



# SOUTH AFRICAN RUGBY UNION ("SARU")

## Side Line Management – Fifteens

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## **1. Scope**

This guideline applies to all members of the South African Rugby Referees Association (“SARRA”) serving as Officials administrating the Technical Zone in **SA RUGBY (“SARU”) competitions and tournaments** (includes but not limited to World Rugby/SANZAAR/Rugby Africa hosted in South Africa).

## **2. Purpose**

The purpose of this document is to ensure consistency among its members in the administration of the Technical Zone for fifteens in South Africa.

It is the objective of the appointed officials in the Technical Zone (TZ) to service both teams and to manage all aspects of replacements and substitutions in accordance with the Technical Zone protocol ensuring compliance with the Laws of the Game.

Technical Zone Officials are required to be knowledgeable and up to date with the Laws of the Game, the Technical Zone protocol itself and need to have interpersonal skills to manage the two teams during a match.

In addition to this document, World Rugby has developed an online Technical Zone Programme<sup>1</sup> that will assist in the administration and management of the technical zone.

## **3. Technical Zone Protocol**

### **3.1. Dimensions of the Technical Zone**

3.1.1. Two Technical zones shall be provided within the playing enclosure on the same side of the pitch, each on either side of the half-way line and outside the field of play.

3.1.2. These technical zones must be marked on the ground.

3.1.3. The line nearest to the touch line must be parallel to the touch line.

3.1.4. The technical zone commences a minimum of five (5) meters from the half-way line.

3.1.5. The technical zone must not exceed ten (10) meters in length and three (3) meters in width, and must be set five (5) meters away from the touchline where practically possible.

3.1.5.1. Refer to ANNEXURE “A” for the recommended dimensions, layout, player and personnel placements for the technical zone area (includes dedicated area for reserve bench, assistant referees and media).

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<sup>1</sup> <http://officiating.worldrugby.org/index.php?module=2>

3.1.6. Wherever practically possible the zones should be behind advertising hoardings with easy access to the field of play.

3.1.7. No advertising within the technical zone including but not limited to grass signage are permitted.

## **3.2. Personnel Permitted in the Technical Zone**

3.2.1. No more than two (2) medically trained persons and two (2) water carriers per team are permitted to operate from the technical zones.

3.2.1.1. All four the above-mentioned persons are to be identified by wearing the appropriate branded bibs and if said bibs are not available be identifiable by not wearing the same attire as the replacement bench players or players on the field of play.

3.2.1.2. These vest/bibs must be clearly marked, i.e. **“WATER”** on the front and back of the vest/bibs of the water carriers and **“MEDIC”** on the front and back of the vest/bibs of the medically trained personnel.

3.2.1.3. To be clear, non-medical personnel shall not wear a “Medic” bib.

### **3.2.2. The two (2) medically trained persons:**

3.2.2.1. The two medically trained persons may not be the team head coach, Team biokineticist(s), team conditioning staff, and/or a substitute player(s).

3.2.2.2. The team doctor must be one of the medically trained persons, and the second medically trained person can either be:

3.2.2.2.1. a team physiotherapist; or

3.2.2.2.2. another medical doctor; or

3.2.2.2.3. an assistant Coach who is a qualified and HPCSA registered Medical Doctor or Physiotherapist.

3.2.2.3. The two medically trained personnel permitted to operate from the technical zone, as listed above, are allowed to roam the touchlines, and may be positioned alongside the playing area – one on the far side and one on the near side on the touch line. The two medically trained personnel may not be together on the same side of the touchline.

3.2.2.4. Where practically possible the medical personnel must stay outside the advertising hoardings. They may keep up with play, but must pay due regard to the needs and rights of players, match officials, spectators, broadcasters and commercial partners.



3.2.2.5. The two 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. Particular reference needs to be made to SARU's protocol on entering the field of play.<sup>2</sup>

### **3.2.3. The two (2) water carriers:**

3.2.3.1. The two water carriers per team that are permitted to operate from the technical zones may be the team biokineticist(s), team conditioning staff, substitute player(s) and/or an assistant coach(es).

3.2.3.2. The head coach may not be a water carrier.

3.2.3.3. The water carriers are confined to the technical zone at all times, except when water breaks or stoppages in play allow them to move onto the field in accordance with the Law.

3.2.3.3.1. Should a water carrier enter the field of play with the purpose of providing a kicking tee he is not to be allowed to provide players with water.

3.2.3.4. The water carriers are not allowed to roam the touchline.

3.2.3.5. The water carriers are not permitted in the playing area during penalty kicks at goal.

3.2.3.6. Players may come to the touchline adjacent to the technical zone to receive water.

3.2.3.7. Water bottles must not be thrown on the field of play.

### **3.2.4. The independent Emergency Medical Service personnel:**

3.2.4.1. All match and/or tournament independent Emergency Medical Service personnel (i.e. they do not function as a management member of any of the teams participating in the match and/or tournament) are to be stationed strategically within the technical zone to maximize their ability to respond quickly and efficiently to an injury that requires on-field medical attention.

3.2.4.2. Where practically possible the independent Emergency Medical Service personnel must stay outside the advertising hoardings and must pay due regard to the needs and rights of players, match officials, spectators, broadcasters and commercial partners.

3.2.4.3. The match and/or tournament independent Emergency Medical Service personnel must inform the match referee that they are the independent Emergency Medical Service personnel and do not function as a management member to any of the teams participating in the match and/or tournament.

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<sup>2</sup> <http://images.supersport.com/content/SARU%20Protocol%20-%20Medical%20Personnel%20Entering%20the%20Field%20of%20Play%20-%20June%202013.pdf>

- 3.2.4.4. Prior to the start of the match, the independent Emergency Medical Service personnel must ensure that they receive permission from the match referee that they may enter the field of play (at their own risk) to attend to the health and medical needs of an injured player(s) - Law 6.C.2 are applicable here. Particular reference needs to be made to SARU's protocol on entering the field of play.<sup>2</sup>

### **3.3. PRIMARY SCHOOLS: PERSONNEL PERMITTED IN THE TECHNICAL ZONE**

3.3.1. For South African Primary School Rugby, age groups u9 to u11, the head coach of the team is permitted to operate from the technical zone and is allowed to roam the touch line with the following restrictions applied:

- 3.3.1.1. The *head coach* as per regulation must be BokSmart certified and this must be confirmed by the match referee beforehand.
- 3.3.1.2. The *head coach* is permitted to provide positive and corrective educational coaching instruction only to the players as they are still busy learning how to play the game.
- 3.3.1.3. The *head coach* while roaming may not impede the match in any way or form and must endeavour at all times to act in a respectable and responsible manner.

3.3.2. In the instance that the *head coach* displays unacceptable behaviour or brings the game into disrepute he/she loses his/her privilege to operate from the technical zone and must be removed from the playing enclosure.

3.3.3. If any of the assistant coaches or team management displays unacceptable behaviour or brings the game into disrepute, they must be removed from the playing enclosure.

### **3.4. Management of the Technical Zone**

3.4.1. The Technical Zone Manager or in his absence the fourth and fifth match officials, or designee, will manage the technical zones. If there is a transgression of the protocol, the matter will be reported to the fourth and/or the fifth match official who will report the transgression (if the transgressor(s) does not take corrective measures) to the match referee.

3.4.2. The match referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.

### **3.5. Personnel outside the Technical Zone**

3.5.1. The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.



3.5.2.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 or any other rugby equipment in their warm-up sessions.

3.5.3.Balls and hit shields may be used where there is a designated warm-up area **away** from the in-goal area. All other equipment (exercise bikes, etc.) for the purpose of warming up must only be used in the changing room or another designated area from the playing enclosure.

### **3.6. Players Temporary Suspended**

3.6.1.When a player has been temporary suspended (sin-binned) he is to be situated in the designated sin-bin area and must remain there for the duration of the Temporary Suspension with exception of paragraph 3.6.4.

3.6.2.The player may be given water and the provision of warm clothing.

3.6.3.If halftime occurs during the sin-bin period, the player may go to his team’s changing room but must return directly to the sin-bin for the remaining time of his suspension when the second half resumes.

3.6.4.A two (2) minute warm up period is permitted prior to the temporary suspended player returning to the field of play.

3.6.5.The temporary suspended (sin binned) player is not to interfere or aim comments at match officials, teammates or opponents.

## **4. Side-Line Management**

What has become evident was that the responsibilities and the level of concentration required of these persons became so great, that a need was identified to have roles that are more distinct for side-line personnel.

As part of the modern game it is now expected that SARU and the Societies appoint the following required qualified side-line personnel and they need to arrive an hour (1) prior to kick-off:

### **4.1. Side-line Manager**

Oversees the management of the side-line area, technical zones, reserve bench area, the playing enclosure and all personnel within the side-line area.

### **4.2. Technical Zone Manager**

Formerly AR 6, manages information from the Substitution Controllers and is the point of contact for the Substitution Controllers and Statisticians.

### 4.3. Substitution Controllers

Formerly AR 4/5 in Fifteens, substitution Controllers manage the Technical Zones, work closely with each team management for efficient operation of substitutions and liaise directly with the Technical Zone Manager. It's advisable that they sit next to the team allocated to them.

The appointment of the substitution controllers should **primarily** be appointed from the SARU referee's panels or squad. If none is available, the appointment should come from established referees officiating in the top league of the respective society.

### 4.4. Recorder

Known as the statistician, records all match events (scoring, red/yellow cards, player movement, etc.) for statistical purpose and record keeping. Liaises with the technical zone manager and timekeeper in terms of times for the events. This appointment is only applicable to non-televised matches.

### 4.5. Time Keeper

Keeps and notes time lines for all events during the match.

## 5. Administration of the Technical Zone

### 5.1. Side-Line Manager

5.1.1. Ensures no unauthorised team member, official or other personnel is in the side-line area.

5.1.1.1. Ensures the TZ's are clearly marked and set out with appropriate number of seating for maximum of four (4) persons (2 medically trained persons and 2 water carriers).

5.1.2. Ensures that the side-line management is set up with a table and six (6) chairs, which includes the sin-bin chairs.

5.1.3. Ensures sufficient radio communication devices connections to Data Inputting personnel are available.

5.1.4. Ensures all side-line management personnel perform their responsibilities with appropriate authority and efficiency.

5.1.5. Ensures the tunnel area is kept clear and that the teams are in place at match time minus two.

5.1.6. Ensures Warm Up areas (if available behind the dead ball lines of the Playing Enclosure) are managed and kept clear to allow for easy flow of teams to and from the Warm Up area.

5.1.7. Reports to the Tournament Director/Match Manager on any breaches of protocol by teams or behaviour of teams that may bring the game into disrepute.





## 5.2. Technical Zone Manager

5.2.1. Ensures timeous receipt of team sheets.

5.2.1.1. If either team have the services of a touch line medical doctor / physiotherapist, their MD/PT numbers have to be recorded on the team sheets or otherwise present their HPCSA cards to the officials for inspection. If this is not complied with then that person will not be allowed to be present inside the playing area.

**5.2.1.2. *The technical zone medical doctor and/or physiotherapist are there for player welfare reasons only, and are not to be used as extra coaching staff. If the person or persons are found to be coaching rather than treating the players, the technical zone manager will remove them from the enclosure.***

5.2.2. Ensures that all side-line management documentation is in place and is responsible for the preparation of the player movement report.

5.2.2.1. Player Movement form;

5.2.2.2. Provides 15 substitution cards for each teams to the relevant team manager or the person administering the replacements and substitutions for a team. Ensures that the substitution protocol is observed;

5.2.2.3. Sin-Bin forms.

5.2.3. Ensures that the following file is available for easy access<sup>3</sup> to the following legislation documents when required:

5.2.3.1. Venue Emergency action plan

5.2.3.2. SARU Competition Format and General Rules applicable to the current year

5.2.3.3. SARU Regulations for Under-Aged Rugby: School Rugby Age-Banding

5.2.3.4. SARU Regulations for Under-Aged Rugby: Adult Rugby

5.2.3.5. Modified Amateur Rugby Scrum Laws (accepted 20 April 2014)

5.2.3.6. SARU Regulation on Concussion

5.2.3.7. SARU Regulations pertaining to the BokSmart Rugby Safety Programme at all Levels of rugby

5.2.4. Ensures that the following file is available for easy access<sup>4</sup> to the following Safety in the Playing Environment documents when required:

5.2.4.1. Medical and Safety Minimum Standards Document of 2015

5.2.4.2. Heat Guideline

5.2.4.3. Guidelines for Dealing with Lightning

5.2.4.4. Safety in the Playing Environment Document

<sup>3</sup> <http://boksmart.sarugby.co.za/content/boksmart-legislation>

<sup>4</sup> <http://images.supersport.com/content/PMSSARU.pdf>



5.2.4.5. Field Safety Standard Requirements for Rugby played in SA

5.2.5. Ensures that the ordering off and temporary suspension forms are completed and signed off by the match referee.

5.2.6. Liaise and communicates with the timekeeper with regards to temporary suspensions, blood, Head Injury Assessment -HIA (in tournaments where World Rugby has approved this only), substitutions and replacements times.

5.2.7. After the match reports any acts of misconduct to the Tournament Director/Match Manager and Referee as deemed appropriate.

### **5.3. Substitution Controllers**

5.3.1. Establishes positive relationships with the relevant team manager or the person administering the replacements and substitutions for a team.

5.3.2. When a replacement or substitution of a player is going to take place, the team manager or person administering replacements and substitutions on behalf of a team, must present a completed substitution / replacement card to the Substitution Controllers that clearly indicates:

5.3.2.1. the number of the player leaving the field of play and the reason for a player leaving the field of play;

5.3.2.2. the number of the player who will be entering the field of play in that player's place.

5.3.3. Resolves issues where a team has indicated a tactical substitution when the player is obviously injured.

5.3.3.1. Where in doubt that a substitution card presented should be a permanent injury replacement seek clarification from the match Doctor and/or Team Doctor and/or team physiotherapist (If these medical personnel are not available the attending Paramedic can be asked for his opinion on the injury status of the player). Their decision is binding.

5.3.3.1.1. If their decision indicates that it's an injury, the substitution card must be amended and recorded so.

5.3.3.1.2. For record purpose on issues pertaining to a query regarding the injury status of a player note who was consulted (name and position) and all discussions on the issue behind the card.

5.3.4. Communicates with the match Referee that a player is being replaced or substituted and receives acknowledgement from the Referee that this may occur. Timing substitution calls to the referee is crucial. Before the match, agree with the referee on a protocol and wait for stoppage in play before communicating with the referee:

5.3.4.1. Observe play to stop before calling



- 5.3.4.2. Beware of penalty kicks (Substitutions may take place for PK, however be mindful when the offending team tries to delay the PK by requesting substitutions)
  - 5.3.4.3. Observe scrum process to call before team's ready
  - 5.3.4.4. Observe lineout process to call before team's ready
  - 5.3.4.5. Ensure referee is not dealing with other incidents
  - 5.3.4.6. Ensure referee is not busy with management issues
  - 5.3.4.7. Advise team colour and number of player to be substituted – example: "RED 4 Substitution"
- 5.3.5. The Substitution Controllers will escort the player entering the field of play to the touch line at the halfway line and will only let that player enter the field of play when it is clear and obvious that the player being replaced is in the process of leaving the field of play at the touch line, the touch in goal line or the dead ball line and will be off the field of play without delay.
- 5.3.5.1. Utilises the signal boards (Only for tactical substitution – the number coming off).
  - 5.3.5.2. If the player leaving the field of play is injured such that it necessitates the player being escorted from the field of play by medical personnel, the Substitution Controllers will indicate to the replacement player when they are permitted to enter the field of play.
- 5.3.6. If for any reason there are more than fifteen players on the field of play during play, the Substitution Controllers will make contact with the Referee and inform him of the situation. The Referee will apply Law 3.2 and order that the Captain of the offending team remove the extra player(s) from the field of play and will award a penalty kick to the non-offending team.
- 5.3.7. Liaise with Technical Zone Manager to ensure that the replacements and substitutions are compliant to the Law.
- 5.3.8. Oversees the team allocated to their responsibility that their replacements/substitutes warm up in the correct in-goal area and do so without balls or equipment (save when there are additional warm-up areas when balls and equipment may be used).
- 5.3.9. Liaise and communicates with the Technical Zone Manager with regards to temporary suspensions, blood and HIA times.
- 5.3.10. Reports any actions contrary to Law or the Technical Zone protocol to the Technical Zone Manager.



### **MANAGEMENT OF TEMPORARY SUSPENSIONS:**

- Ensures that the suspended player sits in the assigned Sin-Bin Area.
- Manage and report any misconduct of players in the sin-bin (allow no chirping).
- Communicates with the match Referee that a suspended player is returning to the field of play and waits for the conformation signal from the Referee.
  - Two (2) minute warning is given to allow player to warm-up.

### **MANAGEMENT OF PERSONNEL IN THE TECHNICAL ZONE:**

- Ensures that the water carriers remain in the Technical Zone save for when they are permitted on the field of play.
- Ensures that water is provided to players in accordance with the Technical Zone Protocol.
- Ensures that medical personnel roam on the permitted sides of the pitch in accordance with the protocol.
- Ensures personnel not permitted in the Technical Zone do not enter said area.
- Manages any breaches of the protocol. If breaches continue reports the matters to the Technical Zone Manager.

## **5.4. Recorder**

5.4.1. Ensures copies of team lists are provided & received in good time prior to each match.

5.4.1.1. Inquire who the kickers are as they can change during the match.

5.4.2. Liaise and communicates with the Technical Zone Manager and Time Keeper by recording the following timeline events on the player movement & score sheet:

5.4.2.1. Start and end of each half.

5.4.2.2. Score and Scorer's number (include missed conversions and Penalty kicks to goal).

5.4.2.3. Replacement (Injury) & Substitutions and player numbers.

5.4.2.4. HIA (if applicable to match) and player number.

5.4.2.5. Blood Injury and player number.

5.4.2.6. Sending-off or temporary suspension and player number.

5.4.3. Files all records and send the Match Score sheet to the relevant personnel for capturing.

## **5.5. Time Keeping**

5.5.1. Keeps actual and playing time.

5.5.2. Keeps time (actual time) in regard to temporary replacements for blood.

5.5.3. Keeps time (actual time) in regard to HIA (if applicable to match).

5.5.4. Keeps time (playing time) in regard to temporary suspended players.

5.5.5. Communicates time with referee if agreed.

5.5.6. Communicates time with televised match director (SuperSport), if applicable.

5.5.7. All the above is to be administered by means of stadium specific system in addition to having a manual Time Sheet back-up.

5.5.7.1. **It's imperative that the stadium clock controller co-ordinates the clock remaining time with the timekeeper.**

5.5.7.2. The timekeeper has jurisdiction over the stadium clock controller.

### **THE FOLLOWING GUIDELINE IS PROVIDED FOR INDICATING TIME ON/OFF:**

- **Playing Time:**
  - On the Signal of the referee
    - Should the referee forget to indicate "Time On" after indicating "Time Off": indicate "Time On" when referee calls "crouch" at the scrum or when any other facets of play commence.
    - Should the referee forget to indicate "Time Off": indicate "Time Off" on communication "is the time off ..." and ref confirms.
- **Yellow Card:**
  - The sin-bin time starts on signal of referee – "Time On"
  - Substitution controllers to get the player as quickly as possible to the dedicated sin-bin area.
- **Match End:**
  - The hooter is pressed after 40/80 minutes playing time.

## **6. Guideline in the Completion of the Red and Yellow Card**

### **Reports**

The requirements for completing the Temporary Suspension (Sin Bin) or Send OFF forms in terms of the information to be recorded for the match is self-explanatory on the form supplied and is to be factual and correct. However, reporting the actual incident now becomes important and the next can serve as a guideline when wording the report:

#### **6.1. Intentionally Offending (Law 10.2.A)**

"Player number .... Infringed by intentionally

- preventing a try" or
- time wasting" or



- throwing the ball into touch” or
- committing an act that led to foul play”

## 6.2. Repeatedly Offending (Law 10.3.A)

“Player number .... was suspended due to him repeatedly infringing the law by

- slowing down the ball” or
- having hands in the ruck” or
- not releasing at the tackle” or
- being off side” or
- illegally scrumming” etc.

## 6.3. Repeated Infringements by the Team (Law 10.3.B)

“Different players of the same team repeatedly committed the same offense and it amounted to repeated infringements. A general warning to the team was given. Player number .... Repeated the offense and was suspended.”

## 6.4. Dangerous Play and Misconduct

It is recommended that the wording of the law book be used for the respective categories and the following wording could be used:

### 6.4.1. Punching or striking (Law 10.4.a)

- “Player number .... struck opponent number .... with a fist (or arm, elbow, shoulder, head, knee) on the head” (be specific where the strike landed)

### 6.4.2. Stamping or trampling (Law 10.4.b)

- Ensure you distinguish what took place.
- “Player number .... stamped opponent number ... on the left knee” (be specific)

### 6.4.3. Kicking (Law 10.4.c)

- “Player number .... kicked opponent number .... on the head” (be specific)

### 6.4.4. Tripping (Law 10.4.d)

- “Player number ... tripped opponent number ....”

### 6.4.5. Dangerous tackling (Law 10.4.e)

- “Player number .... tackled opponent number .... above the line of the shoulders”
- “Player number .... tackled opponent number .... around the neck”
- “Player number .... tackled opponent number .... with a stiff arm”
- “Player number .... tackled opponent number .... without the ball”
- “Player number .... tackled opponent number .... whilst his feet were off the ground”



6.4.6. Playing an opponent without the ball (Law 10.4.f)

- “Player number .... played opponent number .... without the ball”

6.4.7. Dangerous charging (Law 10.4.g)

- “Player number .... charged opponent number .... carrying the ball without trying to grasp that player”
- “Player number .... knocked down opponent number .... carrying the ball without trying to grasp that player”

6.4.8. Charging into a ruck or maul (Law 10.4.h)

- “Player number .... Charged into the ruck/maul without the use of his arms and or not grasping a player”

6.4.9. Tackling the jumper in the air (Law 10.4.i)

- “Player number ... tackled/tapped/pushed/pulled the foot/feet of opponent number ... whilst jumping for the ball in a line out/open play”

6.4.10. Lifting a player (Law 10.4.j)

- “Player number .... lifted opponent number .... from the ground and dropped/drove him into the ground whilst the player’s feet were still off the ground such that the player’s head and or upper body came into contact with the ground”

6.4.11. Dangerous play in a scrum, ruck or maul (Law 10.4.k)

- “Player number ... intentionally lifted opponent number .... off his feet”
- “Player number ... intentionally forced opponent number ... upwards out of the scrum”
- “Player number ... charged into a ruck/maul without binding onto a player in the ruck/maul”
- “Player number ... intentionally collapsed the scrum/ruck/maul”

6.4.12. Retaliation (Law 10.4.l)

- “Player number .... retaliated by (say what he did – punch, kick, etc.) opponent number ...”

6.4.13. Acts contrary to good sportsmanship (Law 10.4.m)

- “Player number .... acted against the spirit of good sportsmanship within the playing enclosure by doing the following: (specify the act – e.g. Insulting/swearing at the referee / making racial remarks by using the following words: specify)”

6.4.14. Misconduct while the ball is out of play (Law 10.4.n)

- “Player number ..., whilst the ball was out of play interfered opponent number ... by obstructing/interfering him “
- “Player number ..., whilst the ball was out of play committed the following misconduct: (specify the act – e.g. Foul play, swear opponent /official etc.)”

#### 6.4.15. Late-charging the kicker (Law 10.4.o)

- “Player number .... Intentionally charged/obstructed opponent number ... who has just kicked the ball”

## **7. Tools of the Trade**

It's recommended to have the following equipment:

### 7.1. Min of 4 Stop Watches

7.1.1. One (1) for Playing Time - On/off

7.1.2. One for Actual Time (Running Time from start to final whistle)

7.1.3. Two (2) for Yellow Card/Blood/Concussion

### 7.2. Min of 2 Radios

7.2.1. Technical Zone Manager and Time Keeper if separated (separate channel than the Referee)

7.2.2. Supersport & Time keeper if separated from each other (if applicable and separate channel then the Referee)

### 7.3. Electronic equipment if applicable (Laptop/Tablet)

## **8. Compliance**

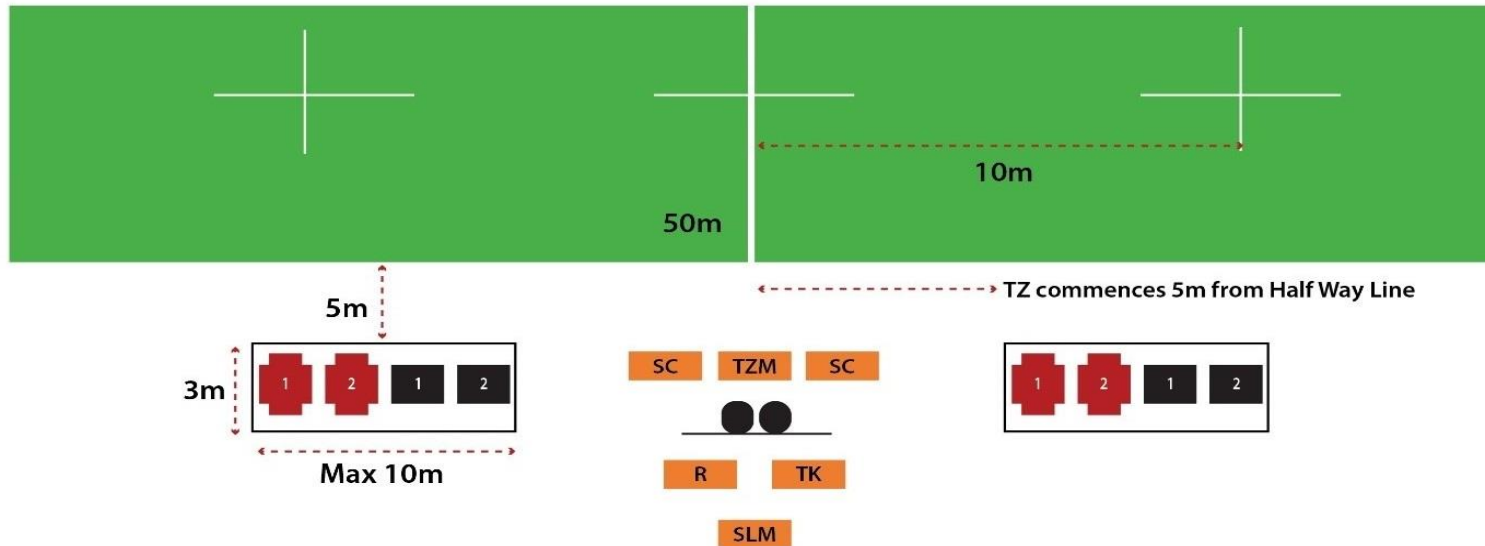
All members of “SARRA” shall ensure compliance to the implementation and further development of the Side Line Management – Fifteens as prescribed. For further information or advice regarding this guideline, please contact the Referees Office.













# Annexure “A”

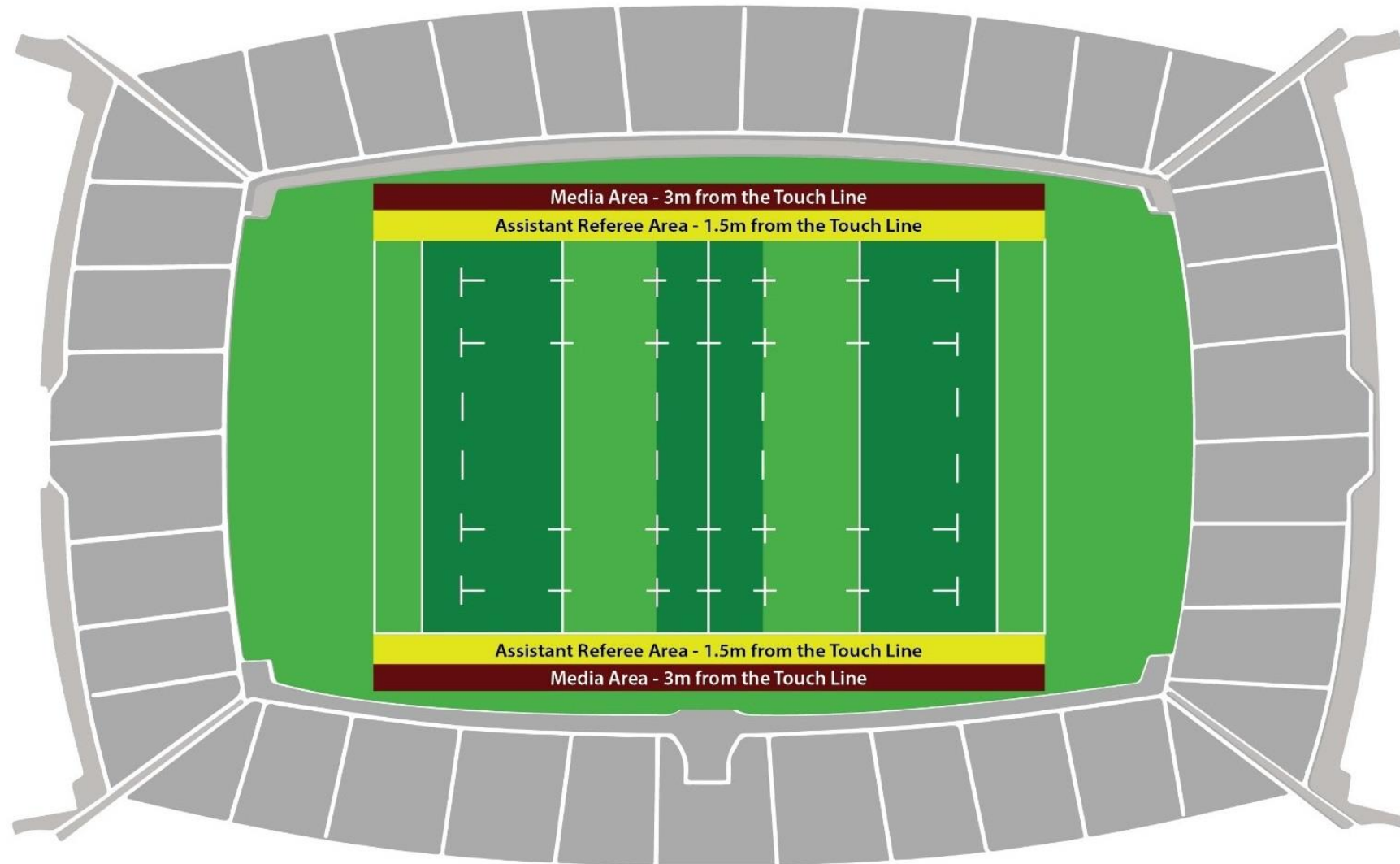
## DIMENSIONS OF THE 15'S TECHNICAL ZONE



	Medic		Water Carrier		SLM	Side Line Manager		TZM	Technical Zone Manager
					TK	Time Keeper		SC	Substitution Controller
					R	Recorder			Temporary Suspension Chair



## DEDICATED AREA FOR ASSISTANT REFEREES AND MEDIA





## PLACEMENT OF THE RESERVE BENCH (Highlighted in Blue)

