

## **Appendix Nine**

### **Technical Zone Protocol**

#### **1. Location and Dimensions**

- 1.1 Two technical zones (one for each Club) must be provided within the Playing Enclosure, on the same side of the Playing Area, one on either side of the half-way line and outside the Playing Area, pursuant to Law 1 of World Rugby's Laws of the Game.
- 1.2 The technical zones must be marked on the ground and, in each case, the line nearest the touchline must be parallel to the touchline.
- 1.3 Save where otherwise designated by EPCR, each of the technical zones must commence a minimum of five metres from the half-way line, must not exceed ten metres in length and three metres in width, and where practically possible, must not be less than two metres from the touchline and must be behind the perimeter advertising boards, with easy access to the Playing Area (see diagram, below).

#### **2. Personnel and Conduct Permitted in the Technical Zones**

- 2.1 The following persons may be present in each Club's technical zone during a Match:
  - (a) one certified and practising medical doctor;
  - (b) subject to clause 3, below, up to two other medically trained personnel (certified and practising medical doctors or physiotherapists only);
  - (c) subject to clause 4, below, up to two water carriers; and
  - (d) the Technical Zone Manager (who will be responsible for the Club's compliance with this technical zone protocol during the Match).
- 2.2 All personnel permitted to be present in the technical zones pursuant to clause 2.1, above, must wear suitable armbands and/or bibs (which, for the Heineken Champions Cup and the EPCR Challenge Cup, will be supplied by EPCR) at all times during the Match.
- 2.3 Subject to Appendix Three to these Tournament Rules (which requires coaching/management/medical staff and Players to gather and remain in their respective technical zones during a place kick competition), aside from those persons referred to in clause 2.1, above, no other person (including Club officials, coaching/management/medical staff and Players) may be present in the technical zones during a Match. And under no circumstances may any of the persons present in the technical zone pursuant to clause 2.1, above, be a Player serving a suspension imposed under the Disciplinary Rules.
- 2.4 Without prejudice to clause 4.7 of the Tournament Rules and the generality of the Disciplinary Rules, all persons present in the technical zone (a) must conduct themselves at all times in an orderly fashion in accordance with the highest standards of disciplined and sporting behaviour; and (b) must not obstruct, interfere with or (with the exception of a medic's legitimate comment regarding the treatment of a player or when the Technical Zone Manager is complying with Appendix Five to these Tournament Rules) direct any comments towards Match officials.
- 2.5 Any persons not permitted to enter the Technical Zones and who fails to adhere to this protocol by entering the Technical Zones (or fails to adhere to the instructions of the Match officials in connection with this protocol) may be cautioned or sent off by the Match officials or otherwise charged with Misconduct by EPCR.

#### **3. Medical Personnel**

- 3.1 Of the two medically-trained personnel referred to in clause 2.1(b), above, one may be positioned on the far side of the Playing Area on the touch-line opposite the technical zones, and the other

may be positioned on the near side of the Playing Area on the touch-line adjacent to the technical zones, but the two may not be together on one touch-line. These medical personnel must, at all times, retain the benefit of clear line of sight and access to the pitch, regardless of any commercial activations their presence might obscure. They may only provide water to the player they are treating. They must not, under any circumstances, touch the ball while it is live in play, e.g., as they approach the injured player or retreat from the field thereafter (the expectation being that if the path of the ball was reasonably likely to interfere with their treatment of a player, then the referee would have brought the match to a halt). If a medic from one of the teams touches the ball while it is live in play, the referee will penalise that team and award a penalty to the opposition.

- 3.2 In the case of injury to a Player in the Playing Area, the certified medical doctor referred to in clause 2.1(a), above and/or the medically-trained personnel referred to in clause 2.1(b), above, and/or the Match Day Doctor (if appointed) may enter the Playing Area in accordance with the Laws of the Game.

#### **4. Water Carriers**

- 4.1 Subject to clause 4.4, below, the water carriers referred to in clause 2.1(c), above, must remain in their respective technical zones at all times unless they enter the Playing Area to provide water, which they may do only during official stoppages in play designated for that purpose, or when a try has been scored, up to a maximum of twice per half with the approval of the 4<sup>th</sup> Official. For the avoidance of doubt, the water carriers are not permitted in the Playing Area during penalty kicks at goal.
- 4.2 At all times, Players may come to the touch-line adjacent to the technical zones to receive water, or to the area behind the dead ball line. Water bottles must not be left in-goal; if water bottles are left in-goal, the 4<sup>th</sup> Official may withhold approval for water carriers to enter the Playing Area at the permitted times.
- 4.3 Under no circumstances may water bottles or other containers be thrown onto the Playing Area.
- 4.4 One of the water carriers may enter the Playing Area to provide a kicking tee or sand to a kicker preparing to take a penalty kick at goal or conversion (i.e. once one of the Club's Players has (a) indicated that he intends to kick at goal after a penalty has been awarded, or (b) scored a try). The water carrier may also bring one water bottle for the kicker's sole use.
- 4.5 Neither of the water carriers referred to in clause 2.1(c), above, may be the Club's Head Coach or Director of Rugby.
- 4.6 Hot weather guidelines may warrant one further water break per half.

#### **5. Administration and Enforcement of the Technical Zone Protocol**

- 5.1 During a Match, the number 4 and 5 Match officials will administer and enforce this technical zone protocol on behalf of the Match referee. If there is a breach of this technical zone protocol, one or both of the number 4 and 5 Match officials will report the matter to the Match referee, who may caution any person responsible for such a breach (which can include, for the avoidance of doubt, a member of a Club's coaching/management/medical staff) or, at his discretion, expel that person from the technical zone and the Playing Enclosure.
- 5.2 Without prejudice to any action taken by the Match officials pursuant to clause 5.1, above, any breach of this technical zone protocol (including those resulting in expulsions from the technical zone and the Playing Enclosure) may be reported to the Disciplinary Officer, who may investigate the matter, hold an enquiry and/or bring a Misconduct complaint pursuant to the Disciplinary Rules.

#### **6. Personnel Outside the Technical Zones and the Playing Enclosure**

- 6.1 Subject to clause 3, above, and save where (a) replacements enter the Playing Area pursuant to the replacement protocol at Appendix Five to these Tournament Rules or warm up pursuant to clause 6.2, below, and/or (b) the Club's coaching staff enter the Playing Area at the half time interval to attend to the Club's Players, each Club's replacements and

coaching/management/medical staff must be located outside the Playing Enclosure throughout the Match.

- 6.2 If replacements wish to warm up, they may do so either (a) in a designated warm-up area outside the Playing Area (where they may use balls, hit-shields and/or any other rugby equipment), or (b) in their own Club's in-goal area, i.e. the defending in-goal area (where they may use balls and hit-shields only, which must be removed from the in-goal area immediately following the warm-up).

## 7. Players Temporarily Suspended

- 7.1 When a Player is Temporarily Suspended, subject to clause 7.3, below, that Player must remain in the 'sin bin' area (as designated pursuant to clause 4.3.2 of the Tournament Rules) for the duration of the Temporary Suspension.
- 7.2 A Temporarily Suspended Player may be given water and warm clothing while in the 'sin bin' area. If half-time occurs during the Temporary Suspension period, the Player may go to his Club's dressing room but must return directly to the designated 'sin bin' area for the remaining period of his Temporary Suspension when the second half begins.
- 7.3 A one-minute warm-up period is permitted prior to the Temporarily Suspended Player returning to the Playing Area, in which the Player may leave the 'sin bin' area.

