



# SOUTH AFRICAN RUGBY UNION ("SARU")

## SIDE-LINE MANAGEMENT PROTOCOL FOR SCHOOLS AND YOUTH RUGBY - FIFTEENS

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Rugby - Fifteens

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# SIDE-LINE MANAGEMENT PROTOCOL FOR SCHOOLS AND YOUTH RUGBY - FIFTEENS

## 1. SCOPE

- 1.1. Applies to all Members of the South African Rugby Union (SARU), including their associated members, and their respective Referee Societies, including their associated members, serving as appointed Side-Line Personnel administrating the Technical Zone in all schools and youth rugby tournaments, competitions, local friendlies, and matches played under SA RUGBY (SARU) auspices.
- 1.2. For international school and youth tournaments hosted in South Africa, the international body's Technical Zone protocol supersedes this protocol. Should a Technical Zone protocol not exist, then this protocol will be applicable.

## 2. PURPOSE

- 2.1. This protocol aims to ensure consistency among all sideline personnel in managing and administering replacements, including the Technical Zone, for all school and youth rugby tournaments, competitions, local friendlies, and matches in South Africa.
- 2.2. The appointed sideline personnel are duty-bound to serve both teams and manage all aspects of replacements and all components of the Technical Zone protocol, thereby ensuring compliance with the Laws of the Game.
- 2.3. Should any protocol not be covered in this document, then the Side-Line Management Protocol for Fifteens shall mutatis mutandis be applicable.

## 3. TERMINOLOGY REFERENCE

- 3.1. '*Tournaments*' refers to SARU school and youth tournaments.
- 3.2. '*Competitions*' refers to local school and youth rugby competitions, played for a trophy.

- 3.3. *'Friendlies'* refers to local school and youth rugby fixtures being played not for a trophy.
- 3.4. *'Matches'* refers to all other local school and youth rugby fixtures being played that do not fall under the categories listed in 3.1 to 3.3.

## 4. SIDE-LINE OPERATIONS STRUCTURE

- 4.1. The following sideline structure shall be used in 'competitions' and 'tournaments':

Side-Line Personnel	Description
SLM	Side-line Manager
RC	Replacement Controller (x1) *

\* SARU Tournaments: two (x2) replacement controllers are required

- 4.2. Should a sideline structure be required for 'friendlies' and 'matches', the minimum sideline personnel requirement is as follows:

Side-Line Personnel	Description
SLM	Side-line Manager

## 5. FIELD MARKINGS

- 5.1. Field markings must be made according to the international standard as stipulated in World Rugby Laws of the Game – Law 1 (The Ground).
- 5.2. Additional Markings:
- 5.2.1. **Assistant Referee tramline:** The distance from the touchline to the Assistant Referee tramline should be no less than one (1) metre on both sides of the field.
- 5.2.2. All teams' medically trained persons, independent Emergency Medical Service personnel, roving camera personnel, and ball retrievers must operate from beyond that tramline.
- 5.2.3. Refer to **ANNEXURE 'A'** for the layout of the Assistant Referee tramline.
- 5.3. All advertising hoardings commence a minimum of five (5) metres away from the touch and dead-ball lines.
- 5.4. All fixed and or movable structures must be a minimum of five (5) metres away from the touch and dead-ball lines or be covered with suitable protection as per standard Field Safety protocols.



## **6. TECHNICAL ZONE PROTOCOL**

### **6.1. Rights**

- 6.1.1. Any person within the playing enclosure, including the replacement bench and those persons entering the playing enclosure for commercial and or entertainment reasons, is there by permission of the referee, who has the right to revoke this at any time during the game should their actions affect the game in any form and or for misconduct.
- 6.1.2. Any person who is required to be BokSmart Certified, as per the SARU Rugby Safety Regulations, who is not BokSmart Certified and or cannot provide proof of Certification, must be refused access to the playing enclosure, including but not limited to the replacement (reserve) area.
- 6.1.3. The referee delegates the side-line manager to enforce that right.

### **6.2. Dimensions of the Technical Zone**

Two options are available and apply to **both sides**:

#### **6.2.1. MAIN STAND OR FAR SIDE:**

- 6.2.1.1. Two Technical Zones shall be provided within the playing enclosure on the same side of the pitch, each on either side of the halfway line and outside the field of play.
- 6.2.1.2. These Technical Zones must be marked on the ground. The line nearest to the touchline must be parallel to the touchline.
- 6.2.1.3. The Technical Zones commence a minimum of five (5) metres and a maximum of ten (10) metres from the halfway line.
- 6.2.1.4. The Technical Zones must not exceed ten (10) metres in length and three (3) metres in width and must be set two (2) metres away from the touchline.
- 6.2.1.5. Refer to **ANNEXURE 'A'** for the recommended dimensions, layout, player, and personnel placements for the Technical Zone area.

#### 6.2.2. BEHIND DEAD-BALL LINE:

- 6.2.2.1. Should the venue space not allow the placing of the technical zone on the main stand or the far side, then the placing of both technical zones will be behind a dead-ball line.
  - 6.2.2.2. These Technical Zones must be marked on the ground. The line nearest to the dead-ball line must be parallel to the dead-ball line.
  - 6.2.2.3. The Technical Zones commence a minimum of five (5) metres from the touch-in goal line.
  - 6.2.2.4. The Technical Zones must not exceed ten (10) metres in length and three (3) metres in width and must be set two (2) metres away from the dead-ball line.
- 6.2.3. No advertising is permitted within the Technical Zone, including but not limited to grass signage.

### 6.3. Personnel Permitted in the Technical Zone

The following personnel are permitted, *fourteen (14)* in total:

- 6.3.1. Two (2) Medically Trained Persons
- 6.3.2. Up to eight (8) Replacements (Playing Reserves)
- 6.3.3. Four (4) Team Management Personnel. The composition of the team management may consist of any of the following, but may not exceed four (4) personnel:
  - 6.3.3.1. Head Coach.
  - 6.3.3.2. Assistant Coach.
  - 6.3.3.3. Team Manager.
  - 6.3.3.4. Strength and Conditioning Coach.
  - 6.3.3.5. Second non-roaming Medical Doctor.
  - 6.3.3.6. Second non-roaming Physiotherapist.
  - 6.3.3.7. Biokineticist.
- 6.3.4. Except for clause 6.3.5, all team management, as listed in 6.3.3, may not roam along any touch and or dead-ball line.

- 6.3.5. For South African Primary School Rugby age groups (u9 to u12), the head coach of the team is permitted to operate from the Technical Zone and roam the touchline with the following restrictions applied:
- 6.3.5.1. The *head coach*, as per regulation, must be BokSmart certified, and this must be confirmed by the match referee beforehand.
  - 6.3.5.2. The *head coach* is only permitted to provide positive and corrective educational coaching instruction to the players.
  - 6.3.5.3. The *head coach*, while roaming, may not impede the match in any way or form and must always endeavour to act respectably and responsibly.
- 6.3.6. In the instance that the *head coach*, in the sole discretion of the referee, displays unacceptable behaviour, the referee may withdraw any of his/her privileges as the referee may think fit. The *head coach* must then be removed from the playing enclosure.
- 6.3.7. If any of the assistant coaches or team management displays unacceptable behaviour or brings the game into disrepute, the referee, in his/her sole discretion, may remove them from the playing enclosure.

## 6.4. The Two (2) Medically Trained Persons

- 6.4.1. To be identified by wearing the appropriate branded bibs, and if said bibs are not available, be identifiable by not wearing the same attire as the replacement bench players or players on the field of play.
- 6.4.2. These vests/bibs must be marked “MEDIC” on the front and back of the vests/bibs of the medically trained personnel.
- 6.4.3. Non-medical personnel are not allowed to wear a “MEDIC” bib.
- 6.4.4. Other medically trained professionals, who are not stipulated below as the ‘two (2) medically trained persons’, are not allowed to wear the “MEDIC” bib under any circumstances.
- 6.4.5. The two medically trained persons *may not* be:
- 6.4.5.1. Team head coach.
  - 6.4.5.2. Team biokineticist(s).
  - 6.4.5.3. Student medical doctor(s) or physiotherapist(s) in training.
  - 6.4.5.4. Other medical professionals (e.g., Chiropractors, Dentists, etc.).
  - 6.4.5.5. Team conditioning staff; and
  - 6.4.5.6. Replacement player(s).

- 6.4.6. The two medically trained persons shall be two (2) of the following or a combination of:
- 6.4.6.1. Team medical doctor - must be one of the medically trained persons, where available; and
  - 6.4.6.2. A team physiotherapist(s); or
  - 6.4.6.3. Another medical doctor; or
  - 6.4.6.4. An assistant Coach who is a qualified and HPCSA-registered Medical Doctor or Physiotherapist.
- 6.4.7. The two medically trained personnel listed in 6.4.6 must always carry a valid copy of their Health Professions Council (HPCSA) registration with them to allow the match officials and/or sideline manager to confirm their medical status. This can be a digital version of the HPCSA registration card.
- 6.4.8. Only the two medically trained personnel listed in 6.4.6 above who are permitted to operate from the Technical Zones as designated team 'MEDIC' can roam the touchlines and may be positioned alongside the playing area behind the tramline - one on the far side and one on the near side on the touchline.
- 6.4.8.1. The two medically trained personnel may not be together on the same side of the touchline when roaming.
  - 6.4.8.2. The two medically trained personnel may not roam in the demarcated area (tramline) earmarked for the Assistant Referee/Touch Judge.
- 6.4.9. Where practically possible, the medically trained personnel must stay outside the advertising hoardings. They may keep up with play but must pay due regard to the needs and rights of players, match officials, spectators, broadcasters, and commercial partners.
- 6.4.10. The two medically trained personnel may enter the playing area when it is safe to do so and at their own risk, under the Laws of the Game, at any time a player is injured.
- 6.4.11. Should the team have a second non-roaming medical doctor or second non-roaming physiotherapist seated in the technical zone, as listed in 6.3.3, he/she may enter the playing area to attend to an injured player. However, if this occurs, then only one (1) water carrier is allowed on the field during that period - see clause 6.6.

- 6.4.12. The medically trained personnel entering the playing area to attend to an injured player (s) whilst play is still going on, must:
- 6.4.12.1. Consider where play is at the time when entering the playing area.
  - 6.4.12.2. Enter the playing area without interfering with the game.
  - 6.4.12.3. Take cognisance of their safety and the safety of the players.
  - 6.4.12.4. Always be aware of where the play is moving when attending to an injured player.
- 6.4.13. The medically trained personnel, whilst performing their duties, including roaming, may not obstruct, interfere, intimidate, or aim comments at match officials or sideline personnel.
- 6.4.14. The medically trained personnel are there for player welfare reasons only and may not perform other duties, including those duties of the coaching staff.
- 6.4.15. The medically trained personnel may also enter the playing area in accordance with the Law during water breaks or after a try has been scored.

## 6.5. Replacements (Reserves)

- 6.5.1. If replacements require warm-up and there is no area outside the playing enclosure, they may warm up in their in-goal area (behind the backs of their players) but must not use balls or any other rugby equipment in their warm-up sessions.
- 6.5.2. With play moving near the in-goal, all replacements warming up must move beyond the dead-ball line and may not interfere, intimidate, or aim comments at match officials, sideline personnel, teammates, or opponents.
- 6.5.3. The team strength & conditioning coach or biokineticist may be present with the warmup session at specific points during the match.
- 6.5.4. The team strength & conditioning coach or biokineticist may not coach from behind the poles and neither interfere, intimidate, nor aim comments at match officials, sideline personnel, teammates, or opponents.
- 6.5.5. Players, either sent off (red card) or suspended (yellow card), may sit at the technical zone.

## 6.6. Water Carriers

- 6.6.1. This service is provided by the applicable personnel, as referred to in clause 6.3, permitted in the Technical Zone, excluding the head coach, director of rugby, and team manager.

- 6.6.2. The water carriers, nominated, may be two (2) of any of the following or a combination of:
- 6.6.2.1. Assistant Coach
  - 6.6.2.2. Second non-roaming Medical Doctor
  - 6.6.2.3. Second non-roaming Team Physiotherapist
  - 6.6.2.4. Team Strength and Conditioning Coach
  - 6.6.2.5. Team Biokineticist
  - 6.6.2.6. Replacement player(s)
- 6.6.3. The water carriers are confined to the Technical Zones and may enter the playing area in accordance with the Law:
- 6.6.3.1. During official water breaks
  - 6.6.3.2. After a try has been scored
  - 6.6.3.3. During extended injury stoppages, with permission of the referee, as delegated to the sideline manager.
- 6.6.4. The water carriers are not permitted in the playing area during any penalty kicks to provide players with water, subject to clause 6.6.5.
- 6.6.5. Should a water carrier enter the field of play to provide a kicking tee, he/she is allowed to provide water to the player attempting the penalty kick. ***It must be clear that this person providing a kicking tee is one of the two nominated water carriers.***
- 6.6.6. The water carriers are not permitted in the playing area at a penalty try.
- 6.6.7. Players may come to the touchline adjacent to the Technical Zone to receive water.
- 6.6.8. Water bottles may not be thrown onto the playing area.
- 6.6.9. The water carriers are not allowed to roam the touch, touch-in-goal, and dead-ball line.
- 6.6.10. The water carriers may not obstruct, interfere, intimidate, or aim comments at match officials or sideline personnel.



## **6.7. The Independent Emergency Medical Service (EMS)**

### **Personnel:**

- 6.7.1. The tournament, competition, local friendly, or match, independent EMS personnel must:
  - 6.7.1.1. Inform the match referee that they are the independent Emergency Medical Service personnel and do not function as a management member to any of the teams participating in the tournament, competition, local friendly, or match; and
  - 6.7.1.2. Receive permission from the match referee that they may enter the field of play (at their own risk) to attend to the health and medical needs of an injured player(s). The independent EMS personnel shall adhere to clause 6.4.12 on entering the field of play.
- 6.7.2. All tournament, competition, local friendly, or match independent EMS personnel are to be stationed strategically outside the playing enclosure to maximize their ability to respond quickly and efficiently to an injury that requires on-field medical attention.
- 6.7.3. Where practically possible, the independent EMS personnel must stay outside the advertising hoardings and must pay due regard to the needs and rights of players, match officials, spectators, broadcasters, and commercial partners.

## **6.8. Management of the Technical Zone**

- 6.8.1. The sideline manager or, in his/her absence, the replacement controllers will manage the Technical Zones.
- 6.8.2. The match referee and/or the side-line manager must confirm the medical qualification and status (Health Professions Council of South Africa registration) of the two medically trained personnel listed in 6.4.6.
- 6.8.3. If there is a transgression of the Technical Zone protocol, the matter will be reported to the match referee and/or the side-line manager.
- 6.8.4. The match referee and/or the side-line manager may introduce corrective measures, if applicable, and at their sole discretion.

## **6.9. Match Day Doctor**

The location of the match day doctor, where applicable, should be next to the side-line manager.



## 6.10. Players Temporarily Suspended

- 6.10.1. The nominated player who must come off to allow an available front-row player to come on as per Law 3 is seated in the technical zone.
- 6.10.2. A two (2) minute warm-up period is permitted before the suspended player returns to the field of play.
- 6.10.3. The suspended player is not to interfere, intimidate, or aim comments at match officials, sideline personnel, teammates, or opponents.

## 7. SIDE-LINE PERSONNEL ROLES

Side-line Personnel operating within the playing enclosure need:

- to be knowledgeable of the current Laws of the Game and the Technical Zone protocol.
- need to have interpersonal skills to manage the two teams during a match.
- need to deal with the pressure they are exposed to.
- need to be able to deal with conflict.

### 7.1. Side-Line Manager

7.1.1. Oversees the management of the sidelines, technical zones, and all personnel involved within the playing enclosure.

7.1.2. In addition, he/she:

- 7.1.2.1. Records all match-scoring events for statistical purposes and record-keeping.
- 7.1.2.2. Records the player's movement during the replacement process.
- 7.1.2.3. Assists with administering the temporary suspension and ordering off Sin Bin forms.
- 7.1.2.4. Is the point of contact for the replacement controllers and the match referee.
- 7.1.2.5. Keeps time, either running (actual) or playing time as defined in the Laws of the game – Rugby Union.

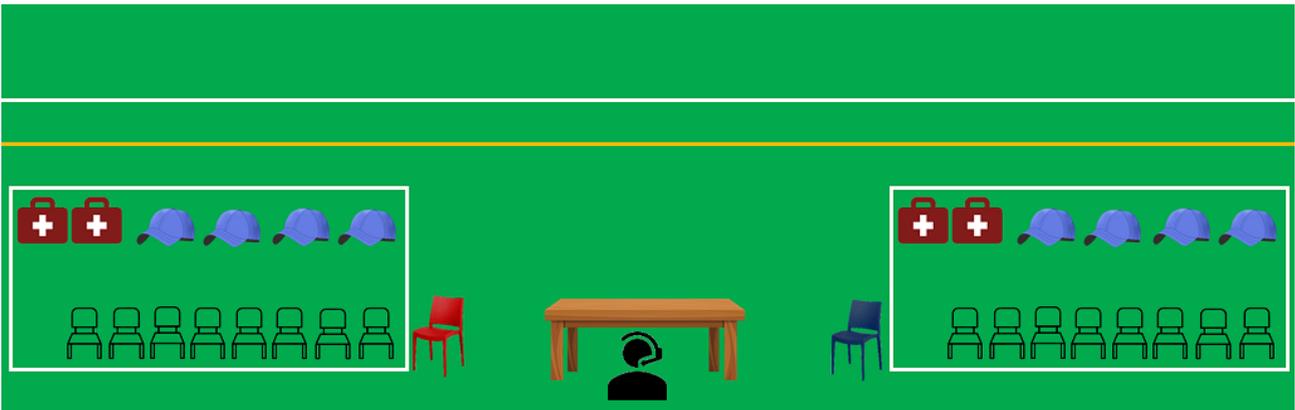
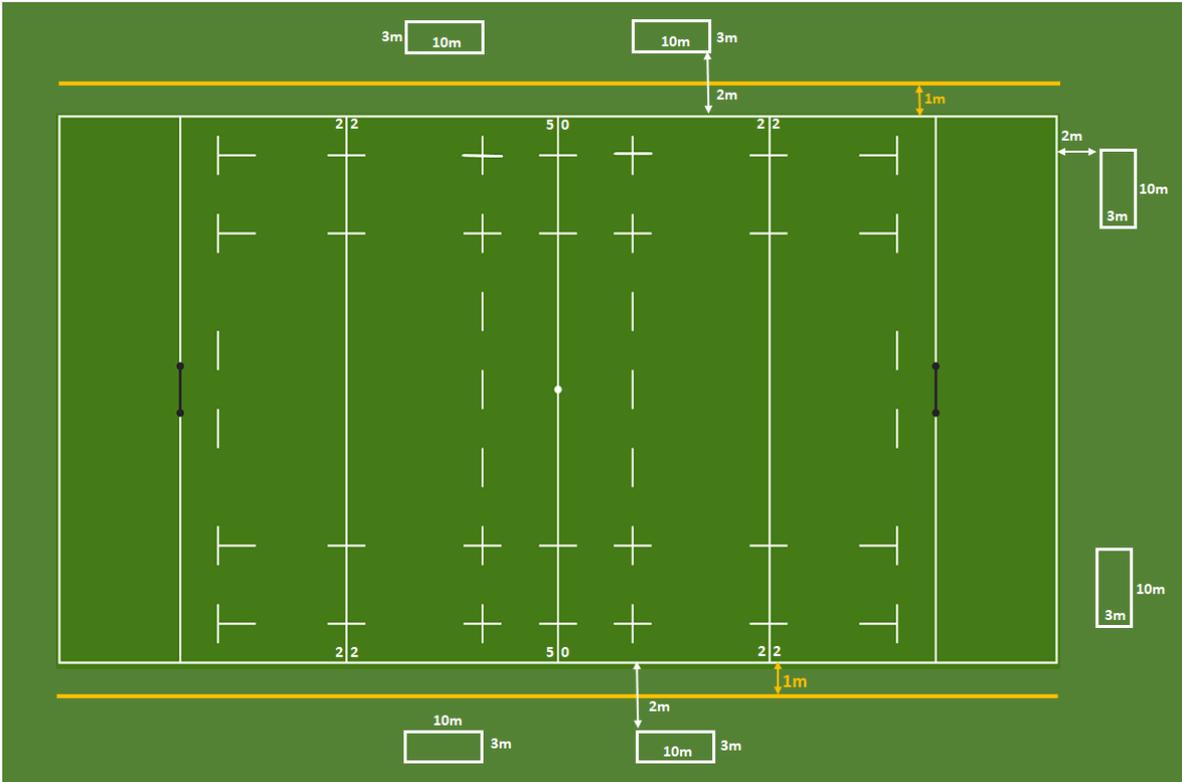
### 7.2. Replacement Controllers

Replacement controllers manage their applicable Technical Zones, collaborate closely with each team management for efficient operation of replacements, and consult directly with the sideline manager.

## **8. COMPLIANCE**

- 8.1. All Persons, as defined by the Constitution of the South African Rugby Union, are bound by, and must comply with the Side-Line Management Protocol for Schools and Youth Rugby – Fifteens, where applicable.
- 8.2. The following shall apply should any of the following persons display unacceptable behaviour, breach the Technical Zone protocol, or bring the game into disrepute:
- 8.2.1. **Medically trained personnel:** Lose their sideline roaming privileges and will be restricted to functioning from within the Technical Zone only.
- 8.2.1.1. Should a player require medical attention for an injury sustained in the match, the medical-trained personnel will be allowed to enter the playing area to treat the injured player.
- 8.2.1.2. Any misconduct by medical-trained personnel, where applicable, shall be reported to the SARU Referee and Medical Departments.
- 8.2.2. **Water carriers:** Will be removed from the playing enclosure, and no further participation will be allowed.
- 8.2.3. As referred to in clause 6.3.3, applicable personnel will be removed from the playing enclosure, and no further participation will be allowed.
- 8.3. Any person breaching the Technical Zone protocol as referred to in 8.2 above shall be reported to the local referee manager by the match referee and/or sideline manager.
- 8.4. The local referee manager, in conjunction with the relevant Union portfolio holder, shall investigate any complaints relating to the breach of this protocol.

# ANNEXURE 'A'



Side-Line Personnel		Technical Zones	
	Side-Line Manager		2x Medically trained persons
	Replacement Controllers		4x Management as per clause 6.3.3
Water Carriers on the field = x2 See clauses 6.3.3 and 6.4.11.1			8x Reserves