



TECHNICAL ZONE PROTOCOLS – 2025/26 SEASON, Updated September 2025

<div>23 PLAYER SQUAD</div> <div>TECHNICAL ZONE:</div> <div><ul style="list-style-type: none">Team Manager or a Replacements Manager2 Water Carriers – enter the playing area after a try is scored or a long injury break, when authorised by the referee.2 Medically Trained Personnel - may roam either side of the field<ul style="list-style-type: none">Must be certified & practising Medical Doctors or PhysiotherapistsAdditional Medical or Fitness personnel must remain with subs or with the official Medical Persons (MDD / ICL)Baggage person enter at times to deliver specific tasks.</div> <div>BLOOD:</div> <div><ul style="list-style-type: none">15 minutes running time</div> <div>HIA:</div> <div><ul style="list-style-type: none">12 minutes running timePlayers not 19yrs old – Recognise & Remove</div> <div>COMBINED BLOOD & HIA:</div> <div><ul style="list-style-type: none">Maximum of 17 minutes - with no return before 12 minutes</div> <div>HALF-TIME INTERVAL:</div> <div><ul style="list-style-type: none">All fixtures in Regular Season – 12 minutes</div> <div>REPLACEMENTS:</div> <div><ul style="list-style-type: none">Seated in the designated replacement seating areaTeams can warm up behind or in their own in-goal area – does not need to be accompanied by 4 & 5 OfficialsONLY use balls & hit shields, which must be removed from the playing area after warm-up (not in front of LEDs/Boards)One Strength & Conditioning personnel may only enter the playing enclosure to warm up players in the in-goal, they will be in the in-goal area only and will be provided with a bib to be identified as such.</div> <div>FRONT ROW AGE BANDING:</div> <div><ul style="list-style-type: none">Front row players must be 19 turning 20 in the year being played, or olderu19 front row players who have turned 19 or are turning 19 in year being played<ul style="list-style-type: none">Must be cleared for front-row positions according to WR protocols – provide documented proofU18 players CANNOT be considered for front row position</div>	<div>REPLACEMENTS:</div> <div>FRONT ROW PLAYERS:</div> <div><ul style="list-style-type: none">Must have a LH, TH and HOOKER replacement in the match day squad of 23<ul style="list-style-type: none">If only 2 front row replacements nominated, squad size is reduced to 22Only the front row players declared on the team sheet can replace another front row playerTeam responsible for uncontested scrums will be reduced to 13 when caused by:<ul style="list-style-type: none">Injury and YC/RC Sanction.Uncontested scrums, a team is not reduced in numbers when any of the replacements is caused by:<ul style="list-style-type: none">HIA process/ConcussionBlood injuryFoul Play – PK and confirmed by referee as foul play injury.</div> <div>HEAD INJURY ASSESSMENT (HIA):</div> <div><ul style="list-style-type: none">Mandatory 12 minutes - and cleared by the match DoctorAfter 12 minutes the replacement becomes permanent</div> <div>BLOOD (BLOOD): UNCONTROLLED ACTIVE BLEEDING – Timed by the TZ Timekeeper.</div> <div><ul style="list-style-type: none">Once bleeding is stopped and the wound is covered the player may return any time within 15 minutesAfter 15 min – the replacement becomes permanentHIA + BLOOD simultaneously = will have 17 minutes to return to the field<ul style="list-style-type: none">Players must complete the mandatory 12 minutes for the HIA to be allowed back on the field</div> <div>REPLACEMENTS AS A RESULT OF:</div> <div><ul style="list-style-type: none">HIA/BLOOD event:<ul style="list-style-type: none">May be replaced by any available player irrespective if all replacements were usedHIA/BLOOD - temporary replacements becomes permanent if the injured player cannot return in the allowed time<ul style="list-style-type: none">Count as a permanent replacement if a REPLACEMENT PLAYER was usedHas no implication if a TACTICAL REPLACED PLAYER was usedFOUL PLAY event:<ul style="list-style-type: none">The team does not lose a replacement when a player is injured and replaced resulting from foul play– PROVIDED that the referee awarded a PK for the foul play at the time20–MINUTE RED CARD – Maybe replaced by an available replacement after a period of 20 minutes playing time.</div>
<div>WATER BREAKS:</div> <div><ul style="list-style-type: none">Teams are permitted up to two dedicated water carriersWater carriers cannot be a Director of Rugby or Head CoachWater carriers may only enter when a try is scored or a long injury break, when authorised by the refereeWatercarriers must not relay messages to the captain or any player to challenge the referee for a TMO reviewThe scoring side can take water to an area on/near the 10m line in their own halfThe non-scoring side can take water into in-goal or retrieve from behind the dead-ball lineThe water carriers must leave when the conversion is takenAt a penalty try, no water carriers may enter the fieldOnly when no tries are scored in the first 15-20 minutes of each half should a natural stoppage in a neutral place on the pitch be used to allow players to receive water – the referee decides when this break is required.Where the water break coincides with an injury, watercarriers must leave the pitch as the medics leaves the field of playPlayers may access water in the Technical Zone and from behind their own dead ball line at any time during the match</div> <div>Note: The hot weather guidelines may warrant a one-minute break per half, as agreed with referee before the start of the match</div> <div>ADDITIONAL PROTOCOLS:</div> <div><ul style="list-style-type: none">The watercarrier bringing on a kicking tee may carry one water bottle for the kicker’s use only (H2O bib)The water/tee carrier must remain in the Technical Zone at all times before entering the field of play as permittedAny attempt to field or touch the ball while it is live in play, including the technical zone, will be sanctioned with a penalty kickNo-one should approach, address, or aim comments at any match officials, save for medics in respect of treatment of a player should this happen, the sanction will be a penalty kick</div>	<div>MEDICS:</div> <div><ul style="list-style-type: none">May enter the playing area to provide medical assistance to an injured player when it is safe to do so – Players and MO have priorityMedics may only provide water to players who they are treatingMust not field or touch a ball when it is live in playAdditional medical or fitness personnel must remain with the substitutes or other medical staffMedical staff may only address officials in relation to the treatment of a playerMedics may relay messages to the captain in the in goal about a specific incident following a try or injury but must not directly approach any MOAppropriately trained and accredited first-aid or immediate (pitch-side) care persons may enter the playing area to attend to injured players at any time it is safe to do so – Players and MO have priority</div>