

GROUND MARSHALL DUTIES

Referees have been directed not to start a game if a Ground Marshall is not present. Not having one can also result in your team having to forfeit the match.

General Requirements

- Can be anyone from your team Group who isn't the Coach or Trainer of the Team.
- the GM must wear the orange SJRU vest and should introduce himself to the Referee and the opposing teams GM before the commencement of the match. The GM is required to sign the Sign-on Sheet at the completion of the Match as well.
- the GM is responsible for spectator and crowd control
- the GM's are responsible for rectifying any problems which are brought to their attention by the referee throughout the course of the Match including keeping the sin bin times for the players from their Team.

Competition Rules

The Rules (see) set out the following detail in Comp Rule 9.2 which is a reminder that you are an impartial Match Official assisting in the management of the game being played:-

- the supervision of the venue and all appointed officials; and
- maintenance of and patrolling of the Playing Enclosure including the Ground Marshals of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and
- preventing the illegal entry of any person onto the Playing Enclosure; and
- assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
- ensuring touch judges are not calling out or coaching the players; and
- ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
- managing the behaviour of participants within the Team Zone; and
- point of contact for all enquiries; and
- responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and
- having access to the ARU Protocol for Serious Injury; and
- be familiar with and have available a copy of the ARU Safety Directives as a reference when seeking any clarification; and
- checking with the referee on the policy for attending injured players; and
- report any irregularities or breaches of the Competition Rules that they are unable to resolve to the Competition Manager for further action.

The Home Team Ground Marshal(s) are also responsible for:

- set up and dress the ground in accordance with the Laws of Rugby and the Competition Rules; and
- having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
- having access to a telephone and emergency telephone list; and
- ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
- that the Club has an emergency list of contacts and addresses for: (a) two (2) after hours doctors or local medical centre and/or facilities; (b) nearest public hospital and/or emergency facility; and (c) the local Police and Ambulance.

Ground Marshal Card (GMC) Requirements

This is a new requirement from season 2013. When a referee displays the Ground Marshal Card (GMC) the Ground Marshalls of each Team are to enter the field of play and speak with the Referee and ascertain the facts of the incident, including identification of the perpetrator(s), and the seriousness of the offence.

After the Ground Marshals have been advised of the incident by the Referee the Ground Marshals are to:-

- issue a warning to the perpetrator(s); or
- seek assistance from Club Officials to manage the situation; or
- request the perpetrator(s) leave the venue; or
- call the Police.

If the circumstances warrant it, the Ground Marshal should stay with the Referee after the Match and escort from the venue so as to ensure no further incidents occur. After the incident, the home team Ground Marshal is required to submit an incident report to the Competition Manager by 12:00 midday of the first business day after the Match.