

Home Club Match Day Operations

Home Clubs have many responsibilities on match day. Provided in this section is a checklist for Match Day Operations for Home Clubs:

- Field of Play:
 - Lines properly marked, including 10m kick-off and 5m & 15m throw-in lines
 - Hazards (sprinklers, cricket pitches) properly covered
 - Flags, corner posts, goal post pads in place
 - Field of Play roped off

- Facilities:
 - Both change-rooms clean & tidy
 - Sufficient hot water available
 - Male & Female toilets available, clean and properly stocked

- First Aid:
 - Stretcher readily accessible
 - Ascertain ambulance access
 - First Aid kit stocked and readily accessible
 - Ice for injuries available to both clubs
 - Doctor or qualified first-aid person in attendance
 - Emergency contact numbers for nearest hospital, doctor, etc.

- Match Officials:
 - Ground Marshal wearing red bib and accessible on sideline for all matches
 - Accredited club Touch Judge provided for each match
 - Recommended that a SmartRugby qualified club referee be on standby
 - Referees welcomed & offered food, drink & invited to post-match function

- During the Match:
 - Three match-quality footballs available at all times during all matches
 - Three team runners only to enter Field Of Play (FOP). They must wear bibs.
 - Coaches, managers & reserves behind rope
 - Sin-binned players must leave the FOP and remain under the direct control of the Ground Marshal for the full 10 minutes
 - Reserves only to enter FOP after reporting to TJ & referee signals his permission

- Team Manager:
 - Accurately completes team lists & scores (incl. sin bins) on Fusesport App.
 - Ensures only registered players take the field

- After the Match:
 - Final result is submitted via the Fusesport App within 30min of the end of match

- Be Good Hosts:
 - You must contact your opposition club in the week leading up to the match
 - Provide a well stocked canteen throughout the day
 - Invite the visiting team to your post-match function

Visiting Club Match Day Operations

Visiting Clubs also have responsibilities on match day. Provided in this section is a checklist for Match Day Operations for Visiting Clubs:

- Match Officials:
 - Ground Marshal wearing red bib and accessible on sideline for all matches
 - Accredited club Touch Judge provided for each match
 - Recommended that a SmartRugby qualified club referee be on standby

- During the Match:
 - Three team runners only to enter Field Of Play (FOP). They must wear bibs.
 - Coaches, managers & reserves behind rope
 - Sin-binned players must leave the FOP and remain under the direct control of the Ground Marshal for the full 10 minutes
 - Reserves only to enter FOP after reporting to TJ & referee signals his permission

- Team Manager:
 - Accurately completes team lists & scores (incl. sin bins) on Fusesport App.
 - Ensures only registered players take the field

- After the Match:
 - Final result is submitted via the Fusesport App within 30min of the end of match

- Be Good Guests:
 - Do not bring alcohol into your host's ground
 - Leave your area and change-room tidy and free of rubbish
 - Accept the hospitality of the Home Club and attend the post-match function