



# ***DOWNS RUGBY***

Senior Competition Rules  
**2019**

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### APPENDICES:

- A. Finals Eligibility Request Form

Amendment Status			
Amendment No	Date	Rule Effected	Change
0	Dec 2015	All	Complete Revision
1	March 2016	All	8.3.11 - B Grade Forfeit Rule
2	March 2017	All	8.13.1 & 8.20 – Player Final Eligibility
3	Feb 2018	8.13/8.3	Finals Eligibility Reqs/Bonus Points

## **1. DEFINITIONS**

1.1 For the purposes of this document:

- (a) CLUB is the affiliate/body that is a participant of the competition;
- (b) COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition;
- (c) DRL is Downs Rugby Limited;
- (d) JUDICIARY is the Sub Committee as appointed by the Union;
- (e) MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition;
- (f) 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;
- (g) QCRU is the Queensland Country Rugby Union;
- (h) QRU is the Queensland Rugby Union Limited; and
- (i) RA is Rugby Australia
- (j) UNION is the governing body of the competition.
- (k) WR is World Rugby

## **2 PREAMBLE**

2.1 This competition, as are all competitions played under the auspices of the QRU, is amateur competitions. All participants in the competition are to be made aware of the [WR Playing Charter](http://laws.worldrugby.org/?charter=all) / <http://laws.worldrugby.org/?charter=all> 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.

2.3 All games, wherever possible, in all competitions, are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate (start/reserve) in a lower grade.

### 3 LAWS OF THE GAME

3.1 All games will be played in terms of the [WiRB Laws of the Game / http://laws.worldrugby.org/?law=showallbysections](http://laws.worldrugby.org/?law=showallbysections) including/not including, as applicable, the following variations:

- (a) [Under 19 Variations / http://laws.worldrugby.org/?law=3&variation=1](http://laws.worldrugby.org/?law=3&variation=1) and
- (b) [RA Under 19 Variations / https://www.rugbyau.com/participate/referee/laws](https://www.rugbyau.com/participate/referee/laws)

### 4 REGULATIONS OF THE GAME

4.1 All games will also be played in accordance with the [WR Regulations of the Game/ https://www.worldrugby.org/handbook/regulations](https://www.worldrugby.org/handbook/regulations)

### 5 RA AND QRU POLICIES

5.1 All games will also be played in accordance with all ARU Policies 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) Senior:
  - 1<sup>st</sup> / A Grade: Laws 3.8 (23 players with a maximum of 8 movements); 3.34 be implemented;
  - That for all other grades that the number of nominated players not be stated; however, that the maximum number of replacement / substitute players be 8; and
  - That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements
- (b) Under 19 (includes all Women’s Competitions):
  - That the number of nominated players not be stated; however, that the maximum number of replacement/substitute players be 8 with a maximum of 12 movements.

**NB: Law 3.27 – i.e. Temporary Replacement – Head Injury Assessment (HIA), DOES NOT APPLY WHATSOEVER AT ANY LEVEL**

6.2 Scrums.

(a) **NB** Law 3.17 only applies to A Grade

(i) C Grade are not required to contested scrums. Teams however, have the opportunity to play contested scrums if two suitably trained front rows are present, and as agreed upon by the C Grade Captains and referee in charge.

6.3 Rolling Substitutions.

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

6.4 Regulation 11 – Advertising Within The Playing Enclosure.

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

6.5 Regulation 12 – Provisions Relating to Player Dress. ARU 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.

6.6 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;
- Should a player incur five (5) temporary suspensions in one season he/she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match and be required to attend the next Judicial hearing;
- 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.
- Clubs will receive notification once a player receives five (5) 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 Disciplinary Rules as adopted by the QRU are available at:  
<http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures/JudicialProcedure.aspx>  
<http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf>.

#### 6.7 Sanctions(Suspension)s – Foul Play:

- (a) “Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:
- be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the game (or any form thereof) or be involved in any on-field Match day activities anywhere during the period of suspension;

- 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;
- apply and be served when the player is scheduled to play;
- be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
- be effective immediately (subject to 17.19.11(b)).

## **7 STANDARD COMPETITION RULES**

### **7.1 Rugby Xplorer**

- (a) It is a mandatory requirement of RA that all players are registered online via Rugby Xplorer
- (b) It is a mandatory requirement of RA that the Competition Management System (CMS) attached to Rugby Link is also used for all Sub Union Competition games, Senior and Junior

### **7.2 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 team that has scored the most number of tries in competition rounds; then if not resolved;
  - The matter shall be determined by a toss of a coin.

### **7.3 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.

#### 7.4 Host Clubs:

(a) Clubs hosting matches played under these rules must comply with the [RA Safety and Welfare Policies](#) 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 RA Safety and Welfare Policies when seeking any clarification. 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.

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

(c) 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.

**7.5 Notes:**

- (a) Sports Trainer. The sports trainer is/are person/persons from each team who is/are responsible for immediately attending to an injured or distressed player and providing hydration/water to players.
- (b) Coach. 'Authorised persons' does not include a coach unless the coach is required to fulfil one of the above listed roles. No coaching or technical instruction may take place while fulfilling any of the above listed roles.
- (c) Accredited Person. An accredited person is a person nominated by a competition Club to be allowed within the playing enclosure to assist with the management of the playing team. Accredited persons must be approved by Downs Rugby. Requirements for 'Accredited Persons' are:
  - No one other than the persons listed at 7.3 (d) shall be permitted in the playing enclosure during a match;
  - Clubs seeking accreditation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to accredit a person at its absolute discretion;
  - An Accredited Person must have completed a Smart Rugby course or higher qualification;
  - All Accredited Persons entering the playing enclosure must have ready access to their RA issued MyRugbyAdmin/Rugby Link Card which details their respective Accreditation;
  - 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; and
  - A coach of the team playing cannot be an Accredited Person for that match; and
  - 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) 1<sup>st</sup> 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) 2<sup>nd</sup> 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 TEAM NOMINATIONS**

- 8.1.1 Participation in competitions, in every grade and/or division, shall be initiated by invitation to clubs by Downs Rugby Limited following completion of the current season but prior to the start of the following season.
- 8.1.2 Team Nominations must list the name of the team and all information requested by the Competition Manager for the purpose of placing the team in the most appropriate competition/division.
- 8.1.3 Team Nominations must list contact information for the coach and manager nominated for that team so that their mandatory SmartRugby compliance may be assessed; and provide all other information requested by the Competition Manager.
- 8.1.4 Team Nominations must be accompanied by any team nomination fee/club affiliation fee fixed by the Association. **Note.** This process may be changed by mutual agreement between the Competition manager and clubs.
- 8.1.5 A team will be considered accepted on approval of its nomination by Downs Rugby and the Senior Management Committee.

**Penalty.** Nominations that do not meet with the aforementioned requirements will not be accepted.

### **8.2 REGISTRATION OF PLAYERS**

**Notes.** Refer also to the following:

- (a) Laws and Regulations of the Game; and

(b) RA Policies and QRU Policies.

- 8.2.1 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 Xplorer system. Player registrations must be entered on Rugby Xplorer individually through the online registration and payment system, prior to taking the field.
- 8.2.2 A player may play for the club of his/her choice.
- 8.2.3 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 Xplorer. Players under the age of eighteen must have their follow the procedures of [RA's Senior Rugby Dispensation Policy](#). Each registration is to be retained by the club and should be available for sighting by Downs Rugby Limited as required.
- 8.2.4 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 aforementioned RA 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.
- 8.2.5 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 2019 calendar year can be registered as an Under 15 player. Reference should also be made to [RA's Age Grade Dispensation Policy](#).
- 8.2.7 A player officially registered with a club may only change clubs across competitions in Queensland via Rugby Xplorer. Applications for permission to change clubs must be submitted via Rugby Xplorer. Such players shall not play with the club to which he/she wishes to transfer until the Rugby Xplorer process is finalised.
- 8.2.8 A player officially registered with a club may only change clubs within the same competition via Rugby Xplorer. Applications for permission to change clubs must be submitted via Rugby Xplorer. Such player shall not play with the club to which he/she wishes to transfer until the Rugby Xplorer process is finalised. The player concerned shall be deemed ineligible to play for any club until the Rugby Xplorer process is finalised. This condition also covers the situation where a player registered with a Junior Club seeks to register with a different Senior Club.
- 8.2.9 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, this is also done via Rugby Xplorer. 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.

### **8.3 THE COMPETITION**

8.3.1 **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.

8.3.2 **Competition Points.** Competition points shall commence to accrue when all affiliation fees are paid in accordance with the terms contained on the tax invoice issued to each club. **Note.** This Clause may be varied at the discretion of the Competition Manager.

8.3.3 Position on the competition table will be determined by competition points as follows:

- (a) Win: four (4) points;
- (b) Draw: two (2) points;
- (c) Score 3 or more than 3 tries than your opponent: one (1) point;
- (d) Loss by 7 points or less: one (1) point; and
- (e) Bye: zero (0) points.

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

- (a) A Grade: Competition Points x 3;
- (b) B Grade: Competition Points x 2;
- (c) C Grade: Competition Points x 1; and

8.3.5 **In the event of two or more teams being equal on competition points** – please refer Clause 7.2

(d) 8.3.6 **Postponed/Abandoned Matches – Refer Clause 7.3**

(e) 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. The opposing team will be awarded Four (4) competition points plus One (1) Bonus Point (3 or more tries than their opponent) for that forfeited game. Their points “for” will be increased by twenty (21) points.

8.3.6 **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.

8.3.7 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.

8.3.8 In the event of a match being abandoned for any reason beyond the control of match officials, the following procedure will apply:

- (c) 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.
- (d) Where a match has been abandoned either at half time or at any time during the second half, the score at that time will be the result.
- (e) In the event of a match being unable to begin due to reasons beyond any persons control e.g. environmental; both clubs will be required to reschedule. If rescheduling is not possible, then the Senior Management Committee will determine what competition points will be awarded for that match and to whom and what other action, if any, may be taken.
- (f) 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 what competition points will be awarded for the match and to whom and what other action, if any, may be taken.

**Note.** Such action should neither prejudice nor replace club or judicial action that may be required.

8.3.9 **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. The opposing team will be awarded Four (4) competition points plus One (1) Bonus Point (4 or more tries) for that forfeited game. Their points “for” will be increased by twenty (20) points.

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

8.3.11 *B Grade Forfeit Rule* – All B Grade sides that forfeit will be deducted 2 competition points (-2 points for the round) along with the A Grade side being deducted 2 competition points (-2 points off for that round). A forfeit in any grade will automatically cause the club to forfeit any matches of lower grades in that division.

8.3.12 Any club intending to forfeit must notify the Competition Manager no later than 7:00 PM on the Thursday prior to the programmed match.

**Penalties.** \$500.00 payable to Downs Rugby Limited **or** other clubs as specified in (a) and (b) below **or** loss of competition points **or** loss of corresponding hosting rights:

- (a) If advised to the Competition Manager by 7:00 PM on the Thursday prior to the match – to Downs Rugby Limited by the forfeiting club.
- (b) If advised after the specified time in (a) above - to the disadvantaged club by the forfeiting club.
- (c) If a club/team forfeits three matches in any one season the Competition Manager may ask the club/team to show cause why it should remain in the competition.

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

8.3.13 **Duration of Matches.** All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate U19 variations.

8.3.14 For normal rounds, the kick off times are as follows:

- (a) **A-Grade:** 3.00 PM (40 mins halves, 10 mins break, with injury time);
- (b) **B-Grade:** 1.30 PM (35 mins halves, 10 mins break, no injury time);
- (c) **C Grade:** 12.15 PM (30 mins halves, 5 mins break, no injury time).

8.3.15 Injury time will be applied to the match times during final series of B and C grade.

8.3.16 Should clubs be hosting a 'Junior through to Senior day', times can be adjusted as necessary to fit in all allocated games, but this must be negotiated and agreed with their opposition and the Match Official (In accordance with the following requirements).

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

8.3.18 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.

- 8.3.19 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).
- 8.3.20 Opposing Clubs, by agreement between them, may change the order of games i.e. play A Grade earlier than B Grade or play C Grade in the Under 19 timeslot (if there is no under 19 game) provided the timeframes in Clause 8.3.14 are followed. Whilst games may be played out of order, e.g. C Grade played after B Grade, any player who has started in a higher grade that day may not start/reserve for a lower grade team.

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

#### **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 WR Regulations.

#### **8.5 PLAYING FIELD – refer Clause 7.4**

- 8.5.1 **Compliance.** Clubs hosting matches played under these rules must comply with the RA 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 RA 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*'.
- 8.5.5 Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres from the playing area perimeter.
- 8.5.6 Persons authorised to enter playing enclosure include:
- (a) Host Club Match Day Manager (May also be the Field Marshall);
  - (b) Host Club Field Marshall;
  - (c) Medically Qualified Persons (x 2);
  - (d) Teams – including Reserves;
  - (e) Referee;
  - (f) Assistant Referees/Touch Judges (x 2);
  - (g) Sports Trainers (x 2) – Must wear High Visibility/Trainer/Water top
  - (h) A maximum of 3 ball attendants; and
  - (i) Accredited persons.

**Restrictions:**

- (a) Sports Trainer. The sports trainer is/are person/persons from each team who is/are responsible for immediately attending to an injured or distressed player and providing hydration/water to players.
- (b) Coach. 'Authorised persons' does not include a coach unless it is permitted under the ARU pathway laws or the coach is required to fulfil one of the above listed roles. No coaching or technical instruction may take place while fulfilling any of the above listed roles.
- (c) Accredited Person. An accredited person is a person nominated by a competition Club to be allowed within the playing enclosure to assist with the management of the playing team. Accredited persons must be approved by Downs Rugby. Requirements for 'Accredited Persons' are:
  - No one other than the persons listed at 7.3 (d) shall be permitted in the playing enclosure during a match;

- Clubs seeking accreditation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to accredit a person at its absolute discretion;
- An Accredited Person must have completed a Smart Rugby course or higher qualification;
- All Accredited Persons entering the playing enclosure must have ready access to their ARU issued MyRugbyAdmin/Rugby Link Card which details their respective Accreditation;
- The field marshal shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee;
- A coach of the team playing cannot be an Accredited Person for that match; and
- Accredited 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.

**Penalty.** At the discretion of the Senior Management Committee, reported breaches of the above rules may result in loss of competition points or a monetary fine not exceeding \$500. Repeated breaches may result in action including, but not limited to, expulsion of the club from the competition.

## **8.6 REPLACEMENTS, RESERVES and UNCONTESTED SCRUMS**

- 8.6.1 **A Grade.** A team will comprise no more than 23 players with any number of the players able to be replaced due to illness or injury at any time during any match as per the Laws of the Game. Each team must have six (6) players who may play in the front row. If a team is only able to name two front row replacements, then they may only nominate 22 players in their squad. NB: replacement front row players can start the match in another position.
- 8.6.2 **B and C Grade and Under 19 Competition.** There is no nominated number of players; however the maximum number of players per team will be twenty three (23). Above rules for front row requirements apply to B Grade.
- 8.6.3 **Reserves.** When the number of players is not nominated or is fifteen (15) any number of players may be replaced due to illness or injury at any time during any match as per the Laws of the Game – i.e. does not exceed eight (8) for A Grade or eight (8) for B and C Grades and Under 19. Otherwise the replacements will be restricted to the nominated number of players, utilised as per the Laws of the Game.

8.6.4 **Uncontested Scrums.** If a team cannot field a suitably trained front row because players are either not available, are injured or sent off, the Match Official must order uncontested scrums. The period/s of play during which uncontested scrums occurred must be noted on both teams' score sheets and signed by the Match Official. All matches within the competition are permitted to commence with uncontested scrums.

8.6.5 As determined by the Match Official, where uncontested scrums are ordered as a result of there being no suitably trained and experienced front row replacement for any reason, the team concerned shall not be entitled to replace the player whose departure caused uncontested scrums;

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

**Penalty.** In the event of a team creating the need for uncontested scrums in one (1) match in any one season, that club will be contacted by the Competition Manager to explain the reasons for the shortage of suitably trained front rowers.

## 8.7 ROLLING SUBSTITUTIONS

8.7.1 Management of rolling substitutions shall be in accordance with QRU policy (Clause 6.3).

8.7.2 **A and B Grade.** Rolling substitutions with a maximum of eight (8) movements per game will be implemented.

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

## 8.8 TEMPORARY SUSPENSION – MANAGEMENT

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

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

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

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

## **8.9 PLAYERS ORDERED OFF**

- 8.9.1 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 on the approved form (Appendix A), any player or players ordered off the field of play for any reason.
- 8.9.2 The responsible club is to be advised by the Competition Manager of any send-off and is to be provided with a copy of the Match Official's Report by 5.00 PM on the first business day following the day of the match (or, in extenuating circumstances, as soon as possible after that time).
- 8.9.3 Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.
- 8.9.4 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.
- 8.9.5 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.
- 8.9.6 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.
- 8.9.7 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.
- 8.9.8 Sanctions (Suspensions) for Foul Play:
- (a) Regulation 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.

## **8.10 MATCH RESULTS AND TEAM LISTS**

8.10.1 It is the responsibility of each team to furnish to the Competition Manager, the results and team lists for all matches played, on request. The results are to be confirmed by the Match Official.

8.10.2 Match results sheets showing team lists, scores and scorers, and any players given a temporary suspension, suspected of being concussed or sent off in each grade, will be completed by each team for both home and away matches and uploaded to the web-based Competition Management System as available on Rugby Xplorer, by 10:00 PM on the Sunday immediately following the match.

**Penalty.** A team that fails to lodge properly completed team and match results sheets on time will incur a \$100 fine per team infringing.

## **8.11 PLAYER NUMBERS**

8.11.1 A competition game must kick-off with equal numbers of 12 or more players determined by the club with the fewer numbers available at kick-off. The club with the fewer numbers must field all its available players at kick-off. If more players arrive after kick-off, then both teams must add players to the field subject to always maintaining equal numbers, except during suspension or send offs, to a maximum up to 15 players per team. To emphasise this Rule, If a club is able to field 12 players at kick-off then the game shall proceed with 12 players on both sides (5 forwards and 7 backs) and the game will be for competition points.

8.11.2 At no point in the above case shall the game be played with uneven numbers e.g. 15 v 12.

8.11.3 If a team has less than 12 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.

- 8.11.4 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.
- 8.11.5 If, after a competition game commences, the number of players drops below 12, then the following outcomes will apply:
- (a) If a player is sent off for a red card offence, then the team in question will forfeit the game;
  - (b) If a player is sent off for a yellow card offence, then the game will still proceed as a competition game. The non-offending team will not be required to match numbers below 12. This situation will continue if a second player is given a yellow card;
  - (c) If more than two players are given yellow cards, then the team in question will forfeit the game; and
  - (d) If players are injured (within the Laws of the Game) and cannot be replaced, the game will continue but player numbers will always be equal.

## **8.12 FINALS SERIES MATCHES**

- 8.12.1 **Game Times and Venues.** All semi-final, preliminary final and grand final matches in all grades will be played at the venues as determined by the Competition Manager in consultation with the Senior Management Committee. The order of games will be consistent with the normal rounds as per Clause 8.3.14. The duration of games will be consistent with normal rounds in accordance with Clause 8.3.14. The kick off times will be proposed by the particular hosting club (as agreed by the Competition Manager) and will be agreed by the Senior Management Committee in consultation with the Competition Manager.
- 8.12.2 In the event of drawn matches at full time of the open men's semifinal, preliminary final and grand final matches, the following shall apply:
- (a) There shall be a 5 minute break, before playing 10 minutes each way (separated by a 1 minute break), to commence with a kick-off in the first period by the team that originally commenced the match; then if no result;
  - (b) One (1) x maximum 10 minute plus injury time golden point period with a coin toss to be conducted by the Match Official to determine which team kicks off; then if no result;
  - (c) The higher placed team at the end of the last round of the regular season; then if both teams are equal on competition points;
  - (d) A count back on 'For and Against' points will decide the winner.

### 8.13 FINALS SERIES PLAYER ELIGIBILITY

8.13.1 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) **A Grade** – Total of 7 competition matches
- (b) **B Grade** – Total of 6 competition matches
- (c) **C Grade** - More than 25% of competition games in C Grade if wishing to qualify for C Grade.
- (d) NB: if playing two games in one weekend, this will only count as 1 match, and lowest grade played will count towards clause 8.13.5

8.13.2 Byes will not count as eligible games. Higher representative duties playing for Downs Rugby Limited will count as eligible games.

8.13.3 'Played' means must have taken the field.

8.13.4 The Competition Manager will request all Clubs to provide proposed squads for the finals series seven (7) rounds from the end of the regular competition. This is to allow confirmation of player registration and the number of eligible competition games played at that point (as per Rugby Link).

8.13.5 A player shall not be eligible to play in the finals in a lower grade if 50% or more of their games were in the higher grade. i.e. player has 11 games total, 5 in B Grade and 6 in A Grade would deem the player ineligible to play B grade.

8.13.6 **Exception.** If a club has two grades in the finals series, a player who has played for 50% or more of their games in a higher grade may play in a lower grade i.e. Bill has played for 50% or more of his games in A grade and the Club has A and B grades in the finals series. Bill may be selected in the B grade and play in the finals series in that team. This exception only applies between two consecutive grades; that is A and B grades and B and C grades. The exception will only apply whilst the consecutive grades are still participating in the finals series. When this no longer applies then Clause 8.13.5 will come into play.

### 8.14 DISPENSATION

8.14.1 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).

8.14.2 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.

#### **8.15 FORFEIT OF FINALS MATCHES**

8.15.1 If a team forfeits a finals game, then that team will automatically forfeit the finals series and will take no further part in the competition. The position will NOT be filled by the next eligible team.

**Penalties.** To be determined by the Senior Management Committee.

#### **8.16. MATCH DAY MANAGER**

8.16.1 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.

8.16.2 The Match Day Manager is responsible, in conjunction with the Referee for ensuring that their ground/venue is safe and suitable for the conduct of the programmed rugby matches.

8.16.3 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.

8.16.4 The duties of the Match Day Manager will include the following:

- (a) Supervision of the venue;
- (b) Making contact with all Match Officials and visiting team coaches upon arrival, including pointing out change room locations and providing introductions to home team officials including coaches and team captains;
- (c) Rectifying any deficiencies on the grounds including but not restricted to surface, field marking, goal posts, flag posts, ropes and goal post protection, as requested by the Match Official;
- (d) Act as a point of contact for all playing enclosure enquiries;
- (e) As far as practicable, ensuring the control and behaviour of players, coaches, officials, parents/guardians, spectators or any other member and ensuring that they comply with the Downs Rugby Limited Code of Conduct;
- (f) Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue;
- (g) Having access to a mobile telephone and the emergency telephone list;
- (h) Have access to the ARU Protocol for Serious Injury;



- (i) Set up, maintenance of and patrolling the Playing Enclosure;
- (j) Preventing the illegal entry of any person into the playing enclosure;
- (k) Assisting the officials (Medical Person, Managers, Touch Judges and Referee) perform their respective duties;
- (l) Management of suitable ground access for any emergency vehicles;
- (m) Ensuring Club appointed Touch Judges and Trainers are carrying out their duties correctly;
- (n) Follow up to ensure that team sheets are correctly filled in and presented to the Referee for his signature immediately on completion of the game;
- (o) If deemed necessary, escort the match officials from the field of play to the dressing rooms on completion of the game and remain with them for thirty (30) minutes after the match or when they depart, whichever occurs first; and
- (p) Have a copy of the Competition Rules at hand.

### **8.17 PROTESTS AND APPEALS**

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

8.17.2 All Protests, other than Judicial matters as covered under Clause 8.9 must be received by the Competition Manager by the close of business on the third business day after the alleged breach of the Competition Rules. For timeframes under the judicial process, refer to Clause 8.9.

8.17.3 All protests must specifically nominate the Rule (by Clause) under which the alleged breach occurred and clearly outline the alleged breach.

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

8.17.5 A decision on the protest/s shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than 5:00 PM on the fifth business day after the alleged breach of the competition rules, including any requirement for an extension of time to investigate.

### **8.18 REPRESENTATIVE PLAYERS**

8.18.1 Downs Rugby players selected in a representative team must make themselves available for all representative games unless injured (Doctor's Certificate) or away from the region for employment, family or educational reasons. Such players are ineligible to play with their clubs (or other clubs) on representative game days.

**Penalty.** Loss by club of all applicable match and championship points.

## **8.19 CODE OF CONDUCT**

8.19.1 The Downs Rugby Code of Conduct is designed to complement and in no way replace Rugby Australia's Code of Conduct.

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