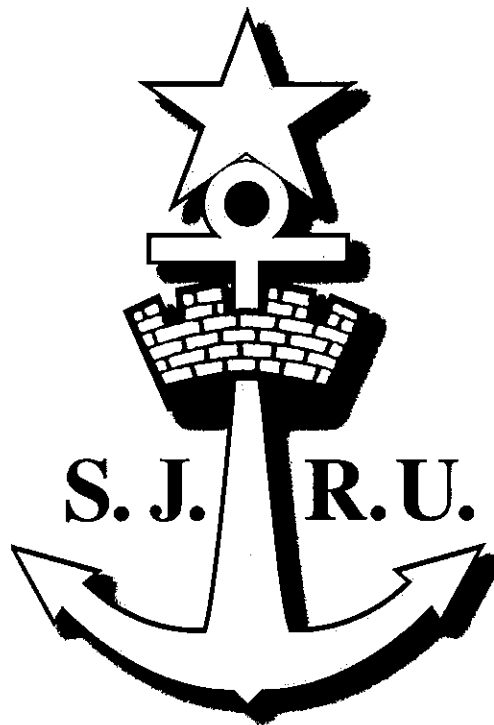


**2011 SYDNEY JUNIOR RUGBY UNION (SJRU)
COMPETITION RULES**



**Under 10 to Opens (Under17/Under 18)
Version 1**

DOCUMENT CONTROL

Document Purpose

This document is intended to be used as the Rules and Regulations of all Sydney Junior Rugby Union Competitions

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STATEMENT OF INTENT

The Competition Rules shall apply to all Clubs and Club Affiliates participating in Competitions. They shall be read in conjunction with the Australian Rugby Union Laws, Guidelines, Policies and the Code of Conduct.

DEFINITIONS AND INTERPRETATIONS

In the Competition Rules, except in so far as the context or subject matter otherwise indicates or requires:

Administrator means the administrator(s) assisting the Committee to manage the Competition.

Age Dispensation means a Registered Player granted a dispensation to play down an Age Group in accordance with Competition Rule 2.3.3

Age Group means Registered Players and Teams participating within a common chronological age group e.g. Under 12

Appeals Tribunal means the tribunal appointed by the Committee to hear any appeals against decisions of the Judiciary.

ARU means the Australian Rugby Union Limited and its affiliates

ARU Guidelines means the guidelines published by the ARU from time to time and included on the ARU website.

ARU Laws means the laws of the game published by the ARU including the Australian Under 19 variations and those included on the ARU website.

ARU Policies means the policies published by the ARU from time to time and included on the ARU website.

ARU Registration Form means the form issued by the ARU or the form produced by the Online Administration System for registration of players and coaches.

Assistant Referee means a person who holds a current ARU Assistant Referee accreditation or ARU Referee accreditation or ARU Pathway Referee accreditation and is registered with a Referees Association.

Away Team means the Team which is not the Home Team.

Citing Form means the form on the Website to cite any Club Affiliate

Club means a body, incorporated or unincorporated, that executes a Competition Participation and Affiliation Agreement and enters Teams into Competition(s).

Club Affiliate means any Registered Player, Team, Club Official, Match Official, Team Affiliate or any other individual or organisation that has an association with the Club.

Club Official means any Team Official, Club Committee member, or other official associated with the Club.

Club Registrar means the person(s) responsible for entering the Club's player registration forms into the Online Administration System.

Club President means the person(s) who holds the position of President in a Club as advised by the Club to the Administrator.

Coach means the coach of the Team.

Code of Conduct includes Codes of Conduct issued by the ARU and its affiliates.

Competition means all Competitions organised administered and conducted by the Competition Manager.

Competition Manager means the Committee and its Administrator, or a subcommittee thereof, which administers the Competition.

Competition Participation and Affiliation Agreement means the agreement between the SJRU and a Club.

Competition Rules mean these Rules which are the Competition Rules for the current season. The Competition Rules shall be read in conjunction with the ARU Laws, Guidelines, Policies and the Code of Conduct.

Committee means the SJRU committee, or a subcommittee thereof.

Finals Series means Matches designated as semi finals, preliminary finals and grand finals.

Financial Penalty means the financial cost imposed under the Competition Rules which shall be limited to a maximum of ten (10) Penalty Units for a first offence by a Club or Club Affiliate and may increase by a maximum of ten (10) Penalty Units for each and every subsequent offence by that Club or Club Affiliate.

Financially Indebted means any sum outstanding to the SJRU which has remained unpaid for thirty (30) days after the date on which such payment was due.

Grade means a part of an Age Group for which the Competition Manager conducts a Competition.

Gradings Committee means the committee appointed by the Competition Manager

Gradings Appeals Committee means the committee appointed by the Competition Manager

Ground Marshal means a person appointed by a Club to fulfil the obligations contained within these Competition Rules.

Home Team means the Team who usually plays at the ground at which a Match is to be played or, if there is no such Team, or if both Teams usually play at that ground, the Team that appears first for the Match in the Official Draw.

ID Sheet means the identification sheet containing the photographs of the Registered Player(s) as issued by the Competition Manager or printed from the Online Administration System.

Import is any Registered Player who was registered with another Club in the current or prior year.

Joint Venture Team means where two or more Clubs contribute players to a single combined Team in the situation that each Club does not have enough players to form a Team.

Junior District means any one of the bodies defined as a "District" in the SJRU Constitution.

Junior Team is a Team in the Under 10 through to the Opens (Under 17/Under 18) age groups (inclusive).

Judiciary means a committee appointed and convened by the Competition Manager to investigate and adjudicate on Send-Offs, Code of Conduct violations and breaches or disputes of the Competition Rules.

Laws of Rugby means for Matches in Competitions for:-

- (A) Under 10 to Under 12 Age Groups (inclusive) shall be played in accordance with the Pathway Laws, subject to variations (as outlined in these Competition Rules) which will have preferences in the case of any uncertainty; and
- (B) Under 13 to Opens (Under 17/Under 18) Age Groups (inclusive) shall be played in accordance with the ARU Laws of the Game, subject to variations (as outlined in these Competition Rules) which will have preference in the case of any uncertainty.

Lodgement Date means the final date for the submission of forms as directed by the Competition Manager.

Match means a game in the Official Draw.

Match Official means the Referee, Assistant Referee or Ground Marshal.

Minimum Number of Players means ten (10) Registered Players for a twelve (12) a side Competition and twelve (12) Registered Players for a fifteen (15) a side Competition.

Misconduct means conduct, action or behaviour that is detrimental to a Club, a Club Affiliate, the SJRU or the ARU.

No Match means a scheduled Match that has not been played within the required time period.

NSWJRU means New South Wales Junior Rugby Union Inc.

NSWRU means New South Wales Rugby Union Limited.

Official Draw means the draw for Competitions as issued by the Competition Manager from time to time.

Online Administration System means the player registration, management and Match results system as provided by the Competition Manager.

Opens Age Group means the Age Group that consists of Registered Players in the Under 17 and Under 18 age groups. Registered Players that are eligible to play Under 16's are not permitted to play in an Opens Age Group unless the appropriate Two Year Window dispensation has been granted.

Participation Fee means the per Registered Player fee levied to Clubs for participation in Competitions as outlined in these Competition Rules.

Pathway Laws means the modified laws of the Australian TryRugby Kids Pathway.

Penalty Unit means an amount not exceeding \$50.

Playing Enclosure means the playing area and the space around it normally bounded by permanent perimeter fencing. If no perimeter fencing is evident then the natural boundary such as buildings or rock faces and in the absence of any natural or physical boundary then an area not less than 5 metres where practicable surrounding the playing area.

Proven Offence means an offence that has been found proven by a judiciary of a sporting code.

Referee means someone who holds a current ARU Referee accreditation.

Referee Levy means the amount per Team per Match to be charged by the SJRU for the provision of Referees to Competitions or, if a different charge basis is used, an amount calculated by the Competition Manager to approximate such amount.

Referees Association means a Referees Association approved by the Competition Manager.

Registered Player refers to a person who has completed the ARU Registration Form **and** whose details have been entered into the Online Administration System.

Regular Season means the season from round 1 to the final round immediately prior to the Finals Series.

Representative Team means Registered Players selected from Clubs and / or Districts to play in a representative game or competition as acknowledged by the Competition Manager.

Representative Player means a Registered Player who is selected from Clubs and /or Districts to play in a Representative Team as acknowledged by the Competition Manager.

(A) In the current year, they will be a Representative Player only in the Age Group in which they were part of a team playing in a representative match and only from the time they first signed-on in an official match (excluding any trial matches); or

(B) In the immediately preceding year, they will be a Representative Player only in the Age Group that is one year above the Age Group in which they were part of a team playing in a representative match and only until the first official match (excluding any trial matches) in a recognised representative team in the current year.

(C) Registered Players playing in the Under 10 Age Group are not considered Representative Players.

Ring-In means an ineligible player either because the player:

(A) is not a Registered Player; or

(B) is not on the ID Sheet or the Team does not present a print out from the Online Administration System; or

(C) is registered with another Club; or

(D) is ineligible to play in that Grade; or

(E) is suspended.

Round Series means a full cycle of Matches where each team plays each other once. There may be one, two, three or four cycle(s) of Matches as determined by the Committee.

Scheduled Game Time means the venue, date and time as specified by the Competition Manager in the Official Draw.

Sent Off means permanently suspended from a Match, generally signalled by the referee showing the player a red card, and Send Off shall have a similar meaning. May also be referred to as "red carded".

Sign-on Sheet means the sheet containing Teams and Registered Players for a Match as printed from the Online Administration System.

Sin Binned means temporarily suspended from a Match for a period of 5 or 10 minutes, generally signalled by the referee showing the player a yellow card, and Sin Bin shall have a similar meaning. It may also be referred to as "yellow carded" and / or "temporarily suspended".

SJRU means Sydney Junior Rugby Union Inc.

Suspension means a prohibition from playing in any rugby matches organised under the auspices of the ARU or its affiliates (including school rugby) and may be imposed by the Judiciary or automatically pursuant to Competition Rule 9.0. Suspend and Suspended shall have similar meanings. In accordance with ARU policy the Competition Manager recognises all sanctions and suspensions imposed by other sporting codes in relation to all Proven Offences.

Team means the list of Registered Players in a team as contained on the Sign-on Sheet.

Team Affiliate means runner, first aid officer, parent, guardian or spectator.

Team Official means a Coach, assistant coach, manager or assistant manager of a Team.

Temporary Suspension means Sin Binned.

Transferable Player means any Registered Player who is permitted to move between Grades and Age Groups within their Club.

Two Year Window means the Age Grade Two Year Window policy (COM009) issued by the ARU which states that a player shall not participate in an age grade competition more than two years above his or her age on 1 January in the year in which the competition is run. This two year period is known as the two-year window.

Website means the website maintained by the Competition Manager and located at <http://juniors.rugbynet.com.au>

1.0 COMPETITION RULES AND CODE OF CONDUCT

1.1 Competition Rules

- (A) The Competition Manager is the sole arbiter of the interpretation and enforcement of the Competition Rules.
- (B) If any application is made to the Competition Manager pursuant to a Competition Rule(s) and the Competition Manager has not responded within fourteen (14) days, despite the provisions in the Competition Rules, the applicant may submit its application to the Committee for determination. The Committee will then have fourteen 14 days to hand down a decision.
- (C) Club Officials are required to ensure their familiarity and understanding of the current Competition Rules prior to the season or first Competition Match whichever applies first. Where uncertainty exists, a Match will be played and the relevant penalty including forfeiture of points, will apply following the Match for any contravention to the Competition Rules which is upheld upon application to the Competition Manager.
- (D) The Competition Manager, in accordance with ARU policy, recognises sanctions and suspensions imposed by other sporting codes in relation to all Proven Offences. Breach of this policy will be regarded as a breach of the Code of Conduct and may include loss of competition points and / or any other penalty, including financial, that the Competition Manager, in its absolute discretion, sees fit to impose.
- (E) Any breach of the Competition Rules by a Club or Club Affiliate, may result in penalties, including financial, being imposed on the Club or Team at the Competition Manager's absolute discretion.

1.2 Code of Conduct

- (A) Club and Club Affiliates must comply with the Code of Conduct. The Code of Conduct defines the expected behaviour of Clubs and Club Affiliates. Each Club is responsible for the distribution and education of the Code of Conduct to Club Affiliates. The Code of Conduct is available on the Website.
- (B) Clubs and Teams must comply with the unacceptable number of Suspensions as per Competition Rule 9.1 (G) and unacceptable number of Temporary Suspensions as per Competition Rule 9.1 (H).

1.3 Alteration to Competition Rules

The Committee may from time to time amend or alter the Competition Rules by giving at least seven (7) days notice to all Clubs.

2.0 CLUB MEMBERSHIP AND TEAM NOMINATIONS

2.1 Membership

Any Club who is Financially Indebted to the SJRU will be advised by the Competition Manager that they are suspended from all Competitions until those debts have been paid in full unless the Competition Manager decides to waive this Competition Rule for a period of time at its absolute discretion.

2.1.1 Nominations

- (A) Prior to the commencement of each Competition the Competition Manager shall call for nominations from Clubs for teams to compete in each Age Group and shall set the Lodgement Date.
- (B) A Club intending to enter Teams in a Competition must submit by the Lodgement Date:
- i. Team Nomination Form;
 - ii. Intention to Participate Form;
 - a. Teams are to nominate to play in the Saturday Competition and/or the Sunday Competition
 - b. Teams may nominate to play their home fixtures on a Friday night. Friday night fixtures are normally reserved for the Under 10, Under 11 and Under 12 Age Groups however the Competition Manager, at its absolute discretion, may permit other Age Groups to play on Friday night.
 - iii. Contact Details for Club Committee including all relevant Age-Coordinators;
 - iv. Ground Availability;
 - v. Ground Marshal, Setup and Emergency Contacts
 - vi. Coaches Contact List and Accreditation Information
 - vii. Teams Contact List; and
 - viii. Any other forms requested by the Competition Manager

Following the Lodgement Date for the Participation and Grading Form the Competition Manager will consider the applications of teams. The Competition Manager reserves the right to accept or refuse the participation in a Competition of any team for any reason, and the right not to provide a reason for any such decision

- (C) Clubs will be advised which of their teams have been accepted to participate in a Competition by the Competition Manager.
- (D) The Competition Manager reserves the right to determine the appropriate Grade of each nomination, by taking into account the previous season's results, playing strength of the Club and the formation of the Grade.
- (E) A team may apply to enter a Competition after the Lodgement Date, including after the commencement of the relevant Competition, at the sole discretion of the Competition Manager.
- (F) In the event that the Competition Manager decides to accept a Team's entry after the commencement of a Competition, the Team entering the Competition shall receive competition points equal to that of the Team fulfilling the midpoint of the applicable competition table upon that Team's entry, however they will receive no for and against points.
- (G) Any breach of this Competition Rule by a Club could result in a team nomination being withdrawn, at the discretion of the Competition Manager, until such time as the Team and / or Club have complied with the above Competition Rules.

2.2 Team Lists and Sign-on Sheets

- (A) Team lists nominate players into a particular team at the beginning of each Competition and are to be used for eligibility purposes.
- (B) Team list forms must have the minimum number of players shown below, or that Team Nomination will be withdrawn unless the Competition Manager, at its absolute discretion, approves otherwise:
- i. Under 10 and Under 11- 10 players
 - ii. Under 12 upwards- 15 players

Guide

- *It is recommended that Clubs have a minimum of 18 players to form a 15 a side Team and 15 players to form a 12 a side Team. Therefore Clubs should have 36 players to form 2 Teams in the same age group for 15 a side competitions and 30 players to form 2 Teams in the same Age Group for 12 a side Competitions.*
 - *Where a Club has insufficient player numbers to form a Team they are encouraged to form a Joint Venture Team. (Contact the Administrator or neighbouring Clubs to see if a Joint Venture Team is viable).*
- (C) Clubs will be required to ensure that all Registered Players are entered onto the appropriate Sign-on Sheet on the Online Administration System. A Registered Player may be included on a Sign-on Sheet for an Age Group provided they comply with Competition Rule 2.3.
- (D) A Registered Player may appear on more than one Sign-on Sheet in accordance with these Competition Rules.
- (E) Clubs are required to comply with all relevant ARU Guidelines and ARU Policies, including those relating to the maximum time that a Registered Player can play in a single day being 90 minutes.
- (F) Any breach of Competition Rule 2.2 shall result in the team nomination being withdrawn. The Competition Manager may accept a further nomination if it is satisfied that the Team and / or Club has complied with the Competition Rules.

2.3 Age Eligibility and Determining Age Group

2.3.1 Certifying Age

It is the responsibility of the Club Registrar to ensure that players have supplied authentic documentary evidence of their birth date prior to the Club accepting the player's registration. This evidence must consist of either:

- (A) a birth certificate; or
- (B) a passport; or
- (C) an official documentary proof from their Country or State of birth

If none of this evidence is available for a player then application for registration is to be made to the Competition Manager together with sufficient other evidence to satisfactorily establish proof of the player's age. The Competition Manager reserves the right to audit clubs in relation to a player's age.

2.3.2 Determining Age Group

The age group is determined according to the age the player turns in that calendar year. That is, if a player turns 11 years of age between January 1st and December 31st, they shall be graded as Under 11 for that season.

2.3.3 Age Dispensations

- (A) Dispensation may be granted by the Competition Manager to a Registered Player to play in a Competition that is below that Registered Player's age group as determined in accordance with this Competition Rule.
- (B) The outcome of any application for dispensation will be advised in writing to the Club by the Competition Manager.
- (C) The status of any Registered Player granted Age Dispensation will be entered into the Online Administration System by the Administrator by entering the words "Age Dispensation Granted" after the Registered Player's surname and will print on the Team Sign-on Sheet and will also be listed on the Website.
- (D) A Representative Player cannot apply for Age Dispensation. If a Registered Player has received Age Dispensation and subsequently becomes a Representative Player, the Age Dispensation shall immediately lapse.
- (E) Any Registered Player that has requested an Age Dispensation must play in their chronological Age Group until the Age Dispensation request is granted by the Competition Manager.
- (F) The Competition Manager reserves the right to monitor the Registered Player's progress throughout the season and reconsider its decision accordingly.
- (G) Age Dispensation is valid only for the season during which it is granted.
- (H) Any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team. The Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.

2.3.4 Request for Age Dispensation

A Registered Player requesting dispensation to play below that Registered Player's chronological age group must complete an Age Dispensation form (obtained from the Website), and then organise an appointment with an approved medical authority (as appointed by the Competition Manager) to obtain a medical report. Once the medical report has been received, the Age Dispensation form, along with the medical report, will be forwarded to the Administrator for consideration and approval by the Competition Manager.

- (A) Registered Players that are assessed and found to be in the bottom 20th percentile for height and weight for their Age Group shall be granted dispensation.
- (B) In all other applications the Competition Manager will make the determination taking into account the doctor's recommendations and whether there may be a suitable Grade within the Age Group in which the Registered Player could compete.
- (C) The Competition Manager's decision may override any medical report.

2.3.5 Two Year Window

- (A) No Registered Player may play in an Age Group more than one year above the Age Group corresponding to the Registered Player's chronological age as determined in accordance with Competition Rule 2.3.2 without the prior written approval of the Competition Manager, which will be subject to the Two Year Window.
- (B) The outcome of any application for Two Year Window dispensation will be advised in writing to the Club by the Competition Manager.
- (C) The status of any Registered Player granted Two Year Window dispensation will be entered into the Online Administration System by the Administrator by entering the words "Two Year Window Granted" after the Registered Player's surname and will print on the Team Sign-on Sheet and will also be listed on the Website.
- (D) Any Registered Player that has requested a Two Year Window dispensation must play in their chronological Age Group or the Age Group immediately above their chronological Age Group until the dispensation request is granted by the Competition Manager.
- (E) The Competition Manager reserves the right to monitor the Registered Player's progress throughout the season and reconsider its decision accordingly.
- (F) Two Year Window dispensation is valid only for the season during which it is granted.
- (G) Any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

2.3.6 Request for Two Year Window Dispensation

A Registered Player requesting dispensation to play two years above their Age Group must complete the Age Grade Two-Year Window - Consent Form (COM009) (obtained from the ARU website), and then follow the instructions on the form. Once completed the form is to be forwarded to the Administrator for consideration and approval by the Competition Manager and, if applicable, the ARU.

3.0 REGISTRATION

3.1 Choice

After the 31st December of each year, all Registered Players become free agents, providing they have fulfilled their current Club's commitments and not withstanding any other Competition Rule, are eligible to register with the Club of their choice. A Club has no propriety right over a player's movement from season to season, except:

- (A) If a player has outstanding fees owing to another Club for the current year or a previous year, the new Club cannot register the player until the situation has been resolved; or
- (B) If a player has not completed the appropriate transfer from as detailed in Competition Rule 3.5 (if applicable)

3.2 Imports

- A) Clubs shall not actively seek to entice players from another Club. Any Club or Club Affiliate doing so shall immediately be reported to the Competition Manager. Any Club that knowingly entices or allows its Club Affiliates to entice players from another Club shall be required to show cause as to why it should not be suspended from all Competitions. Any Club or Club Affiliate found guilty of enticing players from another Club shall be suspended from participation in all Competitions for a minimum period of twelve (12) months. In addition, the Competition Manager may impose Financial Penalties on the Club and / or the Club Affiliate.
- B) For each Age Group a Club cannot register more than two (2) Imports from any other Club.
- C) In exceptional circumstances a player or Club may appeal to the Competition Manager to be given dispensation from the Import Rule.

3.3 ID Sheets

- (A) All Registered Players' registration must be supported by a valid entry on the ID Sheet
- (B) In the absence of a valid ID Sheet proof of a Registered Player's registration will be accepted by a print out from the Online Administration System and valid for three (3) weeks from the date of registration, unless prior permission has been granted by the Competition Manager.
- (C) Players must provide a photo of themselves, which has been taken within the last twelve (12) months, to the Club Registrar. The Club Registrar must upload photos of all Registered Players to the Online Administration System by Round 1 or three (3) weeks from the date of registration, whichever is earlier. When all required information and photos for a Registered Player have been entered into the Online Administration System the Administrator, Club Registrar or Team Official will produce an ID Sheet for the Registered Players in the Team.
- (D) Any member of the Competition Manager has the right to view ID Sheets and request proof of age at any time.
- (E) A Club may query a Registered Player's age by written notice, signed by the Club President, to the Administrator by 5:00pm on the second business day after the Match was played.
- (F) Any ID Sheet issued to a Club will always remain the property of that Club and cannot be transferred.
- (G) Any player found to not be a Registered Player, the Club / Team / player may be penalised as per Competition Rule 3.6.

3.4 Late Registration

A player can be registered at any time during the season. However the Club must make the player and their guardians aware that eligibility criteria exists for Finals Series Matches and dispensations will not be provided on the basis that the player was a late registration.

3.5 Transfer of Players

3.5.1 Transfer of a Player from a Club not Affiliated with SJRU

No permission to play in a Match during the current season will be granted to a player from a Club not affiliated with the SJRU unless the player has completed the ARU Domestic Transfer Application and the application has been approved by the Competition Manager.

3.5.2 Transfer of a Player Between Clubs Affiliated with SJRU

A Registered Player may only change Clubs during the current season with the written permission of the Competition Manager. The Registered Player is to complete the "Application for Clearance to Play with Another Club" form (available on the Website) which can be submitted through the losing or gaining Club as follows:

- (A) If a Registered Player's clearance is not approved the gaining Club can apply to the Competition Manager to adjudicate. Primary consideration is the wishes of the Registered Player, however, viability of the losing Team / Club must be considered
- (B) Until approval has been granted a Registered Player is not to play for another Club. However if both the losing and gaining Club Presidents are in agreement for the transfer to proceed, they can gain written approval from the Competition Manager pending the submission of the completed "Application for Clearance to Play with Another Club" form within seven (7) days.
- (C) Payment of fees etc is a matter for the Registered Player and the two Clubs concerned. However the new Club will be required to pay the Participation Fee and the losing Club will gain a credit.
- (D) The transfer of the Registered Player will be made by the Competition Manager through the Online Administration System and each Club will be notified when this has taken place.

3.5.3 Restriction of Player Transfers Between Club Affiliated with SJRU

There will be no transfer of Registered Players after the completion of 50% of the Competition Matches. Clubs may apply to the Competition Manager for dispensation to this Competition Rule in exceptional circumstances. Applications for dispensation must be made in writing by the Club President gaining the player to the Administrator.

3.6 Eligibility of Players

- (A) Clubs fielding more than one (1) team in a given Age Group cannot transfer players between Teams within that Age Group without prior approval of the Competition Manager.
- (B) No player may be registered with, or play for, more than one Club in any given Competition Round unless prior written approval has been granted by both Clubs concerned and the Competition Manager.
- (C) No player can participate in a Regular Season Match or Final Series Match without being a Registered Player
- (D) Female players may compete with males up to and including the calendar year in which the female player turns 12. ARU Policies restrict females aged 13 years or older playing against males.

- (E) Any Team playing a Ring-In shall be required to show cause to the Competition Manager as to why the Match should not be a forfeit. The Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.
- (F) Any player suspected of playing as a Ring-In will be automatically referred to the Judiciary.
- (G) Any Club Affiliate who is suspected of having played a Ring-In will be automatically referred to the Judiciary.

4.0 THE COMPETITION

- (A) The Competitions shall be conducted in Age Groups.
- (B) Where sufficient nominations are received in a particular Age Group, the Competition Manager may divide the Age Group into two or more Grades.
- (C) The Competition Manager shall determine the appropriate Competition structure according to the number of nominations received.
- (D) The Competition will be conducted in accordance with the Official Draw.
- (E) Where an Age Group is divided into two or more Grades, the Competition shall be graded on ability, with Grade A considered to be the highest ranked Grade.
- (F) Six (6) team competitions will play three (3) rounds totalling fifteen (15) Matches, eight (8) team competitions will play two (2) rounds totally fourteen (14) Matches, ten (10) team competitions will play one (1) full round and a split round totalling fourteen (14) Matches.
- (G) The Competition Manager may at any time during the course of the season alter the structure of any Competition in any Age Group or Grade as it, in its absolute discretion, shall so determine.

4.1 COMPETITION POINTS

- (A) The following points shall be allocated to all Under 10 to Under 12 Age Groups for all Competition Matches. In Under 13 and above Age Groups the following points shall be allocated for all Competition Matches up to and including round 4:
 - i. Win – Four (4) points
 - ii. Loss – Two (2) points
 - iii. Draw – Three (3) points
 - iv. Win on Forfeit - Four (4) points
 - v. Loss on Forfeit – Zero (0) points
 - vi. Bye – Four (4) points
 - vii. No Match – Zero (0) points for both teams
- (B) The following points shall be allocated for all Under 13 and above Age Groups for all Competition Matches from round 5:
 - i. Win – Three (3) points
 - ii. Loss – One (1) point
 - iii. Draw – Two (2) points
 - iv. Win on Forfeit - Four (4) points
 - v. Loss on Forfeit – Zero (0) points
 - vi. Bye – Four (4) points
 - vii. No Match – Zero (0) points for both teams
- (C) In Under 13's to Opens (Under 17/Under 18) inclusive from round 5 onwards all Teams will receive one (1) bonus point for each Match they participate in if they (or the Club) provides an Assistant Referee (touch judge) who officiates in that Match and signs their name and ARU number on the Sign-on Sheet.
- (D) For and against points shall be the actual score, with a maximum differential of 50 points, for any Match played; 0-0 for a Bye or No Match; and either 28-0 or the actual score, whichever is the greater for and against differential, for a forfeit.
- (E) Should a complete round be cancelled, in accordance with Competition Rule 4.9 (B), for a Grade, Age Group or Competition, then all Matches that were to be played in that round,

including any Matches that had been played or forfeited prior to the round being cancelled and any byes, will be declared to be No Matches.

4.2 Duration of Matches and Ball Sizes

Age Group	Duration	Ball Size
Under 10 and 11	20 min. halves / 5 min. half time	size 4
Under 12	25 min. halves / 5 min. half time	size 4
Under 13 and 14	25 min. halves / 5 min. half time	size 5
Under 15 and 16	30 min. halves / 5 min. half time	size 5
Opens (Under 17 and 18)	35 min. halves / 5 min. half time	size 5

There will be no time off for injury or other stoppages.

4.3 Time of Games

- (A) Teams shall be ready to take the field two (2) minutes prior to their scheduled kick-off time.
- (B) Teams shall take the field when requested by the Match Referee.
- (C) Providing a Team with at least the Minimum Number of Players takes the field within five (5) minutes of the scheduled kick-off time no penalty will be imposed.
- (D) If a Team with at least the Minimum Number of Players takes the field between five (5) and ten (10) minutes after the scheduled kick-off time, the other Team may commence the Match with a Penalty Kick at the half way line.
- (E) If a Team fails to take the field with at least the Minimum Number of Players within the ten (10) minutes of the scheduled kick-off time, they shall forfeit the Match.
- (F) All Matches must finish two (2) minutes before the scheduled starting time of the next Match.
- (G) The time for each half will be equal at all times.
- (H) If a Match starts late for whatever reason and the Match will not be completed two (2) minutes before the scheduled starting time of the next Match then the time for each half and the Match will be reduced accordingly.

4.4 Age Groups, Laws and Number of Players

Age Group	Law	Number of players	Scrum
Under 10 and 11	Pathway *	12 (minimum 10)	6 players
Under 12	Pathway *	15 (minimum 12)	8 players
Under 13 to Under 18	U19 *	15 (minimum 12)	8 players

* with variations as included in the Competition Rules

- (A) Subject to Competition Rule 4.4 (c) in the event that an Under 10 or Under 11 Team is unable to field a full team of 12 players or an Under 12 Team is unable to field a full team of 15 players, there must be equal number of players on each team and teams must share players to reach the maximum number of equal players, with unlimited rolling substitutions.
- (B) Subject to Competition Rule 4.4 (c), in the event that an Under 13 to Opens (Under 17/Under 18) Team is unable to field a full team of 15 players during any of the first four (4) Rounds, there must be equal number of players on each team and teams must share players to reach the maximum number of equal players. The exception to this is where a Team's numbers have been reduced as a result of uncontested scrums under Competition Rule 4.15. In this instance the opposition Team is not required to match numbers. Teams may adopt this Competition Rule after Round 4 by agreement of the Team Officials of both Teams.

- (C) No Team will be allowed to compete with less than the Minimum Number of Players specified in this Competition Rule. If a Team commences the Match with not less than the Minimum Number of Players and is reduced to less than the Minimum Number of Players for whatever reason throughout the course of the Match, then the Team reduced to less than the Minimum Number of Players will be deemed to have forfeited the Match. If a Team is required to forfeit a Match under this Competition Rule then the Match should be completed on "friendly game" initiatives.
- (D) For Regular Season Matches and Finals Series Matches the maximum number of players that may be signed-on in a Match is 18 for 12-a-side competition and 23 for 15-a-side competition.

4.5 Re-grading of Competitions

- (A) The Gradings Committee may regrade any Team, Grade or Age Group at the conclusion of Round 4.
- (B) Any Team wishing to be considered for regrading must submit the appropriate form, available from the Website to the Administrator before the commencement of Round 4.
- (C) All Teams, Grade or Age Groups regraded after round 4 will be advised by the Tuesday after Round 4.
- (D) All Teams, Grade or Age Groups have 24 hours after the re-gradings have been announced to appeal against a regrading.
- (E) The Gradings Appeals Committee will review the appeal and announce their decision by the Thursday after Round 4. The decision of the Gradings Appeal Committee will be final and cannot be appealed.
 - i. A Team that is re-graded will receive competition points equal to that of the Team fulfilling the mid-point within the applicable Competition upon that Teams entry after existing regraded Teams within the Grade have been removed from the applicable Competition;
 - ii. A Team that is re-graded to either a higher or lower Grade will lose all of it's for and against points and revert to a 0-0 for and against position.
 - iii. When Teams are regraded / withdrawn from a Grade during the first Round Series Teams who have played the regraded or withdrawn team will have their for and against points removed but the points obtained in the Match will remain.
 - iv. When Teams are regraded / withdrawn from a Grade during the second or subsequent Round Series;
 - a) For the first and subsequent completed Round Series of Matches, all competition points and all for and against points acquired will be retained by opposing teams.
 - b) If the Round Series has not been completed Teams who have played the regraded or withdrawn Team will have their for and against points removed but the competition points obtained in the Match will remain.
 - v. The Competition Manager may at any time after round 4 regrade any Team, Grade or Age Group as it, in its absolute discretion, shall so determine.

4.6 More than One Team in the Same Age Group

- (A) Where a Club enters more than one Team into an Age Group the Club must:
 - i. Nominate its Registered Players and Teams into the most suitable Grade based on ability and experience noting that the Grade A Team is deemed to be the better Team.
 - ii. All of a Club's Representative Players in an Age Group must be nominated into the highest ranked Team of that Club in that Age Group unless otherwise permitted by the Competition Manager. This may mean that a Team has to list more than fifteen (15) Registered Players in their highest graded team to ensure compliance with this Competition Rule.
- (B) Clubs are to organise their Registered players into Teams of fifteen (15). The first fifteen (15) Registered Players are to be nominated into the highest graded Team, the next fifteen (15) into the next highest graded Team and so on. The remainder of the Registered Players are to be nominated into the lowest graded Team. In the Under 10's and Under 11's Clubs need only nominate twelve (12) Registered Players per graded Team.
- (C) The nomination of Registered Players into Teams of fifteen (15) must occur prior to the commencement of round 1.
- (D) Registered Players cannot be transferred between Teams without the approval of the Competition Manager.
- (E) The Competition Manager may review at any time the grading of any individual Registered Player.
- (F) All Registered Players may play "up" in any higher Grade within their Age Group or in any higher Grade within the next Age Group for the Club they are registered with provided they comply with these Competition Rules.
- (G) No Registered Player is permitted to play "down" in any lower Grade or Age Group from their nominated Team / Grade unless they comply with these Competition Rules.
- (H) Where a Club enters more than one Team into the same Grade the Competition Manager will review these Competition Rules at its discretion.
- (I) A Team that plays a player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the player should not be deemed to be forfeited by that Team. The Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.
- (J) A Club can apply to the Competition Manager for an exemption to this Competition Rule.

4.7 Withdrawal of a Team

- (A) The Administrator must be notified of any withdrawal of a Team. This must be in writing and signed by the Club President.
- (B) If a Team withdraws after the first Competition Match the Club will not be refunded the applicable Participation Fees and may incur further penalties as determined by the Competition Manager.
- (C) Where a Club is withdrawing a Team, and has two or more Teams within that same Age Group, the Team in the lowest Grade will be deemed withdrawn unless determined otherwise by the Competition Manager in its absolute discretion.
- (D) The results of all Matches involving the withdrawing Team played prior to the Team withdrawing from the Competition will be reverted to a win on forfeit.

- (E) If there are any scheduled Matches involving the withdrawing Team that have been deferred and not played, the withdrawing Team will be deemed to have forfeited the deferred Matches.
- (F) After a Team has withdrawn from the Competition, the Competition Manager will, at its absolute discretion, either:
 - i. Issue a new draw for the remaining rounds of the Regular Season for that Competition; or
 - ii. Allow the draw to stay the same for the remainder of the Regular Season. In this case, a Team that is then scheduled to play against a withdrawn Team will automatically be awarded a bye.

4.8 Matches

- (A) Any disputes between Teams about the arrangement of a Match shall be referred to Competition Rule 4.12 Deferment of a Match.
- (B) Disruption of any Matches for any cause whatsoever shall be immediately reported to the Administrator by the Clubs concerned.
- (C) All re-arrangements of Matches shall be determined and approved by the Competition Manager and at no time may Clubs organise and agree between themselves to change Matches.
- (D) With the agreement of the participating Clubs, Referees and the Competition Manager, a Match may be played wholly or in part under floodlights, provided that:
 - i. any alteration to the Scheduled Game Time is approved by the Competition Manager; and
 - ii. the ground is fit for purpose
- (E) Matches shall be played at the Scheduled Game Time. The Scheduled Game Time may include any daytime, evening or night Match on a weekday, Saturday, Sunday or Public Holiday.
- (F) Notwithstanding any other Competition Rule the Competition Manager may alter the Scheduled Game Time or abandon a Match provided at least seven (7) days notice is given to the Club by the Competition Manager. The Clubs and the Competition Manager may agree to waive the seven (7) days notice.
- (G) The Competition Manager has the right to make alterations to the Scheduled Game Time with less than seven (7) days notice if grounds become unavailable or if any other unforeseen circumstance may arise which inhibits the Match from proceeding as per the Official Draw.

4.9 Inclement Weather

- (A) If a ground is unavailable for a Regular Season Match then the Match may be rescheduled. The Competition Manager will arrange an alternative Scheduled Game Time for the Match to be played. If a Team is unable to play at the amended Scheduled Game Time they are to complete a Deferment of a Match form as per Competition Rule 4.12. The Match must be completed within twenty-one (21) days of the first postponement or prior to the completion of the last round of the Regular Season Matches whichever is earlier. The Competition Manager will have the ultimate decision as to when a rescheduled Match will be played.
- (B) The Competition Manager may at its discretion cancel any complete round in any Grade in any Age Group in the event of inclement weather. Matches that have been played or a Match that has been forfeited prior to the decision being made to cancel the complete round will be treated as part of the cancelled round. The allocation of points for all Matches in a cancelled round shall be in accordance with Competition Rule 4.1.

- (C) The Competition Manager may reschedule any round that is washed out, in any Grade, Age Group or Competition, to the weekend, if any, reserved in the Official Draw for that purpose.

4.10 Postponed Matches

- (A) In the event of any Match not being played owing to inclement weather or any other unforeseen circumstance the Match must be replayed within twenty one (21) days of the first postponement or prior to the completion of the last round of the Regular Season Matches whichever is earlier.
- (B) In the event of all Matches in an Age Group being cancelled, they shall be replayed on the first available wet weather weekend. If however no wet weather weekend is available and an alternative date for these Matches cannot be supplied by either the Clubs or the Competition Manager, no points shall be awarded to any Team and the matches will not be replayed
- (C) If a team cannot play a Match as directed by the Competition Manager, Teams will have to defer the Match as per Competition Rule 4.12.
- (D) If a Team has given notice of a forfeit but the corresponding Match is subsequently called off due to inclement weather the forfeit will stand except when Competition Rule 4.9 (B) applies.

4.11 Abandonment of a Match

- (A) The referee may not start a Match, or may end a Match before the designated playing time has expired, if in the opinion of the referee:
 - i. the treatment of an injured player prevents the Match continuing or starting; or
 - ii. there is either a lack of light or inclement weather; or
 - iii. the ground has become unplayable or any authority, such as council, closes the ground; or
 - iv. the safety of players is jeopardised; or
 - v. there has been a disruption that may jeopardise the continuing safe conduct of a Match; or
 - vi. any other reason covered by the Laws of the Game or the Competition Rules
- (B) If a Match is affected by the circumstances in 4.11 (A), the following shall apply. These decisions can be determined by the Competition Manager subsequent to the Match regardless of any terminology used by the referee at the time.
 - i. if a Match ends during half time or in the second half of the Match, the result of the Match stands.
 - ii. if a Match is not started, or full-time is called when still in the first half of the Match, the Match shall be deemed abandoned.
- (C) The exceptions to Competition Rule 4.11 (B) are:
 - i. In the case of 4.11 (A) v, when disruption to a Match has been deemed to have been caused by actions contrary to the Competition Rules by one Team or the other, or both, or by their Club Affiliates, in which case the Competition Manager shall adjudicate upon the evidence presented and take any appropriate action and apply any penalty, including financial, that the Competition Manager at its absolute discretion, sees fit to decide.
 - ii. In a case where regardless of how much of the Match has been played, a Team who is unable to field at least the Minimum Number of Players at any stage during the Match shall forfeit the Match without right of appeal.

- iii. If either team believes that the decision in Competition Rule 4.11 (B) (i) is unfair then the Team has the right to appeal to the Competition Manager as follows:
 - a. The appeal must be in writing, signed by the Club President, and be received by the Administrator no later than 5:00pm three (3) business days following the date on which the Match was abandoned; and
 - b. The Competition Manager may rule the Match result invalid and deem the match abandoned.
- (D) An abandoned Match shall be replayed at a new Scheduled Game Time as determined by the Competition Manager. If either team cannot make the rescheduled Match they are to refer to Competition Rule 4.12. Should either Team elect not to replay the Match the other Team shall be deemed to have won on forfeit.

4.12 Deferment of a Match

- (A) There shall not be any changes to scheduled Matches permitted unless prior written approval has been granted by the Competition Manager. Changes will only be considered in exceptional circumstances.
- (B) Should a Team be unable to play at the Scheduled Game Time, the Match may be deferred by agreement with the opposing Team, provided that the Match is played within twenty-one (21) days of the original Scheduled Game Time or prior to the completion of the last round of the Regular Season Matches whichever is earlier.
- (C) In the event of either Team subsequently finding that it is unable to reschedule the Match then the Match will be forfeited by the Team who originally requested the deferment.
- (D) Notice of deferment signed and dated by a Team Official of each Team, must be provided to the Competition Manager by 5:00pm ten (10) businesses days prior to the original scheduled Match.
- (E) The Competition Manager reserves the right to deny any request or grant dispensation to this Competition Rule in exceptional circumstances.
- (F) Any deferment form received after the Lodgement Date may result in approval being denied or a Referee not being appointed.

4.13 Forfeits

- (A) The Competition Manager supports the policy that all Matches should be played provided it is deemed safe by the referee
- (B) Any Club that, without just cause, fails to fulfil an engagement to play a Match at the Scheduled Game Time for each and every offence forfeit the Match. The offending Club shall also be liable for any penalties as per Competition Rule 4.13.1.
- (C) Matches must start within ten (10) minutes of the stipulated starting time. Any Team that refuses to begin a Match within this time shall forfeit the Match.
- (D) If, prior to a Match commencing, both Teams agree that the Match be forfeited then, where possible, both Team Officials should sign the Sign-on Sheet recording that the Match was a forfeit. The Teams may then play a "friendly match", but the result of the match will not affect the forfeit status of the Match nor the points awarded in relation to the Match.
- (E) If agreement on the forfeit is not reached the Match must be played and then referred to the Competition Manager for a decision.

- (F) If a Team will be forfeiting a Match then the Club must advise the Competition Manager on the appropriate form available from the Website by 5:00pm on the Wednesday before the Match for all weekend matches or 48 hours prior to the scheduled kick off for all other Matches.
- (G) The Competition Manager may disqualify any Team that forfeits three or more Matches in a season. If a Team forfeits three or more Matches in a season, they will be required to furnish an explanation to the Competition Manager as to why they should remain in the Competition. In this instance the Team will be deemed to have withdrawn from the Competition and Competition Rule 4.7 will apply.

4.13.1 Penalties for Forfeits

- (A) In the event of a Team forfeiting its Match, the following procedure shall take effect:
 - i. The Competition points will be determined in accordance with Competition Rule 4.1.
 - ii. If a Team forfeits a Match after the commencement of the Match or a Club fails to provide the notice set out in Competition Rule 4.13 (F), the offending Club may, at the sole discretion of the Competition Manager, be liable to:
 - a. be fined a fee up to two (2) Penalty Units as determined by the Competition Manager; and
 - b. pay all appropriate Referees Fees; and
 - c. may be liable for deduction of Competition points; and
 - d. the Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.
- (B) Clubs will be exempt from the penalty in Competition Rule 14.3.1 (A) (ii) if the Mercy Rule (Competition Rule 4.18) has been applied.

4.14 Replacements and Substitutes

- (A) In the Under 10 to Under 14 Age Groups (inclusive) unlimited replacements will be allowed, with the permission of the referee, throughout the Match. Except that a player replaced due to serious injury (e.g. concussion) may not return.
- (B) In Under 15 to Opens (Under 17/Under 18) Matches Teams are allowed to make unlimited substitutions at two (2) designated times in each half as well as at half time. In Under 15 Matches and Under 16 Matches, which have thirty (30) minute halves, unlimited substitutions can be made at or about the ten (10) minute mark and the twenty (20) minute mark of each half. In Opens (Under 17/Under 18) Matches, which have thirty five (35) minute halves, unlimited substitutions can be made at or about the twelve (12) minute mark and the twenty four (24) minute mark of each half. Team Officials are to have their substitutes ready in advance and advise the touch judge accordingly. If the substitutions are not ready at the designated times they will miss the opportunity to make replacements. The referee will be the sole person to determine the designated time when the unlimited number of substitutions can occur.

If a player is injured at any time in a Match, other than at the designated time for unlimited substitutions, then after the injured player is treated a Team has the following options:

- i. If the player is unable to resume playing and leaves the field then the player is considered to be permanently replaced and may not take any further part in the Match; or

- ii. If the player resumes playing he may be replaced at the next designated time for unlimited substitutions and the player is not considered to be permanently replaced and may return to the Match at a later time.

Law 3.9 – The Referee’s Power to Stop an Injured Player from Continuing will always allow a referee to order a player to leave the playing area.

- (C) For front row forwards the Rule mentioned above does not apply in situations where a front row forward is substituted by an untrained front row player thus causing uncontested scrums. Should this occur, the trained front row player who leaves the field is deemed to have been “replaced due to injury” rather than being “substituted”. Under the Laws of Rugby, the Match will continue with uncontested scrums but the player who was “replaced” will not be permitted to return to the Match at a later time for any reason.
- (D) A Team may only revert from uncontested scrums to contested scrums in the following situations:
 - i. a trained front row player who was cautioned and temporarily suspended (i.e. Yellow Card) returns to the game; or
 - ii. a trained front row player who left the field due to blood (i.e. ‘Blood Bin’) returns to the game; or
 - iii. a trained front row player who arrived at the game late enters the field of play after having signed the Sign-on Sheet.
- (E) This interpretation applies to front row players only. Any Team found guilty of reverting to uncontested scrums to gain advantage over their opposition or any breach to this Competition Rule by a Team shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager at its absolute discretion may impose further penalties, including financial, that it sees fit to impose.

4.15 Uncontested Scrums Under 13’s to Opens (Under 17/Under 18)

- (A) Will be played in accordance with the Laws of Rugby and Competition Rule 4.14 Replacements and Substitutions.
- (B) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement prop is required and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums.
- (C) Should a Team not be able to meet this obligation for any reason during a Match, then at the point in the Match when the front row replacement is required, this Team must play with one player fewer than would otherwise be allowed.
- (D) Should a Team not have three suitably trained front row players to commence a Match with contested scrums, then this Team must play with one player fewer than would otherwise be allowed.
- (E) If, subsequently, a qualified front rower becomes available (or returns from either the blood-bin or Temporary Suspension) so that scrums can be contested then that player will be allowed onto the field and the Team may return to the appropriate complement of players.

- (F) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.
- (G) Any Team which plays uncontested scrums in more than four (4) Matches during a Regular Season of which a maximum of two can occur in the last seven (7) rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
- (H) Systematic abuse of this Competition Rule will not be tolerated and all instances of these incidents will be reviewed by the Competition Manager.

4.16 Signing On

- (A) Each Team shall provide a copy of the Sign-on Sheet, available from the Online Administration System, for each Match. In the event that a Sign-on Sheet is not available then a blank form, available from the Website, may be used.
- (B) The sign-on occurs when a Registered Player, dressed in their Club uniform, having the intention of playing and able to take the field during the course of the Match, if required, is shown on the ID Sheet and signs their name next to their printed name on the opposition Team's Sign-on Sheet. Team Officials are entitled, and advised, to witness, the signing-on of the opposing Team members.
- (C) Team Officials are then required to tick the list of their Registered Players who are participating in the Match on their Team's Sign-on Sheet and are then to keep the Sign-on Sheet on which their Team is ticked.
- (D) No Registered Player is allowed to compete in a Match without firstly signing on. If a Team breaches this Competition Rule they shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager may impose further penalties, including financial, that it sees fit to impose.
- (E) A Registered Player may be signed on at any time during a Match, up until full time, by presenting themselves to the opposing Team manager, and signing-on in accordance with this Competition Rule.
- (F) ID Sheets may be requested for viewing by an opposing Team Official at any stage during the course of the Match. Once the Sign-on Sheet has been signed by a Team Official then the Teams surrender the right to appeal over any signing-on irregularities for that Match.
- (G) Except as provided for in Competition Rule 4.16 (A) the name of a Registered Player cannot be hand written on the Sign-on Sheet. If the name of a Registered Player is hand written on the Sign-on Sheet then that Team shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.
- (H) In the event that one or more Registered Players are, for whatever reason, not shown on the ID Sheets for a Match in accordance with this Competition Rule then the following shall apply:
 - i. The Match shall be played; and
 - ii. If any Registered Player who is not shown on the ID Sheet or hand writes their name on the Sign-on Sheet and takes the field, the offending Team will be required to furnish an explanation to the Administrator, by 5:00pm on the first business day following the Match, as to why the Team should not be deemed to

have forfeited the Match. The Competition Manager will determine whether the Team will be deemed to have forfeited the Match and, the Competition Manager at its absolute discretion, may impose other penalties, including financial, that it sees fit to impose on the offending Team.

4.17 Match Results and Games Played

- (A) Both Teams shall record the Match score plus any Sin Bins, Send Offs, serious injuries, the ARU number of their Assistant Referee, whether or not uncontested scrums were called and by which Team and any other incidents of note on the Sign-on Sheet. A line shall be drawn through the names of all Registered Players who appear on the Sign-on Sheet but who did not sign-on for the Match. The Sign-on Sheets will then be verified and signed by, the assistant referees, verified and signed by the referee and, finally verified and signed by both Team Officials.
- (B) The Home Team shall upload the results of the Match onto the Online Administration System by 12:00 midday of the first business day after the Match. If the Home Team fails to submit the result on time the Home Team will be fined one (1) Penalty Unit.
- (C) Teams shall upload every player in their Team who is signed onto the opposition's Sign-on Sheet into the Online Administration System by 5:00pm of the fourth business day after the Match. Teams who fail to submit their games played will not have the information recorded and no further discussion will be entered into, unless a prior arrangement has been made with the Competition Manager. Teams who fail to complete the games played online ontime will be fined one (1) Penalty Unit.
- (D) Clubs who dispute the opposition's games played have until the eighth business day after the Match to submit their objection. Requests for corrections to information contained in the Online Administration System must be made in writing to the Administrator.
- (E) Both Teams shall forward, by means of fax or email, the completed Sign-on Sheet to the Administrator by no later than 12:00 midday on the first business day following the Match. Copies of the Sign-on Sheets must be retained by each Team. Teams who fail to submit Sign-on Sheets on time will be fined one (1) Penalty Unit.
- (F) A Team that is guilty of repeated failure to comply with this Competition Rule shall become liable for loss of Competition points and / or additional financial penalties, at the discretion of the Competition Manager.

4.18 Mercy Rule

- (A) If the difference in score between two Teams reaches 50 points or more then the losing Team may call to stop the game and declare the Match completed, irrespective of normal time remaining.
- (B) For recording purposes the Match shall be declared a victory to the winning Team with the appropriate Competition and for and against points awarded to both Teams at the time the game is stopped.
- (C) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.
- (D) The failure of any Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the

offending Team and the Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it seems fit to impose.

4.19 Uniforms

- (A) Teams are to have an official uniform which all their Registered Players must wear.
- (B) In the event that the opposing Team has identical or similar colours, the Home Team, or in Finals Series Matches the lower placed Team, shall supply and wear alternative jerseys.
- (C) Each jersey is to be identified uniquely by a number, a letter or no letter or no number in accordance with the Sign-on Sheet, with no two (2) players in the one Team displaying the same number or letter or no letter or no number.
- (D) Any Breaches of this Competition Rule in a Regular Season Match or Final Series Match will require the Team to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager, at its absolute discretion may impose further penalties, including financial, that it sees fit to impose.
- (E) The Competition Manager has the absolute discretion to waive this Competition Rule in exceptional circumstances.

4.20 Attire of Players

- (A) Skins, compression garments etc that have legs that go past the knees are not permitted to be worn by players participating in a Match.
- (B) It is recommended that a mouthguard be worn at all times whilst playing, including warm ups and training.
- (C) The wearing of jewellery such as rings, earrings, wrist bands, hair beads, head bands and any similar items of adornment are strictly prohibited whilst playing and any player not conforming to this Competition Rule is not to take part, or any further part, in the Match until the item is removed or adequately covered over to the satisfaction of the referee.

5.0 FINALS SERIES

5.1 Matches Affecting Final Series

- (A) Any scheduled Match affecting the final series position must be played prior to the completion of the last round of the Regular Season Matches.
- (B) If a rescheduled Match is not played prior to the completion of the last round of the Regular Season Matches and the rescheduled Match is not dealt with elsewhere in these Competition Rules, then the Match will be deemed a no result and no points will be allocated.
- (C) In the event of unforeseen circumstances affecting a Match in the final Regular Season round, the Competition Manager shall determine if the Match is to be replayed.

5.2 Final Series Matches

- (A) Should two (2) or more Teams in the same Competition, having completed their Regular Season Matches, possess the same number of Competition points then each Team's position on the Competition table shall be determined;-
 - i. firstly by the Team with the higher difference of the total points scored for and against during the Regular Season;
 - ii. secondly by the Team which scored the greater number of points for;
 - iii. thirdly, by the Team which has won more Matches during the Regular Season;
 - iv. fourthly by the higher aggregate for and against points differential between the Teams during Regular Season Matches; and
 - v. finally, a toss of a coin involving a Club Official from each Team and presided over by the Competition Manager shall determine the higher placed team.
- (B) All teams in an eight (8) and ten (10) team Competition will participate in the following final series
 - i. Semi final (Match A) = 1st versus 2nd
 - ii. Semi final (Match B) = 3rd versus 4th
 - iii. Preliminary final (Match C) = Loser of Match A versus Winner of Match B
 - iv. Grand final = Winner of Match A versus Winner of Match C
- (C) All teams in a six (6) team competition will participate in an elimination Final Series:
 - i. Semi final Match A = 1st versus 4th
 - ii. Semi final Match B = 2nd versus 3rd
 - iii. Grand final = Winner of Match A versus Winner of Match B
- (D) Plate Final Series will run for all Under 10 to Under 15 Age Groups (inclusive).
- (E) The Plate Final Series will be as follows:
 - i. Six (6) Team Competitions will participate in a consolation Final Series Plate. Grand final = 5th versus 6th
 - ii. Eight (8) and Ten (10) Team Competitions will participate in consolation Final Series:
 - a. Consolation semi final (Match A) = 5th versus 8th
 - b. Consolation semi final (Match B) = 6th versus 7th

c. Plate grand final (Match C) = Winner of Match A versus Winner of Match B

- (F) The Finals Series Matches will be played at Scheduled Game Times as determined by the Competition Manager.
- (G) There will be no extra time played in Final Series Matches unless the Competition Manager decides otherwise and notifies all Clubs no later than seven (7) days prior to the scheduled commencement of the Finals Series round. In the event of a draw in the semi finals or preliminary final the winner will be the Team placed higher on the Competition table. In the event of a draw in the grand final the two Teams will be declared joint premiers.
- (H) If a Finals Series Match is cancelled in accordance with Competition Rule 5.5 then the match may be rescheduled at the Competition Manager's sole discretion. Should the Match not be rescheduled then the Team that finished higher on the Competition table in accordance with Competition Rule 5.2 (A) shall be declared the winner of the cancelled Match except in the case of the grand final where the two Teams will be declared joint premiers.
- (I) The Competition Manager may, at its absolute discretion, implement a different finals series format, in which case the revised format shall be advised to all Clubs prior to round 8.

5.3 Player Eligibility for Finals

- (A) Clubs are to submit an eligibility list to the Competition Manager by 12:00 midday on Monday following the final round of the Regular Season.
 - i. A list of all eligible players in alphabetical order, including Buddha ID, Last Name, First Name and Date of Birth; and
 - ii. Submission for player dispensations, including medical certificates if applicable
 - iii. The Competition Manager may issue an eligibility list for each Team and from this eligibility list dispensations can be submitted if required. If this is to occur notifications will normally be included in the finals directive.
- (B) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:
 - i. Be a Registered Player in accordance with these Competition Rules ; and
 - ii. Have played 50% or more of all Matches played or won on forfeit for the particular Team during the Regular Season; or
 - iii. Have qualified in a lower Graded team within the same Age Group or a lower graded team in the Age Group immediately below.
- (C) For the purposes of this Competition Rule:
 - i. A bye will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time of the bye;
 - ii. A loss on forfeit will not count as a Match played, regardless of whether the Match was played or not;
 - iii. A win on forfeit:
 - a. If the Match was played prior to the forfeit being awarded, will count as a Match played for all Registered Players signing on for the Match; and

- b. If the Match was not played prior to the forfeit being awarded, will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time the forfeit is awarded;
 - iv. Games played in a higher Graded Team or an older Age Group will not count towards eligibility for a lower Graded Team or younger Age Group in the Finals Series.
- (D) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the Competition Manager may be sought by the Club involved. A request for dispensation must be:
 - i. On the Dispensation for Finals Series form available on the Website; and
 - ii. Lodged with the Administrator by 5.00 pm on the Monday prior to the commencement of the Finals Series Match for which dispensation is sought or such later time as is agreed by the Competition Manager.
- (E) The dispensation will be granted if:
 - i. In the case of sickness or injury, a medical certificate accompanies the application (the medical certificate must specify the period the Registered Player was not able to play on medical grounds) and dated at or around the time the injury / sickness occurred; or
 - ii. The Registered Player participated in a Representative Team managed under the auspices of SJRU or NSWJRU, participation in such representative Match(es) prevented the Registered Player from playing in Competition Match(es) and had such representative Match(es) been Competition Match(es) the Registered Player would have met the requirements of Competition Rule 5.3 (B); or
 - iii. In the opinion of the Competition Manager there are extenuating circumstances beyond the control of the Registered Player or Club concerned.

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- (A) *Requests for dispensation will not be granted unless exceptional circumstances exist. All Club Presidents' believe compliance with this Competition Rule (50% or more matches to be played) is fair and reasonable.*
- (B) *Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the Competition Manager elects to impose in its absolute discretion.*

5.4 Forfeit in the Finals Series

- (A) For all Finals Series Matches, if it is proven that a Ring-In has participated in the Match then, the players' Team will be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.
- (B) Any Team which forfeits a Finals Series Match will be deemed to have forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.
- (C) The Competition Manager, at its absolute discretion, may impose penalties, including financial, on Teams and Clubs which forfeit a Finals Series Match.
- (D) The immediate expulsion penalty under this Competition Rule can, at the absolute discretion of the Competition Manager, extend to other Teams from the forfeiting Club who have qualified for Final Series Matches.

5.5 Inclement Weather in the Finals Series

- (A) The Competition Manager may at its absolute discretion cancel one or more Final Series Matches. A cancelled Finals Series Match may, at the absolute discretion of the Competition Manager, be rescheduled. If a cancelled Finals Series Match is not rescheduled then Competition Rule 5.1 shall apply.
- (B) The Competition Manager will notify Clubs of a cancelled Finals Series Match.

6.0 CLUB OFFICIALS AND TEAM OFFICIAL

6.1 Team Officials Code of Conduct

Team Officials are to read, agree and sign the "Team Officials Code of Conduct" before the Team's first Regular Season Match.

6.2 Registration of Club Officials

Any Club Official that may have unsupervised contact with children under the age of 18 years must complete the Prohibitive Employment Declaration (PED) Form each year. This form is available on the Website. The completed form is to be kept by the Club for a period of seven (7) years.

6.3 Registration of Coaches

Coaches are to complete and sign the ARU Registration Form. The Coaches ARU Registration Forms must be input into Online Administration System by the Club Registrar prior to the Team's first Regular Season Match or if the person is appointed after round 1 then prior to any Match in which they hold an official duty.

6.4 Coach Eligibility

- (A) Each Club must ensure that each of its Teams is coached by a SmartRugby qualified person
- (B) The following are suggested coaching qualifications of all coaches;
 - i. Under 10 to Under 12 (inclusive): At least one Coach of every Team in these Age Groups should, as a minimum, have attended a Coaching Kids Rugby Course or a Refereeing Kids Rugby course (formerly Junior Player Pathway) or Foundation Course.
 - ii. Under 13 to Opens (Under 17/Under 18) (inclusive): At least one Coach of every Team in these Age Groups should as a minimum have obtained a Level 1 coaching accreditation, or by 30 June of the current season have attended or be enrolled to attend a Level 1 coaching course.

6.5 Team Officials

- (A) Team Officials are responsible for the actions of their Team, and they must be acquainted with the applicable Laws of Rugby and the Competition Rules. Ignorance of these Laws of Rugby or the Competition Rules is not an acceptable excuse for any breach(s).
- (B) Team Officials shall be responsible for:
 - i. Checking the oppositions player ID Sheets as per Competition Rule 4.16;
 - ii. Provision of adequate security for the protection of Club Affiliates and the public;
 - iii. Ensuring ground is set up as per Competition Rule 7.3, and
 - iv. The welfare of the Match Officials.

Failure to carry out this requirement shall render a Club liable to a penalty, including financial, as imposed by the Competition Manager at its absolute discretion.

7.0 PLAYING FIELD AND VENUE CONTROL

7.1 Authority

- (A) Directions given by any appointed Club Official or Ground Marshal, which are within the bounds of their authority, are to be obeyed, and if a dispute arises it should immediately be reported to a member of the Club Committee, who, is to decide on any further action.
- (B) If the venue for a Match is moved to a ground that is not the home ground for either Team playing then the Team requesting the move shall be deemed to be the Home Team.

7.2 Club Appointed Officials

7.2.1 Ground Marshal(s)

- (A) At all Matches Clubs are to provide a Ground Marshal:
- (B) The Home Team must appoint a Ground Marshal for each field on which Matches are being played.
- (C) Ground Marshal(s) must be available and identifiable (wear a coloured vest), and their duties and responsibilities are:
 - i. the supervision of the venue and all appointed officials; and
 - ii. set up and dress the field in accordance with the Laws of Rugby; and
 - iii. maintenance of and patrolling the Playing Enclosure; and
 - iv. preventing the illegal entry of any person onto the Playing Enclosure; and
 - v. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
 - vi. ensuring Assistant Referees are not calling out or coaching the players; and
 - vii. ensuring runners are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
 - viii. point of contact for all enquiries; and
 - ix. responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and
 - x. having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - xi. having access to a telephone and emergency telephone list; and
 - xii. ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
 - xiii. 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; and
 - b. nearest public hospital and/or emergency facility; and
 - c. the local Police and Ambulance.
 - xiv. having access to the ARU Protocol for Serious Injury; and
 - xv. be familiar with and have available a copy of the ARU Safety Directives as a reference when seeking any clarification; and
 - xvi. checking with the Referee on the policy for attending players; and
 - xvii. report any irregularities or breaches of the Competition Rules that they are unable to resolve to the Competition Manager for further action; and
 - xviii. the implementation of this Competition Rule.

7.2.2 Suitably Qualified Medical Personnel

- (A) At all Venues it is highly recommended that Clubs provide suitably qualified medical personnel for each Match.
- (B) Suitably qualified medical personnel (minimum requirement is a current Senior First Aid Certificate) should be available, identifiable and be in a prominent position.

- (C) The suitably qualified medical personnel should check with each Team, to establish who is going to attend to players who appear injured in the first instance, and if a Team is using runners, they only attend when called for by the Team or Referee, or when the runner is not available to attend to the player (regardless commonsense must prevail and the players safety come first).
- (D) If suitably qualified medical personnel are present they may assist the Ground Marshal in undertaking duties outlined in Competition Rule 7.2.1 (C) (x to xvi).

7.2.3 Penalties

Failure of a Team or Club Affiliates to comply with Competition Rule 7.2.1 may result in the Team's loss of Competition points and/or financial penalty, and or other penalties imposed at the discretion of the Competition Manager.

7.3 Field Setup and Conditions

- (A) All grounds shall be dressed in accordance with the Laws of Rugby.
- (B) Home Teams shall ensure that objects such as cricket pitches or in-ground watering systems are properly covered for the safety of players.
- (C) The Home Team shall ensure ropes or barriers are erected a minimum distance of 5 metres back from the goal line and 10 metres at the half way line or, where this is not possible, as far back from the touch line as is practicable.
- (D) Any objection by either Team regarding the ground or the way in which it is marked out must be made to the referee before the kick off. If Teams cannot agree as to the safety of the ground the referee will be the sole judge as to whether the Match may begin. If there is any doubt by the referee as to the safety of the ground, the referee will not allow the Match to begin until the ground has been made safe. If the referee elects not to start or to abandon a Match where, in the referee's opinion, the ground safety standards are not met, then the Match will be determined in accordance with Competition Rule 4.11.

7.4 Goal Posts

No Match will be allowed to proceed unless goal posts are correctly padded. If the posts are not correctly padded the Home Team shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.

7.5 Persons Authorised to Enter Playing Enclosure

- (A) The only persons permitted within the Playing Enclosure during a Match are:
 - i. the referee, and
 - ii. the assistant referees, and
 - iii. the players participating in the Match (excluding reserve players and any players Sin Binned or Sent Off); and
 - iv. a maximum of two runners per Team to administer water, to deliver and retrieve the kicking tee and attend to injured players.
- (B) Runners may enter the playing area only after the ball is dead and may not impede the conduct of the Match, unless attending an injury as directed by the referee.
- (C) Team Officials are not permitted to act as runners for their Team.
- (D) Reserve players may enter the Playing Enclosure immediately prior to taking the field. Other persons are permitted to enter the Playing Enclosure only upon the invitation of the referee,

except at half time when the Team Officials and reserve players may enter the Playing Enclosure.

- (E) No coaching of players is to occur inside the Playing Enclosure by any Club Affiliate except at half time.

7.6 Spectator and Ground Control

- (A) It shall be the duty of Clubs to maintain control of spectators, to prevent any disturbance amongst its spectators and to generally assist all officials in the preservation of order and good discipline at any Match. Failure to do so shall result in the imposition of penalties and/or sanctions as the Competition Manager sees fit.
- (B) In the event of a report being made to the Competition Manager (and subsequently upheld) that the misbehaviour of spectators has had a material effect on the result of a Match, the Competition Manager may declare the Match and result void and order the Match to be replayed at such Scheduled Game Time as the Competition Manager shall think proper, or deduct a maximum of four (4) points from the offending Club and/or impose such other sanctions as the Competition Manager shall think proper.
- (C) In the event of a Match being abandoned due to field invasion the Competition Manager shall have the power to have the Match replayed, to allow the result to stand or award a forfeit if it so determines.
- (D) Any such report shall be lodged with the Administrator in writing no later than 5:00pm on the second business day after the Match.

7.7 Breach of Competition Rule

Any breach of this Competition Rule by a Club or Club Affiliate may result in penalties, including financial, being imposed at the Competition Manager's absolute discretion.

8.0 REFEREES AND ASSISTANT REFEREES

8.1 Referees

8.1.1 Appointment of Referees

A Referee for each Match shall be appointed by the Referees Association, if possible. In the event of a Referee not being appointed or not attending within 10 minutes of the Scheduled Game Time, a substitute referee shall be appointed.

8.1.2 No Appointed Referee

- (A) If a Referee is available then they will automatically assume control of the Match until such time as the appointed Referee arrives.
- (B) If a Referee is available from both Teams or if no Referees are available then the opposing Team Officials will appoint the substitute referee by mutual consent. The substitute referee must be SmartRugby qualified.
- (C) Failing such an agreement between the Team Officials, each Team shall nominate an individual to referee one half of the remaining game time each, with the Home Team nomination refereeing the first half. On arrival the appointed Referee shall assume control of the Match during the next break in play.

8.1.3 Referee Unable to Continue

In the event of the Referee appointed being unable to continue through illness or injury, a substitute referee shall be appointed by such Referee for the remainder of the Match. If this process is not able to be followed, then the opposing Team Officials will appoint a substitute referee in accordance with Competition Rule 8.1.2.

8.1.4 Reportable Incidents by a Referee

- (A) A Referee is required to notify a reportable incident on the Sign-on Sheet by indicating;
 - i. Any incident which resulted in a player being Sin Binned or Sent Off, and
 - ii. Any breaches of the Competition Rules or Code of Conduct;
- (B) In the event of a player being Sent Off, the Referee must forward by 12:00 midday on the first business day following the Match, on the official NSWRU Send Off Report form, a full report of the incident to the Administrator. The Administrator will send a copy of the report to the Committee, the Judiciary, the Referees Association and the President of the player's Club within 24 hours.
- (C) In the event of a breach of the Competition Rules or Code of Conduct the Referee must forward by 12:00 midday on the first business day following the Match on the Incident Report Form (available on the Website) a full report of the incident to the Administrator. The Administrator will review the report and either take action on the report, or refer the matter to the Committee for a decision, or refer the matter direct to the Judiciary.

8.1.5 Powers of the Referee

Referees have wide ranging powers that extend past the boundaries of the field of play, past the playing enclosure to the perimeter of the venue. These powers include the ability to direct a Club Affiliate or spectator to leave the venue. Ground Marshals shall be responsible for implementing the directions of referees.

8.2 Assistant Referees

8.2.1 Club / Team Responsibility

Every Team must provide an Assistant Referee, who is not a Team Official to officiate for each Match played by that Team. Where a Team does not have an Assistant Referee the opposition may appoint both Assistant Referees.

8.2.2 Reporting to the Referee

All Assistant Referees shall report to the Referee prior to the start of the Match, stating whether they are accredited or not and ask the referee if they have any special requirements of them.

8.2.3 Dress

Every Assistant Referee must be distinguishable as an Assistant Referee, must wear an Assistant Referee shirt (not in club colours), must be equipped with a flag and are to be appropriately dressed including suitable footwear (enclosed shoes).

8.2.4 Name on Team Sheet

All Assistant Referees officiating in a Match must print and sign their name and enter their ARU number on the Sign-on Sheet.

8.2.5 Reportable Incidents of an Assistant Referee

- (A) In the event of a player being Sent Off based on an Assistant Referee's report, the Assistant Referee must forward by 12:00 midday on the first business day following the match, on the official NSWRU Send Off Report form, a full report of the incident to the Administrator. The Administrator will send a copy of the report to the Committee, the Judiciary, the Referees Association and the President of the player's Club within 24 hours.
- (B) An Assistant Referee is required to report on the Sign-on Sheet any instance of breaches of the Competition Rules or Code of Conduct not reported by the Referee
- (C) In the event of a breach of the Competition Rules or Code of Conduct the Assistant Referee must forward by 12:00 midday on the first business day following the Match on the Incident Report Form (available on the Website) a full report of the incident to the Administrator. The Administrator will review the report and either take action on the report, or refer the matter to the Committee for a decision, or refer the matter direct to the Judiciary.

9.0 DISCIPLINARY PROCESS

9.1 Suspensions – Teams and Clubs

In any given Season:

- (A) Any Team or Club that attains an unacceptable number of Suspensions (Red Cards) or Sin Bins (Yellow Cards) will be automatically placed on probation immediately upon reaching the Unacceptable Number of Suspensions or Sin Bins. Any and every Suspension or Temporary Suspension subsequent to the probation being imposed will be deemed a breach of its probation.
- (B) Penalties for a Team breaching its probation may include loss of Competition points and/or any other penalty, including financial, that the Competition Manager sees fit to impose. In addition, Team Officials may be required to appear before the Competition Manager to explain what procedures are being taken to rectify the discipline of their Team.
- (C) If a Team breaches its probation on two or more occasions, Team Officials may be asked to show cause as to why the Team should remain in the Competition.
- (D) Penalties for a Club breaching its probation may include a fine, a good behaviour bond and/or any other penalty the Competition Manager sees fit to impose. In addition, Club Official(s) will be required to appear before the Competition Manager to explain what procedures are being taken to rectify the discipline of its Teams.
- (E) Repeated breaches of probation by a Club will induce penalties of increasing severity.
- (F) If a Club or Team is placed on probation the Club must distribute and reiterate the contents of the Code of Conduct to its players and Club Affiliates.
- (G) Unacceptable Number of Suspensions (Red Cards) means:
 - i. For a Team, greater than one (1) Suspension per season; and
 - ii. For a Club:
 - a. That has less than 5 Junior Teams – 1 Suspension per season;
 - b. That has 5 to 7 Junior Teams – 2 Suspensions per season;
 - c. That has 8 to 10 Junior Teams – 3 Suspensions per season;
 - d. That has 11 to 13 Junior Teams – 4 Suspensions per season;
 - e. That has 14 to 16 Junior Teams – 5 Suspensions per season;
 - f. That has 17 to 19 Junior Teams – 6 Suspensions per season; and
 - g. That has 20 or more Junior Teams – 7 Suspensions per season.
- (H) Unacceptable Number of Temporary Suspensions (Yellow Cards) means:
 - i. For a Team, greater than four (4) Temporary Suspensions per season; and
 - ii. For a Club:
 - a. That has less than 5 Junior Teams – 4 Temporary Suspensions per season;
 - b. That has 5 to 7 Junior Teams – 8 Temporary Suspensions per season;
 - c. That has 8 to 10 Junior Teams – 12 Temporary Suspensions per season;
 - d. That has 11 to 13 Junior Teams – 16 Temporary Suspensions per season;
 - e. That has 14 to 16 Junior Teams – 20 Temporary Suspensions per season;
 - f. That has 17 to 19 Junior Teams – 24 Temporary Suspensions per season;
 - g. That has 20 or more Junior Teams – 28 Temporary Suspensions per season.

9.2 Dismissals and Suspensions - Players

9.2.1 Players Sent Off or Sin Binned

Any player ordered from the field by the Referee shall be reported on the Sign-on Sheet. The Sign-on Sheet shall include the player's name, number, offence and whether the incident was a Send Off or a Sin Bin. Failure to do so will leave the player and the Club liable to suspension and / or other penalty, at the discretion of the Competition Manager. Under no circumstances shall the Sin Binned player take the field until given permission to do so by the Referee. Team Officials may *advise* the Referee if the Sin Bin time has elapsed but permission to re-enter the field of play must be expressly given by the Referee.

9.2.2 Sin Binned Players in the Under 10 to Under 12 Age Groups

A player sin binned in the Under 10 to Under 12 Age Groups (inclusive) shall spend a period of five (5) minutes off the field of play as determined by the referee. During this time, the player may be replaced. Time is calculated based on actual time (i.e. half time is counted).

9.2.3 Sin Binned Players in the Under 13 to Opens (Under 18) Age Groups

A player sin binned in the Under 13 to Opens (Under 18) Age Groups (inclusive) will remain off the field of play for a period of ten (10) minutes. During this time, the player may NOT be replaced. Time is calculated based on game time.

9.2.4 Multiple Temporary Suspensions

If any player is Sin Binned more than twice during the Regular Season and Final Series of the current season, then upon the third and every subsequent Sin Binning the player will be given an automatic one (1) Match suspension.

9.2.5 Players Sent Off in the Under 10 to Under 12 Age Groups

Penalties for all players Sent Off in a Match in the Under 10 to Under 12 Age Groups (inclusive) shall be as follows:

- (A) For a first offence by a player during a season, the Registered Player will receive an automatic one (1) match Suspension, subject to the following review procedure:
 - i. The referee of the Match may recommend in his send off Report that the Judiciary review the automatic suspension
 - ii. A Club whose Team was involved in the Match may request the Judiciary to review an automatic Suspension. Any such request must:
 - (a.) Be made by 12:00 midday on the first business day following the Match in which the player was Sent Off; and
 - (b) Be advised in writing to the Administrator;
 - iii. Upon receiving a request for review, the Administrator will:
 - (a) Immediately advise the Judiciary Chairman, who will convene the Judiciary in accordance with Competition Rule 9.3; and
 - (b) Advise the Club of the location of the Judiciary hearing.
- (B) Any second or subsequent offence during a season will be subject to Competition Rule 9.2.7

9.2.6 Players Sent Off in the Under 13 to Opens (Under 17/Under 18) Age Groups

Penalties for all players Sent Off in a match in the Under 13 to Opens (Under 17/Under 18) Age Groups (inclusive) shall be as follows:

- (A) If the Referee deems the offence low range then the player may make an early plea and will receive an automatic one (1) Match Suspension.

- (B) Players will not be eligible for an early plea if any of the following circumstances apply:
- i. the player has previously been Sent-Off during the Regular Season or Finals Series of the current season (i.e. a repeat offender);
 - ii. the offence is graded as mid range or top end by the Referee (i.e. only low end offences qualify for an early plea);
 - iii. any offence involving abuse of Match Officials in any way including dissent; or
 - iv. a Club whose Team was involved in the Match may request the Judiciary to review the early plea. Any such request must:
 - a. be made by 12:00 midday on the first business day following the Match in which the player was Sent Off; and
 - b. be advised in writing to the Administrator;
- V. upon receiving a request for review, the Administrator will:
- a. immediately advise the Judiciary Chairman, who will convene the Judiciary in accordance with Competition Rule 9.3; and
 - b. advise the Club of the location of the Judiciary hearing;
- (C) If the Referee deems the offence mid range or top end then the player is required to appear before the next meeting of the Judiciary.
- (D) In the event that a player is unable to appear, a Club Official of the player's Club shall notify the Administrator prior to 4:00 pm on the day of the Judiciary hearing, or appear and furnish an explanation for the player not appearing.
- (E) Should a player or a Club Official of the player's Club fail to appear, or provide an explanation prior to 4.00 pm on the day of the Judiciary hearing, the Club and /or player shall be liable to any penalties, including financial, that the Judiciary may see fit to impose.

9.2.7 Multiple Send Offs / Suspensions

If any player is Sent Off or otherwise Suspended more than once in any one season, then upon the second and every subsequent Send Off the player, his parent or legal guardian and the Team Official or other appropriate Club Official must attend the next Judiciary hearing.

9.2.8 Suspended Until Decision

Any player required to appear before the Judiciary shall not play in any matches, including any Regular Season, Finals Series, trial, school, representative or premiership matches, until such time as the Judiciary has passed judgement on the matter.

9.2.9 Period of Suspension

For the purpose of determining whether a player has served their Suspension, only matches (excluding trial matches) organised under the auspices of the Competition Manager and NSWJRU shall count. The player may not participate in any matches (including trial, school, representative and premiership matches) during the term of their Suspension. Any Suspension left over at the completion of the season is carried over to the following season.

9.2.10 Playing While Suspended or Disqualified (All Age Groups)

- (A) Any Team playing a player required to appear before a Judiciary or while under Suspension shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the player while under Suspension should not be deemed a forfeit by that Team.

- (B) It is the Suspended player's Club's responsibility to ensure the player does not compete in any Matches during the Suspension.
- (C) Any Club playing a player whilst under Suspension shall be liable to penalty, including financial, as the Competition Manager may decide.

9.3 Judiciary

- (A) The Judiciary shall deal with all protests, disputes, misconduct or other matters stipulated in the Competition Rules, the Code of Conduct or such items referred to it by the Competition Manager.
- (B) The Judiciary usually meet each Wednesday at 6:00pm, at the NSWRU Office, Moore Park, unless otherwise notified, or as directed by the Competition Manager
- (C) A fee of two (2) Penalty Units must be paid to the SJRU prior to the Judiciary hearing by either the player required to appear or by the Club with whom the player is registered. This fee (or some part of it) may be refunded at the discretion of the Judiciary if the Judiciary is of the view that the facts or circumstance leading up to the appearance before the Judiciary were such that they did not warrant the appearance before the Judiciary. Invoices will be issued by the Competition Manager.
- (D) At any Judiciary hearing, the offending person will be given an opportunity to respond to the charges, but may only do so by way of submission of evidence comprised within a maximum of four statutory declarations.
- (E) The offending person may be accompanied to the hearing by one (1) parent or guardian and a senior Club Official of the offender's Club.
- (F) The Judiciary may conduct and allow the hearing to proceed as it, in its absolute discretion, may determine, provided that procedural fairness and rules of natural justice shall apply.
- (G) A Judiciary may not suspend the effect of any sanctions it imposes. If a player is suspended from playing by the Judiciary, the suspension shall be effective immediately. The player may not play the game anywhere during the period of Suspension.

9.4 Lodging of Protest

- (A) All protests arising from Competition Matches shall be lodged in writing with the Administrator by the Club wishing to protest and affirmed by the Club President or Club Official of the protesting Club no later than 5:00pm on the third business day following the date of the Match from which the protest arises.
- (B) During this time the Club must contact the opposing Club President to endeavour to reach a satisfactory resolution in relation to the protest.
- (C) If a satisfactory resolution is achieved the Club President will advise the Administrator of the protest and the circumstances of the resolution.
- (D) The Competition Manager retains the right to impose additional penalties if it is of the view that the agreed remedies are insufficient.
- (E) If the protest has been lodged by the Club within the time allowed under this Competition Rule the protesting Club must also within that time supply to the Club being protested against a copy of the protest.
- (F) The Competition Manager may extend the time for lodging a protest provided the Competition Manager is satisfied there are exceptional circumstances for doing so. The decision of the Competition Manager to grant or refuse an extension of time shall be final and not subject to review.

- (G) Where the Club protesting does not fulfil the above requirements, then that Club shall have no further right of protest.
- (H) Any protest lodged within the time allowed under this Competition Rule or the time as extended in this Competition Rule will be forwarded to the Judiciary at its earliest convened meeting.

9.5 Citings

9.5.1 Citing by Clubs

- (A) When a Club believes the conduct of an opposition Club or Club Affiliate is in breach of the Laws of Rugby, the Code of Conduct or the Competition Rules then it may request that the opposition Club or Club Affiliate be cited to appear before the Judiciary.
- (B) The citing process is as follows:
 - i. The citing Club must complete the Citing Form
 - ii. The citing Club must submit the Citing Form to the Administrator no later than 5:00 pm on the third business day following the incident.
 - iii. The citing Club must contact the opposing Club President to endeavour to reach a satisfactory resolution in relation to the allegation.
 - iv. If a satisfactory resolution is achieved the Club President will advise the Administrator of the circumstances of the resolution.
 - v. The Competition Manager retains the right to impose additional penalties if it is of the opinion that the agreed remedies are insufficient.
 - vi. If no resolution can be made the Clubs must:
 - a. Upon being advised that no resolution has been reached the Competition Manager shall decide if the citing will proceed.
 - b. If the citing will proceed then:
 - i. The citing Club must compile allegative evidence
 - ii. All citing documentation and details of the Judiciary hearing will be forwarded to the Club involved as soon as possible
 - iii. Upon receipt of the above information the cited Club or cited person must respond within three (3) business days –through a guilty plea, or if pleading not guilty, through the submission of objective evidence. Failure to respond within the required timeframe will incur an automatic suspension until such time as the citing is heard.
 - iv. Representatives from both Clubs and the cited person must be present at the Judiciary hearing. Failure of the cited person to appear will incur suspension until such time as the person does appear. Failure of the citing Club to appear will incur a fee of two (2) Penalty Units.
- (C) The Competition Manager may extend the deadline for lodging and responding to a citing provided they are satisfied there are exceptional circumstances for doing so. Such a decision shall be final and not subject to review.
- (D) In a citing, when the Judiciary or Appeals Tribunal considers an incident raised by a referee, it shall not make a contrary finding unless it is reasonably satisfied the referee's decision was either inappropriate or wrong.
- (E) In a citing, when the Judiciary or Appeals Tribunal considers an incident not raised by a referee, it shall not impose any penalty unless it is reasonably satisfied that the allegation is proved.
- (C) A cited player can continue playing until the Judiciary determines a finding

- (F) Should a Club Affiliate have an established offence recorded against them after being cited the Club will be fined one (1) Penalty Unit without right of appeal, plus any other fines or penalties as the Judiciary may see fit to impose.
- (D) If either party involved in the citing wishes to appeal the Judiciary's decision, the appeal will be heard by the Appeals Tribunal. Representatives from both Clubs and the cited person must appear before the Appeals Tribunal for such an appeal. Failure of the party who lodges the appeal to appear before the Appeals Tribunal will cause the appeal to be dismissed and the appeal fee to be forfeited.

9.5.2 Citing by Match Officials, Competition Manager or Judiciary

- (A) Match Officials or members of the Competition Manager or the Judiciary may at their discretion cite a Club or Club Affiliate on an alleged breach of the Laws of the Game or Code of Conduct or the Competition Rules.
- (B) A citing by any of the persons noted in this Competition Rule can be carried out at any time.
- (C) The cited Club or Club Affiliate will be required to appear before the Judiciary, or if deemed necessary, before the Committee as directed by the Competition Manager.
- (D) Citings by the Competition Manager that proceed to the Judiciary will follow the same procedures as set down in Competition Rules 9.5.1 (B) to 9.5.1 (H).

9.6 APPEALS TRIBUNAL

- (A) The Appeals Tribunal shall deal with all appeals by Clubs arising from the decisions of the Judiciary.
- (B) All appeals must be made in writing and lodged with an appeal fee of ten (10) Penalty Units within three (3) business days of the original decision.
- (C) The Appeals Tribunal shall meet within fourteen (14) days, or such other time as determined by the Competition Manager, of receipt of the notice of appeal at a time and place as directed by the Competition Manager. At this time a complete rehearing of the case shall take place. The Competition Manger may extend the time period in which an appeal can be heard.
- (D) Pending the rehearing of the case all decisions appealed against will remain operative.
- (E) Appeals shall be conducted by way of a rehearing. Where any question of fact arises on an appeal before the Appeals Tribunal, it shall be determined by reference to the record of proceedings before the Judiciary provided the Appeals Tribunal, in its discretion, may rehear the whole or any part of the evidence given before the Judiciary as it considers appropriate.
- (F) The Appeals Tribunal shall have full discretionary power to hear and receive such further evidence on an appeal as it thinks fit provided it is established that such evidence was not, on reasonable inquiry, available at the time of the original hearing.
- (G) No proceedings of the Appeal Tribunal shall be quashed, or held invalid by reason only of any defect irregularity, omission or other technicality provided there has been no miscarriage of justice.

9.7 Summary of Appeals Process

Unless the Competition Rules specifically prohibit an appeal against a decision then the appeal process is as follows:

- (A) A decision of an Administrator can be requested to be reviewed by the Committee
- (B) A decision of the Committee can be requested to be reviewed by the Judiciary
- (C) A decision of the Judiciary can be requested to be reviewed by the Appeals Tribunal
- (D) A decision by the Appeals Tribunal is final and cannot be reviewed unless there has been a miscarriage of justice.

10.0 CARNIVALS AND TOURNAMENTS

- (A) Clubs are encouraged to run carnivals, tournaments, and gala days.
- (B) The Administrator is to be informed in writing via the Carnival and Tournament Sanction Form that a carnival, tournament or gala day is proposed to be conducted.
- (C) The Competition Manager will sanction the carnival, tournament or gala day provided it complies with the Competition Rules and does not clash with another event on the same day.
- (D) The Competition Manager may sanction the carnival, tournament or gala day subject to certain conditions.

11.0 FINANCIAL CONDITIONS OF ENTRY

- (A) Participation Fees are charged at a rate per Registered Player set by the Committee.
- (B) The Competition Manager will invoice all Clubs 100% of Participation Fees as at the commencement of round 1 and 50% of all Referees Levies. After round 7 Clubs will be invoiced for all the remaining Participation Fees and Referee Levies. After the completion of Regular Season Matches, Clubs will be invoiced any outstanding Participation Fees and Referee Levies.
- (C) Clubs are to pay their Participation Fees to the Competition Manager within 30 days of the month of the invoice.
- (D) The Competition Manager has, at its absolute discretion, the power to impose sanctions, including financial, on Clubs who have not paid their Participation Fees by the due date. This includes, but is not limited to, the disqualification of Teams from competing in all Finals Series matches of the current season.
- (E) The Competition Manager has the discretion to require a Club to lodge a bond in addition to a Team's Participation Fee if the Team during the previous season:
 - i. Forfeited three or more Matches; or
 - ii. Withdrew from a Competition; or
 - iii. Exceeded its Unacceptable Number of Suspensions (Red Cards) or Temporary Suspensions (Yellow Cards).
- (F) In the event that a Team that has paid a bond for a season commits any offences during the season then the bond shall be forfeited.
- (G) If any Participation Fees or other fee or payment levied by the Competition Manager from previous seasons for a Club remains outstanding, the Club's Teams shall not participate in Competitions until the prior seasons' fees are paid in full or a payment arrangement is agreed with the Competition Manager

12.0 CONTRAVENTION OF THE COMPETITION RULES

Contravention of any of the Competition Rules will be dealt with by the Competition Manager, the Committee, the Judiciary or the Appeals Tribunal as may be appropriate. Clubs and/or Club Affiliates in contravention of these Competition Rules are liable to:

- (A) be expelled or suspended from the SJRU and its competitions
- (B) be fined and/or placed on a bond
- (C) suffer loss of Competition points
- (D) suffer any other penalty that the Competition Manager or Judiciary or Appeals Tribunal may see fit to impose

Management Laws

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 17/Under 18)
Laws applicable	Pathway with variations as included in the ARU Rules	Pathway with variations as included in the ARU Rules	ARU Under 19 Laws with variations as included in the ARU Rules
Field of Play	Maximum of 100m x 60m + in goal (maximum 10m) (ie touch lines taken 5m in)	Maximum of 100m x 70m + in-goal (maximum 10m)	Maximum of 100m x 70m + in-goal (maximum 22m)
Player Numbers	12 per side; minimum 10	15 per side; minimum 12	15 per side; minimum 12
Match Player Numbers	Yes in All Matches	Yes in All Matches	Yes in rounds 1 to 4 and by agreement by both Teams after round 4
Send Offs	May be replaced but cannot return	May be replaced but cannot return	May NOT be replaced and cannot return
Sin Bins	a) 5 min (actual time) b) Sin Bin time expires at half time c) May be replaced	a) 5 min (actual time) b) Sin Bin time expires at half time c) May be replaced	a) 10 min (game time) b) May NOT be replaced
Time	20 mins each way	25 mins each way	Under 13 and Under 14 - 25 mins each way Under 15 and Under 16 - 30 mins each way Opens (Under 17/Under 18) - 35 mins each way
Ball	Size 4	Size 4	Size 5
Sharing of Players	Teams to share players if one team has less than 12 players	Teams to share players if one team has less than 15 players	In rounds 1 to 4 Teams are to share players if one team has less than 15 players and by agreement by both Teams after round 4
Substitutions	Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead	Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead	Under 13 and Under 14: Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead Under 15 to Opens: Unlimited substitutions are allowed but these can only be made at the 10 and 20 minute marks of each half (Under 15 and Under 16) or the 12 and 24 minute marks of each half (Opens) (as called by the referee) and at half time
Injury Time	There is no time off for injury or other stoppages	There is no time off for injury or other stoppages	There is no time off for injury or other stoppages

Kicking Laws

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Start game	Drop kick + 2 nd chance If second kick is also unsuccessful then scrum is awarded at centre of the half-way line with the throw in to the non-infringing team	Drop kick	Drop kick
Restart	Drop kick + 2 nd chance If second kick is also unsuccessful then scrum is awarded at centre of the half-way line with the throw in to the non-infringing team	Drop kick	Drop kick
Penalty	Tap, kick for touch or kick for territory Penalty kicks at goal are NOT allowed	Tap, kick for touch or kick for territory Penalty kicks at goal are NOT allowed	Tap, kick for touch, kick for territory and kick for goal Penalty kicks at goal are allowed
Drop out	Drop kick on or behind 22m line + 2 nd chance If second kick is also unsuccessful then scrum is awarded at the centre of the 22m line with the throw into the non- infringing team.	Drop kick on or behind 22m line	Drop kick on or behind 22m line
General play	Kicking in general play allowed. Drop goals are NOT allowed	Kicking in general play allowed. Drop goals are NOT allowed	Kicking in general play allowed. Drop goals are allowed
Kick for goal	Drop goals and Penalty goals are NOT allowed The conversion kick (place or drop kick) is taken in line with where the try was scored but no further from the goal posts than the marked 15m line or 10m from the touch line if no line is marked. No charging at conversion kick.	Drop goals and Penalty goals are NOT allowed The conversion kick (place or drop kick) is taken in line with where the try was scored but no further from the goal posts than the marked 15m line or 15m from the touch line if no line is marked. No charging at conversion kick.	Drop goals and Penalty goals ARE allowed The conversion kick (place or drop kick) is taken in line with where the try is scored. Charging at conversion allowed.

Lineout Laws [Law 19]

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Features	Contested	Contested	Contested
Numbers	4 to 5 players depending on scrum numbers plus hooker Numbers must match	5 to 7 players depending on scrum numbers plus hooker Numbers must match	Minimum of 2, no maximum, throwing team determines maximum numbers
Throw	Down the line of touch and 2 nd chance if not correct If the second attempt is also incorrect a scrum is awarded to the non-infringing team	Down the line of touch No 2 nd chance	Down the line of touch No 2 nd chance
Beginning	Ball leaves throwers hands	Ball leaves throwers hands	Ball leaves throwers hands
End	Ball clears the lineout or travels beyond / off the line of touch including all feet if involved in maul	Ball clears the lineout or travels beyond / off the line of touch including all feet if involved in maul	Ball clears the lineout or travels beyond / off the line of touch including all feet if involved in maul
Receiver	Each team must have a receiver at all times Must be 2m back from lineout May not switch positions or join the lineout until the ball is thrown in	Each team must have a receiver at all times Must be 2m back from lineout May not switch positions or join the lineout until the ball is thrown in	Receiver optional Must be 2m back from lineout May switch positions before the ball is thrown in
Opposition Thrower	The throwers immediate opponent must stand on their side between the lineout and touch line and 2 meters from the line of touch	The throwers immediate opponent must stand on their side between the lineout and touch line and 2 meters from the line of touch	The throwers immediate opponent must stand on their side between the lineout and touch line and 2 meters from the line of touch
Offside	10m from line of touch	10m from line of touch	10m from line of touch
Support	No lifting or supporting allowed (FK)	No lifting or supporting allowed (FK)	Lifting – grip on shorts

Scrum Laws [Law 20]

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Features	Contested	Contested	Contested
Safety [Law 20.1]	The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums. No wheeling. (PK) 1 metre push (FK) Ball must be released from scrum, no holding at scrum base. (FK) Mayday procedure if called	The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums. No wheeling. (PK) 1.5 metre push (FK) Ball must be released from scrum, no holding at scrum base (FK) Mayday procedure if called	The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums. No wheeling. (PK) 1.5 metre push (FK) Ball must be released from scrum, no holding at scrum base (FK) Mayday procedure if called
No. 8	No No.8 moves are allowed (FK)	No.8 moves are allowed	No.8 moves are allowed
Numbers [Law 20.1(f)]	5 to 6 players depending on Team numbers Numbers must match	6 to 8 players depending on Team numbers Numbers must match	6 to 8 players depending on Team numbers Numbers must match
Formation [Law 20.1(f)]	Must be 3-2-1 formation If a Team(s) has less than twelve (12) players then the Team with the least number of suitable trained players for its scrum determines the number of players in the scrum, lineout, team. The number of players in the scrum, lineout and team must remain the same for the whole Match unless a forward arrives at the ground and signs the Sign-On Sheet or a forward is sent off or temporarily suspended or leaves the field due to injury and cannot be replaced.	Must be 3-4-1 formation If a Team(s) has less than fifteen (15) players then the Team with the least number of suitable trained players for its scrum determines the number of players in the scrum, lineout, team. The number of players in the scrum, lineout and team must remain the same for the whole Match unless a forward arrives at the ground and signs the Sign-On Sheet or a forward is sent off or temporarily suspended or leaves the field due to injury and cannot be replaced.	Must be 3-4-1 formation If a Team(s) has less than fifteen (15) players then the Team with the least number of suitable trained players for its scrum determines the number of players in the scrum. The number of players in the scrum must remain the same for the whole Match unless a forward arrives at the ground and signs the Sign-On Sheet or a forward is sent off or temporarily suspended or leaves the field due to injury and cannot be replaced.
Binding [Law 20 (3) (e)]	Binding between the legs by the lock is illegal (PK) Breaking away early = offside (PK)	Binding between the legs by the lock is illegal (PK) Breaking away early = offside (PK)	Binding between the legs by the lock is illegal (PK) Breaking away early = offside (PK)
Scrumhalf Attacking	Can run, pass or kick	Can run, pass or kick	Can run, pass or kick

Scrumhalf Defending	Defending scrumhalf cannot go past the mid line of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over	Defending scrumhalf cannot go past the mid line of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over	Defending scrumhalf can either - follow ball through (correctly); or - retreat to the hindmost foot; or - stand 5 meters behind last feet
Offside line	5 metres behind last feet	5 metres behind last feet	5 metres behind last feet
Scrum Completion	The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrum half has hands on the ball it is not out)	The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrum half has hands on the ball it is not out)	The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrum half has hands on the ball it is not out)
Uncontested Scrums	Team feeding scrum must win No pushing Other Laws unchanged	Team feeding scrum must win No pushing Other Laws unchanged	Team feeding scrum must win No pushing Other Laws unchanged

Other

	Under 10 and Under 11	Under 12	Under 12 to Opens (Under 18)
Foul Play	No fending to the face or head allowed (PK)	No fending to the face or head allowed (PK)	No wilful or intentional fending to the face or head allowed (PK)
Tackle [Law 15]	Shoulder charges, collar, jersey and shoulder slings are illegal (PK) Squeeze ball (between legs) not allowed	Shoulder charges, collar, jersey and shoulder slings are illegal.(PK) Squeeze ball (between legs) not allowed	Shoulder charges, collar, jersey and shoulder slings are illegal.(PK) Squeeze ball (between legs) permitted if played immediately. (PK)
Maul [Law 17]	A player must not intentionally collapse a maul. (PK)	A player must not intentionally collapse a maul.(PK)	A player must not intentionally collapse a maul. (PK)
Mixed Gender Rugby [Policy COM006]	Permitted	Permitted	Not permitted

Age Group	Laws	Mins / Half	Injury Time	Field Size	No. of Players	Minimum No. of Players	Maximum Sign-on Players	Match Player Numbers	Substitutes / Replacements	Yellow Card (mins)	Replace Carded Player	Ball Size	Lineout Numbers	Lineout Receiver	Scrum Formattion	Scrum - No. 8 Moves	Additional Notes
Under 17/Openn	Under 19	3 5	N	100x70	1 5	1 2	2 3	Rnd 4	See note	10	N	5	2 +	Optional	3-4-1	Y	Unlimited sub at 12th and 24th minute. Replacement at other time considered permanent
Under 16	Under 19	3 0	N	100x70	1 5	1 2	2 3	Rnd 4	See note	10	N	5	2 +	Optional	3-4-1	Y	Unlimited sub at 10th and 20th minute. Replacement at other time considered permanent
Under 15	Under 19	3 0	N	100x70	1 5	1 2	2 3	Rnd 4	See note	10	N	5	2 +	Optional	3-4-1	Y	Unlimited sub at 10th and 20th minute. Replacement at other time considered permanent
Under 14	Under 19	2 5	N	100x70	1 5	1 2	2 3	Rnd 4	Unlimited	10	N	5	2 +	Optional	3-4-1	Y	
Under 13	Under 19	2 5	N	100x70	1 5	1 2	2 3	Rnd 4	Unlimited	10	N	5	2 +	Optional	3-4-1	Y	
Under 12	P/Way U12	2 5	N	100x70	1 5	1 2	2 3	Yes	Unlimited	5	Y	4	7	Required	3-4-1	Y	2nd Kick/Throw-then scrum. Conv: 15m & no charge. No Pen Goal. Scrum: 8man, 1.5m push, 1/2 can't trail, #8 CAN pickup. Lineout: 7man+Rec, No Lift

Under 11	P/Way U10/11	2 N	2 0	1 N	1 2	1 0	1 1	1 8	Yes	Unlimited	5	Y	4	5	Required	3-2-1	N	2nd Kick/Throw-then scrum. Conv: 15m & no charge. No Pen Goal. Scrum: 6man, 1m push, 1/2 can't trail, #8 Can't pickup. Lineout: 5man+Rec, No Lift
Under 10	P/Way U10/11	2 N	2 0	1 N	1 2	1 0	1 1	1 8	Yes	Unlimited	5	Y	4	5	Required	3-2-1	N	2nd Kick/Throw-then scrum. Conv: 15m & no charge. No Pen Goal. Scrum: 6man, 1m push, 1/2 can't trail, #8 Can't pickup. Lineout: 5man+Rec, No Lift

Additional Notes	
Field Size	100x70=Full size, standard field. 100x60=Both sidelines brought in 5 metres (ARU P/Way Law 1.2)
# Players	IRB Law / ARU P/Way Law 3.1
Min # Players	IRB Law / ARU P/Way Law 3.1
Max Sign On Players	Comp Rule #4.4(D)
Match Player #	Rnd4=Teams must match numbers up to and including round 4. No requirement round 5 onwards. (Comp Rule #4.4 / ARU P/Way Law 3.3)
Substitutions	Comp Rule #4.14 and ARU P/Way Law 3.15
Yellow Cards	11 mins = 10 mins of game time. Clock stops for half time break (IRB Law 10.5)
Yellow Cards	6 mins = 5 mins of actual time. Clock does not stop. Player returns after half time break (ARU P/Way Law #10.5)
Replace Carded Player	ARU P/Way Law 10.5 and 10.8
Lineout Numbers	IRB Law / ARU P/Way Law 19.9
Lineout Receiver	ARU P/Way Law 19.8 (i) requires receiver in U10, U11 and U13
Scrum Formation	Reduced as per IRB or ARU P/Way law 20.1 when team numbers are reduced
Scrum #8 Moves	ARU P/Way Law 20.9(k) #8 cannot unbind in U10 and U12

2nd Kick/Throw	Teams get a 2nd chance at each kick-off, restart and lineouts. If 2nd chance also fails then scrum to non-kicking/throwing team (ARU P/Way Law #13.7, 13.15, 19.7)
Conversion - 15m	If try scored wide, kick taken on the marked 15m line regardless of 60m or 70m width field (ARU P/Way Law #9.A.1)
Start Time	Teams forfeit if unable to field min # players by 10mins after scheduled kick off (Comp Rule #4.3(E))
Start Time	If team fails to take the field by 5mins after scheduled kick off, when the team does take the field, the opposing team commences game with a PK from centre of half way. (Comp Rule #4.3(D))



GAME MANAGEMENT GUIDELINES
FOR COMMUNITY LEVEL RUGBY
IN AUSTRALIA
2011

GMG Working Party
W. Robilliard, A. Cole, R. Mancell, J. McGregor.

Final – 21st January 2011

GAME MANAGEMENT GUIDELINES 2011

The Game Management Guidelines are an amalgam of outcomes of various conferences and workshops held over the past 5 years. They have been adapted to reflect the playing, coaching and refereeing of the game at community levels in Australia for 2011.

Comments in red indicate a change in Law or an area of emphasis for 2011.

While the Law Book is the only on-field Game Management Document, the purpose of these guidelines is to ensure that all participants at the community level are aware of the areas of the game that require more specific coaching and/or consistency in refereeing.

The majority of the technical aspects of this document revolve around the so-called 'Big 5' priorities applied by the IRB to the refereeing of the game. These are: focus on the tackler, pillars at ruck, control of the scrum engagement, maul set up, and kick chase space.

TACKLE

Tackle protocol for referees

- The order of priority at a tackle situation is almost always:
1. Tackler 2. Tackled player 3. Arriving players

Tackler

- A tackler is defined as a player who makes a tackle and in the action of making that tackle goes to ground. 'Going to ground' means a minimum of one knee on the ground.
- Referees must ensure the tackler first releases the tackled player and then either rolls away or gets to his feet **before** attempting to play the ball. The tackler must not hold onto the tackled player as he gets to his feet.
- 'Rolling Away' means to **get out of the way** and not interfere with either team's drive-out of opponents. If the player is 'caught' he must show clear intention to open up such that he is lying flat to the ground.
- Referees should be strict on the tackler and unplayables should be rare. Zero tolerance on tacklers who slow up the ball and stop the attacking team gaining quick possession.
- A tackler who regains his feet may play the ball from any direction at the tackle and does not need to worry about a gate.

Players who remain standing in a tackle

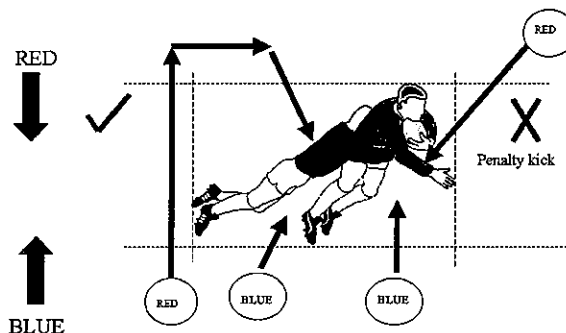
- Players who make a tackle or assist in making a tackle but remain on their feet and do not go to ground are **not "tacklers" under Law**.
- Such a player must clearly release the tackled player and ball before going back to play the ball.
- Such a player may only play the ball through their gate.

Tackled Player

- The tackled player must not position their body (eg. 'squeeze ball') to delay the release of the ball when isolated or under pressure. The issue here is the immediate availability of the ball.

Arriving Players

- Players who play the ball after a tackle must do so from the direction of their own goal line and directly behind the tackled player or tackler nearest to their goal line (ie. 'through the gate').
- Both defensive *and* attacking players must enter 'through the gate' at the tackle.
- Attacking players must arrive supporting their own body weight and not deliberately go to ground to seal possession or deny a contest.



- The following analogies apply to arriving players:
 - 'Plane taking off' is acceptable.
 - 'Plane landing' is not acceptable.
 - 'Fork Lift truck' when moving players is acceptable.
- Zero tolerance on wide hits and shoulder charges. 'Driving out' at the tackle must be near the ball – ie. 1 metre width either side of the ball.

Post-Tackle

- Any player on their feet who has their hands on the ball immediately after a tackle and before a ruck forms is allowed to keep contesting for the ball even if a ruck forms around them. No other arriving player at this point may play the ball with their hands.
- These poaching players have one shot at the ball. If such a player is driven off the ball by the opposition then his opportunity to play the ball with his hands has ceased.

RUCK

Joining Ruck/Maul

- Zero tolerance on players who charge into the side of rucks and mauls without binding (shoulder charge), or 'drive out' opponents not involved in the ruck or maul.

Offside (pillars)

- Zero tolerance on **defending** players 1 or 2 wide of the ruck who are in front of their offside line cutting down space for the attacking team. Such players must be managed back onside or penalised.
- Zero tolerance on **attacking** players 1 or 2 wide of the ruck who are in front of their offside line and act as obstructive pillars. Such players must be managed back onside or penalised.

Ball out

- The ball is only out of a ruck or scrum when it is totally exposed or it is clear of bodies.
- If the ball is being dug out (after being won) or is under the feet of players at the back of the ruck, the scrum-half **cannot be touched until the ball is clearly out of the ruck**. The benefit of any doubt must go to the scrum-half.
- Zero tolerance on defending players at the ruck who target the scrum-half before he has the ball, even if the ball is out of the ruck. Any onside player must play the ball and not the man.

Safety

- Rucking is the act of a player using their boots in a backwards motion towards their goal line whilst playing at the ball.
- Feet on bodies in a vertical motion (stamping) is not acceptable and should be dealt with severely.
- Feet on players (trampling) either near to or away from the ball is not acceptable.

MAUL

Obstruction

- When a maul is formed at a lineout or after a kick, defenders must have access to the ball carrier at the formation of the maul. It is obstruction if blockers move in front of the ball carrier before the maul is formed.
- Players detaching from a maul with the ball being carried by a player behind the leading player and who engage the opposition are liable to penalty for obstruction (commonly referred to as 'Truck and Trailer').
- The ball carrier at the back of the maul must remain fully bound to the shoulder otherwise the ball is out, or the team is liable to a penalty for obstruction.

Other Maul Issues

- Players who join the maul legally and are either caught up in the maul or have remained bound are legally entitled to be in the maul and contest the ball carrier. The referee should **not** call out such players even though they may appear to be on the 'wrong' side.

- If the defending players choose to unbind and leave the maul, it is still a maul and the maul Laws still apply, i.e. the team in possession may continue to drive forward, it cannot be collapsed and players must join from their side of the maul.

Unplayable Maul

- A maul moving sideways is considered stationary.
- If the ball becomes unplayable at a maul, the referee orders a scrum with the throw-in to the team that was not in possession when the maul began.
- If a player catches the ball direct from an opponent's kick (except from a kick-off or a drop-out), and the player is immediately held by an opponent and a maul forms and the ball becomes unplayable, a scrum is ordered and the team of the ball catcher throws in the ball.

SCRUM

Safety at the scrum is paramount. An explanation of the requirements for players at each stage of the engagement is covered in both the Laws of the Game and in the ARU SmartRugby program. The scrum engagement sequence is the same for all players and referees at all levels of the game. The referee must control the engagement process. Each of the following 4 calls should result in an action by the players:

CROUCH, TOUCH, PAUSE, ENGAGE.

Engagement sequence

- Scrum engagement process should not commence until the scrum-half is at the scrum and ready to throw the ball in.
- The referee should make the mark and when the two teams are bound and ready at the mark (but not before) call **CROUCH**. "Crouch" means both teams should crouch.
- Once both teams are crouched, the referee will then call **TOUCH**. All 4 props must touch. The touch must be to the point of the shoulder, and arms must be withdrawn after touching.
- Immediately following the completion of the TOUCH, the referee will call **PAUSE**. This allows time for front rowers to sight their target for engagement.
- The referee will then call **ENGAGE**.

Scrum infringements

- 'Head on head' at the scrum set up by front row players is illegal. Players must place their head into the space between the opposition players (PK).
- Double crutch binding by locks, and crutch binding on props by flankers is illegal (PK).
- Zero tolerance applies on early engagements (FK).
- No.8 must be bound to the shoulder and not "slingshot" the scrum engagement (PK).
- Front rowers must engage with their shoulders no lower than hips (FK) and hit straight (PK).
- Front rowers must bind on engagement on the body of the opposing prop (PK).
- Props placing hands on the ground is not acceptable (PK).
- Scrums are to be square and steady (no wheeling) before the ball is thrown in (FK).
- The feed should be "credible" throughout the game (FK).
- Flankers must remain bound to locks and must not ride up onto their props (PK).
- Flankers, No. 8 and No. 9 cannot obstruct at the back of the scrum (PK).

Collapsed scrums and illegal wheeling

- Coaches and referees should ensure players are aware of the "Mayday" Procedure and its application. Refer to the SmartRugby documentation for clarification.
- A legal wheel goes forward and through the opposition scrum. A wheel that goes back and around at pace is illegal and should be penalised. This is known as a 'whip wheel' and will usually involve a tight head pulling back (PK).

Offside Lines

- The offside line for players not in the scrum remains 5 metres behind the hindmost feet of the scrum.
- Once the ball winning scrum-half has fed the ball (and if the ball is won by his team) he is allowed to leave the scrum in any direction so long as at least one foot stays behind the ball at all times.

- The non-feeding scrum-half has two options at the formation of the scrum:
 - Stand the full 5 metres back, or
 - Stand next to the feeding scrum-half when the ball is fed. If he decides to stand here, then his options (if his team loses the ball) are as follows:
 - He may follow the ball through the scrum provided that he keeps both feet behind the ball at all times, remains within 1 metre of the scrum, does not touch players in the scrum, and keeps out of the space between the opposing flanker and No.8.
 - If he chooses to 'leave' the scrum after the feed, he must first retire to his hindmost foot of the scrum and is then allowed to move in any direction across the field so long as both feet stay behind that hindmost foot.

OFFSIDE IN GENERAL PLAY

Rationale for emphasis

- When the ball is kicked in general play, any player of the kicking team in front of the kicker is offside.
- Offside players who are advancing are cutting down options for counter attack and forcing the receiving team to kick as their first option. Referees must penalise offside players and should no longer rely on continually verbally managing these players because by advancing they have already had an impact on play.
- With a long kick downfield, referees may be able to manage an offside player. The referee should call only **once** for the player to stop. If the player does not stop immediately (not just slow down), they are liable to penalty.
- With a short or high kick, there will be little or no opportunity for the referee to manage and players must immediately act as per Law or they are liable to penalty.
- Offside players must be dealt with even when the ball looks like it will go into touch because a quick throw may be an option. Once the ball is in touch, offside no longer applies and offside players may move forward toward a lineout or where a quick throw is being attempted.

Requirements for offside players

- If offside players are within 10m of where an opponent is waiting to play the ball or where the ball may land, they **must immediately retreat outside this 10m zone**. This 10m line stretches across the field (it is no longer a circle).
- Offside players within the 10m who are retreating can only be put onside when an onside teammate runs them on. No action of the team catching the ball puts such an offside player onside.
- Offside players who are not within 10m **must not move forward or towards the ball**. These offside players who are standing still can be put onside when an onside teammate runs them on, or when an opponent runs 5m, kicks, passes or touches but does not catch the ball.
- Offside players **cannot** be run onside unless they are either standing still, or retreating out of the 10m zone as applicable.

QUICK THROW AND LINEOUT

Put back into own 22m

- If a team puts the ball back into their own 22m area and the ball is subsequently kicked directly into touch there is no gain in ground. Note that the actual 22m line (chalk) is part of the 22m area. This law is applied in the following circumstances:
 - Passing, kicking or running the ball into the 22m area
 - Winning possession of a ball from a scrum, ruck, maul or lineout whose point of origin is outside of the 22m area, even though the rear participants may have their feet within the 22m area
 - A quick throw-in which is passed from in front of the 22m line, across the 22m line and into the 22m area
 - A quick throw-in taken within the 22m area after a player gathers it from in touch but in front of the 22 metre line and then takes it behind the 22m line to throw.
- When a ball is passed into the 22 metre and is touched by an opposing player, or a tackle, ruck, scrum, maul or lineout is formed, then that team can now kick directly into touch and gain ground.
- A tackled player with some part of his body inside the 22 metre area is considered to have been tackled inside the 22 metre area.

Quick Throw

- A quick throw may be thrown in straight or towards the throwing team's own goal line. The ball must travel across the 5m line before it touches another player or the ground.
- Quick throws may only be taken from between where the ball crosses the touch line and the throwing team's own goal line.
- Players who end up over the touch line must give up the ball to opposition players and must not throw the ball away such as to prevent a quick throw (PK, 15m in from touch).
- Players standing within 5m of the touch line attempting to block a quick throw-in should be managed away. These players may not block the ball from travelling 5m (FK, 15m in from touch).

Numbers and Lineout Players

- The team throwing in the ball determines the maximum number of players in the lineout. The minimum number of players is two from each team.
- A receiver at the lineout must be at least 2 metres back away from the Lineout when formed. It is optional for a team to have a receiver.
- Receivers must not join until after the ball has left the thrower's hands (FK). A receiver may only join the lineout before the ball is thrown if another lineout player simultaneously takes the receiver position (i.e. they switch).
- It is mandatory for a team to have a player in opposition to the player throwing in the ball. This player must be positioned two metres away from the 5m line **and** two metres away from the line-of-touch.
- Lineout players may pre-grip a jumper before the ball is thrown in.

Lineout Management

- The throwing team must not delay the formation of a lineout by forming a line or huddle away from the line-of-touch.
- The throwing team must set their numbers clearly and give the defending team time to match.
- Referees should manage early jumping by both teams (FK). Referees should be aware that early jumping can be caused by a baulked throw (FK).
- Sacking the jumper is legal but can only be done by one opponent and only after the ball carrier has returned to the ground. Sacking is the act of bringing the ball carrier (jumper) to the ground by the upper body.
- Referees should penalise the defending lineout that drives in on the jumper and/or support players while the jumper is off the ground.

RESTARTS AND KICKS

Kick off and drop out

- At kick offs and drop outs referees will be vigilant and deal with:
 - the kick being taken from behind the line,
 - players staying behind the kicker,
 - the receiver being taken in the air, and
 - receivers running obstruction.

Penalty Kick and Free Kicks

- All Penalty Kicks and Free Kicks taken quickly at tackles, rucks, mauls, and scrums must be taken either on or behind the mark – the mark is normally in the centre of the tackle, ruck, maul or scrum.
- Zero tolerance on the ball being thrown away, not releasing or preventing a Free Kick or Penalty Kick being taken quickly. On the awarding of Free Kicks or Penalty Kicks, if a member of the infringing team is in possession, that player must put the ball on the ground where he is standing or give the ball to an opponent who tries to take it from him. Any other action should result in the Free Kick or Penalty Kick being advanced 10 metres.
- Beware of players 'milking' an extra 10 metres by intentionally running into 'offside' players who are retreating back onside and not taking part in play. Referees should play on in these instances.
- When a Free Kick or Penalty Kick is taken quickly, defending players who are not back 10m are not put onside until they retire 10m or a teammate who was back 10m runs past them. No action of the team taking the penalty kick can put them onside (including running 5m).
- For all PK and FK awarded in in-goal, the mark is 5m from the goal-line.

ADVANTAGE

- For a 'Scrum advantage' to accrue, the non-offending team needs to have gained clear and real possession roughly equivalent to that which they would get from a scrum.
- A 'Penalty Kick advantage' calls for a greater level of reward than for a knock-on or Free Kick. The non-offending team must gain either tactical or territorial advantage roughly equivalent to that of receiving the Penalty Kick in the first instance.
- On the rare occasions that advantage is played after foul play, the very least that should happen is an admonishment. The player involved needs to understand that the referee was playing advantage for their offence.

FOUL PLAY

Repeated and Deliberate Infringements

- A referee **must** warn a team through the captain about repeated infringements prior to taking yellow card action.
- Repeated team infringements can be:
 - A number of different offences in a short period of time,
 - A pattern of similar offences without a time limit (eg. regular offences close to the defending team's goal line), or
 - Repeated infringements by an individual without a time limit.
- Deliberate infringements can result in a Penalty Kick and a caution (yellow card) without any warning, depending on the cynical nature of the infringement.
- If a Penalty Try is awarded and the offender can be identified, then a caution (yellow card) or send off (red card) must follow.

Dangerous Play

- Dangerous tackles include tackles that are above the line of the arm pits or use the collar of the jersey
- If contact is made with the neck or head after initial contact below the line of the shoulders then the tackle is still considered a dangerous tackle.
- Any tackler who lifts a player into the air or causes a player to be put in the air has a responsibility to ensure that the player is brought back to the ground safely.
- Tackles where a player is lifted, tipped and 'speared' into the ground or dropped from a height must result in a send off (red card).
- When a player returns to the field of play after a temporary suspension (yellow card) that player should be reminded that they have now been cautioned and another action deserving of a second yellow card will result in an automatic send off (red card).
- In U19 matches, punching and stamping are an automatic send off (red card).
- When dealing with situations where two players are involved in Foul Play offences, referees are required to be firm in dealings with both the retaliator and the instigator.

OTHER

- Player questioning of Referee decisions will not be tolerated and referees should take strong action.
- Swearing directed at a Referee or an Assistant Referee is a red card offence.
- Referees should manage unnecessary injury stoppages and be pro-active in playing on, e.g. front row players going down with injury at line outs. If the injured player is not in the way of the game, play on. If play approaches an injured player on the ground, the referee should stop the game immediately.
- Referees should be pro-active in ensuring players with bleeding wounds leave the field for treatment.
- The corner posts are no longer considered to be in touch in-goal. However, if a player grounds the ball against the corner post it is considered touch-in-goal.
- If a player carrying the ball touches the corner post without otherwise being touch-in-goal, then it is play on.
- If the ball hits the corner post and rebounds into the field of play or the in-goal, it is play on. If the ball subsequently bounces into touch then play should restart with a lineout.