include things like – any incidents recorded, uncontested scrums, issues with ground set-up. Ground Marshals should also ensure any cases of serious injury to players (from both teams) are reported to your Club President or VP Juniors.

What does the SJRU Competition Rules Say about the Ground Marshal role?

9.2.1 Ground Marshal(s)

- (A) At all Matches both Teams / Districts / Clubs are to provide a Ground Marshal.
- (B) If a Team / District / Club does not provide a Ground Marshal then the Team will be deemed to have forfeited the Match.
- (C) The Ground Marshal for a Team may be anyone who isn't the Coach or Trainer of the Team.
- (D) The Ground Marshal must be identifiable by wearing the orange SJRU vest.
- (E) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and / or directions shall be obeyed at all times.
- (F) If there is a difference between the decision of the Home Team Ground Marshal and the decision of the Away Team Ground Marshal then the decision of the Home Team Ground Marshal shall prevail.
- (G) The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.
- (H) The Ground Marshals shall introduce themselves to the referee prior to the commencement of the Match and be responsible for rectifying any issues which are brought to their attention by the referee throughout the course of the Match.
- (I) The Ground Marshal provided by the Home Team shall ensure that the Away Team is made aware of the home ground changing, playing, medical, food and drink facilities available.
- (J) Ground Marshals shall be responsible for:-
 - i. the supervision of the venue and all appointed officials; and
 - ii. maintenance of and patrolling of the Playing Enclosure including the Ground Marshals of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and
 - iii. preventing the illegal entry of any person onto the Playing Enclosure; and
 - iv. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
 - v. ensuring Assistant Referees / touch judges are not calling out or coaching the players; and
 - vi. ensuring Trainers are carrying out their duties correctly, including not

Club Additional Information

Marshals may also use high vis Club Ground marshal vests, SJRU vests, or other high vis

Full copy of the Code of Conduct is included in the SJRU Match Day Folder which should

	<ul style="list-style-type: none"> vii. calling out or coaching when inside the Playing Enclosure; and managing the behaviour of participants within the Team Zone; and viii. point of contact for all enquiries; and ix. responsible for the control and behaviour of trainers, first aid officer, and spectators and that they comply with the Code of Conduct; and x. be familiar with, and have available, a copy of the SJRU Match Day Manual which includes the ARU Medical and Safety Recommendations including the ARU Protocol for Serious Injury; and checking with the referee on the policy for attending injured players; and xi. report any irregularities or breaches of the Competition Rules that they are unable to resolve to their District / Club President who will contact the Competition Manager to determine what further action, if any, should be taken; and xii. the implementation of this Competition Rule. 	<p>be put on the sign-on table as part of field set up</p> <p>Full copy of the Medical and Safety recommendations, Concussion Protocols plus Serious Injury protocols is included in the SJRU Match Day Folder.</p> <p>In general, if the injury either (a) requires that the player cannot be moved safely from the field of play, and/or (b) the player cannot be treated without expert medical assistance – an ambulance is called. If a player is ambulatory, such as with a shoulder/arm/collarbone injury, separate transport to expert medical assistance may be applicable</p> <p>If there are breaches of the Rules, which are unable to be resolved, Home Manager decision prevails, please refer the matter to either President or VP Juniors</p>
(K) for:	<p>Home Team Ground Marshal(s) are also responsible</p> <ul style="list-style-type: none"> i. setting up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and ii. ensure that an appropriately stocked medical kit, and ice are available; and iii. ensuring that the SJRU Expectations of Behaviour sign is prominently displayed; and iv. having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and v. having access to an emergency list of contacts and addresses for: <ul style="list-style-type: none"> a. two (2) after hours doctors or local medical centre and / or facilities; and b. nearest public hospital and / or emergency facility; and c. the local Police and Ambulance. 	<p>Set up as per the SJRU Match Day Manual</p> <p>Ice, and plastic bags for ice packs should be provided as part of Field Set-up to the designated first aider</p> <p>Behaviour signage should be displayed as part of Field Set-up</p> <p>Ensure any key or keys required for ambulance access are held by all Committee members, Age Coordinators, Club Coordinator)</p> <p>Have on hand the address details/contact details for closest available hospital(s) and medical centres that are open on Friday nights/weekends</p>