

SENIOR
COMPETITION RULES

2011



DOWNS
RUGBY

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1. DEFINITION OF TERMS

- (a) **THE ASSOCIATION** is Downs Rugby Limited .
- (b) **SENIOR COMMITTEE** is the committee endorsed at the Annual General Meeting of the Association.
- (c) **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the competition – as appointed by the Association and approved by the Senior Committee.
- (d) **CLUB** is the football club or partner that is affiliated with the Association and invited to participate in the competition.
- (e) **JUDICIARY** is the Judicial Committee as appointed by the Association.
- (f) **IRB** is the International Rugby Board.
- (g) **ARU** is the Australian Rugby Union.
- (h) **QRU** is the Queensland Rugby Union Ltd.

2. LAWS OF THE GAME

Matches must be played in accordance with the Laws of the Game of Rugby Football and the rulings thereon, as published by the IRB including, Under 19 and 7 a side variations, together with all by-laws and directives of both the ARU and QRU.

3. TEAM NOMINATIONS

3.1 Participation and/or competitions shall be initiated by invitation by Downs Rugby Limited following completion of the 2010 season for the following year, in every grade and/or division.

3.2 Team Nominations must list the name of the team and all information requested by the Senior Committee for the purpose of placing the team in the most appropriate competition.

3.3 Team Nominations must list contact information for the coach and manager nominated for that team so that their mandatory Smart Rugby compliance may be assessed; and provide all other information requested by the Senior Committee.

3.4 Team Nominations must be accompanied by any team nomination fee / club affiliation fee fixed by the Association. .

3.5 A team will be considered accepted on approval of its nomination by the Senior Committee.

3.6 Any player registered to play in the Under 19 competition must have been born in 1992 or 1993.

Penalty -- Nominations that do not meet with the aforementioned requirements will not be accepted by the Senior Committee.

4. REGISTRATION OF PLAYERS

NB – PLEASE ALSO REFER TO THE FOLLOWING:

- i) Laws and Regulations of the Game
- ii) ARU Policies and QRU Policies

4.1 All members of a club (ie. players, coaches, managers, volunteers and Management Committee Members) are to be registered in that year of competition on ARU's registration system - My Rugby Admin. Player registrations must be entered on MyRugbyAdmin by the club no later than 7 days after that player has first participated in a fixture.

4.2 A player may play for the club of his/her choice

4.3 No person shall be eligible to play with a Club within the Association in the actual year of the competition unless that player has signed an ARU registration form and is registered by the club, via MyRugbyAdmin, with the ARU. Players under the age of eighteen must have their registration form signed by a Parent or Legal Guardian. Each registration form is to be retained by the club and should be available for sighting, upon request.

4.4 Senior players must be 18 years of age to be eligible to play in any open age competition and must not have been registered in any under 19 competitions in the same year, except as per the Two Year Window Guidelines as outlined by ARU. Please also refer to QRU's Policy on Movement between Age Grade (Under 19 Law Variations) and Senior Rugby Policy.

PLEASE NOTE: Clubs must prove to their satisfaction the eligibility of players to participate. Failure to confirm the eligibility will make the club and/or player liable to suspension and/or penalty.

4.5 For under age players, players are to be registered in an age group according to their age in 12 month period prior to the cut-off date. In Queensland the cut off date is the 31st December. Therefore a player who turns 15 in the 2011 calendar year can be registered as an Under 15 player. Reference should be made to ARU's Age Grade Two Year Window Policy.

4.6 No permission to play will be granted to a registered player of another Union unless he/she produces the written consent on the appropriate form provided by the ARU.

4.7 A player officially registered with a club may only change clubs across competitions in Queensland with the written permission of the QRU. Applications for permission to change clubs must be submitted via the Competition Manager who will in turn, seek approval from QRU. Such player shall not play with the club to which he/she wishes to transfer until written consent has been obtained

4.8 A player officially registered with a club may only change clubs within the same competition with the written permission of the Senior Committee. Applications for permission to change clubs must be submitted to the Senior Committee. Such player shall not play with

the club to which he/she wishes to transfer until written consent has been obtained. The player concerned shall be deemed ineligible to play for any club until his/her application has been considered by the Senior Committee.

Restrictions -- This process is not negotiable and cannot be altered or added to.

Penalty -- If a club breaches any of the above rules the offending club will lose the match and in addition be penalised a further four competition points each time a breach occurs. The player concerned shall be deemed ineligible to play for any club until his/her registration has been considered by the Senior Committee.

5. THE COMPETITION

5.1 The Draw - The competition will be conducted in accordance with a schedule of matches drawn up by the Senior Committee prior to the start of the playing season and varied as necessary from time to time.

5.2 Competition Points – Competition points shall commence to accrue when all affiliation fees, as noted in Clause 3.4, are paid (in accordance with the terms contained on the tax invoice issued to each club).

Position on the competition table will be determined by competition points.

Win	-	four (4) points
Draw	-	two (2) points
Loss by seven points or less	-	one (1) point
Scoring of 4 or more tries	-	one (1) point
Bye	-	zero (0) points

5.3 Club Championship - The club championship will be awarded each year to the club gaining most points on the aggregate of all their teams based on results at the end of the competition rounds.

A Grade	Competition Points x 3
B Grade	Competition Points x 2
C Grade	Competition Points x 1
Women's	Competition Points x 1
Colts Grade	Competition Points x 1

In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the basis of the best ratio of points scored for and against, then on the highest number of wins.

5.4 Postponed/Abandoned Matches

(i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager by noon on the day prior to the match. In the event that conditions arise during the 24 hours prior to the fixture, the Competition Manager or a representative of the Senior Committee must be contacted immediately the ground is considered unplayable or doubtful of being playable.

The Competition Manager, after consultation with clubs involved, will direct that:-

- (a) the match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) ;or
- (b) the match or matches be postponed to a date set by the Senior Committee.

(ii) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

(a) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.

(b) Where a match has been abandoned either at half time or at any time during the second half, the score at that time will be the result.

(c) In the event of a match being unable to begin due to reasons beyond any persons control e.g. Environmental; both clubs will be required to reschedule. If rescheduling is not possible, then the Senior Committee will determine if any competition points will be awarded for that match and to whom.

(d) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Senior Committee will determine if any competition points will be awarded for the match and to whom.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing,judicial or breaches of the code of conduct)

Penalties

- In the event of any of the above occurring, the Senior Committee may seek written submissions from all parties it deems appropriate and may take further action as it is advised.

5.5 FORFEITS

(i) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The opposing club will be awarded maximum competition points in that round in that grade. Their points "for" will be increased by the largest winning margin of any other match played in that round in that grade.

(ii) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and competition points shall be cancelled.

(iii) A forfeit in any grade will automatically cause the club to forfeit any matches of lower grades in that division.

(iv) Any club wishing to advise of the need to forfeit must notify the Competition Manager no later than 7pm on the Thursday prior to the match.

Penalties

\$500.00 payable to the Association **or** other clubs as specified in (a) and (b) below **or** loss of competition points **or** loss of corresponding hosting rights

- (a) If advised to the Competition Manager by 7pm on the Thursday prior to the match; the Senior Committee by the forfeiting club.
- (b) If advised after the specified time in (a) above; to the disadvantaged club by the forfeiting club.
- (c) If a club/team forfeits three matches in any one season the Senior Committee may ask the club/team to show cause why it should remain in the competition.

5.6 DURATION OF MATCHES

(i) All matches are to be played in accordance with the Laws of the Game , specifically Law 5 and the appropriate U19 Variations.

(ii) For normal rounds, suggested kick off times shall be as follows:

A-Grade:- 3.00pm (40mins halves, 10 mins break, with injury time)

B-Grade:- 1.30pm (40mins halves, 10 mins break, no injury time)

C-Grade:- 12.15 pm (30mins halves, 5 mins break, no injury time)

Colts:- 11.00pm (35mins halves, 5 mins break, no injury time)

(iii) Should clubs be hosting a “Junior through to Senior” day, times can be adjusted as necessary to fit all allocated games in a timely fashion BUT need to be negotiated and agreed upon with their opposition and the Match Official.

(iv) All home clubs are to confirm game times with the Competition Manager and Referees no later than Wednesday, 10.00am, prior to the matches being undertaken. Please refer to Clause

(v) Any time lost in commencing a game for whatever reason may be taken off that match so that the following matches may commence at the scheduled time.

(vi) Any team not prepared to commence a match five (5) minutes after the designated kick-off time shall forfeit the match (as determined by the referee).

Penalty -- *The offending club may be liable to a fine not exceeding \$500.00 or such other amount as the Senior Committee may decide unless satisfactory reason for the delay is given to the Senior Committee.*

5.7 PLAYERS ATTIRE AND EQUIPMENT

- (i) Every player taking part in a match shall wear the approved club jersey, shorts and socks. Players taking part in a match shall wear on the back of their jersey a distinguishing number. Numbers shall be of a minimum length of 150 millimeters and of such a colour as to be easily discernible within a reasonable distance of the match.
- (ii) No two players representing the same club on the field at the same time shall wear the same number jersey.
- (iii) The distinguishing number shall correspond with the information supplied by the club on the team sheet for that match.
- (iv) Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.
- (v) The match football for all matches will be standard rugby match ball, Super 15 Standard size 5 - and the host club will provide three (3) footballs for each game.
- (vi) The Senior Committee reserves the right to issue sponsored footballs for use in any match.

Restrictions

- Reference should be made to the current edition of the Laws and the IRB Regulations.

5.8 PLAYING FIELD

- (i) Clubs hosting matches played under these rules must comply with the ARU Safety Directives with respect to Medical Requirement. **Both** teams and the Match Officials are responsible for ensuring that matches do not progress if the requirements of medical care are not in place.
- (ii) A Medically Qualified Person and a Field Marshall must be **available**, and **identifiable**, at all clubs hosting matches played under these rules. Reference should be made to the ARU Safety Directives when seeking any clarification.
- (iii) For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the “*Laws of the Game*”
- (iv) Goal Posts -- All Goal posts within the playing enclosure must be padded.
- (v) Playing Enclosure - Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres from the playing area perimeter.
- (vi) Persons authorised to enter Playing Enclosure:

- (a) Medically Qualified Person.
- (b) Teams (2 x)
- (c) Referee
- (d) Touch Judges (2 x).
- (e) Sports Trainer: Seated inside the playing enclosure (maximum 2 persons per team).
- (f) Maximum of 3 ball attendants

Restrictions

- The sports trainer is a person or persons from each team who is/ or are responsible for immediately attending to a player who may appear to be injured, and to provide water to the players.
- Note that authorised persons does not include a coach with the following exceptions:
 - a) Where it is permitted under the ARU Pathway Laws
 - b) Where the nominated coach is required to fulfill one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.

Penalty - At the discretion of the Senior Committee, reported breaches of the above rules may result in loss of competition points or a monetary fine. Repeated breaches may result in action including, but not limited to, deregistration of the club from the competition.

5.9 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS

- (i) A Grade -- A team will comprise no more than 22 players with any number of the reserve players able to be replaced due to illness or injury at any time during any match as per the Laws of the Game. Each team must have five (5) players who may play in the front row.
- (ii) B and C Grade and Under 19 Competition –There are no nominated number of players; however the maximum number per team is twenty-three (23).
- (iii) **Reserves:** When the number of players is not nominated or is fifteen (15) any number of players may be replaced due to illness or injury at any time during any match as per the Laws of the Game – ie. does not exceed eight (8). Otherwise the replacements will be restricted to the nominated number of players, utilised as per the Laws of the Game.
- (iv) **Uncontested Scrums** - If a team cannot field a suitably trained front row because players are either not available, are injured or sent off, the Match Official must order uncontested scrums. The period/s of play during which uncontested scrums occurred must be noted on both teams' score sheets and signed by the Match Official.
- (v) **Commencing with Uncontested Scrums** - All matches within the competition are permitted to commence with uncontested scrums.

NOTE: Ideally each team will field a team that can contest the first scrum of the match. Should a team not be able to field a team that can contest the first scrum of the match, then that club must advise both the Match Officials and opposition of this situation prior to the commencement of the game.

Penalty - In the event of a team creating the need for uncontested scrums in one (1) match in any one season, that club must report to the Senior Committee on the reasons for the shortage of suitably trained front rowers and may be asked to show cause why it should remain in the competition.

5.10 ROLLING SUBSTITUTIONS

Management of Rolling Substitutions shall be as per Appendix C.

B Grade – Rolling substitutions, with a maximum of eight (8) movements per game will be implemented.

C Grade and Under 19 – Rolling substitutions with a maximum of twelve (12) movements per game will be implemented.

5.11 TEMPORARY SUSPENSION – MANAGEMENT

(i) The temporary suspension of a player must be recorded on the result sheet prior to the signing by the Match Official. Failure to do so could leave the player and the club liable to suspension and/or penalty by the Senior Committee.

(ii) Should a player incur **three (3)** temporary suspensions in one (1) season (including semi finals and finals), he/she will automatically be suspended from playing in the next round of scheduled fixture matches/finals match. Following this suspension, the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil. Temporary suspensions do not transfer to the next season.

(iii) Clubs may receive notification once a player receives two (2) temporary suspensions.

(iv) Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.

5.12 PLAYERS ORDERED OFF FOR MISCONDUCT

(i) Referees must, by **12:00pm** on the first business day following the day of the match, report in writing to the Competition Manager on the approved form, any player or players ordered off the field of play for any reason or any misconduct.

(ii) Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.

(iii) The Judicial Committee will meet as directed by the committee or when the Judicial Committee deems necessary throughout the season to hear cases. Any player ordered off the field will, without notice, attend the next meeting of the Judicial Committee. The player must check with the Competition Manager on the first business day following the match in which he/she was ordered off, the time and place of the hearing. Where possible, the Judicial Committee will meet as soon as convenient following completion of the match, more often than not this will be at 5:30pm on the Monday following the match.

(iv) Should a player be unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club or make available a telephone number he/she can be contacted on at the time of the hearing.

(v) In the event of a referee's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Consequently the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.

(vi) There will be a right of appeal against decisions of the Judicial Committee to the full Senior Committee.

5.13 MATCH RESULTS AND TEAM LISTS

(i) It is the responsibility of each team to furnish, on official forms, to the Competition Manager, the results and team lists for all matches played, on request. The form is to be counter signed by the referee in the space provided.

(ii) Procedures for completion and lodgement of game results are contained in Appendix D.

(ii) Match results sheets showing team lists, scores and scorers, and any players given a temporary suspension, in each grade, will be completed by each team for both home and away matches and uploaded to the web based Competition Manager System as available on the MyRugby Admin website, by 10 pm each Monday immediately following the match. Penalty will be one point for each grade not uploaded.

Penalty - A team that neglects to lodge properly completed match results sheets on time will incur the loss of one (1) competition point from the team involved on each breach.

5.14 PLAYER NUMBERS – UNDER 19

(i) If a club can field 12 players then the game shall proceed with 12 players on both sides (5 forwards and 7 backs) and the game will be for competition points.

(ii) At no point in the above case shall the game be played with uneven numbers eg. 15 v 12.

(iii) If a club has less than 12 players, it will constitute a forfeit. The game may still be played with borrowed players etc, but the points will be awarded to the team not forfeiting.

6. FINALS SERIES MATCHES

6.1 GAME TIMES AND VENUES

All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Senior Committee and agreed to by the Association.

In the event of drawn matches at full time of open men's semifinal, preliminary final and grand final matches, the following shall apply:-

- (i) There shall be a 5 minute break, before 10 minutes each way (separated by a 1 minute break) will be played, to be commenced with a kickoff ie. First period by the team the originally commenced the match etc; then if no result
- (ii) One (1) x maximum 10 minute plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result
- (iii) Higher placed team at the end of the last round from the regular season; then if no result
- (iv) If both teams are equal on competition points, a count back on For and Against points will decide the winner.

In the event of scores being equal at full time in an Under 19 semifinal, preliminary final and grand final matches, the following shall apply:-

- (i) Most tries in the actual game; then if no result
- (ii) First try of the game; then if no result
- (iii) The team that finished highest on the minor premiership ladder will be declared the winner.

6.2 FINALS SERIES PLAYER ELIGIBILITY.

(i) A player shall not be eligible to play in the finals series unless he/she has played for his/her club on more than 50% of the competition match days during the season **or** played for his/her club on four of the last five competition match days of the season. Byes and higher representative duties will not count as eligible weekends.

(ii) A player shall not be eligible to play in the finals in a lower grade after having participated as a member of the team in a higher grade on more than 50% of the competition match days during the season **or** in 4 or more of the last 5 competition matches.

6.3 DISPENSATION

A club may apply for dispensation for any player whom falls outside the guideline(s) detailed in 6.2 above. This application must be in writing and must be received by the Competition Manager by no later than noon on the Wednesday immediately preceding the start of the finals series. The application will then be considered by the Senior Committee and the club will be informed of the Senior Committee's decision at approximately 5.00 p.m. on the Thursday immediately preceding the start of the finals series.

6.4 FORFEIT OF FINALS MATCHES

If a team forfeits a finals game, then that team will automatically forfeit the finals series and will take no further part in the competition.

Penalties - To be determined by the Senior Committee.

7. MATCH DAY MANAGER

7.1 Each club shall appoint a Match Day Manager for each match played at their home ground.

7.2 MATCH DAY MANAGER RESPONSIBILITIES

(i) Each Club is responsible for ensuring that their ground/venue are safe and suitable for the conducting of rugby matches for all home Club fixtures.

(ii) The home club shall appoint a Match Day Manager for each game. The Match Day Manager must be available for the entire playing duration.

(iii) Directions given by any Club Appointed Match Day Manager 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 Management Committee, who, is to decide on any further action or report to be submitted to the Competition Manager.

(iv) The duties of the Match Day Manager will include the following:

- supervision of the venue;
 - making contact with all appointed Referees and visiting team coaches upon arrival, including pointing out change room locations and providing introductions to home team officials such as coaches and captains;
 - rectifying any deficiencies on the grounds including but not restricted to surface, field marking, goal posts, flag posts, ropes and goal post protection, as requested by the referee;
 - act as a point of contact for all playing enclosure enquiries; and
 - as far as practicable, for the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Expectation of Behaviour Guidelines.
- Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue.
 - Having access to a phone and the Emergency Phone List.
 - Have access to the ARU Protocol for Serious Injury.
 - Set up, maintenance of and patrolling the Playing Enclosure.
 - Preventing the illegal entry of any person into the playing enclosure.
 - Assisting the officials (Medical Person, Managers, Touch Judges and Referee) perform their respective duties.
 - Management of suitable ground access for any emergency vehicles.
 - Ensuring Club appointed Touch Judges and Trainers are carrying out their duties correctly.
 - Follow up to ensure that team sheets are correctly filled in and presented to the Referee for his signature immediately on completion of the game.

- If deemed necessary, escort the match officials from the field of play to the dressing rooms on completion of the game and remain with them for thirty (30) minutes after the match or when they depart, whichever occurs first.
- Have a copy of the Competition Rules at hand.

8. APPEALS

8.1 All protests must be made in writing and signed by either the Club President or Club Secretary.

8.2 Protest must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the Competition Rules.

8.3 All protests must specifically nominate the competition rule (by number) under which the breach occurred.

8.4 All witness statements must be tendered on a signed statutory declaration form.

8.5 The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.

APPENDIX A

SCHEDULE OF PENALTIES

RULE	PENALTY
3. TEAM NOMINATIONS	Nominations that do not meet with the requirements will not be accepted by the Senior Committee
4. REGISTRATION OF PLAYERS	If a club breaches any of these rules the offending club will lose the match and in addition be penalised a further four competition points each time a breach occurs. The player concerned shall be deemed ineligible to play for any club until his/her registration has been considered by the Senior Committee
5.4 POSTPONED/ABANDONED MATCHES	In the event of any of the above occurring, the Senior Committee may seek written submissions from all parties it deems appropriate and may take further action as it is advised
5.5 FORFEITS	<p>\$500.00 payable to the Association or other clubs as specified in (a) and (b) below or loss of competition points or loss of corresponding hosting rights</p> <p>(a) If advised to the Competition Manager by close of business on the Wednesday prior to the match; the Senior Committee by the forfeiting club</p> <p>(b) If advised after the specified time in (a) above; to the disadvantaged club by the forfeiting club</p> <p>(c) If a club/team forfeits three matches in any one season the Senior Committee may ask the club/team to show cause why it should remain in the competition.</p>
5.6 DURATION OF MATCHES	Any team not prepared to commence a match five (5) minutes after the designated kick-off time shall forfeit the match (as determined by the referee). The offending club may be liable to a fine not exceeding \$500.00 or such other amount as the Senior Committee may decide unless satisfactory reason for the delay is given to the Senior Committee.
5.8 PLAYING FIELD	At the discretion of the Senior Committee, reported breaches of the rules may result in loss of

	competition points. Repeated breaches may result in action including, but not limited to, deregistration of the club from the competition.
5.9 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS	In the event of a team creating the need for uncontested scrums in one (1) match in any one season, that club must report to the Senior Committee on the reasons for the shortage of suitably trained front rowers and may be asked to show cause why it should remain in the competition.
5.10 TEMPORARY SUSPENSION	Should a player incur three (3) temporary suspensions in one season, he/she will automatically be suspended from playing in the next round of scheduled fixture matches. Any subsequent temporary suspension will automatically result in suspension from the next round of scheduled fixture matches. Temporary suspensions do not transfer to the next season.
5.12 MATCH RESULTS AND TEAM LISTS	A team that neglects to lodge properly completed match results sheets on time will incur the loss of one (1) competition point from the team involved on each breach.
6.4 FORFEIT OF FINALS MATCHES	(i) No further part in competition. (ii) Further penalties to be determined by Senior Committee

APPENDIX B

Summary of ARU / QRU Policies

Australian Rugby Union (ARU) and Queensland Rugby Union (QRU) Policies

This publication has been drafted as a "Quick Guide" for use for all rugby administrators / team management / players / volunteers / players within Queensland.

Complete versions of all Policies are available on the ARU and QRU Websites.

Unless otherwise indicated, all Policies mentioned are in use across Australia.

This summary is not intended as a substitute for reading the actual policies.

Further reference may be made to the following International Rugby Board (iRB) and ARU publications:

1. iRB Laws of the Game
2. ARU Laws of the Game – Under 19 Variations
3. ARU Junior Player Pathway
4. iRB Regulations of the Game

For full and complete Policies and Procedures – please visit:-

http://www.rugby.com.au/community_rugby/administering_rugby

1. *Anti-Doping*

The ARU condemns the use of performance enhancing drugs and doping practices in sport. The use of performance enhancing drugs and doping practices is contrary to the ethical concepts of sportsmanship, fair play, good medical practice and is potentially harmful to the health of persons.

2. *Code of Conduct*

The ARU is committed to promoting and strengthening the positive image of Rugby and its participants in Australia. In light of this commitment, the ARU Code of Conduct seeks to establish standards of performance and behaviour to ensure that participants act in a professional and proper manner and to ensure that the game is played and conducted with disciplined and sporting behaviour.

The Code of Conduct also seeks to deter all on-field and Rugby-related conduct that could damage the game of Rugby by impairing public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants.

The Australian Rugby Union has set out the ARU Code of Conduct to assist clubs when dealing with the above issue.

3. *Member Protection*

The ARU's Member Protection Policy reiterates Australian Rugby's commitment to ensuring that every person involved in rugby is treated with respect and dignity, and is safe and protected from harassment, discrimination, bullying, abuse and other unfair or inappropriate conduct.

The Member Protection Policy is comprised of four sections:

1. Policy statements regarding child protection, anti-discrimination and harassment, pregnancy and gender identity;
2. Child Protection Requirements including a summary of relevant state legislation and recommended screening process for those states and territories that do not have specific child protection legislation;
3. Procedures including step-by-step guide to all dispute resolution procedures: complaints procedure, mediation procedure, child abuse investigation procedure, conduct committee and appeals procedure, and summary of disciplinary measures; and
4. Reporting documents and forms.

Everyone involved in Rugby should familiarise themselves with the Member Protection Policy and the standards of behaviour expected of all participants.

4. *Send Off Policy – Senior – QRU specific; and Under 19 - ARU*

For all competitions in Queensland it is mandatory for referees to send off players who punch or stomp another participant. **Further**, it is mandatory in all competitions (Senior; Junior and

School throughout Queensland as a minimum for referees to temporarily suspend (Yellow Card) players who dangerously tackle or dangerously charge an opponent.

5. *Movement between Age Grade (Under 19 Law Variations) and Senior Rugby – QRU Specific*

- A player of 18 years of age shall be eligible to move between the Age Grade Rugby and Senior Rugby environments freely except where the movement is to a position in the Senior Rugby “tight 5” positions (Front row and Second row).
- A player who is 17 years of age shall only be conditionally eligible to move between the Age Grade Rugby and Senior Rugby environments if he/she has received a Senior Rugby Policy exception.
- When a player of 18 years of age wishes to move to a “tight 5” position in Senior Rugby environment they will be required to abide by the following conditions which will also apply to players who have received a Senior Rugby Policy exception in any/all position(s)
 - The above player may move to a competition played within a Senior Rugby environment, if it is believed the player is capable of playing within this new environment. If subsequently, it is believed, that in the best interests of the player, he/she should return to the Age Grade environment, then he/she will be permitted to do so upon application to the competition manager. This will only be permitted once, within the same competition structure, during a calendar year.
- The player will be subject to the current requirements for eligibility to participate in finals as set out in the competition rules.
- Any player eligible by age, regardless of the environment they are playing within, may be chosen for an Age Grade representative team as long as that team is a recognised team of the controlling union in which the player is registered or a State representative team.

6. *Age Grade Rugby*

a. *Junior Age Limits*

A junior age rugby player must be younger than the age group in which he/she is playing as of the 1st January of the playing year.

For example: A player in the Under 15's must be under 15 years of age as of the 1st January, in the playing season.

b. *Junior Pathway Policy*

All junior teams competing in competitions managed by the ARU or member unions must play under the laws of the ARU Junior Player Pathway – Brisbane Junior Rugby Union has had variations approved by QRU

c. *Mixed Gender Policy*

Males and females can participate in mixed gender rugby up to and including the calendar year (1 January - 31 December) in which they turn 12 years of age

d. Two Year Window Policy

All competitions played up to and including Under 19 within Queensland are recommended to observe a Two Year Window where no player shall participate in a game more than two years above his or her chronological age. For example, a player participating in an Under 12 competition should be turning 11 or 12 years of age during the calendar year. An exception process to this Policy is now available.

e. Senior Rugby Policy

The age for which any player is permitted to participate in Senior rugby shall be eighteen (18) years. An exception process to this policy is now available.

7. Game Regulations

a. Lighting Criteria

For Community Rugby, in summary:

- Amateur and semi-professional
- Ball and Physical Training – 50 lux
- Club Competition and match practice – 100 lux
- Semi-professional i.e. Premier Rugby (Senior) Competition – 200 lux

b. Players Suspended from Other Sports

ARU acknowledges and recognizes sanctions and suspensions imposed by other sporting codes in relation to all proven offences. An athlete found guilty of an offence will not be permitted to participate in any rugby union competition or tournament endorsed by the ARU for the duration of the suspension or sanction period. Breach of this policy will be regarded as a further breach of the ARU Code of Conduct and will be dealt with accordingly. Persons seeking to be exempted from the general position and participate at a non-elite level are invited to show cause in relation to their proposed participation through a formal [documented hearing] process.

c. Player Transfer to new Union – a separate document detailing the required processes has been distributed

Player transfers within Rugby Union are subject to IRB Regulation 4.6. Particular reference should be made to regulation 4.6.1.

4.6.1 A Player leaving or proposing to leave his Current Union to play in another Union shall not be Registered or eligible to participate in competitions organised, recognised or sanctioned by that New Union until the New Union has received the original version (or a facsimile copy of the original version) of a Clearance.

d. Judicial Procedures – a separate document detailing the required processes will be distributed

8. Occupational Health and Safety

a. Insurance Scheme Policy

All teams competing in competitions managed by the ARU or member unions must participate in the ARU National Insurance Scheme

b. Registration of Players / Coaches / Match Officials / Club Volunteers

The process of Registration, Insurance and MyRugbyAdmin are interlinked.

All Participants (Players, Coaches, Match Officials, Club Volunteers/Officials, etc) must be registered with the ARU in order to obtain coverage under the ARU National Insurance Scheme.

c. Safety Directives

Full Details are available on ARU / QRU websites to ensure all matches are played in the safest possible environment.

d. Serious Injury Report and Protocol

Full Details are available on ARU / QRU websites as to the required process and documentation in the event of a serious injury i.e. Any head or neck injury, or any serious injury, that results in the admission of a player to an emergency department, hospital or after four medical centre.

e. SmartRugby

SmartRugby, our Occupational Health and Safety Program, is the compulsory minimum requirement for every coach and match official participating in rugby where there is a tackling component. SmartRugby to be mandatory from 2006 requiring qualification every two (2) years.

f. Blood Policy

The potential for the spread of infection in contact and collision sports such as rugby union, has been widely recognised for many years. As a consequence of heightened public awareness and anxieties, increasing attention has been given in recent years to the possible risks of acquiring hepatitis B (HBV) or HIV infection in sports where the spillage of blood may occur.

Note: The risk of acquiring HIV or hepatitis B through playing rugby is minimal.

9. Miscellaneous

a. Rugby Tours

The organisation of Matches, Tournaments & Tours are subject to IRB Regulation 16.

iRB Regulation 16.2 – Matches, tours and tournaments below National Representative level stipulates that:

When consideration is being given to a Match, Series or tour involving teams below National Representative level (e.g. Provincial, State, County, District, Club or other Rugby Body) from more than one Union, written permission to arrange such Matches or tours must first be obtained from the Secretary of the organiser's Union, who in turn, subject to permission being granted by his Union, will seek the agreement and approval of the secretary of the other Union (16.2.2).

The visited Union shall be fully responsible for ensuring the proper administration and control of matches or tours (16.2.4).

APPENDIX C

Rolling Substitution - Procedural Guidelines for the Administration and Control

- A. Sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by the Union to all clubs in advance of the first match in which rolling substitutions are permitted.
- B. Each club will then be responsible for providing its own supply of cards for each match in which its teams compete, preferably with different colour cards for each team.
- C. Each team shall appoint its responsible person (e.g. team manager, coach or parent) who shall be required to hand the appropriate substitution card in the correct sequence to the relevant official before each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.
- D. The Union responsible for the match will determine who the relevant official to receive the substitution cards should be. This may be:
 - a. The Ground Marshal in charge of the ground
 - b. An accredited Assistant Referee
 - c. The Referee
 - d. A designated representative from the opposition.
- E. The relevant official shall receive and retain the cards during the match and shall monitor each team's use of its substitutes. He / she is not required to record any information but shall simply retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team (or discarded) until the referee is satisfied of the final number of substitutes used by each team.
- F. The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.

HOME 1	HOME 4
HOME 2	HOME 5
HOME 3	HOME 6

HOME 7	HOME 10
HOME 8	HOME 11
HOME 9	HOME 12

AWAY

AWAY

1

4

AWAY

AWAY

2

5

AWAY

AWAY

3

6

AWAY

AWAY

7

10

AWAY

AWAY

8

11

AWAY

AWAY

9

12

PROCEDURES FOR COMPLETION AND LODGEMENT OF GAME RESULTS

1. All players who took the field are to be listed on team sheet i.e. **DO NOT** list the reserves who did not play
2. All details of point scorers are to be listed
3. All players (both teams) who have either been temporarily suspended (yellow card) or sent from the field of play (red card) are to be listed
4. The referee is to confirm the result of the game by signing where indicated – preferably in the presence of both teams
5. Teams are to swap a copy of the Team Sheet (Blue Copy) and retain the White and Yellow Copy
6. A Copy of the Team Sheet is to be provided to the Competition Manager **on request**
7. **HOME TEAMS** must advise the result of all games by Text Message (SMS) to Downs Rugby - 0459 171 750 -- **within thirty (30) minutes of the completion of the last game**
 - a. INFORMATION MUST INCLUDE
 - i. Date
 - ii. Grade i.e. Open or Colts;
 - iii. Competing Club(s)
 - iv. Result of Game

AND - VERY IMPORTANT

ALL CLUBS must enter the results of all games on-line via the ARU Competition Manager by no later than **10 PM each Monday** following completion of the game.

- a. INFORMATION ENTERED MUST INCLUDE
 - i. Result of Game
 - ii. Point Scorers i.e.
 1. Tries
 2. Conversions
 3. Penalties
 4. Drop goals
 5. Penalty tries
 6. Players temporarily suspended (yellow card) – both teams
 7. Players sent from the field of play (red card) – both teams

Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties – please refer to the Competition Rules