

For A Word Copy of this document E-mail the Competition Manager at
compmanager@bjru.com.au



BRISBANE JUNIOR RUGBY UNION Inc.

2010 COMPETITION

RULES

There are No Annexes see separate Document

Ratified as at 26 Feb 2010

INDEX FOR RULES

Page No

HOW TO USE THESE COMPETITION RULES	2
STATEMENT OF INTENT	2
ADVICE FROM BJRU COMMITTEE MEMBERS	2
PENALTIES	2
DEFINITIONS OF TERMS.....	2
LAWS OF THE GAME & CODE OF CONDUCT	4
3.1 UNDER 12 AND ABOVE.....	4
3.2 UNDER 11 AND BELOW.....	4
3.3 CODE OF CONDUCT.....	4
TEAM NOMINATIONS	6
4.1 NOMINATIONS	6
4.2 TEAM NOMINATION FORMS	6
4.3 CONDITION OF ENTRY	6
4.4 TEAM LISTS.....	6
4.5 SUPPLEMENTARY TEAM LIST FORMS	7
4.6 AGE ELIGIBILITY & DETERMINING AGE GROUP.....	7
4.7 FEMALES PLAYING IN MIXED TEAMS	7
REGISTRATION OF PLAYERS.....	9
5.1 CHOICE.....	9
5.2 CURRENCY OF REGISTRATION	9
5.3 PROOF OF BIRTH	9
5.4 PARENT OR LEGAL GUARDIAN	10
5.5 LATE REGISTRATION PROCEDURE	10
5.6 REGISTRATION EVIDENCE.....	10
5.7 REGISTRATION / AGE DISPUTES	10
5.8 TRANSFER OF PLAYERS.....	11
5.9 ELIGIBILITY TO PLAY.....	11
THE COMPETITION	13
6.1 THE DRAW	13
6.2 PREMIERSHIPS & COMPETITIONS POINTS	15
6.3 POSTPONED MATCHES, WET WEATHER PROCEDURE & ABANDONED MATCHES.....	16
6.4 FORFEITS	19
6.5 DURATION OF PLAY (INCLUDES BALL SIZES)	20
6.6 PLAYER ATTIRE AND EQUIPMENT	22
6.7 PLAYING FIELDS & VENUE CONTROL	23
6.8 PLAYER REPLACEMENTS, PLAYER MOVEMENT DOCKETS, RESERVES, UNCONTESTED SCRUMS.....	26
6.9 TEMPORARY SUSPENSION (SIN BIN).....	30
6.10 PLAYER ORDERED OFF FOR MISCONDUCT	31
6.11 MATCH RESULTS & TEAM SHEETS.....	33
FINALS SERIES MATCHES.....	37
7.1 TIMES AND VENUES.....	37
7.2 DETERMINING PREMIERSHIPS & FINALS	37
7.3 EQUAL POINTS & EXTRA TIME IN FINALS	37
7.4 SCHEDULED START TIME - FORFEIT OF MATCH.....	38
7.5 FINALS DIRECTIVE.....	38
7.6 PLAYER ELIGIBILITY FOR FINALS.....	38
7.7 DISPENSATION	39
TEAM MANAGEMENT.....	41
8.1 REGISTRATION.....	41
8.2 COACH & TEAM MANAGEMENT DETAILS	41
8.3 COACHES & TEAM MANAGEMENT AGREEMENT FORM	41
8.4 IDENTIFICATION OF TEAM OFFICIAL (TO).....	41
8.5 COACHES	41

8.6	MANAGERS	41
8.7	COACH & MANAGER AS REFEREE, ASSISTANT REFEREE, OR TRAINER	41
8.8	TRAINER	42
REFEREES & ASSISTANT REFEREES		43
9.1	APPOINTMENT OF REFEREES	43
9.2	NO APPOINTED REFEREE.....	43
9.3	REFEREE UNABLE TO CONTINUE.....	43
9.4	REPORTABLE INCIDENTS	43
9.5	ASSISTANT REFEREES.....	44
AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE.....		45
10.1	AFFILIATION FEE.....	45
10.2	PLAYER LEVY.....	45
10.3	PLAYER TRANSFERS.....	45
10.4	OTHER PAYMENTS	45
10.5	INSURANCE.....	45
JUDICIARY		47
11.1	JUDICIARY	47
11.2	CITING.....	48
11.3	MISCONDUCT REPORT	49
PENALTIES UNDER THESE RULES		51
12.1	PENALTIES AVAILABLE.....	51
12.2	SUSPENDED SENTENCE	51
12.3	PERSISITENT BREACHES	51
POLICIES & PROCEDURES.....		52
13.1	BJRU / QJRU MANAGEMENT COMMITTEE DIRECTIVES	52
13.2	CARNIVALS & TOURNAMENTS	52
13.3	CLUB ORGANISED GAMES, TOURS & VISITS	52
13.4	PRESIDENTS TROPHY	53
13.5	ENTRY OF NEW CLUBS INTO THE BJRU COMPETITION	53
13.6	PHOTOGRAPHY & VIDEOING POLICY.....	53
13.7	FORFEIT PROCEDURE.....	54
13.8	MEDICAL POLICY	55
 ANNEXURES		
A.	TEAM NOMINATION FORM	
B.	TEAM LIST FORM	
C.	SUPPLEMENTARY TEAM LIST FORM	
D.	FIELD MARKINGS - MINIMUM REQUIREMENTS	
	APPENDIX 1: WALLA FIELD MARKING DIAGRAM	
	APPENDIX 2: MINI FIELD MARKING DIAGRAM	
	APPENDIX 3: MIDI FIELD MARKING DIAGRAM	
	APPENDIX 4: U13 UP FIELD MARKING DIAGRAM	
E.	COACHES & MANAGERS AGREEMENT FORM	
F.	JUDICIAL PROCEDURES 2008	
	APPENDIX 1: IRB Regulation 17 Appendix 1	
G.	MISCONDUCT REPORT	
H.	BJRU APPEALS PROCEDURE	
I.	APPLICATION FOR CLEARANCE TO PLAY WITH ANOTHER CLUB	
J.	PLAYER MOVEMENT DOCKET	
K.	BJRU COACHING AND REFEREEING MINIMUM REQUIREMENTS	
L.	PATHWAY AND JUNIOR RULE SUMMARY	

HOW TO USE THESE COMPETITION RULES

Access to this Document:

To get this document, including the Annexure, in Word format, a request needs to be made to the Competition Manager. Other Unions are encouraged to do so.

STATEMENT OF INTENT

These Rules shall apply to all Clubs participating in any competition organised under the auspices of Brisbane Junior Rugby Union Inc. (BJRU), and shall be read in conjunction with the Rules of Incorporation for BJRU, BJRU Operating Procedures & Policies, ARU Safety Directives & Pathway Laws, Laws of the Game and the Junior Rugby Code of Conduct.

ADVICE FROM BJRU COMMITTEE MEMBERS

The advice of any BJRU Committee Member does not in any way override anything contained in these Rules.

PENALTIES

Penalties for rules are either:

- (i) Incorporated as part of the rule; or
- (ii) Immediately follow the part of the rule to which it is applicable; or
- (iii) Where they refer to more than one part of the rule at the end of that rule.

DEFINITIONS OF TERMS

ARU

ARU is the Australian Rugby Union.

Association

The Association is the Brisbane Junior Rugby Union Inc.

BJRU

BJRU is Brisbane Junior Rugby Union Inc.

BJRU Competitions

Competitions or carnivals that are conducted under the auspices of BJRU, Regions or Clubs that are approved by the BJRU shall be deemed BJRU competitions.

Club

Club means a Club, or Junior Rugby Association affiliated with the BJRU participating in the BJRU Competition, or

Satellite Club which is either:

- (i) A Club approved by the MC to participate in the competition, on probation, whilst it completes the criteria for a new Club and /or any other criteria the MC imposes;
- (ii) A branch Club of an affiliate approved by the MC to participate in the competition, the affiliate being responsible for all actions of the branch Club;

Club Registrar

Club Registrar is a person nominated by a Club, who is responsible for recording details of registration and match results for that Club.

Competition Registrar/Manager

Competition Registrar/Manager is the person deemed responsible for the management of the competition and its rules.

Competition Manager (Competition Registrar)

Competition Manager is the person deemed responsible for the day to day operational management of the competition and its rules on behalf of the Competition Registrar.

Judiciary

Judiciary is the Judicial Sub Committee as appointed by the Management Committee.

Judicial Appeals Committee (JAC)

Judicial Appeals Committee is the Sub Committee appointed by the Management Committee

Management Committee (MC)

Management Committee is the committee elected at the Association Annual General Meeting.

Misconduct

Misconduct means any action or behaviour that is detrimental to the image of Rugby Union and / or the Union and / or its affiliated members and any reference to the Competition Rules; BJRU, QJRU, QRU & ARU Procedures and Policies; the Laws of the Game and the Junior Rugby Code of Conduct,

Official

An official shall be any member of a BJRU affiliate committee, Assistant Referee, referee, coach, assistant coach, manager, trainer, team official, club official, field marshal, or medical officer.

QRU

QRU is the Queensland Rugby Union.

QJRU

QJRU is the Queensland Junior Rugby Union Inc.

QRRRA

QRRRA means the Queensland Rugby Referees Association (Brisbane) Inc.

Region Committee

Region Committee is the committee appointed by the MC, and shall be comprised of five committee members, with the Region Representative on the MC being the Chairperson.

Region Registrar

Region Registrar is a person appointed by the MC, who assists the Competition Manager and is also a member of the Region Committee and shall act as its Secretary.

Sub-Committee (SC)

Sub-Committee is a committee to which any powers, duties or authority have been delegated by the Management Committee, or otherwise under the Rules of the BJRU Inc.

The Union

The Brisbane Junior Rugby Union Inc. (BJRU) shall be referred to as the Union.

LAWS OF THE GAME & CODE OF CONDUCT

3.1 UNDER 12 AND ABOVE

Matches in the Unions competitions for Under 12 and above, shall 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, QRU, QJRU and BJRU including IRB Under 19 variations and Australian Under 19 variations.

U12 Law Variation:

Lineouts – No lifting or supporting. (No lifting in open play eg kick off and restarts)

3.2 UNDER 11 AND BELOW

Matches in the Unions competitions for Under 11 and below, shall be played in accordance with the current ARU Pathway Laws for WALLA, MINI and MIDI rugby, with the exception of:

- (i) **Walla Rugby** - played at Under 6 and 7 years.
- (ii) **Mini Rugby** - played at Under 8 and 9 years.
- (iii) **Midi Rugby** - played at Under 10 and 11 years, with 12 a side and reduced field size (maximum of 120m x 60m wide). Law amendments are:

Law

- 1. Ground Field size is 120m x 60m Maximum.
- 2. Players There is a maximum of 12 Players (only 1 centre & No Flankers).
- 7. Method of Scoring Kick for conversion - the 15m in is the 15m line marked on a senior field (10m in on a Midi Field)
- 17. Touch & Midi Lineout Must be 5 Players from each side in the Lineout, plus the half back.
- 18. Scrum Must be 6 Players in the scrum at all times, no more no less.
The **Halfback cannot run with the ball**. Half Back MUST pass the ball and the scrum is over when he is in the motion of passing the ball (not when he places his hands on the ball).

Note: Always refer to the Pathway Laws as displayed on the BJRU Website, not the ARU.

3.3 CODE OF CONDUCT

A player, coach, official, parent / guardian, spectator or any other Club affiliate is bound by the Code of Conduct and shall not at anytime act in a manner detrimental towards the game or spirit of Rugby Union. **All**, especially Club Committees, are reminded of the following:

- (i) All Clubs must take all reasonable steps to ensure that Club affiliates do not act in a manner detrimental towards the game or the spirit of Rugby Union.
- (ii) Each affiliated Club is responsible for the distribution and education of the Junior Rugby Code of Conduct to players, coaches, officials, parents / guardians, spectators or any other member of the Club. The Code of conduct is to be emphasised at Sign On of any player or member.
- (iii) During the course of, before, or any time after a match under the jurisdiction of the Union, a member, player, coach, official, supporter, spectator, and or any other person associated with a Club of the Union, shall not abuse or address a Referee or Assistant Referee in insulting terms, or act in an intimidating manner towards a Referee or Assistant Referee.

Penalties

Breach of Rule 3

Any breach of this rule, by any Club, official, team, player, parent / guardian, spectator or any other person associated with a Club of the Union, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is a caution.

TEAM NOMINATIONS

4.1 NOMINATIONS

Participation and, or, competitions shall be initiated by the calling for nominations for each age group, as shown in the BJRU Calendar for that year, or as otherwise directed by the MC.

4.2 TEAM NOMINATION FORMS

Team Nomination Forms (see Annexure A) are to be submitted by the advertised date for each competition and must list the age group and name of the team and all information requested by the committee on the nomination form for the purpose of placing the team in the most appropriate competition.

4.3 CONDITION OF ENTRY

As a condition of entry into the competition:

- (i) Clubs are to appoint a Manager for each team and ensure that the Coach is accredited in accordance with Annexure K or undergoing the accreditation process, and
- (ii) A Team must accept the obligation to ensure that one (1) accredited Assistant Referee (where required) is available for all Club matches played by that team.

The Team Nomination Form will record acceptance of this condition of entry.

Penalty

Breach of Rule 4.3 (1)

The team will be withdrawn from the competition.

Breach of Rule 4.3 (ii)

If reported by the opposing team to the Competition Manager, failure, without reasonable justification, to have an accredited Assistant Referee for a match, will:

- (a) In the first instance be in the form of a warning to the parent Club from the Competition Manager; and*
- (b) Subsequent reported breaches will incur the loss of one competition point; and*
- (c) For three (3) consecutive matches or three (3) consecutive away matches in any one season, every match played by that team shall be deemed a forfeit and the criteria listed under Forfeits shall apply.*

The MC may also withdraw the team from the competition.

4.4 TEAM LISTS

Team Lists nominate players to a particular Team at the beginning of each competition and are used for eligibility purposes. The criteria for submitting Team Lists are:

- (i) **Team List Forms** (See - Annexure B) are to be submitted by the advertised date for each competition and must list contact and accreditation information for the coach/s and manager, sports trainer/s (if any medical qualifications are held) and Assistant Referee/s, followed by in Last Name alphabetical order, all registered Club players nominated for that team, in that age group, and provide all other information requested by the Committee on the form.
- (ii) **Minimum Number of Players for Team List.** Unless there are extenuating circumstances and the Committee approves otherwise, Team List Forms must have the minimum number of players shown below, or, that Teams Nomination will be withdrawn:
 - a. Under 6 to 7 - 7 players;
 - b. Under 8 to 9 - 10 players; (exception U8 West region – 7 players).
 - c. Under 10 to 11 - 12 players;
 - d. Under 12 upwards - 15 players; or
 - e. Less than above if directed by the Committee for a particular competition

4.5 SUPPLEMENTARY TEAM LIST FORMS

Once a Team List Form is submitted, all subsequent late player registrations are to be submitted on the Supplementary Team List (See - Annexure C) form, within 14 days of the player playing their first match and changes to the appointed Coach and Manager within 7 days. The form is filled out as for the previously submitted Team List Form, with the new player/s added below the last player and the word Supplementary added into the Remarks column.

4.6 AGE ELIGIBILITY & DETERMINING AGE GROUP

4.6.1 **Certifying:** Players must have their eligibility (in respect of age and gender) to play in that age group certified by the Club Registrar of the Club submitting the Team List.

4.6.2 **Determining Age Group:**

(i) The age group is determined according to the age the player turns in that calendar year. That is, if a player turns 12 years of age on or between January 1st, and December 31st, they shall be graded as Under 12 for that season.

(ii) Players, who have played in an age group older than 18, or an open grade, are not eligible to play for any Club or team in the competition except with the written permission of the MC. The MC is to consult the QJRU and / or the QRU before giving permission

4.6.3 **Two Year Age Window:** Competitions involving any players aged less than 19 of age are restricted to a maximum age window of no greater than two calendar years. That is, if the player's age group is determined as Under 12, the player can also play at Under 13, but cannot play in an Under 14 or older age group.

4.6.4 **Exception to Two Year Age Group:** There is an exception to the two-year age window as per ARU policy - Age Grade Two-Year Window (COM009). Copies of which must be provided to the: QRU, BJRU and a copy held by the club.

4.6.5 **Minimum Age:** A player MUST turn five (5) years of age before playing in any match under the control of the Union. Four (4) year olds may be registered but cannot play until they have turned five (5) years of age.

4.6.6 **Playing In Younger Age Group:** No player is permitted to play in a team whose age group is younger than the player's determined age group.

Note: No exceptions to this rule are permitted.

4.7 FEMALES PLAYING IN MIXED TEAMS

There is an ARU directive that due to safety reasons, boys and girls must not play against one another from the age of twelve (12) years. This decision is that due to the fact that with puberty, girls become much less aggressive and powerful than boys of the same age. The Union allows girls to play with males up to and including Under 12s, but under no circumstances is a girl to play in a Under 13 team or older that has males or will have a male team as its opposition.

Penalties

Breach of Rule 4.1, 4.2 & 4.4

A breach of any of these rules shall result in the team nomination being withdrawn. The MC may accept a further nomination if it is satisfied that the Team and / or Club, has complied with the Rules.

Breach of Rule 4.5 to 4.7

Any breach of these rules, by any official, team or player, may result in penalties, including financial, being imposed by the Committee. The minimum penalty that shall apply is:

(i) *The offending team shall lose (forfeit) the match and in addition be penalised a further four (4) competition points for each match. Example – if the team had been accredited with a win for the match, this would mean a loss of eight (8) competition Points, (four (4) competition points as the match was declared a forfeit and additional penalty of four (4) competition points).*

(ii) The other, non offending team will be awarded competition points for the match with a 0-0 score or actual match score, whichever is better for the non -offending team.

REGISTRATION OF PLAYERS

5.1 CHOICE

A player may play for the club of his/her choice and Clubs have no propriety right over a players movement from year/season to year/season, except:

- (i) Where a player has outstanding fees owing to another Club, the gaining Club would be morally obligated not to register that player until the situation had been resolved; and
- (ii) Clubs are not to actively seek players of another Club and any Club / individual found to be doing so should immediately be reported to the MC, so that they can take action if required / appropriate; and
- (iii) Where a player has not completed the appropriate transfer form if required. See 5.8 for requirements.

Penalty

Breach of Rule 5.1

For Breaches of this rule the following apply:

- (i) *For a Club that knowingly seeks or allows it members to seek players from another Club, fine of \$500 and a Show Cause Notice for Termination of Membership; and*
- (ii) *For an individual, suspension from participation in the competition for a minimum of 12 months.*

5.2 CURRENCY OF REGISTRATION

5.2.1 No person shall be eligible to play with a Club within the Union unless:

- (i) The player has completed a current ARU Registration Form and had it signed by a Parent or Legal Guardian (this form is retained by the Club Registrar); and
- (ii) The player has provided PROOF OF AGE (see rule 5.3) to the Club Registrar; and
- (iii) The Club is satisfied that the player is not currently registered with another Team / Club and that they are eligible to play in the team and or competition; and
- (iv) Details on the Registration Form have been inputted into the BJRU designated database; and
- (v) Any applicable fees or levies have been paid; and
- (vi) He or she has been included on the Team List Form or a Supplementary Team List Form for the current season.

5.2.2 Every registration, which is accepted by the Committee, shall be effective for the current season only.

5.2.3 Once a player has played or been shown as available on a Team Sheet for three (3) matches (for Under 16, 17, and/or 18s two (2) matches), or they play on Representative Selection Day (including Under 12 Skills Development selection day), they remain current for that season **and are not** to be removed from a Clubs Team List, or the BJRU designated database, unless they have transferred to another Club or Union.

5.3 PROOF OF BIRTH

It is the responsibility of the appointed Registrar of the Club to ensure that their players have supplied authentic documentary evidence of their birth dates of which a registered number or Reference is to be entered into the BJRU designated database. This evidence must consist of an original of either:

- (i) A birth certificate; or
- (ii) An extract of entry of birth; or
- (iii) A current passport; or
- (iv) Official documentary proof from their country or state of birth; or
- (v) A current driver's licence or permit; or
- (vi) Any other evidence supported by a Statutory Declaration signed by the player's parent or guardian (this method should be a last resort and the Competition Manager should be consulted before acceptance).

Note: Baptism Certificates are not to be used as proof of birth.

5.4 PARENT OR LEGAL GUARDIAN

For the purposes of registration, any actions required to be taken by the player are to be taken to mean actions by the player's parent or legal guardian where the player is not legally competent to sign or complete any document required for registration.

5.5 LATE REGISTRATION PROCEDURE

A Player registering after the Team List Form has been submitted are not eligible to play unless the following procedure is adhered to:

- (i) The player and Club have complied with 5.2.1 (i) to (iii); and
- (ii) The player is identified as "New Registration" (NR) on the match team sheet to the left of the Player Movement column, plus the manager or coach of the opposing team is to be advised of any such new player until Registration is completed and a Supplementary Team List Form has been submitted by the Club Registrar; and
- (iii) The Club has within ten (10) days of the player playing the first match, complied the with 5.2(iv) & (v); and
- (iv) The Club has within 14 days of the first match played by the new player, submitted a Supplementary Team List Form. The exception is that all Supplementary Team Lists are to be submitted 7 days prior to the last competition match before the finals.

5.6 REGISTRATION EVIDENCE

- 5.6.1 The Competition Manager may demand from a Club any evidence to show that a player is qualified to be registered in a particular age group, including one or more of the following:
 - (i) Dispose in form of statutory declaration to the truth of any matter in the registration form tendered by or on behalf of that person; or
 - (ii) An original or certified copy or extract of birth certificate; or
 - (iii) Any other evidence to show that the person in question is qualified to be registered in a particular age group.
- 5.6.2 The Competition Manager may disallow or cancel the registration of any person, who, in his / her opinion, has given false or incomplete particulars of their name, age or Club membership.
- 5.6.3 If the Competition Manager considers a registration is merely inaccurate and contains no deliberately misleading information, he may permit the registration to be rectified without penalty to the Club or persons who presented it.

Penalty

Breach of Rule 5.6

Failure of a Club to respond to such demand/s listed in Rule 5.6 within seven (7) days, will result in the player being declared unregistered, and in addition to the penalty at the end of this rule, the Club given a Show Cause Notice as to why the Club, Team or Player should not be penalised further.

5.7 REGISTRATION / AGE DISPUTES

- 5.7.1 Any person, who disputes the Registration / Age of a player, is to submit to the Competition Manager, through their Club Committee, the following details:
 - (i) Name of Player.
 - (ii) Date of Birth of Player.
 - (iii) Team & Club of Player.
 - (iv) Opposition Team Name.
 - (v) Date of Match.
 - (vi) Name of Person Submitting Dispute & Telephone Number.
 - (vii) Endorsed by Club Committee Member.
 - (viii) A copy of the Team Sheet of the player in dispute.

5.7.2 A Coach or Manager of a team, who is asked to supply details of a player as outlined above, must supply said details at that time.

5.7.3 The dispute will be dealt with by the Competition Manager, who shall determine the matter and if there is a breach of the rules direct the matter to the Judiciary or MC.

5.8 TRANSFER OF PLAYERS

5.8.1 **Permission – Union to Union.** No permission to play will be granted to a registered player of another Union unless the player produces the written consent on the appropriate form provided by the ARU. The club will still be required to pay the player levy for the player if Rule 5.2.3 has been met at the time of transfer.

5.8.2 **Permission - Within the Union.** A player officially registered with a Club may only change Clubs across the Union with the written permission of the MC. The player is to complete the “Application for Clearance to Play with Another Club” form (See - Annexure I), which can be submitted through the Losing or Gaining Club as follows:

- (i) If a player’s clearance is not approved the gaining Club can then apply to the MC to adjudicate. Primary consideration is the wishes of the player, however, viability of the losing team must also be considered.
- (ii) Until Approval has been granted a player is not to play for another Club. However if both gaining and losing Club Presidents are in agreement for the Transfer to proceed, they can gain verbal approval from the Competition Manager pending submission of the completed Transfer Form within 7 days.
- (iii) Payment of Fees etc is a matter for the player and the two Clubs concerned. However the new Club will be required to pay the Player Levy and the losing Club will gain a credit.
- (iv) The final player transfer will be made by the Competition Manager through the database system and each club will be notified when this has taken place.
- (v) Player Transfer - Time Restriction. There will be no interclub player transfers in the ages U11 – U15 after the completion of the 7th competition game except in exceptional circumstances.

5.9 ELIGIBILITY TO PLAY

Players to be eligible to play in competition rounds must:

- (i) Be registered with the competition team; or
- (ii) Be registered with an equivalently or lower graded or younger aged team provided that there are insufficient eligible players in the competition team and they comply with the two year age window; or
- (iii) With the written approval of the Club’s President or Registrar (copy to the Competition Manager), be registered with a higher graded team provided that there are insufficient eligible, suitable and available players in the competition team qualified under (i) or (ii) above and in the case of reserves, take the field only in the case of injury. The Club is to consult the Competition Manager for final approval before doing so and if it seems that the gaining team will receive any undue advantage the matter is to be taken to the MC for adjudication; and
- (iv) It should not however be the intention of any coach or official to use this rule to gain an advantage over the opposing team. Any attempt to do so should be reported by the opposing team (via their Club Committee) to the MC, in the form of a Misconduct Report.

Penalties

Breach of Rule 5.2 to 5.9:

Any breach of these rules, by any official, team or player, may result in penalties, including financial, being imposed by the Committee. The minimum penalty that shall apply is:

- (i) The offending team shall lose (forfeit) the match, and in addition be penalised a further four (4) competition points for each match. Example – if the team had been accredited with a win for the match, this would mean a loss of eight (8) competition Points, (four (4) competition points as the match was declared a forfeit and additional penalty of four (4) competition points).*
- (ii) The other, non offending team will be awarded competition points for the match with a 0-0 score or actual match score, whichever is better for the non -offending team.*

THE COMPETITION

6.1 THE DRAW

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

6.1.1 Competitions

Competitions will be organised as follows:

- (i) Competitions will be organised, as the Committee considers appropriate to the number of nominations received; and
- (ii) Where insufficient nominations are received in a particular age group that age group may be combined with another age group considered appropriate by the Committee; and
- (iii) Where more than one division is necessary, before the start of the main competition, a grading round or rounds, consisting of one or more matches, may be used where considered appropriate to facilitate grading; and
- (iv) Competition rounds as appropriate to the number of team nominations received shall be conducted.

6.1.2 Allocation of Teams U6 – 9

Teams in these age groups are ungraded (geographical where possible), except potentially for one or more of the U9 Divisions (usually one per Region) and the following guidance is given when Clubs are nominating these age groups:

- (i) Where possible Club teams with the same Colour / Name designator, i.e. “BLUE” would be allocated to the same division prefix (i.e. U6, 7, 8, & 9 BLUE to specific Div and so forth).
- (ii) This allows the siblings for a family to be aligned with those teams, thus allowing on most occasions for these Teams to be at the same location on a particular day, negating the need for families to travel to different locations. **Note: that this is not possible for all teams and is dependent upon clubs being able to supply teams in U6 – U9 groupings.**
- (iii) Priority is given to groupings U6-9 when doing the draw and Clubs need to nominate groupings in order of preference; i.e. U6-9 Blue, Red, White, U7-9 Black Not Aligned. Not all teams will be aligned.
- (iv) Non Sibling Aligned Teams. If a team/s are not sibling aligned this is to be indicated on the Team Nomination Form with “NON ALIGNED’ in the comments column.

6.1.3 Under 9 Graded Divisions

One or more of the Under 9 divisions may be graded to facilitate the strong Under 8 Teams from the previous year playing in a more even competition. Under 8 Teams from the previous season are ranked by the Competition Manager. Clubs are informed of those teams being considered for inclusion in graded U9 Divisions. Where possible these divisions are on a region basis, however the vagaries of group allocations may dictate otherwise. (The reasons for grading a limited amount of U9 divisions is to allow the better performed teams to play in a more even competition and thus to some extent even out the other divisions. This allows players to advance their skills well beyond what they would achieve if left in a division dominated by one or two teams.)

6.1.4 **Grading Under 10 Up**

Grading occurs as follows:

- (i) Each Club shall be asked to nominate teams with detailed information on the name of the team & player numbers in the previous season, any player changes to the team from the previous season and for Under 10 upwards the prediction of a win / loss ratio should the team play every other team in the age group, including the preferred division.
- (ii) Teams from the previous season shall be ranked. Where the previous season was an ungraded age group, for / against totals shall be used to place teams in an initial order. Where the previous season was graded, the final order shall be used in order of divisions, and usually the top two teams in each lower division shall have grading matches against teams in the division immediately above it.
- (iii) Using detailed information provided on the Team Nomination, the rank order shall be adjusted to increase or decrease the rank accordingly.
- (iv) The rankings will be used for arrangement of any pre-season / grading matches. The results of these matches will be used to further adjust rankings in an age group.
- (v) During grading matches, teams are to indicate on the match Team Sheet if the team was deficient in numbers, and/or missing key players, be specific, as this allows the Competition Manager to take these vagaries into account.

6.1.5 **Allocation to Divisions**

The appropriate number of divisions shall be determined on the basis of:

- (i) The number of teams nominated;
- (ii) The number of weeks available for competition;
- (iii) The relative strengths of teams (e.g. where there would appear to be a significant break between two teams of adjacent rank, this would constitute a divisional break); and
- (iv) Where it is not possible to create a division with the required number of matches, non-competition and double point matches can be used to ensure each team plays every other team an equal number of times, HOWEVER the number of such matches shall be kept to a minimum: and
- (v) The Presidents of each Club shall be given an opportunity to consider the ranking and divisional breaks and submit to the MC via the Competition Manager proposed changes. The MC shall decide the final rank order or divisional break.

6.1.6 **Re- Grading**

The Committee may initiate re-grading alterations as it sees fit without submissions from Clubs. There is generally no re-grading of U6-9 divisions. The following applies to U10 upwards:

- (i) For each graded division, the committee shall consider submissions from Presidents of Clubs to re-grade teams two weeks prior to the end of each round for that division. These are to be submitted to the Competition Manager, who will compile a report to accompany the submission to the MC.
- (ii) The Club of a team who is to be promoted or relegated will be consulted as part of the process and afforded the opportunity to make submissions to the committee.
- (iii) The MC decision is final.

6.1.7 **Withdrawal of a Team**

Should a team be withdrawn after the First Competition Match the following penalties shall apply:

- (i) Loss of Affiliation Fees (if all teams for that Club are withdrawn),
- (ii) Loss of Player Levies & Fees,
- (iii) Loss of Other Payments, and
- (iv) Loss of Team Insurance, and

- (v) Failure to comply with this Rule will leave the Committee with no option, but to rule that all players listed with that Club are unregistered and the prescribed ruling regarding unregistered players will apply.

6.2 PREMIERSHIPS & COMPETITIONS POINTS

6.2.1 Premierships

Premierships are awarded as follows:

- (i) **Under 6 to 7** - there shall be no premiership competitions held in the Under 6 to Under 7 age groups, therefore there are no Points Tables. The emphasis in these grades shall focus on player enjoyment, the development of basic movement patterns and the introduction and development of individual and team skills. Each player is to receive from the BJRU via their club a participation pennant at the end of the season.
- (ii) **Under 8, 9, 10, 11 and 12** - there will be no finals series with the premiership awarded on a "First Past The Post" basis, as provided for in rule 7.2 (iv). The emphasis in these grades shall focus on player enjoyment, the development of basic movement patterns and the introduction and development of individual and team skills. The Premier and Runner Up teams in each division are to receive a club pennant and individual pennants for each player.
- (iii) **Under 13 and older** - premierships shall be awarded after a finals series as provided for in the Rule Final Series of Matches. Pennants are as for U9-12.

6.2.2 Competition Points

Places in the competition Under 8 and older age groups will be determined by competition points, for this purpose:

- (i) A Win shall be awarded four (4) competition points.
- (ii) A Forfeit shall be as for a Win, except, the winning team will receive nil points in the 'for' column & nil points in the 'against' column).
- (iii) A Draw shall be awarded two (2) competition points.
- (iv) A Loss by seven (7) points or less ('1<8' on Table) shall be awarded one (1) point.
- (v) A Loss by more than seven (7) points shall earn nil points
- (vi) 'for' & 'against' points scored for that match will be added
- (vii) A Competition BYE, ('X' Cross Byes are also Competition BYEs) shall be awarded four (4) points and ; no 'for' & 'against' points scored for that match will be added

6.2.3 Equal Competition Points

In the event of two or more teams being equal on competition points for any position, the higher placed team will be determined as follows:

- (i) In each case where any team in that division has forfeited, the other team or teams will have the field points (for and against) for their match against that team in that round deducted from their total field points; and
- (ii) The team then having the greater average difference between points for and against shall be awarded the higher place; and
- (iii) If the average difference between points for and against are equal, the number of wins, followed by draws, followed by loss by less than 8 points; and
- (iv) If still equal after (i) to (iii) above then the number of tries scored; and
- (v) If tries are equal the team with the greater points for; and
- (vi) If greater points for are equal, the MC will, depending on the circumstances, either have the teams play a match or use some other method to decide the position.

6.2.4 **Re-Graded Team**

When Teams are re-graded the following is to apply:

- (i) Teams in the Division that the re-graded team moves from have all competition points plus the for & against removed for matches against that team; and
- (ii) Where a team is regraded to another Division (either higher or lower) during the competition, the points awarded for the competition matches of the regraded team against each opposition team will be doubled (or other multiple) in value for such of the remaining matches (this includes the for & against), so that each team in the new competition will have accrued points against each other team in the same number of matches, either actually played or by virtue of playing the match for multiple points. The regraded team will not transfer competition points from its original Division to the new Division; and
- (iii) If a BYE now occurs teams are awarded the points for the BYE.

6.3 **POSTPONED MATCHES, WET WEATHER PROCEDURE & ABANDONED MATCHES**

This section includes procedures for changes to scheduled matches, field unavailability, postponed matches, mutually agreed alternate arrangements, match cancellations, wet weather, and abandoned matches.

6.3.1 **Changes to Scheduled Matches**

The Committee reserves the right to ALTER THE TIME, DATE AND VENUE of any match due to circumstances beyond its control, i.e. wet weather, or for a special purpose, i.e. - selection trials, special promotion, etc and may, where it sees fit, cancel all matches on a particular date, and make such direction as to alternative arrangements as it sees fit including:

- (i) Playing for double points in the next round, or
- (ii) Playing on a different date, or
- (iii) Removal of matches from the competition, or
- (iv) Declaration of all matches as draws, and
- (v) Different arrangements may be made for each age group and division.

6.3.2 **Field Unavailability**

In the event that a venue of a match is unavailable for any reason, it is the responsibility of the “Home” Club to advise the Competition Manager (or if unavailable a Member of the MC) immediately the field becomes unavailable or unplayable. The Competition Manager in consultation with the Clubs involved will direct that:

- (i) The match or matches be played at a suitable alternate venue (one option be the visiting Clubs home ground), or
- (ii) The match or matches be postponed and that the “Home” Club is to immediately inform the opposition Club.

6.3.3 **Postponed Match/s**

If a match is postponed, because of the state of the ground, then the following applies:

- (i) The Clubs may mutually agree to play at another time; or elect to play for double points in the next round; or declare it a nil all draw; and
- (ii) Clubs have 7 Days to inform the Competition Manager or the match will be declared a nil all draw; or
- (iii) The MC may direct when it is to be played, including the option of a weekday night match.

6.3.4 **Wet Weather Procedure**

When the weather conditions might interfere with playing this procedure is to be strictly followed to ensure everyone is notified of any changes to matches due to Wet Weather:

- (i) **DAY / NIGHT PRIOR** – The Club whose field is unavailable is to inform the Competition Manager (if not available the MC Region Committee Representative) and the procedure for “Field Unavailability” is to apply.
- (ii) **MORNING of MATCH** - The following procedure will occur on the morning of the scheduled match:

Please Note:

- (i) Whilst the procedure below is taking place all others should stay off the phone.
- (ii) Remember if it just raining and has not been heavy for more than one day, matches will generally be still on.
- (iii) **Golden Rule** - if you have not received a phone call the match is still on.

6.00 — 6.15am Club Representative (e.g. President) to notify the allocated Region Committee Member of conditions at their grounds.
Recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.

6.15 — 6.25am Region Committee Members contact the Competition Registrar with state of each Club ground at which matches are to be played.

6.25 — 6.35am Competition Registrar consults with MC Chairman and communicates decisions to Region Committee Members.

6.35 — 6.50am Region Committee Members notify their assigned Club Representatives of decisions including:
(i) KNOWN Club Grounds not in use, and
(ii) Club Grounds in use, and
(iii) Clubs with who contact has not been made.
(Note: No contact means the matches have not been cancelled or postponed, if you are in doubt ring the Club concerned to verify).

No General Cancellation

Where the committee does not cancel or postpone matches, it is up to individual Club Representative in consultation with their Grounds Person to make decisions on play at their grounds, and to communicate that decision to visiting Club’s contacts by 7.00am on the day the matches are to be played and the procedure for “Field Unavailability” is to apply.

6.50 — 7.00am Club Contacts notify Team Managers (youngest age group first).

7.00am onwards Team Manager notifies Team Members.

6.3.5 **Mutually Agreed Alternative Arrangements**

Individual Clubs may make ‘MUTUALLY AGREED ALTERNATIVE ARRANGEMENTS’ between responsible officials of the involved Clubs. Mutually agreed alternative arrangements may include playing at a different venue, time and or date; declaring a “no game” with neither team receiving points; or agreeing to play for double points in a later round. Below is the procedure to be followed:

- (i) The Team seeking the alternate arrangements is to provide two (2) options; and
- (ii) Changes shall be notified to the Competition Manager BEFORE the scheduled time and date of the match in question; and

- (iii) Notification must come from both Clubs or it will not be recognised by the Committee and the Committee reserves the right to not recognise any Mutually Agreed Alternative Arrangements; and
- (iv) If alternate arrangements are not agreed to and the Team requesting the alternate arrangements is unable to play the match as set down in the draw, it will be required to forfeit; and
- (v) Requests to the Committee for adjudication should only be in exceptional circumstances; and
- (vi) The Committee may, if it deems necessary, direct that the match be played at a date and time selected by them and any team not complying will forfeit the match: and
- (vii) The Q.R.R.A reserves the right to withdraw referee services for such altered matches; and
- (viii) In the event of the Q.R.R.A withdrawing referees services it will be the responsibility of the team requesting the change to supply a qualified referee acceptable to the other team. If the referee is not acceptable to the non-requesting team and an agreement on the referee is not reached, including having a referee nominated by each team referee one half each, the Teams are to play the match and then refer the match to the MC for adjudication.

6.3.6 **Abandonment of a Match**

In the event of a match having to be abandoned for any reason beyond the control of match officials, i.e. treatment or attention to an injured player will not allow the match to proceed; the ground becoming unplayable as determined by any authority, such as council, or due to the ground condition being considered dangerous by the Referee, or any disruption, which in the opinion of the Referee, may jeopardise the continuing safe conduct of a match e.g., lack of light etc, the following shall apply:

- (i) **Match Abandoned Before Half Time.** The procedure as for “Postponed Matches” is to apply; or
- (ii) **Match Abandoned After the Second Half has Commenced.** The result at the time of the abandonment will become the full time score for that match and competition points will be awarded accordingly.
- (iii) **Misconduct or Unacceptable Behaviour.** In the event of a match being abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the MC will determine if any competition points will be awarded for the match.

Penalties

Breach of Rule 6.3

Any breach of Rule 6.3, by any Club, official, team or player, may result in penalties, including financial, being imposed by the Committee. The minimum penalty that shall apply is the forfeit of the match or matches concerned.

6.4 FORFEITS

There are a number of reasons that a forfeit may be declared and these plus the penalties for forfeits are outlined below.

6.4.1 Time

Any team not in a position to commence a match at the allocated venue within twenty (20) minutes of the prescribed commencement time will automatically forfeit the match as determined by the referee.

6.4.2 Minimum Numbers before the Match

A team will claim a forfeit where the opposition team does not have the minimum numbers to commence a match. In such cases the teams should be balanced in numbers and the match proceeds without recording the score. Minimum numbers where a forfeit is claimed are less than:

- (i) 12 players in age groups 12 and older, or
- (ii) 9 players in age groups 10 and 11, or
- (iii) 7 players in age groups 8 and 9, (U8 West region – 5 players) or
- (iv) 5 players in age groups 6 to 7

6.4.3 Minimum Numbers After the Match Has Commenced

For U12 upwards, if numbers fall below the minimum numbers to play **after** the match has commenced, the match may proceed, however if disparity is so great that safety of players is a concern, the Coach of the team with the lesser numbers should do the following:

- (i) Have the Referee STOP the match, and
- (ii) FORFEIT to the opposition, and

In conjunction with the other Coach, even up the numbers and give the players a game.

6.4.4 Finals

For any Final, Semi-Final, Preliminary Final or Grand Final, if a team is not ready to take the field by the scheduled start time as notified by the Competition Manager and as determined by the Referee, that team shall forfeit the match and the non-offending team will be declared the winner.

Penalties

Breach of Rule 6.4

For any breach of this rule the penalties are:

- (i) In all cases the non-offending team will be awarded the match with a score of nil points for and nil against.*
- (ii) Refusal by the non-offending team to even up and give the players a match, without good cause, could result in the Committee declaring the match no match, in which case neither team will receive Competition Points.*
- (iii) The Committee may remove any team from the competition, which forfeits three (3) consecutive matches or three (3) consecutive away matches in any one season, and all matches played by that team will be deemed to have been won by the opposing team, except if there is a re-draw of the competition.*

6.5 DURATION OF PLAY (INCLUDES BALL SIZES)

All matches are to be played in accordance with Law 5 and the U19 Variations, including the Pathway Laws. This process is not negotiable and cannot be exceeded, including the criteria below.

6.5.1 Playing Times & Ball Sizes

Matches shall be played at the times and grounds indicated, as set out by the Committee. Start times and ball sizes as follows:

<u>Day</u>	<u>Age</u>	<u>Start Time</u>	<u>Each Half</u>	<u>Half Time</u>	<u>Ball Size</u>
SATURDAY	Under 6	08.30am	15 minutes	5 minutes	2
	Under 7	09.10am	15 minutes	5 minutes	2
		09:50am	Reset Fields		
	Under 8	10.00am	20 minutes	5 minute	3
	Under 9	10.50am	20 minutes	5 minute	3
SUNDAY	Under 10	08:30am	20 minutes	5 minute	4
	Under 11	09:20am	20 minutes	5 minute	4
		10.10am	Reset Fields		
	Under 12	10.20am	25 minutes	5 minute	5
	Under 13	11.20am	25 minutes	5 minute	5
	Under 14	12.20pm	25 minutes	5 minute	5
	Under 15	01.20pm	25 minutes	5 minute	5
	*3.25pm Preseason	Under 16	02.20pm	30 minutes	5 minute
*4.30pm Preseason	Under 17/18	03.30pm	30 minutes	5 minute	5

6.5.2 Maximum Playing Time

The maximum playing time in any one day for Under 19 players is to be 90 minutes (Refer IRB U19 Law Variation – Law 5 – Time and ARU Under Law Variation – Law 5 - Time). This is designed to prevent players from engaging in multiple matches on one day during carnivals and championships, and is not intended to cover replacements or substitution. Players wishing to stand by for another team (as substitute or replacement) may do so as long as a proper duty of care is exercised in relation to position played, environmental conditions, age group played and common sense is exercised in regard to playing time in any one day.

No matter what the match is called (a trial, or competition match or a knockout match or tournament), the total amount of playing time in any one day is to be no more than 90 minutes. The number of matches in the day is not an issue; the playing time is the issue. It is expected that proper duty of care is exercised by coaches with regards substitution or replacement of players and that the time issue is always the overriding consideration.

Penalty

Breach of Rule 6.5.2

Any breach of the maximum playing time will incur as a minimum the loss of the match/s.

6.5.3 Time Lost Before Commencement

Provided that where a Junior match (not being a semi-final, final or grand-final) begins after the appointed time, and there is a match scheduled immediately after (where another field is not available), the referee **must** shorten playing time in that match by a period of time equal to the time lost between the appointed and the actual starting time. If a Referee shortens the time under the Rule, the referee shall nevertheless cause two equal halves to be played.

EXPLANATORY NOTE: - If play starts 10 minutes late, in an Under 11 match, playing times will be reduced to 15 minutes each way.

6.5.4 **Time Off**

Time-off is NOT permitted in competition matches except:

- (i) Where there is **no** match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a maximum of five (5) minutes. The match will restart as though there were no break in play and the stoppage time shall not be included in the playing time; and
- (ii) Where there **is** a match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a maximum of five (5) minutes. The match will restart as though there were no break in play and the stoppage time shall be included in the playing time.

6.5.5 **Finals**

Time-off shall be allowed for “permitted delays” as provided by the laws of the game, in semi-finals, preliminary finals, finals and grand finals only where scheduling of matches will allow for extra time to be played.

6.5.6 **Extra Time (Draw)**

Extra Time is only allowed as follows:

- (i) **Competition Matches** - there is no extra time allowed.
- (ii) **Semi-Finals, Preliminary Finals & Finals** - there is no extra time allowed. If points scored by the teams are equal at the end of play, then the team which entered the match with higher competition place on the points table shall be declared the winner.
- (iii) **Grand Finals** - if the points scored by the teams in a Grand Final are equal at full time, an extra five (5) minutes each way shall be played to determine the winner. One minute shall be allowed to change ends at full time and after the first period of extra time. Method of restart for each period will be a kick-off. The kick off for the first period of extra time will be by the team who kicked-off for the first half. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared **JOINT PREMIERS**. Replacements used during the game remain current for extra time. I.e. a player who was replaced as injured during the game cannot play during extra time.

6.6 PLAYER ATTIRE AND EQUIPMENT

Players Clothing is governed by IRB Law 4 and reference should be made to the current edition of the Laws when seeking any clarification.

6.6.1 Player Strip

A player is to play in the Clubs playing strip or jersey, shorts & socks, which has to be authorised by the MC. Restrictions on jerseys are:

- (i) **Identical / Similar Colours** - In the event that the opposing team has identical or similar colours, the home team shall supply and wear alternative jerseys; and
- (ii) **Numbers** - Jerseys shall have a distinguishing number on the back and the number is to be of a minimum length of 150mm and of such colour to be discernable within a reasonable distance; and
- (iii) No two (2) players, including reserves, in the same team shall wear the same jersey number (Jersey swapping can be overcome by using for instance, tape to change the number from a 9 to 29 etc); and
- (iv) **Team Sheet** - The distinguishing number shall correspond with the information supplied by the Club on the team sheet and to the fourth referee if appointed for that match.

Penalty

Breach of Rule 6.6.1

Any breach of this rule may result in the offending Team's loss of one (1) or more competition points at the Committees discretion.

6.6.2 Footwear

Footwear is to be worn whilst playing and the following restrictions are not negotiable:

- (i) **Under 6 to 9** - players in these age groups shall play in **sports shoes** (joggers/runners), moulded football boots, or blades. Under no circumstances is any type of screw in boot tags permitted. Referees are instructed to check boots before each game for sharp edges and tags
- (ii) **Under 10 and Older** - football boots should be worn in age groups Under10 and older.
- (iii) **Boot Tags** - shall be no more than 18mm in length and be of such composition that no sharp cutting surfaces exist.

Penalty

Breach of Rule 6.6.2

Any player not conforming to Rule 6.6.2 is not to take part, or any further part in the match until the item conforms to the above restrictions.

6.6.3 Underwear

Skins, compression garments etc that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.

Penalty

Breach of Rule 6.6.2 – 6.6.3

Any player not conforming to Rule 6.6.2 is not to take part, or any further part in the match until the item conforms to the above restrictions.

6.6.4 Mouthguards

It is recommended that a mouthguard should be worn at all times whilst playing, during warm ups and during training.

6.6.5 Jewellery, Hair Beads & Similar Objects

The wearing of jewellery such as rings, earrings, hair beads and any similar items of adornment are strictly prohibited whilst playing and any player not conforming to this Rule is

not to take part, or any further part in the match until the item conforms to the above restrictions.

6.6.6 **Balls**

Size of balls for each age group is shown under “Duration of Play” and the only other restrictions are:

- (i) Where the Union has a sponsor for balls it will promulgate any restrictions on the brand/make and when the ball is to be used; and
- (ii) At least 2 of the 4 panels on a ball are to be predominantly white in colour.

6.7 **PLAYING FIELDS & VENUE CONTROL**

The set up and control of playing fields and a venue are critical to the safety and enjoyment of all participants including spectators. This Rule sets out the restrictions for all participants attending matches and the responsibilities for Clubs hosting those matches. The word Union is to replace the word Club in its context as the authority, when the Union is conducting the matches at a venue and a Club has not been appointed to conduct the activity.

6.7.1 **Authority**

Directions given by any Club Appointed Official or Field Marshall, 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.

6.7.2 **Club Appointed Officials**

At all matches Clubs are responsible for providing the following:

- (i) A **Club Official** must be **available** and **identifiable** (wear an Orange Vest/Shirt marked Club Official), and their duties and responsibilities are:
 - a. The Supervision of the venue and all appointed officials; and
 - b. Point of contact for all enquiries; and
 - c. Responsible 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 Code of Conduct; and
 - d. The implementation of this Rule; and
 - e. Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - f. Having access to a phone and the Emergency Phone List; and
 - g. Have access to the ARU Protocol for Serious Injury; and
 - h. If necessary a Club Official may also carry out the duties of a Field Marshall when only one field is in use; and
 - i. Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action.
- (ii) **Field Marshall/s** (identifiable by wearing an Orange Vest/Shirt marked Field Marshall) is to be appointed for each full size field and their duties and responsibilities are:
 - a. Set up, maintenance of and patrolling the Playing Enclosure; and
 - b. Preventing the illegal entry of any person into the playing enclosure; and
 - c. Assisting the officials (Medical Person, Managers, Assistant Referees and Referee) perform their respective duties; and
 - d. Ensuring Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure; and
 - e. Assisting the Club Official implement emergency access: and
 - f. Assisting the Club official in the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Code of Conduct; and

- g. Report any irregularities or breaches of the rules that they are unable to resolve to the Club Official for further action.
- (iii) **Suitably Qualified Medical Person/s**, (minimum requirement is a current Senior First Aid Certificate) is available, identifiable (must wear a clearly marked Vest/Shirt with “MEDICAL” marked on the Back in Red, or Red and yellow SMA polo’s with Sports medicine written on back), and be in a prominent position visible to the field, is appointed to a minimum of one per full size field. For U10 and up games they should be located adjacent to the centre of the field, between the areas set aside for reserves. **Their Duties and Responsibilities are:**
- a. Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
 - b. Ensure the Club has a means of communication and contact for Ambulance: and
 - c. That the Club has an Emergency List of contacts and addresses for:
 - After hours doctor x 2;
 - Nearest public hospital and/or emergency facility;
 - Local Medical Centre and /or facilities x 2;
 - Local Police; and
 - d. Be familiar with and have available a copy of the ARU Safety Directives as a reference when seeking any clarification: and
 - e. Checking with each Team, to establish who is going to attend to players who appear injured in the first instance, and if a Team is using Trainers, then only attend when called for by the Team or Referee, or when the Trainer is not available to attend to the player (regardless commonsense must prevail and the players safety comes first); and
 - f. Checking with the Referee on the policy for attending players:
 - g. Where the attending medical person in the **first instance** (either home or visiting), **seeks assistance** from another qualified medical person/s, the person with the senior qualification (i.e. Doctor overrides Paramedic, Paramedic overrides Qualified Sports Trainer, Qualified Sports Trainer overrides First Aid, First Aid overrides trainer) shall have precedence in any decisions made. (Amendment 14 July 05)
 - h. To have read the BJRU and ARU medical policy (located at the end of these rules or on the BJRU website:
<http://www.bjru.com.au/Resources.aspx?root=~ /Content/Resource Library/Administration/>

Penalties

Breach of Rule 6.7.2

Any breach of this rule, by any official, team or player, may result in penalties, including financial, being imposed by the Committee. The minimum penalty that shall apply is a fine of two hundred dollars (\$200) on the offending Club.

6.7.3 Field Markings & Sizes

For all matches the host Club shall be responsible for ensuring that the field of play is marked correctly in accordance with the Laws of the Game, including the Pathway Laws and any competition variations required and that all markings are clearly identified and visible. The minimum requirement for each age group, including field size is contained at Annexure D and its attached Appendixes. Note the following variations to the laws in relation to Field Sizes:

- (i) Under 10 & 11 - MIDI Rugby: The Union has designated that the field is not exceed 60m in width, that is that the line 5m in from Touch on a full size field is to be used as the Touch Line.

- (ii) It should be noted that the size of a field is a maximum recommended size only, and smaller rugby pitches are also deemed acceptable where absolutely necessary.

6.7.4 **Goal Posts**

All Goal posts within the playing enclosure must be padded and where the venue has more than one field and the others are to be used for warm ups, these must also be padded or the field clearly marked as not to be used. Clubs are reminded that the same principle should also be applied to the use of the venue for training purposes

6.7.5 **Playing Enclosure**

Entry into the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres from the playing perimeter; this includes the dead ball line.

6.7.6 **Persons Authorised to Enter Playing Enclosure**

Persons authorised to enter the playing enclosure for all age groups are:

- (i) The Club Official,
- (ii) Field Marshall.
- (iii) Medical Person/s.
- (iv) Teams x 2, Reserve Players behind the barrier.
- (v) Referee
- (vi) Fourth Referee (if appointed).
- (vii) Assistant Referees x 2.

Note: None of the above persons are to barrack or Coach from inside the barrier.

6.7.7 **Restrictions for Coaches, Managers, Team Officials & Trainers to Enter Playing Enclosure**

Restrictions on Coaches, Managers, Team Officials and Trainer/s to enter the enclosure are outlined below:

- (i) **Under 6 and Under 7:**
 - a. Coach: On the field.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 1: Seated or kneeling just inside the barrier.
- (ii) **Under 8 and Under 9:**
 - a. Coach: On the field for 7 matches scheduled by the Committee, otherwise behind the barrier.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 2: Seated or kneeling just inside the barrier.
- (iii) **Under 10 and older:**
 - a. Coach: Behind the barrier.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 2: Seated or kneeling just inside the barrier.
- (iv) **Coaches (except as shown above), Managers & Team Official** - may only be permitted to enter the playing field upon the invitation of the Referee, except at half-time when the Coach, Manager and Team Official may enter. Where the nominated Coach or Manager is required to fulfil one of the above listed roles, whilst fulfilling that role, no coaching or technical instruction can take place.
- (v) **Trainer/s** - is a person or persons from each team who is, or are responsible for attending to a player who may appear injured, and who provides water to the players. They are not to Coach from inside the barrier and must remain seated or kneeling just inside the barrier unless attending to players.

6.7.8 **Co-location of Managers and Reserves**

Both Team Managers and reserves must be co-located on the same side of the field whilst the match is in progress, preferably near the Medical, in the place designated by the Host Club. The Managers are to be close enough that they can without delay consult each other when necessary. The Coach and other Team Management are not restricted on their location, except when one of them is performing the role of the Manager.

6.7.9 **Playing Surface**

The following applies to the playing surface:

- (i) The playing surface should be well grassed, reasonably even area, free from items of a potentially dangerous nature, i.e. stones, branches, tins, stakes, bottles, bottle-tops, syringes etc; and
- (ii) Host Clubs shall ensure that objects such as cricket pitches, or in-ground watering systems, are properly covered for the safety of players; and
- (iii) **Objections** - Any objection by either team regarding the ground, or the method by which it is marked out, must be made to the Referee before the kick off. If teams cannot agree as to the safety of the ground the Referee will decide whether the match may begin. If there is any doubt by the Referee as to the safety of the ground, the Referee will not allow the match to begin until the ground has been made safe.
- (iv) The Referee may elect to abandon or not start a match where the ground safety standards, in the Referee's opinion are not met. In the event of such action being taken by the Referee, the procedure for Postponed Matches is to apply and the matter reported to the Competition Manager.

Penalties

Breach of Rule 6.7.3 to 6.7.9

Any breach of these rules, by any Club, official, team or player, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is the offending Clubs team/s loss of one (1) or more competition points.

6.8 PLAYER REPLACEMENTS, PLAYER MOVEMENT DOCKETS, RESERVES, UNCONTESTED SCRUMS

Unless the number of players required in a team is nominated by the MC, any number of players may take part in the game and be replaced due to illness or injury at any time during a match as per the laws of the game.

In all junior matches it shall be the intention of the Junior Rugby Union to “give all players a game” and any number of rolling substitutions may be made, whilst conforming to the restrictions shown below. It should not however, be the intention of any coach to use this Rule to gain an advantage over the opposing team. Any attempt to do so should be reported in the form of a Misconduct Report.

Age Grade – Pathway to Under 14

Unlimited rolling substitutions will be allowed for all Under 19 rugby aged Under 14 and below.

Age Grade – Under 15 to Under 19

A maximum of twelve (12) substitutions per team per match will be allowed for all Under 19 rugby aged Under 15 and above.

6.8.1 **Number of Replacements at Any One Break in Play**

Restriction on the number of replacement players at any one break in play are:

- (i) One player only from each of the following:
 - a. Front Row,

- b. Locks,
 - c. Loose Forwards (includes No 8); and
 - d. Any two Backs.
- (ii) This means the maximum numbers of players that can be changed at any **one break in play including half time** per age group are:
- a. Under 6 to 7 - three (3) players;
 - b. Under 8 to 9 - four (4) players; and
 - c. Under 10 upwards - five (5) players.
- (iii) These provisions shall apply to all matches including semi-finals, preliminary finals, finals and grand finals.
- (iv) Teams may replace players at any break in play in a match whether or not the player replaced is injured provided:
- a. Replacements are made during a break in play, and
 - b. Every replacement shall report to Assistant Referee and then the Referee before taking any part in play.

6.8.2 Rolling Substitutions & Reserves Under 15 and Older – Restrictions

Substitutions under Law 3.14(a) shall include any time one player substitutes another player from the same team, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.

Note: Any player substituted due to injury (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day.

Exceptions to this are noted below.

(a) Substitution – Blood

- i) If a player has a blood injury and is temporarily replaced by another player that does NOT count as a substitution.
- ii) If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does NOT count as a substitution.
- iii) If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that IS a substitution. The blood player is considered injured.
- iv) Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

(b) Temporary Suspension – Yellow Card

- (i) When a player is temporarily suspended (yellow card) and leaves the field of play that is NOT a substitution.

(c) Temporary Suspension – Yellow Card – Front Row Player

- (i) When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution.

- (ii) If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does NOT count as a substitution.
- (iii) Player B returning to the field of play is also NOT a substitution.
- (iv) If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that IS a substitution.
- (v) Player B returning to the field of play to substitute another player during the period of temporary suspension IS a substitution.

(d) Send Off – Red Card

- (i) When a player is sent from the field of play (red card) that is NOT a substitution.

(e) Send Off – Red Card – Front Row Player

- (i) When a scrum is ordered after the sending off of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution.
- (ii) Player B returning to the field of play to substitute another player IS a substitution.

NOTE:

After the maximum number of substitutions has been made, no other substitutions will be allowed for any reason, except for an injury to a front-row player where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.

Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team or after a try has been scored shall not be permitted to kick at goal until after the relevant kick has been taken.

The following also apply to Under 12s and upwards:

- (i) **Law 3** - Coaches/Managers of these age groups are to conform with Law 3 - Number and Replacement of Players as per Laws of the Game and its variations pertaining to Under 19s, except that although it is desirable, it is accepted that the practicalities of conforming to the number of tight forward reserves is difficult, and therefore not mandatory.
- (ii) **Reserves for Finals** – Whilst competition games do not limit the number of players able to participate, for the Finals series matches in the Under 13 upwards, the number of players that may be signed on for the day is unlimited, HOWEVER, only a maximum of 23 players can be used (take the field) during the match.

6.8.3 Player Movement Dockets

U15s and up are to use Player Movement Dockets in all games. Every time a player is substituted or replaced a docket is to be filled out and handed to the opposition Manager or person acting in this role, or 4th Referee when being used at the time of the change and before the player takes the field. The format shown at Annexure J is to be used and clubs are to have a quantity available for emergencies. (See - Annexure J).

6.8.4 Uncontested Scrums

The following applies:

- (i) If a team cannot field a suitably trained front row, because players are either unavailable, injured or sent off, the referee must order uncontested scrums.

- (ii) The period/s of play during which uncontested scrums occurred must be noted on the teams' score sheet and be signed by the referee. The reason and team that called uncontested scrums are also be noted on team sheet.
- (iii) All matches played under the U19 Laws can commence with uncontested scrums.
- (iv) Coaches or Teams are not to call for uncontested scrums when they have available, either on the field or as reserves, players who can play in those positions. This would be viewed as gaining an undue advantage over the opposing team.

Penalties

Breach of Rule 6.8, 6.8.1 to 6.8.2 (i) & 6.8.3

Any breach of these rules, by any Club, official, team or player, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is the offending Clubs team/s loss of one (1) or more competition points.

Breach of Rule 6.8.2, (ii)

Any breach of this rule by a team will result in the team forfeiting the match.

Breach of Rule 6.8.4

Any breach of these rules, by any Club, official, team or player, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is in the first instance a caution.

6.9 TEMPORARY SUSPENSION (SIN BIN)

6.9.1 (a) Under 6 – Under 11

Time is Five (5) Minutes

In Under 6 – Under 11 matches the maximum period of a temporary suspension shall not exceed five (5) minutes in any circumstances and time is to be accounted from when the player leaves the playing area and does not include injury time when it is being applied. If the period of temporary suspension has not expired when half time or no-side is called, the period is deemed to have then expired.

(b) Under 12 – U18

Time is Ten (10) Minutes

In Under 19 matches the maximum period of a temporary suspension shall not exceed ten (10) minutes in any circumstances and time is to be accounted from when the player leaves the playing area and does not include injury time when it is being applied. The period of temporary suspension WILL NOT be deemed to have expired when half time is called. The player may attend the half time talk, however, he must return to the prescribed Temporary Suspended Player Area after half time to complete the period of temporary suspension. (Australian Under 19 Law Variations Law 10 Foul Play)

6.9.2 (a) Under 6 – U11

Player is Replaced

For the duration of each temporary suspension, the player shall be replaced (Australian Under 19 Law Variations Law 10 Foul Play), providing there are replacements available.

(b) Under 12 – U18

Player is NOT Replaced

For the duration of each temporary suspension, the player will not be replaced (Australian Under 19 Law Variations Law 10 Foul Play).

6.9.3 (a) Under 6 – U11

Place Served & Return to Play

A player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until the time has expired. The player is then to report to the Assistant Referee and at the next break in play the Assistant Referee is to inform the Referee, who will then direct when the player can re-join play.

(b) Under 12 – U18

Place Served & Return to Play

A player sent off as a temporary suspension, shall sit in the prescribed Temporary Suspended Player Area. This area is to be located at the half way line, just inside the players' enclosure, between the co-located managers. The player is then to report to the Assistant Referee and at the next break in play the Assistant Referee is to inform the Referee, who will then direct when the player can re-join play

6.9.4 Keeping Time

The Referee or Fourth Referee shall keep the time period. Under no circumstances shall the temporarily suspended player take the field until given permission to do so by the Referee.

6.9.5 Recording Temporary Suspension

The temporary suspension of a player **must** be recorded on the result sheet prior to the signing by the referee. Failure to do so could leave the player and the Club liable to suspension and / or penalty by the MC.

6.9.6 **Multiple Temporary Suspensions by a Player**

Should a player incur three (3) temporary suspensions within one season, the player will automatically be suspended from playing in the next scheduled 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 from season to season.

Penalties

Breach of Rule 6.9.3 to 4

Any breach of this rule, by any Club, official, team or player, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty being the player is ordered from the playing field by the Referee for the duration of the match.

Breach of Rule 6.9.5

Any breach of this rule, by any Club, official, team or player, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is the offending Clubs team/s loss of one (1) or more competition points.

6.10 PLAYER ORDERED OFF FOR MISCONDUCT

(a) Under 6 – U11

Any player ordered off shall be replaced. (Australian Under 19 Law Variations Law 10 Foul Play), providing there are replacements available. In any event, each team's on field playing numbers must be equal at all times.

(b) Under 12 – U18

Any player ordered off WILL NOT be replaced. (Australian Under 19 Law Variations Law 10 Foul Play). In any event, each team's numbers in the scrum must be equal at all times.

6.10.1 Players Club's Responsibilities

When a player is ordered off for any reason or any misconduct the Club must comply with the following:

- (i) **Report to the Club.** The Manager (or Coach) of any team that has a player ordered from the field by a referee must report the incident to the Club by 6.00pm on the Sunday of the weekend in which the incident occurred, or if a week day by 10am the following day.
- (ii) **Advise Secretary.** A member of the Club's committee must advise the Union Secretary by 12 noon, the following Monday, or day in the case of a weekday, that a player has been sent from the field, including, the name of the player, age group and name of the teams in the match.
- (iii) **Represent the Player.** All notifications to the player will be via the Club, and it is the Clubs responsibility to advise the player, convey the player's options to the Union Secretary, and ensure that a Club Representative attends any subsequent Judiciary, including Appeals.
- (iv) **Unable to Contact Player.** If the Club is unable to contact the player it is to inform the Union Secretary and until the player elects one of the options available so the matter can be dealt with, the player is automatically suspended from all matches pending the player's appearance or election of one of the options afforded to him / her.

Penalty

Breach of 6.10.1

Any breach of this rule by any Club, may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is a caution.

6.10.2 **Referees Report**

Referees must by 12 noon Monday or the day following the match (for mid week games), report in writing to the Union Secretary on the approved form any player or players ordered off the field of play for any reason or any misconduct. The report can be submitted as follows:

- (i) By e-mail, using the online send off report; or
- (ii) with the original signed copy as a PDF document; or
- (iii) By a signed Fax; or
- (iv) By a signed report.

6.10.3 **Suspended Until Decision**

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

6.10.4 **Playing Whilst Suspended or Disqualified**

Playing whilst suspended or disqualified, whether a player or a team, is a breach of the rules and any offending Club, official, team or player, shall be liable to suspension and or penalty, including financial, as the Committee may decide.

6.10.5 **When Judicial Committee Meets**

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 Secretary 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 at 6pm Tuesday following the weekend.

6.10.6 **Major or Minor Incident**

The Chairman of the Judiciary may discern from the Referee's Report that a send off incident is "Minor" or "Major" and the following will then apply:

- (i) **"Minor"**. For a "Minor" incident as discerned by the Chairman of the Judiciary, the player concerned will be offered an automatic one (1) match suspension up to and including the next competition (or representative) match for his team. The player has two options:
 - a. **Accept the Decision.** The player is to inform the Secretary in writing of acceptance of the decision. This is normally done via the Clubs Committee; or
 - b. **Does not Accept the Decision.** The player then has the options as outlined in Player Options for Attending the Judiciary.
- (ii) **"Major"**. For a Major incident as discerned by the Chairman of the Judiciary, the player must **attend the Judiciary at a time and place as notified by the Competition Secretary.**

6.10.7 **Player Options for Attending the Judiciary**

Players are not normally required to appear before the Judiciary Committee unless the Chairman of the Judiciary decides that they are to appear, or the player elects to do so. The player has various options as outlined below:

- (i) **Accepts the Referees Report.** By Midday on the Tuesday immediately following the send off, the Player, or the President of the Players Club notifies the Secretary in writing that the Player accepts the Referee's and / or Assistant Referees' report, with no written submissions. **The Player is not required to attend the Hearing.**

- (ii) **Accepts the Referees Report with Submissions.** By Midday on the Tuesday immediately following the send off, the Player or President of the Players Club notifies the Secretary in writing that the Player accepts the Referee's and / or Assistant Referees' report, with written submissions in the form of a Statutory Declaration (maximum of 2 Statutory Declarations) addressing the mitigation of any suspension. **The Player is not required to attend the Hearing.**
- (iii) **Contests the Referees Report with Submissions.** By Midday on the Tuesday immediately following the send off, the Player or President of the Players Club notifies the Secretary in writing that the Player wishes to contest the send off report; such notice must include supporting written submissions in the form of a Statutory Declaration (maximum of 3 Statutory Declarations, one of which must be from the Player). **The Player is not required to attend the Hearing.**
- (iv) **Player Attending in Person.** By Midday on the Tuesday immediately following the send off, the Player or President of the Players Club notifies the Secretary in writing that the Player will be attending in person with a Club Representative. **The Player is required to attend the Hearing.**
- (v) **Player Unable to Attend.** By Midday on the Tuesday immediately following the send off, the Player or President of the Players Club notifies the Secretary in writing that the Player is unable to attend a regular meeting of the Judicial Committee, and he/she has given written (signed) permission to be represented by an official of his/her Club. For players under 18 this must be signed by a Parent or Legal Guardian. **The Player is not required to attend the Hearing.**
- (vi) **Failure to Notify.** Failing any notification by the Player or President of the Players Club electing an option above, **the Player is required to attend the Hearing.**

6.10.8 **Referees Report Not Submitted**

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 Secretary will on receipt of the referee's report, summon the player to appear before the next meeting of the Judicial Committee.

6.10.9 **Right of Appeal**

There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee and further to the QJRU and QRU Appeals Committee.

6.10.10 **Judicial Procedures**

The Unions Judicial Procedures are at Annexure F of these rules and should also be available at the Club. They are also on the BJRU Website at www.bjru.com.au

6.11 MATCH RESULTS & TEAM SHEETS

It is the responsibility of each team to furnish, on official forms, via their Club to the Competition Manager, the results and Team Sheet for all matches played, no later than the times specified.

6.11.1 **Match Results - Responsibility**

It is the responsibility of the BOTH Teams to submit the results for the day. This is done on a Club basis, i.e. all results for matches at that ground on that day are submitted by a person nominated by their respective Clubs.

6.11.2 **Submitting Results**

Results are to be in by 5.30pm on the day the match is played. Options for submitting results are:

- (i) Through the online results entry on the BJRU website;
- (ii) Telephone: 3824 3386 – 4.30pm to 5.30pm (Saturday & Sunday ONLY) only to be used as a last resort; or
- (iii) Email: results@bjru.com.au - any time (must be in by 5.30pm Sat & Sun); and
- (iv) Email Results must be submitted in the following order:
 - a. Age Group.
 - b. Home Team Name & Score.
 - c. Visiting Team Score & Name.
 - i.e. U6 ASHGROVE GPS BLUE 30 v 25 BROTHERS GREEN

6.11.3 **Late Results**

Any results not submitted as above are to be submitted to the Competition Manager by e-mail or fax, no later than 1pm on the Monday following the match.

Penalties

Breach of Rule 6.11.1 to 6.11.3

A Club that neglects to submit match results on time will receive a caution on the first occasion and may incur penalties, including financial, being imposed at the Committees discretion for continued neglect to lodge match results.

6.11.4 **Team Sheets**

Team Sheets will be completed by each team for both home and away matches, this includes Byes & Forfeits. They are to be lodged with the Competition Manager no later than the Wednesday following the match or as otherwise specified. The form is to be counter signed by the referee in the space provided. Team Sheets are to be filled out as follows (See – 2010 Sample Team Sheet):

- (i) Prior to the Match. Filled out in Triplicate with details of the Match at the top of the sheet, plus the following:
 - a. Printed in Alphabetical Order by Last Name, followed by first name or Initials, names of all players, including any who are unavailable on medical advice, suspension, disqualification, or representative duties for BJRU, QJRU, QRU, ARU. Once the Competition (first game that is not a grading round for U10 up or not Pre-Season for U6-U9) has commenced all new players are to be placed after the last player, and this order is not to be changed under any circumstances, including Finals.
 - b. Indicate with a P or H any player who can play as a Prop or Hooker in that game.
 - c. Date of Birth.
 - d. Signature (if playing) or reason for unavailability. Players in age groups Under 12 and older shall be required to sign the sheet opposite their name and failure to do so, if no other indication as to the players availability is noted, shall mean that they were unavailable, or did not play.
 - e. Jersey No (if Playing).
 - f. Print both Managers Names.
 - g. Print Referee's & Assistant Referees names.
 - h. Playing Time for a Player - Where a player has played in a previous match on that day, the time they spent on the field during that match is to be entered on the Team Sheet prior to them taking the field and they are not permitted to exceed the

- IRB directive for U19 players of a total of 90 minutes playing time on any one day.
- i. The first column Player Movement is for the Team Manager to keep track of players off and on, its use is optional; and
 - (ii) During the Match. Fill out the following detail:
 - a. Record for each player the number of tries, conversions, penalty goals & field goals and at the bottom any penalty tries.
 - b. Record any Temporary Suspensions (Sin Bins) & Send Offs in the box provided, includes club, player's name & jersey number.
 - c. Uncontested scrums including time, team called by and reason for.
 - (iii) Completion of the Match. Ensure the following is carried out;
 - a. Total number of points scored by each team & winning team name.
 - b. Check all detail is correct
 - c. Meet with opposition manager & agree on score.
 - d. Referee to Verify Score, Temporary Suspensions & Send Offs and sign. (Verification of Score - It shall be the duty of the Referee to verify such points recorded thereon and in the event that team sheets, duly signed by the referee, record different scores; the winning team's team sheet will be the recorded result).
 - e. Exchange 2nd copy of team sheet with opposition manager.
 - (iv) After the Match. Ensure the following is complied with:
 - a. As per the Club's direction submit the Score and Team Sheet;
 - b. Report any Send Offs to the Club by 6pm.

Penalties

Breach of Rule 6.11.4

Correctness and Legibility

A team that neglects to correctly and legibly fill out Team Sheets will receive a Caution on the first occasion and for repeated neglect thereafter will incur a penalty of the loss of one (1) or more competition points as determined by the Competition Manager: and

Team Sheets Not Submitted

For Team Sheets not submitted the following will apply:

- (i) *For each Team Sheet a Club fails to produce within 14 days of the issue of:*
 - a. *The Missing Information List; or*
 - b. *A written demand from the Competition Manager, or Secretary;*
That team will incur a deduction of one (1) Competition Point as determined by the Competition Manager: and
- (ii) *Subsequent failure to produce the team sheet within the next seven (7) days of (i) above period of 14 days expiring, will incur a further deduction of one (1) Competition Point and the Club fined \$10 for each Sheet: and*
- (iii) *Thereafter for every succeeding 7 day period that the Team Sheet is missing a further deduction of one (1) Competition Point and the Club fined \$10 for each Sheet.*

6.11.5 Opposition Viewing Team Sheets

Prior to, during or at the completion of each match team managers shall have the opportunity to view the other team's sheet.

Penalty

Breach of Rule 6.11.5

Any breach of this rule by an official or team may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is the offending Clubs team loss of one (1) or more competition points.

6.11.6 Premierships & Determining Finals Series

For the purposes of determining First Past the Post Premierships and teams to play in the Final Series, the Competition Table as at 5pm the Tue following the last competition fixture will be used. The points on any Team Sheets subsequently received will be applied to the Competition Table only at the discretion of the Committee.

6.11.7 Eligibility of Players

The Committee may rule that any Team Sheet, which is not received within 21 days of the match being played, shall not be used when determining player eligibility for finals as per Rule on Player Eligibility for Finals.

FINALS SERIES MATCHES

7.1 TIMES AND VENUES

All semi-final, preliminary final, final and grand final matches in all divisions will be played at the venues, and commence at such times, as determined by the Management Committee.

7.2 DETERMINING PREMIERSHIPS & FINALS

The Premiership team will be determined by conducting either:

- (i) **Semi-Finals, Preliminary Finals and Grand Finals:**
 - a. Minor Semi-Final - team third in competition points to play team fourth in competition points table; and
 - b. Major Semi-Final - team first in competition points to play team second on competition points table;
 - c. Preliminary Final – winner of Minor Semi-Final to play loser of Major Semi-Final; and
 - d. Grand Final - winner of (b) to play winner of (c).
- (ii) **5 team Semi-Finals and Grand Finals**
 - a. Minor Semi-Final - team fifth in competition points to play team fourth in competition points table; and
 - b. Major Semi-Final - team third in competition points to play team second on competition points table;
 - c. Minor Premiers – have bye the first week of finals
 - d. Minor Preliminary Finals – winner of Minor Semi-Final to play winner of Major Semi-Final; and
 - e. Major Preliminary Final – loser of major semi-final to play Minor Premiers
 - f. Grand Final - winner of (d) to play winner of (e).
- (iii) **Semi-Finals and Grand Finals:**
 - a. First Semi-Final - team fourth in competition points to play team first in competition points table; and
 - b. Second Semi-Final - team second in competition points to play team third on competition points table; and
 - c. Grand Final - winner of (a) to play winner of (b).
- (iv) **Finals and Grand Finals:**
 - a. Team first on points table goes straight into grand final; and
 - b. Teams placed second and third on points table play each other;
 - c. Winner of (b) plays (a) in Grand-Final.
- (v) **Grand Finals Only** - Top two teams placed on points table become Grand Finalists.
- (vi) **First Past the Post** - As determined by the Committee.

7.3 EQUAL POINTS & EXTRA TIME IN FINALS

Equal Points and Extra Time in Finals is determined as follows:

- (i) **Semi-Finals, Preliminary Finals & Finals** - there is no extra time allowed. If points scored by the teams are equal at the end of play, then the team which entered the match with higher competition place on the points table shall be declared the winner.
- (ii) **Grand Finals** - if the points scored by the teams in a Grand Final are equal at full time, an extra five (5) minutes each way shall be played to determine the winner. One minute shall be allowed to change ends at full time and after the first period of extra time. Method of restart for each period will be a scrum at halfway, team feeding the scrum decided by a toss of the coin and then alternated for the second period. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared **JOINT PREMIERS**. In the case of joint Premiers one team will be issued

with the Trophy and their pennants will be issued once the subsequent order has been received. The other team shall receive the Premier pennants. Teams are to mutually agree on retaining the trophy for an equal amount of time each.

7.4 SCHEDULED START TIME - FORFEIT OF MATCH

For any Final, Semi-Final, Preliminary or Grand Final, if a team is not ready to take the field by the scheduled start time as notified by the Competition Manager, that team shall forfeit the match.

7.5 FINALS DIRECTIVE

A Finals Directive is to be issued by the Competition Manager for each finals series and will set out actions and conditions to be met by a team. Failure by a Team or its Management to conform to the Finals Directive may result in the Team forfeiting the match and any other penalties on the Club, Team, or Team Management that the Committee considers appropriate.

7.6 PLAYER ELIGIBILITY FOR FINALS

Eligibility for finals requires the submission of lists and certain criteria to be met by players, these are set out below.

7.6.1 Eligibility Lists

By 5:00pm on the Monday following the 2nd last set of scheduled matches, or prior to if requested, all teams participating in the finals must submit to the Competition Manager:

- (i) A list of all eligible players in alphabetical order, including BUDDHA ID, Last Name, First Name and Date of Birth; and
- (ii) Submissions for player dispensations, including medical certificates if applicable.

Exception: The Competition Manager may issue an eligibility list for each team and from this dispensations can then be submitted if required. If this is to occur notification will normally be included in the Finals Directive.

7.6.2 Player Eligibility Criteria

The criteria necessary for a player to play in a final series is:

- (i) Be registered with the team and appear on the Team List Form or Supplementary Team List Form and have been available to play in at least 50% of all premierships matches scheduled for that team in that competition;
- (ii) For Under 16 & 17 competition that have five or less games excluding the finals be registered with the team and appear on the Team List Form or Supplementary Team List Form and have been available to play in at least two of the premierships matches scheduled for that team in that competition; or
- (iii) Have received dispensation from the Committee.

7.6.3 Eligible to Play in More than One Team

After the final competition round, players registered under Rule 7.2 who have been available for more than 50% of all the Unions scheduled matches of a particular team of their age group shall be deemed to be registered in that team. Where a player is eligible for registration in more than one team, the player will be deemed registered in the higher graded team.

7.6.4 Availability to Play a Match

Availability to play is determined by either:

- (i) Name on the Team Sheet including signature or reason for unavailability; or
- (ii) Named on a team sheet in the case of a Bye or Forfeit as available to play; or
- (iii) Noted on the team sheet as injured or ill with reference to a medical certificate held by the secretary of the Club; or

- (iv) Was on or representative duties (BJRU, QJRU, QRU, ARU); and
- (v) **Suspension or Disqualification** - does not count towards eligibility.

7.6.5 **Double Point Matches**

For the purposes of determining eligibility, any match played for double value, or played for any other reason for a value greater than one, **shall count as one match**.

7.6.6 **Transferred Player**

Eligibility for transferred players is determined as follows:

- (i) **Within the Union.** Where a player has played matches for another Club within the union, and a transfer form has been signed by the other Club and approved by the Committee, matches played for that other Club in an equivalently graded team will be counted towards eligibility.
- (ii) **From Another Union.** Where a player has played matches for a Club from another union and a transfer has been approved by the committee, a letter is required from the losing union stating the amount of matches played for that other Club in an equivalently graded team in order for them to be counted towards eligibility.

7.7 **DISPENSATION**

Dispensation may be applied for in writing to the Committee (sent to Competition Manager), by the Club President to enable their Club team to field a full side with at least three (3) reserves. The Dispensation Committee will comprise the Vice President as chairman and any two (2) other MC members and will deal with any dispensations not granted by the Competition Manager.

7.7.1 **Granting Dispensation**

Dispensation applications will be granted under the following criteria:

- (i) The Competition Manager may grant dispensation for:
 - a. In the case of sickness or injury, a medical certificate accompanies the application; or
 - b. The player is registered with an equivalently or lower graded or younger aged team under Rule 7.2 provided that there are insufficient eligible players in the finals team, up to 18 total players; or
- (ii) With approval of the Dispensation Committee:
 - a. be registered with an higher graded team under rule 7.2 provided that there are insufficient eligible, suitable and available players in the finals team qualified under (i) above and in the case of reserves, take the field only in the case of injury; or
 - b. In the opinion of the Committee there are extenuating circumstances beyond the control of the player or Club concerned.

7.7.2 **Right of Appeal**

The decision of the Dispensation Committee may be appealed to the BJRU appeals committee upon receipt of the appeal within 24 hours of the Dispensation Notice being issued.

7.7.3 **Dispensation Conditions**

Granting of dispensation will be on a form issued by the Competition Manager and one or more of the dispensations conditions that may be granted depending on circumstances are:

Condition 1: Player is granted dispensation to play in the run on 15 Team or as a reserve.

Condition 2: Player is granted dispensation to be a reserve and **IS ONLY PERMITTED** to take the field in place of an **INJURED** player. The injured player is **NOT** to take the field again.

- Condition 3: Player is granted dispensation to play providing that: a player who was available and played during the season, who is able to play in that position, is not displaced from the run on team, or, if a reserve, as the first replacement.
- Condition 4: Clubs with players who were **TECHNICALLY UNREGISTERED** as per the Competition Rule: Late Registration Procedure, and who have since been registered and been granted dispensation to play, must pay a penalty equivalent to the Player Levy per player; this is in addition to the normal fees. This additional Player Levy will be added to the clubs end of year reconciliation invoice. The Club President is to acknowledge acceptance of this Penalty in writing to the Competition Manager prior to the Match. Not complying with this condition and where the player is named on the Match Team Sheet, will, make the Player unregistered and therefore that team shall lose the match.
- Condition 5: Is NOT granted dispensation to play.

TEAM MANAGEMENT

These rules contain some of the restrictions placed on Team Management positions and as Team Management are responsible for the actions of their team, and they are also to be conversant with the applicable Laws, Competition Rules and BJRU, QJRU, QRU & ARU Policies and Procedures.

8.1 REGISTRATION

Team Management are to sign and complete the ARU Registration Form and the details entered in the BJRU designated database. Where they are registered in a senior club, or another club this is to be indicated in the Remarks on the Team List Form, plus the Buddha ID must be entered in where indicated.

8.2 COACH & TEAM MANAGEMENT DETAILS

Clubs are to provide Coach & all Team Management details for each team as requested by the Management Committee. These will include coaching, touch judging and medical qualifications and expiry dates. (As per Team List Form) These details are to be displayed on the BJRU web site.

8.3 COACHES & TEAM MANAGEMENT AGREEMENT FORM

- 8.3.1 Coaches & Team Management are to read and sign the “Coaches & Team Management Agreement Form” (see Annexure E) each season before they commence coaching. This includes Coaching Co-ordinators / Directors and Assistant Coaches, Managers, Team Officials and Sports Trainers, where appointed.
- 8.3.2 When submitting Team List Forms and Supplementary Team List Forms the Club is endorsing that this Rule has been complied with.

8.4 IDENTIFICATION OF TEAM OFFICIAL (TO)

At all matches one of the Team Management is to at all times wear the unions approved Arm Band or Vest, which is to be Red with “TO” or TEAM OFFICIAL marked in Yellow. The ‘TO’ is the contact to which all officials can go to with any problems/questions in relation to their team, including the enforcement of the Code of Conduct. The Team Manager would normally fulfil this role.

8.5 COACHES

Coaches are to hold the required coaching accreditation for their age group. See Annexure K – BJRU Coaching & Refereeing Accreditation Minimum Requirements.

8.6 MANAGERS

Managers are to:

- (i) Be conversant with the Competition Rules; and
- (ii) Be conversant with the contents of Team Managers Handbook issued by the Union.

8.7 COACH & MANAGER AS REFEREE, ASSISTANT REFEREE, OR TRAINER

The following restrictions apply to the Coach or Manager in respect to being a referee, Assistant Referee or trainer when their team is playing:

- 8.7.1 Refereeing - the coach or manager is not to referee their own team without prior approval of the opposition coach. Preference should be to the manager (if accredited). If an agreement is not reached and there is no other referee available the teams are to appoint a referee for each half and record it on the team sheet.

- 8.7.2 Assistant Referee or Trainer - coaches are not to act as Assistant Referees or trainers for their team. Managers are not to act as an Assistant Referee or trainer for their own team, except in exceptional circumstances where no other person is available to perform this task and before being an Assistant Referee ask the opposition if they can appoint one.
- 8.7.3 Where the nominated coach or manager is required to fulfil one of the above listed roles, whilst fulfilling that role, no coaching or technical instruction can take place.

8.8 TRAINER

A 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. They then call on the Qualified Medical Person if required. Where the trainer has a medical qualification; this is to be recorded on the team list form.

- 8.8.1 **One Field In Use.** For a single match, the Trainer and Qualified Medical Person may be the same person.
- 8.8.2 **Identification of Trainers.** Trainers are to wear a yellow vest or shirt with TRAINER in Royal Blue/Black on the back. If they meet the requirements to be a Suitably Qualified Medical Person they may wear that vest or shirt.
- 8.8.3 **Restrictions on Trainers.** For restrictions on Trainer see the section in Rule 6.7 Playing Fields & Venue Control, and ensure that Rule 6.7.2 (iii) **Suitably Qualified Medical Person/s** is read in its entirety.

Penalty

Breach of Rule 8

Any breach of this rule by a Club, official or team may result in penalties, including financial, being imposed at the Committees discretion. The minimum penalty that can be imposed is a caution.

REFEREES & ASSISTANT REFEREES

Refereeing is an important facet of the game, because without them the match does not proceed. Clubs should encourage their members to become referees, including their teenagers, as it is multi-skilling of the player, can also aid them in the playing of the game and gives them an avenue to follow when they cease playing.

9.1 APPOINTMENT OF REFEREES

Referees in the Union are appointed as follows:

- (i) **Under 10 and Older.** The Appointment Board of the QRRRA (Brisbane) shall have sole authority to appoint referees to all matches (including semi-finals, finals, grand finals and representative matches) played under the control of the Committee; and
- (ii) **Under 6 to 9.** The Committee delegates this authority to the home Club who shall appoint a referee from its pool of suitably accredited Club referees See Annexure K – BJRUCoaching & Refereeing Accreditation Minimum Requirements; and
- (iii) **Finals.** For all Semi-Finals, Preliminary Finals, Finals, Grand Finals and Representative Matches the Appointment Board of the QRRRA (Brisbane) shall also appoint Assistant Referees and a Fourth Referee. Where this is not feasible the Competition Manager is to arrange accredited Assistant Referees and a Committee Member or a person authorised by the Competition Manager to act as the Fourth Referee.

9.2 NO APPOINTED REFEREE

When there is no appointed referee present the procedure is:

- (i) In the event of a Referee not attending within ten (10) minutes of the scheduled start of a match, a substitute shall be appointed by mutual consent of the opposing coaches. The substitute Referee must be qualified and will assume control of the match until such time as the appointed Referee arrives; or
- (ii) Failing such an agreement between the two coaches being reached, each team shall nominate an individual to Referee (who is preferably qualified, the minimum requirement is that the person must be Smart Rugby current) one half each, with the home team nomination Refereeing the first half. On arrival the appointed Referee shall assume control during the next break in play.

9.3 REFEREE UNABLE TO CONTINUE

In the event of the Referee appointed being unable to continue through illness or injury, a substitute shall be appointed for the remainder of the match by such Referee, if this injury or illness is of a nature as will enable this to be done. Where this process will not be able to be followed, then the two team coaches will appoint a Referee to control the remainder of the match, or appoint two Referees, one nomination per team, each controlling half of the remaining time each. In all circumstances the Referee must be qualified or at a minimum Smart Rugby current.

9.4 REPORTABLE INCIDENTS

There are two (2) types of reportable incidents:

- (i) **Player Ordered from the Field** - Referees must by 12 noon Monday following the day of the match, report in writing to the Secretary on the approved form any player or players ordered off the field of play for any reason or any misconduct. The report can be submitted as follows:
 - a. By e-mail, with the original signed copy as a PDF document; or
 - b. By a signed Fax; or
 - c. By a signed report: and
- (ii) **Other Report** - A Referee may also report in the form of a written signed report (the Misconduct Report is suitable for this) to the Unions Secretary by 12 noon Monday

following the fixture, any breach of these rules or, any other misconduct of Junior players or officials, or supporters IN OR ABOUT a Junior match under their control. These reports will be dealt with by the Committee and if required forwarded to the Judicial Committee.

9.5 ASSISTANT REFEREES

9.5.1 Club Requirements

Clubs are required to appoint an Assistant Referee for every match a team played, except finals. Qualifications are as follows:

- (i) **Under 6 - 7 Teams.** This person would normally be an adult and does not have to be accredited;
- (ii) **Under 8 and Older.** Accredited Assistant Referee.

9.5.2 Age Requirements

Assistant Referees are to meet the following age requirements:

- (i) **Under 6 – 7 Matches.** At least ten (10) years of age; and
- (ii) **Under 8 and Older.** At least three (3) years older than the age group for which they are to officiate; or
- (iii) To have attained the age of fifteen years and hold their Level 1 Assistant Referee; or
- (iv) The exception to this is an accredited Referee who may Assistant Referee any match.

9.5.3 Reporting to the Referee

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

9.5.4 Dress

Every **accredited** Assistant Referee supplied by a Union Club must be distinguishable as an Assistant Referee, wearing either: an Assistant Referee Vest, or a QRRA Referees or Assistant Referee shirt, or display a Referee or Assistant Referee badge. They shall be equipped with a flag and are to be appropriately dressed including suitable footwear.

9.5.5 Assistant Referee Vests

Clubs are responsible for issuing each of their team with an Assistant Referee Vest and also retain enough spare vests at the Club for temporary issue to any teams that fail to bring their vest. Assistant Referee Vests are Sky Blue with “ASSISTANT REFEREE” on the back and are to only be worn by qualified Assistant Referees.

9.5.6 Name on Team Sheet

All accredited Assistant Referees officiating in a competition match must print their name on each teams’ Team Sheet in the section provided, or if not provided for, on the bottom of each Team Sheet.

Penalties

Breaches of Rule 9.5

Any breach of this rule, by any Club, official, team or player, will result in a caution being issued for the first breach, and for subsequent breaches penalties, including financial, being imposed at the Committees discretion

AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE

Details when fees, levies, payments and insurance are due, how they are calculated and the issuing of invoices. All invoices are to be paid within 28 days of issue unless otherwise specified.

10.1 AFFILIATION FEE

This fee is applicable to affiliated members of the Union (not Satellite Clubs) and an invoice for the Union Affiliation Fee will be forwarded from the Treasurer to each Club that enters the competition at the beginning of each season (February).

10.2 PLAYER LEVY

How the player levy is applied and invoiced is as follows:

- (i) **Once Per Player.** Unless otherwise stipulated by the Committee, a player is required to pay the Player Levy only once in any one season. That is if the player plays in the Under 16 Pre, Mid & End Season Competitions, the levy need only be paid once for that player.
- (ii) **Invoices.** The Treasurer will generally invoice a Club a three specific times for outstanding player levies:
 - a. February - based on 75% of a clubs player numbers form the previous year
 - b. May/June - for the balance of player numbers based on the difference between a. above and the current submitted Team Lists; and
 - c. October - based on an audit of Team Sheets against Team Lists and Supplementary Team Lists, plus any penalties incurred through Dispensation Condition 4.

10.3 PLAYER TRANSFERS

For the purposes of the Player Levy, Player Transfers are calculated as follows:

- (i) **Within the Union (BJRU);**
 - a. **Losing Club.** Gains a credit for the player and this is done by entering the Players details at the end of the next Supplementary List Form and placing in the 'Player Levy' column the words "Transfer To" and the name of the Club to which transfer occurred and then subtracting the amount off the total to be paid: and.
 - b. **Gaining Club.** Includes player on the Supplementary Team List Form and incurs the player levy.
- (ii) **Outside of the Union:**
 - a. **Transfer to another Union.** The player levy will not be reimbursed; and
 - b. **Transfer into the Union (BJRU).** The player will incur a player levy.

10.4 OTHER PAYMENTS

These are any other payments that may be set by the Union and any fines incurred. The Club will be invoiced by the Treasurer as they occur.

10.5 INSURANCE

Insurance is at a base rate regardless of the age from Under 6 to 17 and at the beginning of each season (usually in February) the Insurer will issue to Clubs an invoice for those teams currently nominated, or based on the previous year's nominations. Towards the end of the season, if applicable, a further invoice will be issued, for any additional teams, or a credit.

Penalty

Breach of Rule 10

A Breach of this rule will leave the Committee with no option but to rule that all players listed with a Club (for BJRU Affiliation Fee), Team (for Player Levies, or Insurance) that have not paid their relevant Fees, Levies, Insurance and any Other Payments, set by the BJRU, QJRU, or ARU, as unregistered and the Club, may be liable to penalties, including financial and termination of membership being imposed by the Committee. For each team of that Club the minimum penalty that shall apply is that the team shall forfeit all its matches and the opposition awarded the match as for the Rule on Forfeits. Additionally it will forfeit all Premierships and they will be awarded to the Runner Up. When this occurs for First Past the Post Premierships, the 3rd placed team will be declared Runners up. When this occurs for Grand Finals teams will be no Runner Up.

JUDICIARY

This section deals with how disciplinary matters arising from these rules are dealt with, i.e. Player Ordered Off for Misconduct, Citing & Misconduct Reports, Show Cause and any other disciplinary matters referred to the Judiciary by the MC, plus Appeals.

11.1 JUDICIARY

The BJRU Judiciary meets to hear disciplinary matters arising from these rules, including Player Ordered off for Misconduct, Citing & Misconduct Reports and any other disciplinary matters referred to the Judiciary.

11.1.1 Judiciary Appointment

The MC will appoint a Judiciary Chairman/men and a panel of committee members each season. The Judiciary Committee is to comprise three persons, which the Chairman of Judiciary will select from the Panel. Each Judiciary is to be comprised of persons with a Rugby background, two of which must have the following qualifications:

- (i) One with a Law Degree;
- (ii) One who, is or was an Accredited Referee.

11.1.2 When Judicial Committee Meets

The Judiciary shall meet, when required, normally each Tuesday at 6:00pm, at the BJRU office or Referees Room, or Golden Oldies building at Ballymore unless otherwise notified, or as directed by the Committee.

11.1.3 Procedures

Procedures to be followed by the Judicial Committee are as for Judicial Procedures at Annexure F, except that paragraph 1. Attendance at Hearings is to be ignored for a Player Ordered Off For Misconduct and the procedures described in the Competition Rule - Player Ordered Off For Misconduct are to be used.

11.1.4 Reports & Investigation

For a Citing, Misconduct Report or Show Cause the Chairman of the Judiciary may request from a MC member or their authorised representative, normally the Competition Manager, a report on the facts as outlined in the Citing, Misconduct Report or Show Cause as they pertain to the Competition Rules, Laws, Regulations, Policies & Procedures and any other relevant documentation. The Chairman may also request that the Competition Manager investigate the matter further to ascertain additional facts, and if this involves witnesses, obtain Statutory Declarations.

11.1.5 Recommended Penalties

These are contained in Annexure F Judicial Procedures and the rule Penalties Under these Rules.

11.2 CITING

Citing relates to misconduct by a player during a match; all other reports relating to misconduct are in the form of a Misconduct Report.

11.2.1 Citing Procedure

This procedure is for those matches where Citing Commissioners are not appointed and is in accordance with IRB Regulation 17, Illegal and / or Foul Play and Misconduct.

- (i) Each Union, Affiliate or Club participating in a BJRU sanctioned match may cite a player for an act or acts of Illegal and / or Foul Play committed during that Match provided that such alleged act or acts has or have not been detected by the referee and / or Assistant Referees.
- (ii) The person registering the citing must be a Nominated Official and witness to the incident and not submit a citing upon the request of others.
- (iii) For the purposes of the Citing Procedure, Nominated Officials are:
 - a. An office bearer of the Union pursuant to the Rules of Incorporation;
 - b. A President of an, Affiliate or Club;
 - c. Any member of an affiliated Referee' Association or a QRU Affiliate's Referee Association;
 - d. A Committee Member of the Queensland Junior Rugby Union.
- (iv) Each Union, Affiliate or Club participating in a match may cite a player for more than one alleged incident of Illegal and / or Foul Play in the same Match.
- (v) Each Union, Affiliate or Club participating in a Match may cite more than one Player in any Match.
- (vi) A citing complaint must be completed in writing by a Statutory Declaration pursuant to the Oaths Act 1867 and delivered by hand, fax, post or scanned PDF document, to the Secretary of the Competition at their registered office no later than 5:00pm on the second business day after the completion of the match. Any supporting evidence must accompany the complaint.
- (vii) The Judiciary Chairman (or his nominee) should first satisfy himself / herself that there is sufficient or reasonable evidence of prima facie case to justify a citing.
- (viii) Upon receipt of the Statutory Declaration, a report will be obtained from the match referee to ensure that the matter had not already been detected or dealt with during the match. (i.e.: a citing is not intended to be an opportunity to referee an incident or its interpretation if already detected and acted upon).
- (ix) The Club of the accused will be provided with a copy of the citing complaint. The Union, or other disciplinary body having jurisdiction over the Match, shall consider the citing complaint and any other evidence it deems appropriate. Refer BJRU Judicial Procedures at Annexure F.
- (x) The cited player may play until he / she appears on the date set down by the Judicial Committee.
- (xi) Failure to appear on the date set down by the Judicial Committee will incur suspension until such time as the person does appear.
- (xii) The BJRU Management Committee or their nominee shall have the power to refer any citing to the BJRU Judicial Committee.

11.3 MISCONDUCT REPORT

Misconduct Report has a broader scope than Citing as it also deals with an act or acts not committed within the playing enclosure and generally is a breach or breaches of the Competition Rules, Procedures and Policies of the Union, Code of Conduct and to a lesser extent the Laws of the Game.

11.3.1 Resolution

Quite often the alleged misconduct is due to ignorance, poor administration, lack of control mechanisms and so forth. Clubs are encouraged, where possible to resolve matters by:

- (i) The use of Age Group Co-ordinators; or
- (ii) On a President-to-President basis; and
- (iii) In conjunction with (ii) above involving the Region Committee Chairperson/s; and
- (iv) Submitting the report only where a resolution cannot be attained.

11.3.2 Management Committee Instigated

Where the MC considers the matter too serious to be dealt by Resolution, it will instigate proceedings by requesting a Misconduct Report be submitted, or if this is not forthcoming, by issuing a Show Cause Notice to the party or parties involved.

11.3.3 Authority to Submit a Misconduct Report

Authority to issue a misconduct report is as follows:

- (i) Each Union, Affiliate or Club participating in the BJRU may submit a written Misconduct Report on any player, and / or official, and / or member, and / or spectator, and / or Club of an affiliated Club where an alleged incident of misconduct, and / or breach of these Rules, provided that such alleged act or acts has or have not been detected by the referee and / or Assistant Referees during a match.
- (ii) The person submitting the Misconduct Report must be a Nominated Official and although not necessarily be a witness to the incident, must be satisfied that the incident occurred and be able to provide witnesses or evidence to support the report.
- (iii) For the purposes of a Misconduct Report, Nominated Officials are:
 - a. An office bearer of the Union pursuant to the Rules of Incorporation;
 - b. An Appointed Region Committee Member;
 - c. A President of an, Affiliate or Club;
 - d. Any member of an affiliated Referee' Association or a QRU Affiliate's Referee Association;
 - e. A Committee Member of the Queensland Junior Rugby Union
 - f. A dually authorised employee of the Queensland Rugby Union.

11.3.4 Submitting a Misconduct Report

The report is to be submitted as follows:

- (i) The completed report must be received by the Secretary, no later than 5.00pm, three (3) business days following the date from which the complaint has arisen.
- (ii) A deposit of \$100 will be lodged with the report if it is being submitted by a President of an Affiliate or Club. This shall be forfeited if the Management Committee or Judiciary considers the complaint to be frivolous or vexatious.
- (iii) The report must be submitted using the Misconduct Report attached at Annexure G and must be signed by a Nominated Official.
- (iv) The report must be based on objective evidence. Where evidence relies upon sworn statements, these must take the form of statutory declarations. These declarations must be made on an official statutory declaration form, and witnessed by a Justice of the Peace. The Club may present a maximum of four (4) statutory declarations as evidence.
- (v) The report must clearly outline the reasons for the breach, who or what, and detail why the conduct specified breaches the Laws of the Game, and / or the Code of Conduct, and / or the BJRU Competition Rules and or Procedures & Policies.

- (vi) Upon receipt of the report, the Committee will decide whether the report should proceed and either forward it to the Judiciary or provide written explanation as to why the report was rejected. At this time any objective evidence to support the report must be produced within seven (7) days.
- (vii) If the Committee decides the report will not proceed, an Appeal against this decision can be lodged with the Judiciary Appeals Committee – See Appeals Annexure H for this Procedure. The JAC will then decide whether to deal with the report or reject it.
- (viii) If the Committee decides that the report will proceed, they will forward a copy of the report to the Club player/s, and / or official/s, and / or member/s, and / or spectator/s, and / or Club nominated in the report as soon as possible. Accompanying the report will be a letter from the Committee detailing when the person/s are to appear before the relevant Judiciary Committee and any other pertinent details or requirements.
- (ix) The Nominated Official making the report is required to present their case to the Judiciary or Disciplinary Committee and they can only be represented before the Judiciary by one (1) nominated delegate and the affected person/s, unless the Chairman of the Judiciary directs otherwise.
- (x) The person/s against whom the report has been made must appear to answer the allegations at the time notified by the Secretary. The nominated delegate representing the said person/s, one only, and the said person/s, are the only parties able to appear before the Judiciary or Disciplinary Committee to answer the complaint charge/s, unless otherwise notified by the Chairman of the Judiciary.
- (xi) At the Judiciary hearing, the person/s, against whom the report has been made, and the appointed delegate will be given the opportunity to respond to the reports charge/s. The response may be through the presentation of objective evidence and/or a maximum of four (4) statutory declarations.
- (xii) The procedures at the Judiciary will be as for Judiciary Procedures at Annexure F.

11.3.5 **Continued Involvement**

Until a finding is determined by the Judiciary or Disciplinary Committee, a player/s, official/s, and / or member/s and / or spectator/s and / or Club, the subject of the Citing or Complaint are permitted to continue their involvement in whatever capacity they are involved in, within the game, unless otherwise suspended by the MC pending the hearing and resolution of the matter.

11.3.6 **Show Cause**

Notwithstanding the prior rules hereof, the Committee may of its own volition within a reasonable time of any alleged incident of misconduct, and / or breach of the Competition Rules, Procedures and Policies of the Union, Code of Conduct and the Laws of the Game, bringing the BJRU or game into disrepute, call upon any Club, team or person to show cause why they should not be penalised for breach of these rules by issuing a Show Cause Notice. The procedures for a Show Cause Notice are as for a Misconduct Report, except there are no time restrictions. The MC is to have a Representative to present its case in Show Cause proceedings, and this will normally be the Competition Manager.

11.3.7 **Appeals**

If following the decision by the Judiciary or Disciplinary Committee, either party involved in the Misconduct Report, can appeal the decision, the appeal will be heard under the guidelines as outlined the Annexure H Appeals.

PENALTIES UNDER THESE RULES

The Committee shall deal with a player, team official, club official, team, parent, guardian, spectator and / or club for any breach of these Rules according to the penalties outlined in these rules and judicial procedures.

12.1 PENALTIES AVAILABLE

Failure to comply with any of these competition rules may, as determined by the Committee or its Appointed Committees incur any or all of the following:

- (i) Loss of competition points;
- (ii) Loss of home matches;
- (iii) Loss of all matches
- (iv) A fine of up to five hundred dollars (\$500) on the offending Club;
- (v) A fine up to one thousand dollars (\$1,000) on the offending Club for failure to comply with Medical Requirements;
- (vi) Suspension of involvement in the competition, with or without conditions;
- (vii) Suspension from involvement in rugby union, with or without conditions;
- (viii) Exclusion from Rugby grounds for a defined period (up to life);
- (ix) A caution with or without conditions.

12.2 SUSPENDED SENTENCE

Any of the penalties may at the discretion of the Committee/s be suspended for a period as determined by the Committee/s.

12.3 PERSISTENT BREACHES

For persistent breaches of rules or misconduct further action as considered appropriate may be taken by the MC.

POLICIES & PROCEDURES

Policies and Procedures that are current for the BJRU are shown below.

13.1 BJRU / QJRU MANAGEMENT COMMITTEE DIRECTIVES

From time to time it is necessary for the BJRU MC and or QJRU MC to issue directives to the member Clubs. If a directive is passed by the majority of the BJRU MC and or QJRU MC, it is to have the force of Rule. That is, any breach of a directive will be deemed a breach of RULE and can be dealt with under Rule Penalties.

13.2 CARNIVALS & TOURNAMENTS

13.2.1 Clubs are encouraged to run Carnivals and tournaments, but they must comply with the following:

- (i) **Notification to BJRU.** The BJRU is to be informed in writing that a Carnival or Tournament is being conducted and are to be sent a copy of the Instructions / Handout specifying how it is to be conducted.
- (ii) **Sanctioning.** The BJRU reserve their right to amend the conduct of the Carnival / Tournament, or not to sanction it if the Carnival / Tournament does not comply with the Rules, and / or directives of the BJRU or QJRU.
- (iii) **Rules.** Carnivals and Tournaments conducted by BJRU Clubs must have in the Instructions / Handout for the conduct of the Carnival, or Tournament, a statement that it is being conducted using the BJRU Rules and is to also specify length of matches, field size and so forth, if they differ from anything contained in these Rules.

13.2.2 **BJRU Representative Teams & U12 Skills Development.** Representative teams Documents covering the procedures and management of BJRU Representative Teams can be found on the BJRU Web Site: www.bjru.com.au – Resources - Rep Development Info.

13.3 CLUB ORGANISED GAMES, TOURS & VISITS

The following applies to any club organised game, tour or visit:

- (i) **Notifying.**
 - a. Within the BJRU. For games between affiliates of the Union (BJRU), clubs must inform the Competition Manager, who may sanction the game.
 - b. Within the State, including Schools. For games between affiliates of the QJRU, clubs must inform the Competition Manager, who may sanction the game, provided the other team has had the game sanctioned by their Union. The QJRU is to be informed.
 - c. Interstate. For games Interstate, Clubs must inform Competition Manager, who may sanction the game, provided the other team has had the game sanctioned by their Union. The BJRU then informs the QJRU, QRU and / or ARU) of any tours, and / or visits, either to, or from Teams / Clubs that are based interstate or overseas. Visiting Teams must have the game sanctioned by their Home Union.
 - d. Overseas. For tours, and / or visits, either to, or from Teams / Clubs that are based overseas, clubs apply to the BJRU Management Committee for sanctioning. Visiting Teams must have the game sanctioned by their Home Union and the BJRU is to inform the QJRU, QRU and / or ARU.
- (ii) **Guidelines.** Clubs are to also read the Section 3.5 of ARU Handbook that deals with Tours to ensure they comply with the current guidelines.

- (iii) **Laws.** Visiting Clubs / Teams are to conform to the Laws of the Game and U19 variations as directed by the ARU and for pathway Under 6 - 12 must conform to the ARU Relevant Pathway Laws for that age group.
- (iv) **Competition Rules.** All games played within the Union are to be played under the BJRU Competition Rules and the opposition teams are to be informed of such. When visiting a Team outside of the Union the Competition Rules of that Union would apply.
- (v) **Sanctioning.** No game which is not programmed by the Competition Manager (BJRU) is to proceed without the sanction of the BJRU.
- (vi) **Referees.** The BJRU does not organise referees for any games which are not programmed by the BJRU. Clubs are to ensure that an appropriate Referee is appointed to such games. For U11 upwards the club is to approach the QRRRA (Brisbane) after the game is sanctioned and any recompense is a matter between the Club and the QRRRA (Brisbane).

13.4 PRESIDENTS TROPHY

In each calendar year the President of the BJRU MC shall award one of the competing Clubs in the competition the President's Trophy. The basis of this award shall be as decided by a majority of the BJRU MC. Points are added or deducted for aspects of club management that include:

- professional development of game management personnel and committee management,
- registration of players,
- submission of team sheets,
- reporting of weekly results to Competition Manager,
- payment of fees,
- game forfeits,
- team withdrawals,
- send offs and sin bins,
- citings and misconducts,
- game day procedures,
- compliance to code of conduct by club members,
- percentage increase in players numbers,
- attendance at President and registrar meetings,
- hosting a club forum,
- response to correspondence.

13.5 ENTRY OF NEW CLUBS INTO THE BJRU COMPETITION

The document formerly named "New Club Action Plan" can be found on the BJRU Web Site: [www.bjru.com.au / resources / administration / Setting up a new club](http://www.bjru.com.au/resources/administration/Setting%20up%20a%20new%20club)

13.6 PHOTOGRAPHY & VIDEOING POLICY

The BJRU policy on photography or videoing is that it is the club/venues right to make policy on such matters. Players are fully clothed, so concerns such as those in Surf Lifesaving are really not applicable.

When making any policy a commonsense approach needs to be instituted and clubs are to include the following:

1. The BJRU will authorize persons to take photographs & videos at BJRU sponsored events such as Finals & the U12 Skills Development Carnival. These persons may be given permission to be inside the barrier, but under no circumstances are they to be within 3 metres of the Touch or Dead Ball lines.
2. The BJRU will use photographs and videos for media purposes.
3. The BJRU may authorize persons to take photographs and video games for media, training, selection, and memorabilia purposes.
4. If a Parent or Guardian wishes that a photograph or video of their child not be used for media purposes they are to inform the club or official at the venue and follow it up in writing.
5. The club/venue can restrict anyone (except the BJRU) from taking Photographs or Videos.
6. For any game, any person who is not a parent, guardian, team member or member of the Team Management or member of the BJRU management committee, must inform the Club Official or Field Marshall that they are going to video or photograph the game.
7. To avoid any misunderstandings it is recommended that anyone who is going to video or photograph a game comply with 6 above.
8. The following should not be restricted:
 - a. Persons authorized by the club responsible for the venue;
 - b. Parents/guardians/relatives and teams who take photographs as memorabilia or for team/club history;
 - c. Parents/guardians/relatives who video games as keepsakes;
 - d. Teams who video their games for training purposes, and even video their potential opposition leading into finals;
 - e. Referees who take photographs and video games for training purposes and as a means of recording history and for memorabilia purposes; and
 - f. Representative Team Management or their authorized representative who take videos for training and selection purposes.
9. Concerned about someone, tell a committee member or official at the club or an official at the venue.

Penalties

Breach of Rule 13

For any breach of these Policies & Procedures by any Club, official, team or player, may result in penalties, including financial, being imposed by the Committee.

13.7 FORFEIT PROCEDURE

PLEASE follow the procedure listed below when forfeiting a game

The team that is forfeiting is to:

1. Contact their own AND opposition Club Registrar by phone informing them of the forfeit. Where possible give the Registrar a reason.
2. Contact the QRRA (referees association) by both calling and emailing:

BEFORE CLOSE OF BUSINESS FRIDAY

Paul Heath - 0409 192 396 (if call isn't answered leave a message and contact number)

Email - qrraref31@bigpond.com

Or AFTER CLOSE OF BUSINESS FRIDAY

Paul Heath - 0409 192 396 (if call isn't answered leave a message and contact number)

Email - qrraref31@bigpond.com

or

Michael Wallace - 0408 000 106

(If call isn't answered leave a message as Michael may well be refereeing)

Email - mwal8641@bigpond.net.au

3. Contact the Competition Manager by phone or email informing him/her of the forfeit.

By following this procedure we will not have teams or referees turn up unnecessarily to games that won't happen!

13.8 MEDICAL POLICY

SPORTS TRAINERS AND MEDIC PROCEDURE

As per the BJRU competition rules, each home club is to appoint a suitably qualified medic to each full sized field being used. The appointed medic is to be clearly visible and identifiable in the green/yellow medics vests or Sports Med shirt.

Sports trainers appointed by teams who hold as a minimum a current senior first aid certificate or its equivalent can run as medical for their teams. They must be clearly identified by wearing the sports trainers vest. However, the procedure is as follows:

1. Prior to the commencement of the game, the sports trainer must notify the home clubs appointed medic that they will attend their teams injuries for that game AND will call for assistance if required.
2. A sports trainer or medic is to enter the field of play to attend an injured player when it is safe to do so and at an entry point that does not interfere with the run of play.
3. During the course of the game, if more than one player becomes injured at the same time, the home club appointed medic will attend to one of the players. This places the decision regarding injury into the medics' hands.
4. Where assistance has been called for, by the sports trainer, the higher medically qualified person makes the call on the player treatment. If this means that the player is called injured, this **CANNOT BE OVERRULED BY THE TEAM MANAGEMENT and/or REFEREES.**
5. Parents are **NOT TO ENTER** the field of play for an injury unless invited by the referee (who should check with the medical attendees prior to making this call).
6. Sports Trainers who **DO NOT HAVE MEDICAL QUALIFICATIONS ARE NOT TO ATTEND AND TREAT INJURED PLAYERS.** They are to call for medical assistance immediately.
7. The QRRR referees have been advised of the following:
 - a. *If possible, all referees should advise medical attendants / team runners / team management (depending on availability of those personnel at any particular game) prior to the game of the situation to apply in the event of an injury to a player.*
 - b. *If they (medics/sports trainers) note that a player is down with an apparent injury, they should immediately go to the player to assess the injury - they should not wait to get the permission of the referee to enter the field of play.*

- c. *If the injury appears to be serious or play is continuing in reasonably close proximity to the injured player, they (medics/sports trainers) should then get the attention of the referee to stop the play so that the injury can be dealt with. All referees should be aware that the safety of the injured player is paramount in these circumstances (particularly in comparison to game continuity).*
- d. *The referee should act in such a manner that the trainer or medical attendant is enabled to carry out their role safely and efficiently. The referee should not offer medical advice under any circumstances, but simply facilitate the treatment of the injured player.*

Please be reminded that home club appointed medics number one concern is player care and as such base their decisions for treatment and determination of a player's injury status on this. They are not interested in the outcome of the rugby game and do not determine a players injury based on giving a team an advantage.

AMENDMENTS TO THESE RULES

Amendments to the Competition Rules do not take effect until 28 days after notification of the amendment has been issued to the Clubs, except if that Rule was passed at any General Meeting of the BJRU Inc.

Clubs may apply to the BJRU MC for amendments, alterations or interpretations of these competition rules from time to time as is necessary.

The Committee may at any time amend, repeal or add to these Competition Rules.

Amendments List

See separate Document for Annexes