



2018 Competition Rules

Youth Girls Sevens
Open Women Sevens

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1. DEFINITIONS

1.1 For the purposes of this document:

- (a) RA is Rugby Australia
- (b) CLUB is the affiliate/body that is a participant of the competition;
- (c) COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition;
- (d) DRL is Downs Rugby Limited;
- (e) WR is the International Rugby Board;
- (f) JUDICIARY is the Sub Committee as appointed by the Union;
- (g) MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition;
- (h) PARTICIPANT(S) includes, but is not limited to; Club Committee Members, Players, Coaches, Managers, Match Officials, Medically Trained Persons, Sports Trainers, Water Runners and Volunteers;
- (i) QCRU is the Queensland Country Rugby Union;
- (j) QRU is the Queensland Rugby Union Limited; and
- (k) UNION is the governing body of the competition.

2 PREAMBLE

2.1 This competition, as are all competitions played under the auspices of the QRU, are amateur competitions. All participants in the competition are to be made aware of the [iRB Playing Charter](http://www.irblaws.com/EN/charters/); / <http://www.irblaws.com/EN/charters/> which includes:

- (a) Principles of the Game; and
- (b) Principles of the Laws.

2.2 All participants are to be made aware that by virtue of the acceptance of a team into this competition the Match Organiser e.g. QRU Affiliate/another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials, Medical Officers, Sports Trainers, Water Runners, Volunteers, and any other person entering the playing enclosure related to the QRU affiliate, subjects themselves to and agrees to be bound by, the rules and the disciplinary processes of the competition.

3 LAWS OF THE GAME

- 3.1 All games will be played in terms of the WR Laws of the Game / <http://laws.worldrugby.org/?law=showallbysections> including/not including, as applicable, the following variations:

(a) <http://laws.worldrugby.org/?variation=2>

4 REGULATIONS OF THE GAME

- 4.1 All games will also be played in accordance with the WR Regulations <http://www.worldrugby.org/wr-resources/WorldRugbyDIR/Handbook/English/pubData/mobile/index.htm>.

5 RA AND QRU POLICIES

- 5.1 All games will also played in accordance with all RA and QRU Policies / <http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx>

6 LAW AND REGULATION CLARIFICATIONS

- 6.1 Law 3 Number of Players – The Team:

- (a) Each team is to have no more the seven players in the playing area during play
- (b) A team may nominate and use up to 5 substitute players.

- 6.2 Rolling Substitutions.

<http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx>

- 6.3 Regulation 11 – Advertising Within The Playing Enclosure.

<http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx>

- 6.4 Regulation 12 – Provisions Relating to Player Dress. RA has directed that this does not apply to females of any age; however it does apply to males Under 15 and above:

- (a) Underwear. “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.

- 6.5 Regulation 17 – Illegal and Foul Play:

- (a) Temporary Suspensions (Yellow Card):

- The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee;

- Should a player incur three (3) temporary suspensions in one season he/she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match;
 - Following this suspension the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil;
 - Temporary suspensions do not transfer to the next season;
 - Clubs may receive notification once a player receives two (2) temporary suspensions; and
 - Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.
- (b) Send Offs (Red Card). (See Clause 8.9 – Downs Specific):
- Match officials must, by 12:00 PM on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form (Appendix A), any player or players ordered off the field of play;
 - Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee;
 - The Judicial Committee will meet as directed by the Competition Manager or when the Judicial Committee deems necessary throughout the season to hear cases. The player/player's club must contact the Competition Manager on the first business day following the match in which he/she was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00 PM on the evening of the first business day following the weekend. If this is not possible, then as soon as practically possible but during the week immediately following the report;
 - Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club;
 - In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee;
 - There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee; and

- The RA Rules for Judicial Hearings are available at:
<http://www.rugbyaustralia.com.au/Portals/33/Policy%20Register/Disciplinary%20Rules/Rugby-AU-Disciplinary-Rules-2018.pdf>

6.6 Sanctions(Suspension)s – Foul Play:

- (a) “17.14.6 Decisions on sanctions and suspensions imposed on Players under IRB Regulation 17:
- must be applied universally such that the Player may not play the game (or any form thereof) anywhere during the period of suspension;
 - must not allow players to avoid the full consequences of their actions by, for example, playing in matches prior to the commencement of their suspension, or playing in matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly matches;
 - must apply and be served when the player is scheduled to play;
 - must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of Regulation 17.14.7(c); and
 - shall be effective immediately.

7 STANDARD COMPETITION RULES

7.1 How Ladder Positions are Determined (for Competitions with Premierships):

- (a) In the event of two or more teams being equal on competition points for any position; the higher placed team will be determined on the following basis:
- Number of wins during the regular season; then if not resolved;
 - Basis of the best ratio of points scored for and against; then if not resolved;
 - The matter shall be determined by a toss of a coin.

7.2 Postponed/Abandoned Matches:

- (a) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the ‘home’ club to advise the Competition Manager who must be contacted immediately the ground is considered unplayable or doubtful of being playable:
- The Senior Management Committee, after consultation with clubs involved, will subsequently direct how the abandoned match will be dealt with.

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

- Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded; and
- Where a match has been abandoned during the second half the result will be the score at the time of abandonment.

In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Senior Management Committee will determine if any penalties will be imposed on the competing teams. It should be noted that such action should neither prejudice nor replace individual action related to citing, judicial process or breaches of the code of conduct.

7.3 Host Clubs:

(a) Clubs hosting matches played under these rules must comply with the [ARU Medical and Safety Recommendations](#) with respect to medical requirements. Both teams and Match Officials are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the ARU Medical and Safety Recommendations when seeking any clarification.

(b) For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.

(c) Goal Posts. All goal posts within the playing enclosure must be padded.

(d) Playing Enclosure:

- Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.
- Persons authorised to enter Playing Enclosure:
 - (i) Host Club Match Day Manager (May also be the Field Marshall);
 - (ii) Field Marshall;
 - (iii) Medically Qualified Persons (x 2);
 - (iv) Teams – including Reserves;
 - (v) Referee;
 - (vi) Assistant Referees/Touch Judges (x 2);

- (vii) Sports Trainers (x 2) – Must wear High Visibility/Trainer/Medic Top
- (viii) A maximum of 3 ball attendants; and
- (ix) Accredited persons.

7.4 Restrictions for Authorised Persons

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

7.5 Authorised Persons

- (a) Process

It is intended that the Club nominate persons to become Authorised Persons. No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match. Clubs seeking authorisation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to authorise a person at its absolute discretion.

An Authorised (ex Ball Persons) must have completed a Smart Rugby course or higher qualification. All Authorised Persons entering the playing enclosure must be registered on Rugby Link – their details may be confirmed by searching Rugby Link.

The home team shall appoint a field marshal who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee. Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

7.6 Schedule of Penalties:

- (a) 1st Breach of any Competition Rule may include any or all of the following:
 - Warning;
 - Loss of Competition Point(s);
 - Issue of a Show Cause Notice;

- Monetary Fine; and
 - Expulsion from the Competition.
- (b) 2nd or any Subsequent Breach of the same Competition Rule may include any or all of the following:
- Warning;
 - Loss of Competition Point(s);
 - Issue of a Show Cause Notice;
 - Monetary Fine; and
 - Expulsion from the Competition.

7.7 Protests:

- (a) All protests must be made in writing and signed by either the Club President or Club Secretary.
- (b) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.
- (c) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- (d) All witness statements must be tendered on a signed statutory declaration form.
- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- (f) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Senior Management Committee that penalties shall be imposed. The Senior Management Committee shall make the determination in this regard.
- (g) The club, if on receipt of the decision are not satisfied, has the right to appeal to the QRU Judicial Appeals Committee at their discretion. Appeals arising from the decision of the Senior Management Committee must be received by the Competition Manager no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant club. The Senior Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty,

having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

- (h) Extension of Time. Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise its discretion to allow reasonable extensions of time.

8 DOWNS RUGBY LIMITED SPECIFIC REQUIREMENTS

8.1 REGISTRATION OF PLAYERS

Notes. Refer also to the following:

- (a) Laws and Regulations of the Game; and
- (b) RA Policies and QRU Policies.

8.1.1 All members of a club (i.e. players, coaches, managers, volunteers and management committee members) are to be registered in that year of competition on the Rugby Link system. Player registrations must be entered on Rugby Link individually through the online registration and payment system, prior to taking the field.

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

8.1.3 No person shall be eligible to play with a Downs Rugby Limited club in the actual year of the competition unless that player has satisfied all the RA requirements for registration and is registered by the club, via Rugby Link. Players under the age of eighteen must have their registration form signed by a Parent or Legal Guardian. Each registration form is to be retained by the club and should be available for sighting by Downs Rugby Limited as required.

8.1.4 Senior players must be at least 18 years of age to be eligible to play in any open age competition. Please also refer to QRU Policy on Movement between Age Grade (Under 19 Law Variations) and Senior Rugby Policy.

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

8.1.5 Under age players are to be registered in an age group according to their age in the 12 month period prior to the cut-off date. The cut-off date is the 31st December. Therefore a player who turns 15 in the 2018 calendar year can be registered as an Under 15 player. Reference should also be made to ARU Age Grade Two Year Window Policy.

8.1.6 A player officially registered with a club may only change clubs across competitions in Queensland with the written permission of the QRU. Applications for permission to change clubs must be submitted via the Competition Manager, who will in turn, seek

approval from the QRU. Such players shall not play with the club to which he/she wishes to transfer until written consent has been obtained.

- 8.1.7 A player officially registered with a club may only change clubs within the same competition with the written permission of the Competition Manager. Applications for permission to change clubs (Appendix B) must be submitted to the Competition Manager. Such player shall not play with the club to which he/she wishes to transfer until written consent has been obtained. The player concerned shall be deemed ineligible to play for any club until his/her application has been considered by the Competition Manager. This condition also covers the situation where a player registered with a Junior Club seeks to register with a different Senior Club.
- 8.1.8 Should a registered player be released by his/her club to play for another club to allow a match to be played in the event the opposition team is short of players, all details of the player are to be recorded on the signed official team sheet of the club/grade for which they played, including the Club they are currently registered with. These team sheets are to be submitted to the Competition Manager in accordance with Clause 8.10. Games played for the opposition DO count towards a player's eligibility to play in finals.

8.2 THE COMPETITION

- 8.2.1 **The Draw.** The competition will be conducted in accordance with a schedule of matches drawn up by the Competition Manager prior to the start of the playing season and varied as necessary from time to time.
- 8.2.2 **Competition Points.**
- (a) places in the competition will be determined by competition points, for this purpose;
- (i) A win – 4 points
 - (ii) A loss – 0 points
 - (iii) A Draw – 2 points
 - (iv) A Forfeit - 4 points (with the winning team receiving 20 points in the 'for' column & nil points in the 'against' column).
- 8.3.4 In the event of two or more teams being equal on competition points for any position the higher placed team will be determined firstly on the number of wins and secondly, on the basis of the best ratio of points scored for and against. (Also see Clause 7.1)
- 8.3.5 **Postponed/Abandoned Matches (Also see Clause 7.2).** In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the 'home' club to advise the Competition Manager by no later than noon on the day prior to the match. In the event that conditions arise after this time, the Competition Manager or a representative of the Senior Management Committee must be contacted immediately the ground is considered unplayable or doubtful of being playable.
- 8.3.6 In the event of 8.3.6, the Competition Manager, after consultation with clubs involved, will direct that:

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

8.3.7 **Forfeits.** Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played.

- (a) Clubs must advise the Competition Manager by 7:00 PM on the Thursday prior to the match.

Note. Determination on the application of these penalties will be made by the Competition Manager and Sevens Management Committee.

8.3.8 **Duration of Matches.**

- (a) All regular matches will be 14 minutes. 7 minute halves separated by a 1minute half time break.

8.3.9 **Schedule of Matches** – Hosting clubs have the responsibility of scheduling game times and fixtures.

8.3.10 All hosting clubs are to confirm game times with the Competition Manager and Referees no later than 10:00 AM on the Tuesday prior to the programmed matches.

8.3.11 Time lost in commencing a game for whatever reason may be taken off that match so that the following matches may commence at the scheduled time.

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

8.4 PLAYERS ATTIRE AND EQUIPMENT

8.4.1 Every player taking part in a match shall wear the approved club jersey, shorts and socks. Players taking part in a match shall wear on the back of their jersey a distinguishing number. Numbers shall be of a minimum length of 150 millimetres and of such a colour as to be easily discernible.

8.4.2 No two players representing the same club on the field at the same time shall wear the same number jersey.

8.4.3 The distinguishing number shall correspond with the information supplied by the club on the team sheet for that match.

8.4.4 The match football for all matches will be standard rugby match ball, Super 15 Standard size 5. The host club will provide three (3) footballs for each game.

8.4.5 The Competition Manager reserves the right to issue sponsored footballs for any match.

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

8.5 PLAYING FIELD (Also see Clause 7.3)

8.5.1 Compliance. Clubs hosting matches played under these rules must comply with the ARU Safety Directives with respect to medical requirements. Both teams and the Match Officials are responsible for ensuring that matches do not progress unless the requirements of medical care are in place.

8.5.2 Medical Requirements. A medically qualified person (current First Aid Certificate) and a Field Marshall must be available and identifiable, at all clubs hosting matches played under these rules. Reference should be made to the ARU medical and safety recommendations when seeking any clarification.

8.5.3 Goal Posts. All goal posts within the playing enclosure must be padded.

8.5.4 Playing Enclosure. For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the '*Laws of the Game*'.

in action including, but not limited to, expulsion of the club from the competition.

8.6 REPLACEMENTS and RESERVES

8.6.1 Each team must have no more than 7 players on the playing area

8.6.2 Teams may only use up to five replacement/ substitutes

8.6.3 Teams can nominate an unlimited amount of players, however can only use a maximum of 12 players per game.

8.7.1 TEMPORARY SUSPENSION – MANAGEMENT

8.7.2 Should a player receive a Red Card during a carnival, they are to take no further part in the days play. Clubs cannot replace the player for the remainder of the game the incident occurred. Clubs can begin their next game with a full complement of players.

8.7.3 Players who have been sent off will have the referee report to the competition manager by 5pm on the Monday directly following the match.

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

- 8.7.5 The Judicial Committee will meet as directed by the Competition Manager and in accordance with SOP 506 or when the Judicial Committee deems necessary throughout the season. Any player ordered off the field will, without notice, attend the next meeting of the Judicial Committee. The player must confirm with the Competition Manager on the first business day following the match in which he/she was ordered off, the time and place of the hearing. Where possible, the Judicial Committee will meet as soon as convenient following completion of the match, more often than not this will be at 5:30 PM on the Wednesday following the match.
- 8.7.6 Should a player be unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club or make available a telephone number he/she can be contacted on at the time of the hearing.
- 8.7.7 In the event of the Match Officials Report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Consequently the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
- 8.7.8 There is a right of appeal against decisions of the Judicial Committee to the QRU Judicial Appeals Committee. Appeals must be lodged in writing to the Competition Manager before 4:00 PM on the second business day after the determination being appealed against has been made and delivered.

8.8 MATCH RESULTS AND TEAM LISTS

8.8.1 It is the responsibility of each team to enter results online for all fixtures via Rugby Link

8.8.2 Procedures for completion and lodgement of game results are [outlined here](#)

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

8.9 PLAYER NUMBERS

8.9.1 A competition game must kick-off with equal numbers of 7 players.

8.9.2 At no point in the above case shall the game be played with uneven numbers e.g. 6 v 7, unless temporary suspensions or send off occur.

8.9.3 If a team has less than 5 players at kick-off then it will constitute a forfeit. The game may still be played with borrowed players, but the points will be awarded to the non forfeiting team.

8.9.4 Should players leave the field during a competition game due to injury and be unable to be replaced due to lack of reserves within the Laws of the Game, the other team must remove player/s so that the player numbers are always equal.

8.10 FINALS SERIES MATCHES

8.10.1 Game Times and Venues.

- (a) Opens Semi finals will be held in conjunction with Super Saturday 2 of the Senior Mens finals series. Grand Finals will be held in conjunction with the Senior Mens Grand Final.
- (b) Youth Girls Finals will all be held during one finals evening following the completion of the regular season

8.10.2 In the event of drawn matches at full time of semifinal or and grand final matches, the following shall apply:

- (a) There shall be a 2 minute break, before playing 5 minutes one way, with a coin toss to decide who kicks off.
- (b) If no results, the higher placed team at the end of the last round of the regular season

8.10.3 Finals Structure will be as follows;

- (a) Top 5 teams to qualify for finals.
 - i. 2 v 3 - (1)
 - ii. 4 v 5 - (2)
 - iii. 1 v Winner (1) - (3)
 - iv. Loser (1) v Winner (2) – (4)
 - v. Loser (3) v Winner (4) – (5)
 - vi. Grand Final - Winner (3) v Winner (5)

8.11 FINALS SERIES PLAYER ELIGIBILITY

8.11.1 A player shall not be eligible to play in a particular grade in the finals series unless he/she has played for his/her club as follows:

- (a) At least 4 rounds throughout the season

8.11.2 'Played' means must have taken the field.

8.12 DISPENSATION

8.12.1 A club may apply for dispensation for any player who falls outside the guideline(s) detailed in 8.13.1 above. This application must be in the form contained in Appendix D and must be received by the Competition Manager by no later than 12:00 PM on the Wednesday immediately preceding the start of the finals series. The Competition Manager, in consultation with the Senior Management Committee, shall have the discretionary power to approve players not fulfilling the requirements of Clause 8.13.1 where this has been caused by:

- (a) Injury;
- (b) Absence from the area due to valid employment, family or educational reasons;
- (c) Forfeiture of matches by other teams; and

- (d) Representative duties for Downs Rugby only (South Queensland and higher representative duties will not be counted).

8.12.2 The club will be informed of the Competition Manager's decision by 5:00 PM on the Thursday immediately preceding the start of the finals series.

8.13 MATCH DAY MANAGER

8.13.1 The host club shall appoint a Match Day Manager (who may also be the Field Marshall) for each game. The Match Day Manager must be available for the entire playing duration and must be clearly identifiable.

8.13.2 The Match Day Manager is responsible for ensuring that their ground/venue is safe and suitable for the conduct of the programmed rugby matches.

8.13.3 Directions given by the appointed Match Day Manager which are within the bounds of their authority are to be obeyed. If a dispute arises it must be immediately reported to a member of the Club Management Committee who, is to decide on further action including reporting the matter to the Competition Manager.

8.14 CODE OF CONDUCT

8.14.1 The [Downs Rugby Code of Conduct](#) is designed to complement and in no way replace Rugby Australia's Code of Conduct

8.14.2 All participants of the game are bound by their relevant codes of conduct.