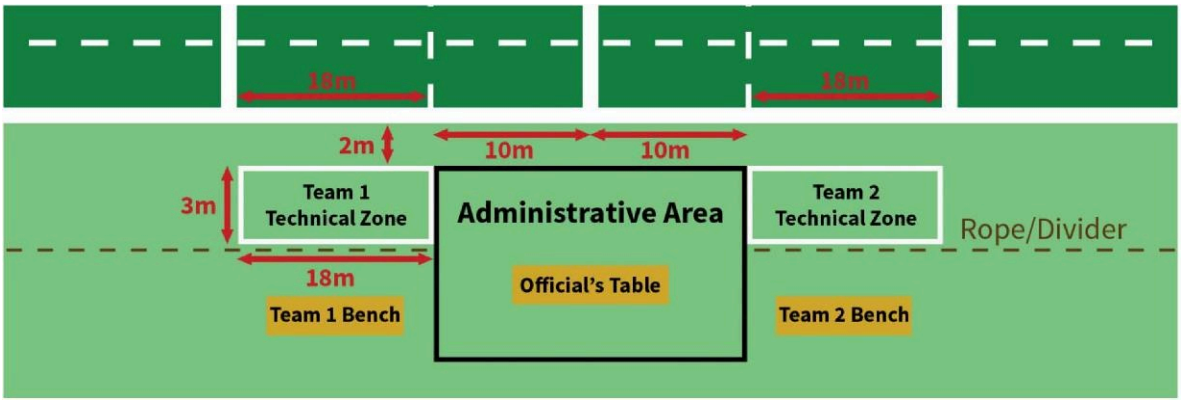
Tech Zone Guidelines

Overview

NCR requires that a formal Technical Zone be installed for each match. These guidelines give information on the proper set up of these areas.

Field Requirements

1. The technical zone is comprised of several areas that the home team should create before the match to ensure a safe environment for the players and fans.
2. A separation between the playing field and spectators/players should be comprised of a rope barrier (or similar) that is placed 5 meters behind the touch line running for Try Line to Try Line. This barrier should be installed on both sides of the field.
3. An Administrative Area located at the 50M line should be established, that is 2M from the Touch Line located between the two 10 M lines. This area is for the use of the medical staff and the referee #4 and recorder.
4. Two Technical Zones, one on each side of the Administrative Area, shall be located 2M from the Touch Line and extend from the 10M to the 22M. This area is for the use of team coaches.
5. Team benches should also be between the 10m line and 22m line but behind the rope and not in the technical zone



Participants

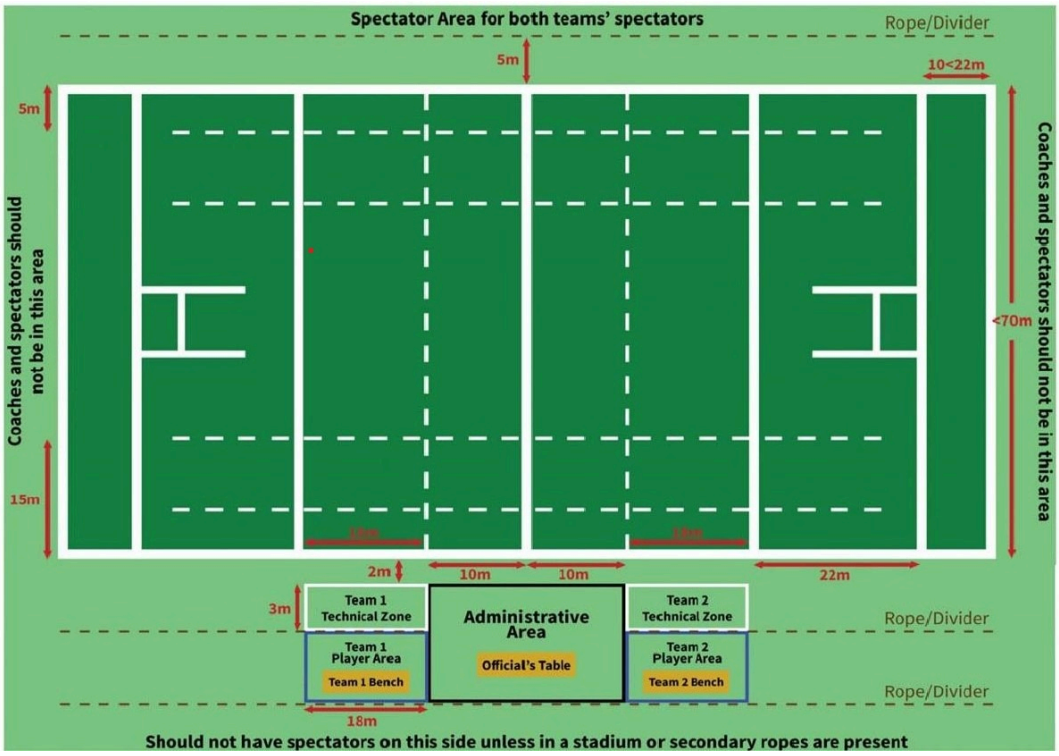
1. Coaches
    a. No more than 2 coaches are allowed in the technical zone
    b. Coaches may not cross into the other team's TZ or leave their own TZ
    c. Coaches should not stand in/near the try zone or anywhere on the field of play

d. Uncertified coaches should not be in the TZ
e. Coaches may not serve as water carriers
f. Coaches are not allowed onto the field with medical personnel unless explicitly allowed by the match official
g. Coaches should not huddle with teams on the field after scores
h. No coach or player is allowed in the Administrative Area except when petitioning for a substitution.

2. Medical
    a. Teams may have up to two medical professionals in front of the rope, who may roam either sideline freely and are not confined to the TZ
    b. Only one medical professional per team is allowed per side of the field
    c. Medical personnel should always introduce themselves to the match official(s) before the match begins

3. Players
    a. Players warming up must wear a contrasting top to the players on the field
    b. Teams must warm up in their attacking end
    c. Teams should not warm up with balls, cones, or other equipment (e.g. ruck pads)
    d. Teams should not warm up within 5m of the field of play
    e. If space demands it, teams may warm up in the try zone but only if they access the try zone by staying "behind the rope" to and from
    f. Water carriers must wear a contrasting top or bib and must stay behind the rope unless the match official signals that they may enter the playing field.
    g. No more than 2 water carriers are permitted on the field.
    h. Players wishing to be substitute will report to the No.4 Referee with a sub card signed by the team coach. Players will enter the field at the next stoppage of play at the No.4's direction.

4. Spectators
    a. Spectators should be on the opposite sideline from the teams unless a second rope or other physical barrier is present to prevent mixing of spectators with players/staff/administrators That barrier should provide a minimum five-meter distance between spectators and the technical zone


Spectator Area for both teams' spectators
Rope/Divider
5m
10<22m
5m
Coaches and spectators should not be in this area
<70m
Coaches and spectators should not be in this area
15m
2m
10m
10m
22m
3m
Team 1 Technical Zone
Administrative Area
Official's Table
Team 2 Technical Zone
Rope/Divider
Team 1 Player Area
Team 1 Bench
Team 2 Player Area
Team 2 Bench
Rope/Divider
18m
Should not have spectators on this side unless in a stadium or secondary ropes are present