

**CNRU 2014 Finals**  
**No. 4 & 5 Referee Duties**



1. Ensure that the starting 15 players as well as the substitutes on the bench for both teams have been submitted to the official tables prior to the match commencing.
2. Manage players' entry to the playing field with assistance from AR1/2.

Note, the AR4/5 must only allow players taking the field to do so when there is a stoppage in play, (ie, when the ball is out of play) and when the referee gives permission.

This includes substitutions, sin bin, blood bin.

3. Manage Sin Bin players.
  - Record on the supplied sheet, the team, player number, Sin Bin start time, Sin Bin end time. Please note that time will be sourced from the official table match timer/clock.
  - Player MUST sit in the provided Sin Bin seat/chair.
  - Sin Bin time is 10 minutes of match time. If half time occurs during this period, sin binned players are allowed to be part of their team discussion but MUST return to the Sin Bin seat prior to commencement of the second half.
  - At end of Sin Bin period, manage players' return to playing area.
4. Manage Blood Bin players.
  - Record on the supplied sheet the team, player number, Blood Bin start time, Blood Bin end time. Please note that time will be sourced from your own timer/clock.
  - Blood Bin is 15min of Real Time (NOT match time. It includes time between halves).
  - Player is (obviously) allowed to receive medical attention during this period.
  - Player MUST receive clearance from # 4/5 Referee at end of Blood Bin period.
  - # 4/5 Referee, if necessary to consult with Qualified Medical Personnel for clarification of cessation of any bleeding (and satisfactory wound coverage if applicable).
  - At end of Blood Bin period, if appropriate, manage players' return to playing area.
5. If necessary, manage Team's Coaches, bench players & support staff (water runners).
6. If requested by the referee, provide other support/information as required.