

As at 31.03..09

# Queensland Rugby Union Ltd.

## Brisbane Competition Rules

2009



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## 1. PREAMBLE

These rules are for the 2009 Brisbane Rugby Competition which comprises teams in all or some of these Competitions: 1<sup>st</sup> – 4<sup>th</sup> Grade; Under 19 (Colts 1 – 2); Women; Barber; Pegg, Normanby and Wyatt Cups. Accepted Nominations have been received from:

1. Ag Vet
2. Beenleigh
3. Brisbane Irish
4. Brothers
5. Caboolture
6. Easts
7. Easts Longhorns
8. Everton Park
9. Goodna
10. GPS
11. Ipswich
12. Kenmore
13. Logan City
14. Med XV
15. Nerang
16. Norths-QUT
17. Pine Rivers Boars
18. Pine Rivers Pumas
19. Redcliffe
20. Redlands
21. Souths
22. St Leo's Old Boys
23. Sunnybank
24. TC Beirne School of Law
25. University of Queensland
26. University of Queensland – Gatton
27. Wests
28. Wynnum

## 2. DEFINITION OF TERMS

### For the purposes of this document:

- (a) **ARU** is the Australian Rugby Union Ltd.
- (b) **Club** is the rugby body that is affiliated through the QRU or the Queensland Suburban Rugby Committee Inc.
- (c) **Competition Manager** is the Rugby Services Manager
- (d) **iRB** is the International Rugby Board
- (e) **Judiciary** is the Judicial Committee as appointed by the Union
- (f) **Management Committee** is the committee appointed by the Union to oversee the management of the competition.
- (g) **Principles of the Game** refer the Playing Charter at the front of the Laws of the Game
- (h) **QRU** is the Queensland Rugby Union Ltd
- (i) **Union** is the governing Union of the competition.

### 3. 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 International Rugby Board (iRB) including, Under 19 and 7 a side variations, together with all by-laws and directives of both the ARU and QRU. **NB** The Experimental Law Variations (as annexed) have been adopted

#### Exclusion

The Womens competition will be played in terms of the Laws of the Game of Rugby Football incorporating the Under 19 variations with the following additional provisions:

- a) If either team cannot field fifteen (15) players then both teams must match playing numbers; and
- b) A match is not to commence unless both teams have at least ten (10) players.

### 4. TEAM NOMINATIONS

- i) Participation and, or, competitions shall be initiated by the calling of nominations *in December* in every grade and/or division.
- ii) Team Nominations must list the name of the team and all information requested by the Management Committee for the purpose of placing the team in the most appropriate competition.
- iii) Team Nominations must list the coach for that team and their accompanying ARU registration number so that their mandatory SmartRugby compliance may be assessed.
- iv) A nomination fee/and or player levy must be paid within the timeframe as advised by the Management Committee.
- v) A team will be considered accepted on approval of its nomination by the Management Committee and/or Competition Manager.

#### **Penalties**

Refer Appendix.

## 5. REGISTRATION OF PLAYERS

### NB – PLEASE ALSO REFER TO THE FOLLOWING:

- a) Laws and Regulations of the Game

<http://www.irb.com/lawregulations/lawsrulings/index.html>

[http://www.qru.com.au/rugby\\_education/refereeing/laws\\_of\\_the\\_game.67951.html](http://www.qru.com.au/rugby_education/refereeing/laws_of_the_game.67951.html)

<http://www.irb.com/lawregulations/regulations/index.html>

- b) ARU Policies and QRU Policies

[http://www.qru.com.au/rugby\\_education/policies/overview.62602.html](http://www.qru.com.au/rugby_education/policies/overview.62602.html)

- i) All members of a club are to be registered in that year of competition on ARU's registration system (system)
- ii) A player may play for the club of his/her choice.
- iii) No person shall be eligible to play with a Club within the Union in the actual year of competition unless that player has signed an ARU registration form and is registered by the club on the system (refer (v) below), Players under the age of eighteen (18) must have their registration form signed by a Parent or Legal Guardian. Only players who are eighteen (18) years of age as at the date of the game are eligible to play in open competitions.
- iv) Each registration form is to be retained by the club as per ARU policy.

**NOTE:** School competitions do not register with the system

**NOTE:** Proper registration of players will ensure that the club administration has fulfilled their responsibilities under duty of care to the players as prescribed by SmartRugby

- v) Player registrations must be entered on the system by the club no later than seven (7) days after that player has first participated in a fixture.
- vi) For under age players, players are to be registered in an age group according to their age in twelve (12) month period prior to the cut-off date. In Queensland the cut off date is the 31<sup>st</sup> December. Therefore a player who turns 19 in the 2009 calendar year will be registered as an Under 19 player. Reference should be made to the ARU directive on the Two (2) Year Window.
- vii) All players in open grade competitions – please refer to the aforementioned ARU Policies – Senior Rugby, Two Year Window and QRU's Policy on Movement between Dispensated and Non-Dispensated Senior Rugby Policy.

**NOTE: This is a breach of Code of Conduct for the player; coach and club.**

- viii) Clubs must confirm the name and age of each player against supporting documentation e.g. Passport, Drivers License prior to acceptance of each player's registration form being entered on the system. Failure to confirm the eligibility will make the club and/or player liable to suspension and/or penalty.
- ix) No permission to play will be granted to a registered player of another Union regardless of when they were last registered unless he/she produces the written consent on the appropriate form provided by the Union / ARU / iRB (as applicable).
- x) A player officially registered with a club may only change clubs within the same Union's competition in the same year with the written permission of the QRU. Applications for permission to change clubs must be submitted to the Competition Manager. Such player shall not play with the club to which he/she wishes to transfer until written consent has been obtained.

### **Penalties - Refer Appendix**

## **6. THE COMPETITION (excludes the Finals Series – refer “7” below)**

### **6.1 THE DRAW**

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

### **6.2 COMPETITION POINTS**

(i) Position on the competition table will be determined by competition points.

- Points for a win – 4
- Points for a draw – 2
- Points for a bye (where applicable) - 4
- Points for a loss by seven points or less – 1
- Points for four tries or more - 1

(ii) In the event of two (2) 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

(iii) In the event of the above being drawn the team that has scored the most number of tries in competition rounds will be deemed the higher placed team.

(iv) If still not resolved the matter shall be determined by a toss of a coin.

### **6.3) 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 immediately the ground is considered unplayable or doubtful of being playable.

The Management Committee, 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 Management 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:

- 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.
- Where a match has been abandoned after the completion of the first half the score at that time will be the result.

(iii) 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 Management Committee will determine if any penalties will be imposed to the competing teams.

(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).

(iv) In the event of the appointed Match Official not being present at the venue within five (5) minutes of the scheduled commencement of the match; clubs are to refer to Laws of the Game, specifically Law 6.A.1. In terms of QRU Policy, the appointed person MUST be SmartRugby compliant. 6

## **6.4 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 four (4) competition points and the game will be noted as a twenty-one (21) points to nil (0) score line for the purposes of points "for" and "against".

(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) The Management Committee may impose further penalties for withdrawing teams from the competition.

## **Penalties – Refer Appendix**

## 6.5 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. The duration shall be two (2) x thirty five (35) minutes halves with no injury time and a five (5) minutes half time break.

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

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

## 6.6 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 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 and for a program for the match.

- The preferred match ball for all grades is the Gilbert Barbarian.

### Restrictions

- Reference should be made to the current edition of the Laws of the Game and iRB Regulations – these are available at [www.irb.com](http://www.irb.com)

## 6.7 PLAYING FIELD

(i) Clubs hosting matches played under these rules must comply with the ARU Safety Directives with respect to Medical Requirement

[http://www.rugby.com.au/community\\_rugby/policies\\_and\\_procedures/safety\\_directives,50876.html](http://www.rugby.com.au/community_rugby/policies_and_procedures/safety_directives,50876.html) .

Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place.

Reference should be made to the ARU Safety Directives when seeking any clarification.

(ii) 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.

### (iii) Goal Posts:

All Goal posts within the playing enclosure must be padded.

### (iv) 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.

### (v) Persons authorised to enter Playing Enclosure:

- a) Medically Qualified Person.
- b) Teams (2 x)
- c) Match Officials
- d) Sports Trainer: Seated inside the playing enclosure (maximum 2 persons per team).
- e) Designated ball boys/girls.

## 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 who provides water to the players.
- Note that “authorised persons” does not include a coach with the following exception:

- a) 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.

## Penalties – Refer Appendix

### 6.8 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS

#### (i) Nominated number of players

Unless specifically nominated by the Management Committee, the nominated number of players as per Law 3.5 shall be fifteen (15) players.

- FOR THE PURPOSES OF THIS COMPETITION the Management Committee has not specified a number of nominated players.

(ii) 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 i.e. does not exceed seven (7).

Otherwise the replacements will be restricted to the nominated number of players, utilised as per the Laws of the Game.

#### (ii) Uncontested Scrum:

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.

#### (iv) Commencing with Uncontested Scrums:

All matches 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 cannot contest the first scrum of the match; then that club must advise both the Match Officials and opposition of this situation prior to commencement of the game

Notwithstanding the all above it is assumed that all participating clubs play their games in accordance with the Principles of the Game.

Refer also to the Appendices marked "Permanent and Temporary Replacement of Players" and "Game Management".

## 6.9 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 Management Committee.

(ii) Should a player incur three (3) temporary suspensions in one (1) season, 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 will 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

## Penalties – Refer Appendix.

## 6.10 PLAYERS ORDERED OFF FOR MISCONDUCT

(i) Match Officials will, by **09.00 a.m. on the first business day** following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form, any player or players ordered off the field of play.

(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 Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player's club must contact the Competition Manager by 1000 on the first business day following the match in which he / she was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6pm on the first day of business following the weekend at Rugby House, 231 Butterfield Street (Ballymore), Herston.

(iv) Should a player be required, however, 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.

(v) In the event of a Match Official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, 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 Judicial Appeals Committee.

(vii) The final right of appeal for any decision by an affiliate or member rests with the QRU. Such appeals will be heard against the current competition rules maintained by the QRU for that affiliate or member. All other versions will be regarded as null and void for the purpose of competition management.

QRU's Rules for Judicial Hearings and Appeals Procedures are available with the aforementioned QRU Policies – (Competition Rule 5).

## 6.11 MATCH RESULTS AND TEAM LISTS

1. All players who took the field are to be listed 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 to the QRU Results Line – (07) 3354 9335 within thirty (30) minutes of the completion of the game
  - a. INFORMATION MUST INCLUDE
    - i. Date
    - ii. Grade i.e. Open or Colts; or Women
    - 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 noon ON THE FIRST WORKING DAY – usually 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 Appendix.

## **Penalties – Refer Appendix**

## 7. FINALS SERIES MATCHES

### 7.1) VENUES, 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 Management Committee.

All finals matches will be played at Ballymore. In the event that Ballymore is unavailable for any reason, the matches will be offered to participating clubs that have the field capacity to host these matches.

In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.

For a three (3) week finals series, the format will be as follows:

- Week 1 – 1<sup>st</sup> v 2<sup>nd</sup> (A) and 3<sup>rd</sup> v 4<sup>th</sup> (B)
- Week 2 – Loser A v Winner B (C)
- Week 3 – Winner A v Winner C

**The format of finals series will be determined before the commencement of the season.**

#### • 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. The duration shall be two (2) x 35 minutes halves plus injury time and a five (5) minutes half time break.

(ii) **Nominated number of players:**

The nominated number of players for a finals match is not specified.

(iii) **Replacements:**

Whilst any team may have an unlimited bench; no more than seven (7) players may be used as replacement or substitution players in a finals game.

(iv) **Uncontested Scrums**

If at any time in a final 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 games may commence with uncontested scrums.

#### (vi)(a) Tied Scores (Open Grade)

##### Semi Finals / Preliminary Finals / Grand Finals

If scores are tied at the end of regular time, the following protocols will apply:

1. Two (2) x ten (10) minutes extra time periods – first period to commence with a kick off by the team that commenced the match) with a one (1) minute break; then if no result
2. One (1) x maximum ten (10) minute golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result
3. Higher placed team from the regular season; then if no result
4. Most tries in the actual game; then if no result
5. First try in the game; then if no result
6. Coin toss

#### (vi)(b) Tied Scores (Under 19 and Women)

##### Semi Finals / Preliminary Finals / Grand Finals

If scores are tied at the end of regular time, the following protocols will apply

1. Most tries in the actual game; **then if no result**
2. First try in the game; **then if no result**
3. Higher placed team from the regular season is deemed to have won; **then if no result**
4. Coin Toss

## 7.2 FINALS SERIES PLAYER ELIGIBILITY.

Management Committee requirements for players to be eligible to participate in the finals.

(i) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she has been in the **run-on team** for the club in at least one third (1/3) of the regular competition matches in that grade and/or any lower grades prior to the finals series i.e. eighteen (18) match competition = six (6) matches; seventeen (17) match competition = six (6) matches; sixteen (16) match competition = six (6) matches; fifteen match competition = five (5) matches etc. .

(ii) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she qualifies under rule 6.2(i) and the club has all its senior grade teams or Under 19 grade teams playing in that final series.

(iii) A player will not be eligible to play in any semi-final, preliminary final or grand final in 1<sup>st</sup> Grade if he has only participated the minimum number of matches as per rule 6.2(i) and one half (1/2) or more of these matches have been in the **run-on team**

in a higher grade, or if he/she has played i.e. been in the **run-on team** a total of nine (9) of the competition matches in the Premier Competition.

For all other grades a player will not be eligible to play in any semi-final, preliminary final or grand final if he/she has only participated the minimum number of matches as per rule 6.2(i) and one half (1/2) or more of these matches have been played i.e. been in the **run-on team** in a higher grade, or if he/she has played a total of ten (10) of the competition matches in a higher grade/s.

(iv) A player will not be eligible to play in any semi-final, preliminary final or grand final if he/she is registered less than sufficient weeks prior to the start of the finals series to meet the minimum number of matches required for that grade.

(v) A player who satisfies the Competition Rules regarding eligibility to play in any semi-final, preliminary final or grand final has unqualified eligibility and such eligibility may not be challenged by the Management Committee. This eligibility is provided that no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series excepting if that player is replacing an injured player in a higher grade.

(vi) The Management Committee reserves the right to appoint a sub-committee of the Management Committee for this purpose.

(vii) Eligibility shall be determined by the Management Committee at its discretion.

### 7.3 DISPENSATION

**Management Committee requirements for applications of dispensation for players to participate in the finals.**

Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 3.00 pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 5pm on Tuesday, the names of players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application where failure to be in the run-on team in six (6) matches has been caused by injury or forfeits.

Any further changes in teams (including reserves) must be advised in writing to the Competition Manager by 10.00 am on the Friday preceding the match. The Competition Manager will rule on the eligibility of the nominated player/s.

Any club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The club concerned will lose the match for which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

## 8. PROTESTS

- i) All protests must be made in writing and signed by either the Club President or Club Secretary.
- ii) Protest must be received by the Competition Manager by no later than close of business on the second business day after the alleged breach of the competition rules.
- iii) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- iv) All witness statements must be tendered on a signed statutory declaration form
- v) 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.
- vi) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard
- vii) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

## 9. EXTENSION OF TIME

Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his discretion to allow reasonable extensions of time.

## 10. APPENDIX

### Schedule of Penalties

#### UNDERTAKING

- a) QRU will conduct a compulsory training session for all participating clubs prior to the commencement of the season – failure to attend this training will result in loss of one (1) Competition Point per participating team
- b) QRU will advise all participating clubs of a dedicated point of contact for assistance in complying with these Competition Rules

Competition Rule	Maximum Penalty
4	Non-acceptance
5	1 <sup>st</sup> Offence (if within the first four (4) weeks of competition) a) WARNING
	1 <sup>st</sup> Offence for each player ( from 5 <sup>th</sup> week of competition onwards) a) Loss of all Competition Points derived from the actual match(s) in question b) Loss of an additional two (2) Competition Points for each infringement

	<p>Subsequent Offence(s) for subsequent players in separate incidents</p> <ul style="list-style-type: none"> <li>a) Loss of all Competition Points derived from the actual match(s) in question</li> <li>b) Loss of an additional two (2) Competition Points</li> <li>c) Show Cause Notice to be issued to offending Club and / or Team Management as to why any further sanction should not be imposed on the offending club / Team Management – this includes, but not limited to, such things as Breach of Code of Conduct / monetary fine</li> </ul>
6.4	<ul style="list-style-type: none"> <li>a) A forfeit which involves the loss of all points from that match.</li> <li>b) In the event of a forfeit, the other team shall receive four (4) competition points and twenty one (21) points for and nil (0) against the match.</li> <li>c) A forfeit in any grade will automatically cause a club to forfeit any matches of a lower grade in that division in that round, even though these matches may have been played.</li> <li>d) If a team forfeits three (3) matches in any one season the Management Committee will ask the club to show cause why that team should remain in the competition.</li> <li>e)</li> </ul>

6.7	<p>a) Show Cause Notice to be issued to offending Club as to why any further sanction should not be imposed on the offending club / Team Management – this includes, but not limited to, such things as Breach of Code of Conduct / monetary fine</p>
6.8	<p>A team who fails to exchange team sheets pursuant to rule 6.8 may be penalized up to one (1) point for each offence, at the discretion of the Management Committee.</p>
6.9(i)	<p>a) A team failing to properly record a temporary suspension will be penalised 1 (one) competition point</p>
6.9 (ii)	<p>a) A team playing a player that is suspended will be penalised four (4) competition points</p> <p>b) Show Cause Notice to be issued to offending Club and / or Team Management as to why any further sanction should not be imposed on the offending club / Team Management – this includes, but not limited to, such things as Breach of Code of Conduct / monetary fine</p>
6.11	<p>a) A team that neglects to correctly follow the prescribed procedures as detailed therein will receive a caution on the first occasion and will incur a penalty of one (1) competition point on each and every occasion after that.</p>

### **Permanent and Temporary Replacement of Players.**

The issue of permanent and temporary replacement of players has been raised. It appears as though some coaches and team management believe that you can substitute a player and then at some time later in the match return that player to the field in other words using the Substitutions as an Interchange bench.

*In the Laws of the Game of Rugby there is no such thing as an interchange bench.*

So that this does not occur in the future the following Extracts and references from the Laws of the Game of Rugby are set out hereunder.

#### **Law 3.4. Players Nominated as Substitutes.**

A team can substitute up to two front row players and up to five other players. Substitutions may only be made when the ball is dead and with the permission of the referee.<sup>1</sup>

#### **Law 3.6. Sent off for Foul Play.**

A player sent off for foul play must not be replaced or substituted. For an exception refer to law 3.13.

#### **Law 3.7. Permanent Replacement.**

A player may be replaced if injured. If the player is permanently replaced that player must not return and play in the match. The replacement must be made when the ball is dead and with the permission of the referee.

#### **Law 3.10. Temporary Replacement**

This law covers the player having to leave the field to have bleeding controlled and /or having an open wound covered. (Note the 15 minute limit which is elapsed time not playing time so should half time occur the 5 minute half time is part of the 15 minutes).

#### **Law 3.12. Substituted Players Returning to the Match.**

If a player is substituted, that player must not return and play in that match even to replace an injured player.

**Exception 1:** a substituted player may replace a player with a bleeding or open wound.

**Exception 2:** a substituted player may replace a front row player when injured temporarily suspended or sent off.

#### **Law 3.13. Front Row Forward Sent Off or Temporarily Suspended or Injured**

This law covers how to manage the above events. For those not versed in the Laws of the Game this is the Law that covers Uncontested Scrums

#### **Under 19 Variation – Law 3**

A player who has been substituted may replace an injured player.

Please also refer to the **ARU's Game Management Document** - [http://www.qru.com.au/rugby\\_education/refereeing/laws\\_of\\_the\\_game,67951.html](http://www.qru.com.au/rugby_education/refereeing/laws_of_the_game,67951.html)

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<sup>1</sup> Refer Competition Rule 6.8

## iRB Experimental Law Variations

	ORIGINAL ELV	IRB Approved 1/8/08 to 1/8/09	S 14	TNS	Premier & All Senior rugby (as per SANZAR)	U/19	Pathway (U/9- U/12)
1	Assistant Referees able to assist Referees in any way which the Referee requires.	√	√	√	√	√	√
2	The corner posts are no longer considered to be in touch in-goal except when the ball is grounded against the post.	√	√	√	√	√	√
<b>LINE OUT and THROW IN</b>							
3	If a team puts the ball back into their own 22 and the ball is subsequently kicked directly into touch there is no gain in ground.	√	√	√	√	√	√
4	A quick throw may be thrown in straight or towards the throwing teams own goal line.	√	√	√	√	√	√
5	Incorrect throw (not straight) the sanction is a Free Kick.	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
6	There is no restriction on the number of players who can participate in the Lineout from either side.	√	√	√	√	√	<b>X</b>
7	The receiver at the Lineout must be 2 metres back away from the Lineout.	√	√	√	√	√	√
8	The player who is in opposition to the player throwing in the ball may stand in the area between the 5 metre line and touch line but must be 2 metres away from the Lineout.	√	√	√	√	√	√
9	Lineout players may pre-grip a jumper before the ball is thrown in.	√	√	√	√	√	<b>X</b>
10	The lifting of Lineout jumpers is permitted	√	√	√	√	√	<b>X</b>
<b>TACKLE and RUCK</b>							
11	Offside Line at the tackle	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
12	Players on their feet can play the ball with their hands	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
13	If the ball becomes unplayable at the Tackle or Ruck the team not in possession is awarded a Free Kick.	<b>X</b>	√	√	√	√	√
14	There are two Penalty Kicks awarded at the Tackle and Ruck - Offside and Foul Play	<b>X</b>	√	√	√	√	√
15	A reference to Unfair Play has been added to Law 15	<b>X</b>	√	√	√	√	√
<b>OFFSIDE</b>							
16	Players being put outside after a tackle.	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<b>MAUL</b>							
17	Remove reference to heads and shoulders not to be lower than hips.	√	√	√	√	√	√
18	Players are able to defend a Maul by pulling it down.	√	√	√	√	<b>X</b>	<b>X</b>
19	If the ball becomes unplayable at the Maul a Free Kick is awarded to the team not in possession.	<b>X</b>	√	√	√	√	√
<b>SCRUM</b>							
20	Introduction of an offside line five metres behind the hindmost feet of the Scrum.	√	√	√	√	√	√
21	Scrum Half Offside Lines	√	√	√	√	√	<b>X</b>
<b>KICK OFF AND RESTARTS</b>							
22	Incorrect Kick Offs and Restart Kicks result in a free Kick for the opposition.	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>
<b>SANCTIONS</b>							
23	Reduction of sanctions to Free Kicks from Penalty Kicks where possible.	<b>X</b>	√	√	√	√	√

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## GAME MANAGEMENT

### Pre-Game

- a. Clubs / Sub Unions (Clubs) to select only eligible players
- b. Clubs to advise opposition Club if unable to comply with Law 3.5
- c. Ground to be marked
- d. Ground to be checked for compliance with Law 1

### During the game

- a. Permitted persons only within the playing enclosure
- b. Limit on number of Medical Staff / Water Runners
- c. Limitations on when Water / Medical are permitted on the field of play
- d. Substitutions / Replacements made via Referee

### Post Game

- a. Referee to sign both Team Sheets (carbonised) confirming the score on each Team Sheet
- b. Referee to note full name and number of any player Temporarily suspended on each Team Sheet
- c. Referee to note full name and number of any player Sent from the Field on each Team Sheet
- d. Teams to swap Blue Copies
- e. White Copies – to be retained and provided to the Competition Manager – **ON REQUEST**
- f. Full Time Score to be telephoned through to QRU Results Line – (07) 3354 9335
- g. ALL CLUBS to enter results via the on-line Competition Management System
- h. Send Off Reports to be sent to Rugby Services Manager

**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

## **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.

## **5. Player Movement between Dispensated and Non-Dispensated Rugby – QRU Specific**

Definition: A dispensated environment is one in which the game is played under the iRB Laws of the Game, including Under 19 Variations and ARU Under 19 Law Variations and the ARU Safety Directives.

- A player participating in a competition, played within a dispensated environment, may move to a competition played within a non-dispensated 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 dispensated 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 fours 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).