



DOWNS RUGBY

2019 Junior Competition Rules

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1 DEFINITIONS

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) DR is Downs Rugby
- (e) JUDICIARY is the Sub Committee as appointed by the Union
- (f) MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition
- (g) PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers
- (h) QCRU is Queensland Country Rugby Union
- (i) QJRU is Queensland Junior Rugby Union
- (j) QRU is the Queensland Rugby Union Ltd
- (k) UNION is the governing body of the competition
- (l) WR is World Rugby

2 PREAMBLE

This Competition as are all competitions played under the auspices of QRU are amateur competitions. All participants in the Competition are to be made aware of the WR Playing Charter <http://laws.worldrugby.org/?charter=all> which include:

- (a) Principles of the Game
- (b) Principles of the Laws

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 and agrees to be bound by the rules and the disciplinary processes of the competition.

3 LAWS OF THE GAME

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) Under 19 Variations / <http://laws.worldrugby.org/?variation=1>
- (b) RA Under 19 Variations and Kids Pathway i.e. Under 6 – Under 12
<http://www.rugbyau.com/participate/referee/laws>

4 REGULATIONS OF THE GAME

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

All games will also be played in accordance with all [RA Policies and QRU Policies](http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx) / <http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx>

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 Number of Players – The Team

- (a) Under 15 – Under 18
 - (i) That the number of nominated players not be stated; however that that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements
- (b) Junior Rugby (RA Kids Pathway [Under 6 & 7; Under 8 & 9; Under 10 and 11; and Under 12]; Under 13 – Under 14)
 - (i) That unlimited rolling substitutions are permitted

6.2 [Rolling Substitutions](http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx) / <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) / <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, applies 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)

1. The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.
2. 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.
3. Temporary suspensions do not transfer to the next season.
4. Clubs may receive notification once a player receives two (2) temporary suspensions.
5. Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.

(b) Send Offs (Red Card)

1. Match officials must, by 9.00 a.m. on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form, any player or players ordered off the field of play.
2. Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.
3. The Judicial Committee will meet as directed by the Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player's club must contact the Competition Manager on the first business day following the match in which he 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 6:00pm on the evening of the first working day following the weekend.
4. 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.
5. 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.

6. There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.

7. RA's Disciplinary Rules are available below

<http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

6.7 Sanctions i.e. Suspensions – Foul Play

(a) Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:

1. 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;

2. 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;

3. apply and be served when the Player is scheduled to play;

4. be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and

5. be effective immediately (subject to 17.19.11(b)).

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:

1. Number of wins during the regular season; then if not resolved;

2. Basis of the best ratio of points scored for and against; then if not resolved;

3. The team that has scored the most number of tries in competition rounds; then if not resolved

4. 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 must be contacted immediately

the ground is considered unplayable or doubtful of being playable.

1. The Management Committee, after consultation with clubs involved, will 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:
1. 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.
 2. Where a match has been abandoned during the second half the result will be the result
- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

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

7.3 Playing Field

- (a) Clubs hosting matches played under these rules must comply with the RA Medical and First Aid Requirements with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the RA Medical and First Aid Requirements 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
 1. All Goal posts within the playing enclosure must be padded.
- (d) Playing Enclosure
 1. 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.
 2. Persons authorised to enter Playing Enclosure:

- Medically Qualified Person
- Teams (2 x)
- Referee
- Assistant Referees / Touch Judges (2 x)
- Sports Trainer
- Seated inside the playing enclosure (maximum 2 persons per team)
- A maximum of 3 ball attendants

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.

1. 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

1. 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 Xplorer.

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:
 - 1. Warning
 - 2. Loss of Competition Point(s)
 - 3. Issue of a Show Cause Notice
 - 4. Monetary Fine
 - 5. Expulsion from the Competition
- (b) 2nd or any Subsequent Breach of the same Competition Rule may include any or all of the following:
 - 1. Warning
 - 2. Loss of Competition Point(s)
 - 3. Issue of a Show Cause Notice
 - 4. Monetary Fine
 - 5. 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 **Wednesday** 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 Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
- (g) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial

Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

7.8 Extension of Time

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

8.1 TEAM NOMINATIONS

Procedure

Participation and, or, competitions shall be initiated by the Competition Manager calling of nominations as determined by the Club.

Team Nominations should be sent to the Competition Manager two (2) weeks prior to the start of the competition rounds and must list the name of the team and the team members and all information requested by the Committee for the purpose of placing the team in the draw. Penalty – Letter of explanation from the Club with notation of action taken to address the issue.

Team nominations must list the coach for that team and their accompanying MyRugbyAdmin registration number so that their mandatory Smart Rugby compliance may be assessed.

A nomination fee and/or player levy of \$65 per player (ex GST), must be paid in accordance with the requirements of Downs Rugby Limited.

Minimum Number of Players for Teams Lists

Unless extenuating circumstances exist, and the Committee approves otherwise, Team List Forms must have the minimum number of players shown below:

Under 6 to Under 8 - 7 players

Under 9 - 10 players

Under 10 to under 11 - 12 players

Under 12 - 15 players

Under 13 to Under 18-15 players

Penalty – If these minimum numbers are not met, Team nomination will be withdrawn.

8.2. THE COMPETITION

8.2.1 The Draw

The fixtures 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.

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 i.e. start / reserve for a lower grade.

8.2.2 Premierships & Competition Points

Under 6 to Under 12 – There shall be no premiership competitions held in this age group, therefore there is no points tables. Emphasis is on player enjoyment, the development of basic movement patterns and the introduction and development of individual and team skills.

Under 13 and above – Premierships shall be awarded after a finals series as provided for in the rule “Final Series of Matches”.

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

Result	Points
Win	4
Draw	2
Loss by 7 points or less	1
Score 3 tries or more than 3 tries than your opponent	1
Forfeit (non offending team)	4
Bye	4 (where applicable)

In the event of two or more teams being equal on competition points for any position see 7.1.a)

8.3 Postponed/abandoned Matches

See also section 7.2

(i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager immediately the ground is considered unplayable or doubtful of being playable. The Competition Manager, after consultation with the Teenage Committee and clubs involved, will direct how the abandoned match will be dealt with.

In the event of a Club or team not being able to play a scheduled match, notification must be given to the Competition Manager no later than 5:00pm of the Tuesday prior to the scheduled match. Penalty – Letter of explanation from the Club with notation of action taken to address the issue.

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

- For under 13-18 teams involved in a competition points- based premiership
- Where a match has been abandoned prior to the start of the match, the Competition Manager, in consultation with the clubs involved, can decide to:

- Play for double competition points in the next round.
- Play on a different date.
- Declare the match a draw.
- Play at the “Away” club’s home ground.

Notification must be given to the Competition Manager no later than 5:00pm of the Tuesday prior to the scheduled match.

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

Where a match has been abandoned during the second half the result will be *a win awarded to the team that was leading at the time of abandonment and points will be allocated as normal.*

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 Competition Manager will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct). Penalty – Any breach of Rule 5.3 by any Club, official 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.

WET WEATHER

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

DAY /NIGHT PRIOR – The Club, whose field is unavailable, is to inform the Competition Manager (or its representative – Development Officer) and the procedure is to apply.

MORNING of MATCH – The following procedure will occur on the morning of the scheduled match

Please Note:

If it is just raining and has not been heavy for more than one (1) day, matches will generally still be on.

Golden Rule – if you have not received a phone call, the match is still on.

6:00 – 6:15am - Club Representative (President), of the hosting club is to consider the condition of their grounds. Recommendations and decisions on the state of the grounds reached in consultation with Ground Curators, where applicable.

6:15 – 6:25am - The Club Representative contacts the Competition Manager (General Manager) and communicates the decision of the hosting club.

6:25 – 6:50am- The Competition Manager notifies assigned Club Representatives of decisions including:

- Known club grounds which are in use
- Which are not in use and
- With whom no contact has 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.)

6:50 – 7:00am Assigned Club Representatives notifies their respective Club Team Managers (youngest age group first).

7:00am onwards Team Manager notifies Team Members.

8.4 Forfeits (for under 13-18 competitions)

i) Any team not prepared to commence a match within ten (10) minutes of the scheduled start time, as dictated by the referee, shall forfeit the match.

Penalty – For under 13-18 teams involved in a competition points- based premierships, the non-offending team will be awarded the match (four (4) competition points) with a score of ten (10) points “For” and nil (0) “Against”. In addition, the offending Club will be fined \$100 per forfeited match (At the discretion of the Competition Manager).

(ii) 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:

- Under 13 to Under 18 – 6 players.

In keeping with the Philosophy of providing a rugby experience where possible, teams with more than the minimum number of players available are encouraged to assist the team with less than the minimum, so that the match is played. If players from one club play for another; this is to be noted on the respective Team Sheet

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.

Penalty – The non-offending team will be awarded the match (four (4) competition points) with a score of ten (10) points “For” and nil (0) “Against”.

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 any competition points shall be cancelled.

The Competition Manager may impose further penalties for withdrawing teams from the competition.

The Competition Manager may remove any team from the competition that forfeits three (3) consecutive matches or three (3) consecutive away matches in any one season.

Penalty – All matches played by that team will be deemed to have been won by the opposing team, except if there is a redraw of the competition, and points will be awarded as per (iii) above.

iii) Clubs are to advise the Competition Manager by at least 6.00pm on the Thursday prior to a Round if they propose to forfeit;

- If a player is temporary suspended yellow card, 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;

- if players are injured (within the Laws of the Game) and cannot be replaced, the game will continue and player numbers will always be equal. At all times, the numbers in the scrum shall remain equal.

8.5 Proposed Kick-offs – Friday Rugby – Under 13 to Under 17 – subject to Sports Lighting – Australian Standard - <http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

Proposed kick-offs for under 13 to under 17

Under 13 – 6.00pm
Under 14 – 7.00pm
Under 15 – 8.00pm
Under 16/17 – 9.00pm

8.6 Duration of Play

All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations:

Under 13 to Under 18 – 2 x 25 minute halves with five (5) minutes halftime

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

There will be no extra time or injury time in these games.

Minor variation in duration of games is allowed to support the coordination of the draw, in consideration of the time available at the venue, following consultation and support of both team's coaches and the referee of the game.

The RA Under 19 Law Variation states "LAW 5 TIME

5.1 Add: The maximum playing time for a team is to be 90 minutes in any one day, no matter what the games are called (trial, knockout, carnival or tournaments).
Comment This Law protects players from excessive playing time during championships by preventing teams from engaging in numerous games on any one day.

Individual players standing by as a replacement for another game may play more than 90 minutes on one day, so long as a proper duty of care is exercised by his or her coaches in relation to the position they play, the environmental conditions, the age group played, and common sense is exercised in regard to total playing time. It is expected that due care is taken by coaches with regards to replacement of players and that the amount of time a player has played should always be the coach's over-riding consideration."

8.7 Players Attire & Equipment

Playing Uniform

See also section 6.5

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. Such numbers shall be of a minimum length of 150 millimetres and of such a colour as to be easily discernible within a reasonable distance of the match. *Penalty – The offending club will be fined \$100 per offending team per offending game.*
- No two players shall wear the same number jersey.
- The distinguishing number shall correspond with the information supplied by the club on the team sheet for that match.
- Underwear – For male competitions, Under 15 and over, skins, compression garments etc that have legs that go past the knee are not permitted to be worn by players.

Protective Equipment

Every player taking part in training which includes contact and a match are encouraged to wear a mouthguard.

- Players are permitted to wear shoulder pads made of soft and thin padding material that is incorporated into an undergarment or jersey provided.
- Shoulder pads should cover the shoulder and collarbones only and no part of the pads should be thicker than 1 cm when compressed.
- Girls may wear shoulder pads that cover the chest as well
- Players are permitted to wear shin guards that are no more than 0.5 cm thick when compressed.
- Players are encouraged to wear WR approved headgear to prevent head contact skin and tissue injury.

Additional Equipment

- Each team will supply a match ball and a kicking tee (where appropriate) which comply with the Laws of the Game

8.9 Replacements, Reserves, Scrums

Nominated number of players:

Minimum numbers are not less than:

Under 6 to Under 8 – 5 players.

Under 9 to Under 10 – 6 players.

Under 11 to Under 12 – 6 players.

Nominated number of players (Under 19 Laws):

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

The maximum number of nominated number of players shall be twenty-three (23).

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

Under 13 – 14: unlimited rolling substitutions

Under 15 – Under 17: maximum number of reserves is 8 (in squads of 23) with rolling substitutions that are limited to 12 player movements per game.

Scrum

If a team cannot field a suitably trained front row because players are either not available, are injured or sent off, the referee 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 referee.

1.1 Scrum

(a) The following Laws are to be noted as they are applicable:

(i) **NB** Laws 3.16;3.26;3.32(c) do not apply WHATSOEVER.

9. FINALS SERIES MATCHES

(For under 13-18 teams involved in a competition points- based premiership).

9.1 Venues and Times

Semi-final, preliminary final and grand final matches will only be played in Under 13 to Under 18 age groups. All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Competition Manager.

Game times will be as per Clause 5.6. There will be no extra time or injury time in semi finals or grand finals.

9.2 Determining Premierships and Finals – Under 13 – Under 18

See section 7.1

9.3 Duration

All Finals Series matches will be played according to the times as stated in Rule 8.6

9.4 Equal Points in Finals – Under 13 – Under 18 only

If points are equal at the end of scheduled play, five (5) minutes each way, with one (1) minute break after first period of extra time, shall be played to determine the winner. If, at the end of extra time, scores are equal, the following procedure will be followed: Semi-Finals and Preliminary Finals – The Team that scored the most tries in the match shall be declared the winner. If then no result, the team who scored the first try of the game will be declared the winner. If then no result, the team who finished highest on the minor premiership ladder will be declared the winner.

Grand Final – No further extra time will be played and both teams shall be declared JOINT PREMIERS.

9.5 Player Eligibility

Eligibility Lists

All teams participating in the Finals must, by 5:00pm on Tuesday prior to the first game in Finals Series, submit to the Competition Manager:

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

The criteria necessary for a player to play in a Final Series match is:

- Be suitably registered with the Team and appear on the Supplementary Team List Form and have been available to play in at least 50% of all regular competition matches scheduled for that team;
- Have received dispensation from the Teenage Committee.

9.6 Dispensation

Dispensation may be applied for in writing, to the Competition Manager (for consultation with the Teenage Committee) , by the Club President to enable their Club team to field a full side with at least three (3) reserves.

Granting Dispensation

Dispensation applications will be granted under the following criteria:

The Teenage Committee may grant dispensation if, in the case of sickness or injury, a medical certificate accompanying the application.

If, in the opinion of the Teenage Sub Committee, there are extenuating circumstances beyond the control of the player or Club concerned.

Forfeits by opposition teams will be considered provided the said player was available to play.

This is in addition to and not in replacement of RA's Code of Conduct Code of Conduct

INTRODUCTION

This code is designed to keep the element of enjoyment and satisfaction in Rugby. To make adults aware that people play for personal enjoyment and not necessarily to satisfy adults or members of their own peer group. To improve the physical fitness of participants by making the game safe and enjoyable for all involved at the club.

To constantly remind Administrators, Coaches, Officials, Guardians/Parents, that Rugby must be administered, taught and provided, for the good of those participants who wish to play the game. It is their game.

REMEMBER ITS POSITIVE OR POINTLESS...!

PLAYER'S CODE

- Play for the enjoyment, not just to please your parents, friends or coach.
- Never argue with the referees decisions. Let your captain or coach ask any necessary questions.
- Control your temper no mouthing off or baiting the opposition players.
- Work equally hard for yourself and your team you teams performance will benefit and so will your own,
- Be a good sport. Applaud all good play, whether by your team or by your opponent.
- Treat all players, as you yourself would like to be treated. Don't interfere with, bully or take unfair advantage of any player.
- Display modesty in victory and graciousness in defeat
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.
- Co-operate with your coach, teammates, referee and opponents, for without them you don't have a game.
- Do not arrive at the venue or play rugby while intoxicated or under the influence of banned substances.
- Thank the opposition and officials at the end of the game

COACH'S CODE

- You have responsibility for your team and its supporters. EXERCISE IT.
- Be reasonable in your demands on players' time, energy and enthusiasm. Remember that they have other interests and demands on their time.
- Teach your players that laws of the game are mutual agreements, which no one should evade or break.
- Ensure that all players have an opportunity to participate. The just average players need and deserve meaningful playing time.
- Remember that younger players play for fun and enjoyment and that winning is only part of it. Never ridicule or yell at the players for making mistakes or losing a game.
- The scheduling and length of practice times and games should take into consideration the maturity and age level of the players.
- Develop team respect for the ability of opponents, as well as for the judgment of referees and opposing coaches.

- Follow the advice of a doctor in determining when an injured player is ready to play again.
- Make a personal commitment to keep yourself informed on sound coaching principles and the principles of growth and development of players.
- Create opportunities to teach sportsmanship, just as you would in teaching the basic skills.
- Ensure that efforts for both skill improvement and good sportsmanship are rewarded by praise.
- **INSIST ON FAIR PLAY**, do not tolerate foul play, fighting, or foul language. Be prepared to take off an offending player.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of players
- Display control, respect and professionalism to all involved with the sport including opponents, referees, coaches, officials, administrators, the media, parents and spectators. I will encourage my players to do the same.
- Respect the rights, dignity and worth of all people involved in the game regardless of their gender, ability, or cultural background
- Do not arrive at the venue intoxicated or drink alcohol during or before matches or training
- Do not allow the unlawful supply of alcohol at training, games or club functions

MANAGER'S CODE

- Encourage parents to take an active interest in the Team.
- Encourage parents and supporters to talk to opposition spectators.
- Encourage supporters to praise good play by both teams.
- Discourage supporters from excessive barracking.
- Provide administrative assistance to the Coach.
- Be fully informed of Rugby requirements and matters affecting your team.
- Look after injured players.
- Ensure that players are aware of representative trials and if selected, they are fully aware of their commitments and that they know of their selection.
- Check eligibility of players for your team and adhere to the Competition Rules.
- If a member of the team is ordered off by the referee, see that player attends the judicial committee meeting as required and accompany him to the meeting, if required.
- Registration of players in accordance with the Competition Rules.
- Make sure players, parents and officials are informed of all functions, social and otherwise.
- Attend coaching and other meetings where coach is unable to attend.
- Insist on an appropriate standard of team behaviour both on and off the pitch.
- Set an example in terms of behaviour.
- Display control, respect and professionalism to all involved with the sport including opponents, referees, coaches, officials, administrators, the media, parents and spectators. I will encourage my players to do the same.
- Do not arrive at the venue intoxicated or drink alcohol during or before matches or training.

ADMINISTRATOR'S CODE

- Ensure that equal opportunities for participation in Rugby are made available to all irrespective of ability.
- Do not allow the game to become primarily spectator entertainment.
- Equipment and facilities must be appropriate to the maturity level of the young players.
- Rules and length of schedules should take into consideration the age and maturity level of the young players.
- Distribute the Code of Conduct to spectators, coaches, players, referees, parents/guardians and teachers.
- Ensure that parents/guardians, coaches, sponsors, doctors and participants understand their authority and their responsibility for fair play in Rugby.
- Offer clinics to improve the standards of coaching and refereeing with emphasis on good sportsmanship and the development of good technical skills.
- Ensure adequate supervision is maintained at all games.
- Behave in a manner to set an example for all participants.
- Create pathways for club members to participate not just as players but also as coaches, referees, administrators and club officials.
- Do not arrive at the venue intoxicated or drink alcohol before or during matches or club functions

TEAM/CLUB OFFICIAL'S CODE

- Place the safety and welfare of players above all else.
- Show concern and caution towards sick and injured players.
- Be impartial, consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for the individuality of players.
- Avoid any situations which may lead to or be constructed as a conflict of interest.
- Be a positive role model in behaviour and personal appearance and ensure my comments are positive and supportive.
- Respect the rights, dignity and worth of all people involved in the game regardless of their gender, ability or cultural background.
- Do not arrive at the venue intoxicated or drink alcohol before or during matches.
- Actions speak louder than words. Ensure that both on and off the field your behaviour is consistent with the principles of good sportsmanship.

PARENT/GUARDIANS / SPECTATORS CODE

- Do not force an unwilling youngster to participate in Rugby.
- Remember, young people are involved in Rugby for their enjoyment, not yours.
- Encourage your child to always play by the laws.
- Teach players that honest effort is as important as victory so the result of each game is accepted without undue disappointment.
- Turn defeat into victory by helping players work towards skill improvement and good sportsmanship. Never ridicule or yell at your child for making a mistake or losing a game.
- Remember that young people learn best by example. Applaud good play by your team and by members of the opposing team.
- Do not publicly question the referees' judgment and never his/her honesty iV respect their decision.
- Support all efforts to remove verbal and physical abuse from Rugby.
- Recognise the value and importance of volunteer coaches and referees. They give of their time and resources to provide recreational activities for players.

- Thank the coaches, volunteers and officials who give their time to conduct the event for your child
- Help when asked by a coach, official or administrator
- Respect the rights, dignity and worth of all people involved in the game regardless of their gender, ability or cultural background.
- Do not criticise or ridicule your child's performance after the game.
- Do not arrive at the venue intoxicated or become intoxicated during matches.
- Condemn the use of violence in all forms.
- Sledging is not accepted in any shape or form.
- Under the Downs Rugby Competition Rules, Downs Rugby has the power to cite Players, Coaches, match officials and/or Spectators for behaviour that may bring the game of Rugby into disrepute and which is contrary to the Code of Conduct. If any accusations are proven, those offending players, coaches, match officials and/or spectators could find themselves expelled and/or banned from any match/event associated with Downs Rugby.