

No 4/ No 5 JOB DESCRIPTION

1. *Before Match*

- At a suitable time prior to the match, introduce yourselves to the Referee and Touch Judges and discuss with the referee any special requirements he may have with regard to substitutions and/or replacements.
- Ask the referee when he wants water breaks.
- Some referees want to know all the details of the player movement whereas others don't care too much. It is important that you only call the number of the player that is to be substituted, so that they can expedite the changeover.
- **Find name of TARS match doctor and his location. If possible, he should be seated near you during the match.**

2. *During Match*

2.1 *Replacements*

Player Movement Cards

- Prior to the commencement of the match, each team manager should be provided with a number (suggest 10) of the Player Movement Cards for use during the match.
- When a team wishes to replace or substitute a player, the team official (usually team manager) is required to complete the Player Movement Card and present this to the No. 4 or No. 5 at the time the replacement/substitution is to take place. Once the replacement/substitution has been made the No. 4 or No. 5 will record this information on the Player Movement Sheet.

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 Player Movement Sheet.
- 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.
- 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 Touch Judges (with 2 way) can call the replacements at appropriate times ie. When a team elects for a kick at goal, or during a kick at goal after a try or an injury break.
- The Player Movement Sheet folder will be in the change room prior to the match and should be returned after the match, **signed by No.4/5 and Match Doctor.**
- The No. 4 should be allocated to the Home team, the No. 5 to the Visiting team. It is suggested the senior person be allocated to the visiting team.
- It is recommended that the No. 4 and No.5 ask each team for a 'bench captain' through whom the No.4 and no.5 can direct his enquiries / requirements and who accepts his responsibility for the behaviour of the 'bench'. (Generally it will be the Team Manager).

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.

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 No 5 will stay out on the field and stay with the suspended player at the designated place.
- 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
- Please ensure:
 - (a) You record the time on and off the field from your own watch or the match clock if one is available. 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 way of the TJ on your side of the field, 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.

2.7 Personnel on the Field.

- From time to time team support personnel will wish to come on to the field to attend to injury, hydrate the players, bring the kicking tee on the field of play. They should only do so when the ball is dead (not at penalty kicks at goal) and only with the permission of the referee.
- Should you have any problem with the implementation of this policy, you should seek the assistance of the Touch Judge.

FIELD OF PLAY – PERMITTED PERSONNEL

1. In TARS 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 three water carriers are permitted to enter the playing area at a specific time during the game.
The three water carriers being personnel except the team Manager, Coach, Assistant Coach, team technical advisors or any of the 22 players nominated for the match.

These 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 three 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.

2.9 *Player Movement Sheets*

- For consistency, fill in the time of player movements from either your own watch or the match clock if one is available.
- All player movements should be written clearly on the Player Movement Sheet. This sheet may have to go to any Judiciary Hearing.
- Return the Player Management Sheet and the Player Movement Cards to the folder at the end of the match and ensure they are handed to the Match organiser for on forwarding to the ARU. The folder should be returned to the local RDO for use at the next match.

Thank you for doing the job and contributing to the match Officials team. I hope you enjoyed the experience.