

No. 4 & No. 5 JOB DESCRIPTION FOR ACT&NSWRU FINALS MATCHES



1. Before Match

- Discuss with the referee if he has any special requirements with regard to substitutions or replacements. Ask the referee when he wants water breaks
- Make sure the player movement sheet FOLDER is on the table halfway on the side of the pitch.
- Introduce yourself to the Team manager and identify who are the 5 nominated front row players. Prior to the beginning of a match, obtain the name and number of all replacements and identify the replacement front rowers. Write the names and numbers of these front row players on your Team Movement Sheet.

2. During Match

2.1 Replacements

- A team may nominate up to seven replacement/substitutes for a match. A maximum of 2 front row players can be substituted, but any number within the total of seven can be replaced for injury. NOTE for Premier 1st grade only they are allowed 23 players – so 8 replacement/substitutes as per law 3.14(c) to cover all front row positions.
- A replacement is a change of players for an injury. (Injured – replaced)
- A substitute replaces an uninjured player. (Uninjured – substituted)
- Once an injured player has left the field (permanently replaced), he may not for any reason return to the match.
- Once a player has left the field uninjured (substituted), he may not return to that match unless he is replacing a player with a bleeding or open wound, or replacing a front row player who has been injured, temporarily suspended or sent off.
- The No 4/No 5 (with 2 way) can call the replacements if agreed by the referee, at appropriate times but **not** at a penalty. Only call the number and colour coming off. Do not try to do this when the referee is talking to a player.
- The Team Movement Sheet folder will be at the desk on halfway line prior to the match. The movement sheets should be left in the folder.
- The No. 4 should be allocated to one team, the No. 5 to the other, it is suggested the senior person be allocated to the visiting team.

THE ESSENTIAL TASK IS TO ENSURE THE GAME IS PLAYED 15 on 15 SO IF THE TEAM IS ENTITLED A REPLACEMENT MAKE EVERY EFFORT TO GET THAT PLAYER ON AT THE APPROPRIATE TIME. Do not feel you have to organise the paperwork first. Just ensure you are bringing the right player off and the player going on is allowed to enter the playing area.

2.2 Replacements at a Penalty

- An infringing team cannot make replacements when the non-offending team is attacking ie. kick to touch or quick tap. This stops the infringing team from slowing down a quick tap. However, if the ball is kicked into touch from the penalty kick or a kick at goal is nominated, then replacement can be made (ie. When the ball is dead).

2.3 Reserves

- Reserves warm up behind their opponent's dead ball line or along the side line at least 4 metres away from the touchline.

2.4 Sin Bin Player Location

- Player[s] under temporary suspension shall sit in the chairs provided by the No 4/5 and not go back to his team bench.
- If the Sin Bin continues through the half time period, the suspended player can return to his team but must resume his seat with the No.4 and 5 at the beginning of the second half.
- When the Sin Binned player wishes to warm up prior to going back on the field he should do so in accordance with section 2.3.

2.5 Send Offs/Sin Bin

- Please record the time on the player movement sheets and the score at the time.
- Please ensure:
 - (a) You record the time on and off the field from your own watch or the big screen clock. Remember it is playing time not including half time and injury time.
 - (b) After the match, remind him of the need to fill out the appropriate Sin Bin or Send Off forms in your folder. (The No 4/5 can do much of that work after the match).

2.6 Blood Bin

- Should you have a Blood Bin replacement, ensure, if the referee/TJ has not seen the player, that it is a genuine blood bin.
- If you are not happy that it is a genuine blood bin, advise the referee by 2 way [or the TJ on your side if talking Flags are being used] prior to the replacement going on the field and let the referee decide if it is a genuine blood bin. If there is a Match Doctor, refer the matter to that person. Don't get involved in a medical argument.
- The blood bin player has 15 minutes **actual time** after leaving the field of play to control the bleeding wound and make himself available to the No.4/5 to return to the field of play.
- Note a player who comes to you at half time saying they picked up a blood injury at the end of the first half has only 5 minutes to make themselves available to come back on the field.

2.7 Authorised Breaks - Personnel on the Field.

- Water Runners will only be permitted to enter the field of play when the referee has signalled time out for an injury (NOT FOR A STOPPAGE FOR A FOUL PLAY INCIDENT), and when a try has been scored and a conversion kick is being attempted.
- Should you have any problem with the implementation of this policy, you should seek the assistance of your 'bench captain'.
- There will be four (4) fluorescent bibs made available to each team. These must be worn by personnel entering the field.

REMEMBER – be proactive to help the team make changes in accordance with the law. If there is an injury on the field or a player is warming up, look to the team manager to see if they want to make a change. Don't just keep your seat warm. You also need to watch carefully who enters the field of play and if they are entitled to do so.

Paperwork can be done straight afterwards – make sure you have the right player off and the player going on is entitled to do so.

FIELD OF PLAY – PERMITTED PERSONNEL

1. In ACTRU Finals matches the referees will provide permission for the following persons to enter the field of play:

- (a) Team Doctor
- (b) Team Physio
- (c) Match Doctor (if applicable)
- (d) Other medical person to remove an injured player
- (e) Person who carries kicking tee or sand
- (f) **For the purpose of providing players with water, the team Doctor, Physio and two water carriers are permitted to enter the playing area at a specific time during the game.**

The two water carriers being personnel except the team Manager, Coach, Assistant Coach, team technical advisors or any of the 22 players nominated for the match.

Only two of the four personnel that are allowed on the field of play are permitted to be outside of the technical zone. See IRB Technical zone protocol document.

Water carriers must not be dressed the same as the seven team replacements.

2. Water may be taken at the following times:

- A maximum of four team support personnel are allowed on the field at any one time.
- Allow water on the field at an injury break, as is current practice.
- When a conversation is being taken (not a penalty kick).

Kicking Team

Allow water when they return to half way.



Receiving Team

In a huddle within the in goal area, on, or near the dead ball line provided there is no movement to distract the goal kicker. Any breach could result in the Referee ordering a re taking of the conversion.

- Note that no water carriers from either team are to be on the field of play while penalty kicks are being taken.

3. It is acceptable for players to take water by coming to the sideline at any time during the game.
4. Referees may only take water at the same time as players.

- For consistency, fill in the time of player movements from either your own watch or the clock on the big screen which these days is controlled by the official timekeeper. This should be playing time elapsed in minutes. e.g. 8. at half time write ----- half time ----- on the sheet and record time of substitutions etc from elapsed time from second half e.g. 25 [2] – the number in brackets indicated second half.
- All player movements should be written clearly on the Player Movement Sheet. This sheet may have to go to any Judiciary Hearing.
- Return the PMS and cards to the folder at the end of the match and ensure that the Competition Manager (Sam Irwin) receives the folder at the end of the day so that it can be returned to the ACTRU.

|  <h2 style="margin: 0;">SUBSTITUTION CARD</h2>  | |
|---|---|
| PLAYER OFF <div style="border: 1px solid black; width: 100px; height: 100px; margin: 10px auto;"></div> | PLAYER ON <div style="border: 1px solid black; width: 100px; height: 100px; margin: 10px auto;"></div> |
| REASON: | <div style="display: flex; flex-direction: column; align-items: flex-start;"> <div>SUBSTITUTION / TACTICAL <input type="checkbox"/></div> <div>SUBSTITUTION / BLOOD <input type="checkbox"/></div> <div>REPLACEMENT / INJURY <input type="checkbox"/></div> <div>SUBSTITUTION / SIN BIN <input type="checkbox"/></div> </div> |
| TIME _____ | SIGNATURE (Team Manager) _____ |