

Downs Rugby Limited

**Junior & Teenage
Competition Rules**

2020



***DOWNS
RUGBY***

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Definitions

For the purposes of these Rules, the following definitions shall apply:

“Affiliated Union” means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

“Association” means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments and rugby programs.

“Clearance” means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

“Codes, Policies and Procedures” means the codes, policies and procedures of Rugby Australia

“Insurer” means the insurance provider of the Australian Rugby Insurance Plan.

“International Union” means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

“Competition” means any match played as part of either (i) a structured competition or series including a trial match, a friendly match, or representative match involving a Rugby Body; or (ii) a Sanctioned Event.

“Competition Manager” is the person deemed responsible by the Union for the day to day operational management of the competition.

“Event Organiser” means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

“Judiciary” is the Sub Committee as appointed by the Union.

“Laws of the Game” mean the laws of Rugby as published by World Rugby, including any variations authorised by World Rugby or Rugby Australia.

“Management Committee” is the committee appointed by the Union to oversee the management of the competition.

“Member Union” means an Australian State or Territory union in membership of Rugby Australia.

“Participant” means a Player, match official, selector, coach, trainer, manager, team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, officer or employee of a Rugby Body.

“Player” means a player of the game of Rugby.

“Registered” means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

“Regulation(s)” means the World Rugby and Rugby Australia Regulations, as amended from time to time.

“Rugby” means rugby union football.

“Rugby Australia” or “Rugby AU” means Rugby Australia Ltd.

“Rugby Body” means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club or other body in membership with or affiliated with Rugby Australia, a Member Union or an Affiliated Union.

“Rugby Club” or “Club” means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the competition.

“Rugby Xplorer” means Rugby Australia’s online registration and competition management system.

“Rules” means the National Model Competition Rules and the Competition Rules of the Specific Union.

“Sanctioned Event” means an event, tournament, and/or matches conducted by an authorised Event Organiser that have received formal approval.

“Specific Union” means the governing body of the competition.

“WR” means World Rugby.

“DDRRA” means the Darling Downs Rugby Referees Association.

Preamble

1 PREAMBLE

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of the Brisbane Junior Rugby Union Inc, are amateur competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (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. Downs Rugby Limited and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

Laws of the Game

2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

2.1 [Under 19 Variations](#)

(a) [Rugby AU Under 19 Variations](#)

2.2 [Rugby AU Kids Pathway U6 to U12](#)

2.3 [10-a-side Variations](#)

2.4 [7-a-side Variations](#)

2.5 [Rugby AU Touch 7s Laws](#)

2.6 [Rugby AU Veteran Rugby Laws](#)

Governance of the Competition

3 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

Rugby AU Codes and Policies

4 RUGBY AUSTRALIA CODES AND POLICIES

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

4.1 [Safety & Welfare](#)

Rugby must be as safe, inclusive and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

4.2 [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

4.3 [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair and inclusive sporting environment for all rugby participants in Australia. This includes the following:

- (a) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- (e) *Medical Policy* - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

4.3 Additionally, the following documents are included as part of these Competition Rules:

- (a) Inclusion Policy; (b) Safety and Participation Policy; (c) Registration Regulations;
- (d) Registration Terms and Conditions; and (e) Smart Rugby Policy.

Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).

National Standard Competition Rules

5 NATIONAL STANDARD COMPETITION RULES

5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

5.2 Draw

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

Where possible, all matches 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. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

5.3 Match Team Lists, Scoring and Stats

- (a) **It is the responsibility of both teams to ensure that:**
 - (i) All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
 - (ii) All details of point scorers are to be recorded;
 - (iii) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
 - (v) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
 - (vi) The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and
 - (vii) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.
 - (viii)

(b) **Information entered must include:**

- (i) All players' details including substitutes;
- (ii) Team Officials' details
- (iii) Result of the match;
- (iv) Point scorers;
- (v) Tries;
- (vi) Conversions;
- (vii) Penalties;
- (viii) Drop Goals;
- (ix) Penalty tries;
- (x) All players temporarily suspended (yellow card);
- (xi) All players sent from the field of play (red card);
- (xii) Players who have a suspected concussion (blue card).

(c) **Information entered may include:**

- (i) Player's movements for injury (blood or otherwise) or tactical reasons.

PLEASE NOTE: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.

5.4 Competition Points

- (a) Where matches are awarded Competition points the following standard points shall be used:

Points for a win – **four points.**

Points for a draw- **two points.**

Points for a loss – **zero points.**

Points for a bye (where applicable)- **five points.**

N.B. Unions may choose to amend the standard points based on the game format and/or structure of the Competition.

- (b) Bonus points may also be awarded as follows:

Points for loss by seven points or less – **one point.**

Three (3) Try Difference for Winning Team – **one point.**

- (c) Competition points may also be awarded as determined and documented by the Union for the competition e.g. for supplying an Assistant Referee for a Junior age-grade match; and
- (d) Competition Points may also be deducted as determined and documented by the Union for the competition e.g. a player not added to the team list that played in a match.

5.5 Ladder Positions (for Competitions with Premierships, i.e. Downs Rugby: Teenage Boys U13/U14/U15/17 and Youth Girls 7s U13/U15/U17)

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:

- (i) Total Match Points (#1 option)
- (ii) Points difference
- (iii) Points for
- (iv) Points against
- (v) Matches won
- (vi) Matches played
- (vii) Matches lost
- (viii) Matches drawn
- (ix) Byes
- (x) Result of game
- (xi) Bonus points (total)
- (xii) Bonus points (4T)
- (xiii) Bonus points (+3T)
- (xiv) Bonus points (-7P)
- (xv) Bonus points (AR)
- (xvi) Total tries
- (xvii) Try difference
- (xviii) Score ratio
- (xix) Points ratio
- (xx) Match win ratio %
- (xxi) Number of forfeits
- (xxii) Number forfeits (win)
- (xxiii) Number forfeits (loss)

5.6 Forfeits

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) 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 penalty for a forfeit may be the loss of Competition points, up to a maximum of two, no points for, and the awarding of twenty-eight match points against.
- (c) A Club that forfeits two games in the same grade in the same season will be issued a *Show Cause Notice* to explain the reasons why its team should remain in that grade.
- (d) 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.
- (e) The Management Committee may impose further penalties on Clubs for withdrawing teams from the Competition.

5.7 Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management Committee, after consultation with the clubs involved, shall 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 the match officials, the following procedure shall apply:

Where a match has been abandoned during the first half, the result may be declared as a draw and no points for or against will be awarded, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.

Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final 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 shall determine if any penalties will be imposed on the competing teams.

It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

5.8 **Playing Field**

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
- (d) **Goal Posts**
- (i) All Goal posts within the playing enclosure must be padded.
- (e) **Playing Enclosure**
- (i) Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.
- (ii) Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
- Medically Qualified Persons/Sports Trainer – maximum two per team
 - The Teams
 - Referee
 - Assistant Referees (two)
 - No. 4 and No. 5
 - Water carriers – maximum two per team (three allowed in 7s)
 - A maximum of 4 ball persons
- (iv) All Authorised Persons permitted to enter the playing enclosure must have some distinguishing mark/bib e.g. high vis vest.
- (f) **Technical Zones** - where Competition matches require technical zones, two will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.
- (i) Personnel permitted in the technical zone differs between the XV's and 7s game format.
- XV's - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
 - 7s – maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person and five reserve players. One additional

person who is either a medical or a coaching member of the team and whose responsibility has previously been notified to the ground marshal.

(ii) Roles of personnel in the technical zones.

- The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
- Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
- The water carriers are not permitted in the playing area during penalty kicks at goal.
- The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.
- The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
- Players may come to the touchline adjacent to the technical zone to receive water.
- Water bottles must not be thrown on the field of play.

(iii) Personnel outside the technical zone

- The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure (except in the 7s game format).
- If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.

5.9 Restrictions for authorised persons

- (a) **A sports trainer** is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) **Authorised persons** do not include a coach or team manager with the following exceptions:
- Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.8(e)2. No coaching or technical instruction can take place while fulfilling one of the listed roles.
 - Where the nominated coach or team manager is part of a Kids Pathway U6-U9 match.

5.10 Authorised Persons

(a) **Process**

- (i) It is intended that the Club nominate persons to become “Authorised Persons”.
- No one other than the 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 Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.

- All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
- The home team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
- Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.

5.11 Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
- (i) Warning;
 - (ii) Loss of Competition points;
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
- (i) Warning;
 - (ii) Loss of Competition point(s);
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition

5.12 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/s after the alleged breach of the Competition Rules;
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;
- (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 notified to the parties by no later than close of business on the second business day/s after the alleged breach of the Competition Rules.
- (f) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. 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 days after the decision of the Management Committee is advised to the relevant club. The Judicial

Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

5.13 Extension of Time

- (a) Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

5.14 Disqualified, unqualified or suspended person/s

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified or suspended person(s) take part in any match.

Law and Regulation Clarifications

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 - Number of Players – The Team (number of replacement / substitute players).

Rolling Replacements - World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia:

- (a) Unlimited rolling replacements applies to all rugby aged U14s and below;
- (b) Rolling replacements, with a maximum of 12 movements applies to all U19 rugby and aged 15 and above;
- (c) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

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

N.B. Unions may submit a request to the *Law Advisory Group* to play standard Law 3 (at any level of the game). Requests must be submitted on the [Local Law Submission form](#).

6.2 Uncontested Scrum

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:

- (i) Law 3.13 – 3.20 (inclusive)

N.B. Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominate 15 players

- (b) If circumstances determine that the match should have uncontested scrums, Member Unions may determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in paragraph 5.11 above;
- (c) World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. **Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

6.3 REGULATION 4 – PLAYER STATUS, PLAYER CONTRACTS AND PLAYER MOVEMENT

(a) International Clearance

- (i) The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:

A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.

Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).

For or Incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.

(b) Domestic Clearance

This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. Restricted at XVs, 10s, 7s and Veterans registration types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association

Member Union Standard Requirements

7 MEMBER UNION STANDARD REQUIREMENTS

7.1 Reportable Incidents

There are two (2) types of reportable incidents:

- (a) **Player Ordered from the Field** – As per 6.2
- (b) **Protest Report** - A Club may also report in the form of a written signed report to the Unions Competition Manager by 12 noon Monday following the fixture, any breach of these rules – As per 4.12.
- (c) Any **Code of Conduct** or **Member Protection Breaches** are to be reported via the online <https://australia.rugby/about/codes-and-policies/reporting-a-concern>

6.2 Player Replacements, Player Movement Dockets, Reserves, Uncontested Scrums

- (a) **Number of Players** - The Competition does not dictate the maximum numbers of registered players in a team. However, no more than 8 replacement players may be used in a U10 – U18 age group match. These maximum numbers are:

7s

U10 – 18 age group - 12 players

10s

U12 – U18 age groups - 15 players

XVs

U10 – U11 age groups - 20 players

U12 age group - 23 players

U13 – U18 age group - 23 players

- (b) **Player Movement Dockets**

REFER APPENDIX D for Downs Rugby's Player Movement Dockets (get these printed, laminated and cut out for use), U15s and up are to use Player Movement Dockets in all games. Every time a player is substituted or replaced a docket is to be handed to the opposition Manager or person acting in this role, or 4th Referee when being used at the time of the change and before the player takes the field.

- (i) Where the live scoring app is being used, player movement may be recorded as part of the live match scoring process.

- (c) **Uncontested Scrums**

The following applies:

- (i) If a team cannot field a suitably trained front row, because players are either unavailable, injured or sent off, the referee must order uncontested scrums.
- (ii) The period/s of play during which uncontested scrums occurred must be noted on the teams' scorecard. The reason and team that called uncontested scrums are also be noted.
- (iii) All matches played under the U19 Laws can commence with uncontested scrums without penalty.
- (iv) Coaches or Teams are not to call for uncontested scrums when they have available, either on the field or as reserves, players who can play in those positions. This would be viewed as gaining an undue advantage over the opposing team.

(d) **Temporary Suspension (Sin Bin)**

(i) Under 6 – Under 12 (As per RA Pathway Laws)

- Time is Five (5) Minutes
- Player is Replaced
- Place Served & Return to Play

A player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until the time has expired.

(ii) Under 13 – U18 (As per RA U19 Law Variations Law 9 Foul Play)

- Time is Ten (10) Minutes
- Player is NOT Replaced
- Place Served & Return to Play

A player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until permitted to do so by the referee.

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. Should a player incur five (5) temporary suspensions in one season he / she will automatically be suspended from playing and be issued with a Notice to Appear before the Judiciary.
4. Temporary suspensions do not transfer to the next season.
5. Clubs may receive notification once a player receives two (2) temporary suspensions
6. Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension

(iii) Keeping Time

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

(iv) Recording Temporary Suspension

The temporary suspension of a player **must** be recorded on the Match Day scoring app prior to the referee submitting the result. Failure to do so could leave the player and the Club liable to suspension and / or penalty by Competition Management.

(e) **Send Off - Player Ordered Off for Misconduct**

(i) Under 6 – U12 (RA Under 6 – 12 Pathway Laws),

Any player ordered off shall be replaced, providing there are replacements available. In any event, each team on field playing numbers must be equal at all times.

(ii) Under 13 – U18

Any player ordered off **WILL NOT** be replaced. In any event, **each team's numbers in the scrum must be equal at all times.**

(iii) Players Club's Responsibilities

When a player is ordered off for any reason or any misconduct the Club must comply with the following Rule 4.3(b).

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 Board 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 [here / http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies](http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies)

(f) **Sanctions i.e. Suspensions – Foul Play**

“Decisions on sanctions and suspensions imposed on Players under WR Regulation 17:

- (i) must be applied universally such that the Player may not play the Game (or any form thereof) anywhere during the period of suspension;
- (ii) 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;
- (iii) must apply and be served when the Player is scheduled to play;
- (iv) 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 17.19.10;
- (v) shall be effective immediately.

6.3 **Competition Points**

Places in the various 7s, 10s and XVs competitions, under 12 and older age groups will be determined by competition points, for this purpose (note this is applicable in Downs Rugby for Teenage Boys and Youth Girls 7s Competitions. Not applicable for Junior U6-12):

- (i) Points for a win – **four (4) points.**
- (ii) Points for a draw- **two (2) points.**
- (iii) Points for a loss – **zero (0) points.**
- (iv) Points for a bye (where applicable)- **four (4) points.**
- (v) Bonus Points for loss by seven points or less – **one (1) point.**
- (vi) Bonus Points for three (3) try winning difference – **one (1) point.**
- (vii) Points for an Abandoned Match prior to half time – **two (2) points** (weather or exceptional circumstances).

Where a game has been abandoned by the referee due to misconduct by one or both teams, the allocation of competition points will be determined by the management committee.

6.4 Ladder Positions Determination

- (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:
 - (i) Total Match Points
 - (ii) Points difference
 - (iii) Matches won
 - (iv) Total tries
 - (v) Try difference

- (b) **Ladder Position Sorting Options**
 - (i) Total Match Points
 - (ii) Points difference
 - (iii) Matches won
 - (iv) Total tries
 - (v) Try difference

Specific Union Requirements

7 SPECIFIC UNION REQUIREMENTS

7.1 Team Nominations

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

(a) **Team Nominations**

Club teams are to be created through the Rugby Xplorer system and final team nominations are to be submitted via email by the advertised date for each competition and must list the age group and name of the team and all information requested by the competition manager, for the purpose of placing the team in the most appropriate competition.

(b) **Condition of Entry**

As a condition of entry into the competition:

- (i) Clubs are to appoint a qualified Coach and Manager in accordance with Annexure E for each team
- (ii) Club are to ensure the Coach and Manager are registered to their club in Rugby Xplorer and assigned to the team via squad management
- (iii) Coaches and Team Management are to read and sign the “Coaches & Team Management Agreement Form” (see Annex A) each season before they commence training. This includes Coaching Co-ordinators / Directors and Assistant Coaches, Managers, Team Officials, team appointed Assistant Referees and Sports Trainers where appointed.
- (iv) A Team must accept the obligation to ensure that one (1) accredited Assistant Referee (where required) is available for all Club matches played by that team.

The Team Nomination Form will be the record of the teams’ acceptance of this condition of entry.

(c) **Team Squad Lists**

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

- (i) Team Squad List - Players must be assigned to their competition team in Rugby Xplorer system by the advertised competition commencement date for each competition including the assignment of the coach and manager to the squad list.
- (ii) Transfer of Players Between Teams for a Club with Multiple Teams in a Competition – Players must be assigned to their primary team Rugby Xplorer system by the advertised Competition commencement date and stay in that primary teams’ squad for the entire regular season and finals series if deemed eligible. Should player(s) be found to be playing for their non-primary club in any regular season/finals match with immediate notification/evidence to the Competition Manager, the result for match in question will be an automatic loss (0-28 points) for the offending team.

(d) **Certifying**

Players must have their eligibility (in respect of age and gender) to play in that age group certified by the Club Registrar of the Club generating the Team Squad List.

7.2 Age Eligibility & Determining Age Group

(a) **Determining Age Group**

- (i) The age group is determined as per RA Participation Policy.

- (b) **Minimum Age**
A player MUST turn five (5) years of age before playing in any match under the control of the Union.
- (c) **Currency of Registration**
No person shall be eligible to play with a Club within the Union unless:
- (i) The player is registered to the club via Rugby Xplorer; and
 - (ii) The player has provided PROOF OF AGE to the Club Registrar; and
 - (iii) The Club is satisfied that the player is not currently registered with another Team / Club and that they are eligible to play in the team and or competition; and
 - (iv) He or she has been assigned to a team for the current season.
 - (v) Every registration, which is accepted by the Club, shall be effective for the current season only.
- (d) **Clearance of Players**
- (i) Permission within the Union. A player wishing to move to another club will be granted permission to play for their new club until the player clearance has been completed and rule 7.2 (C) is met.
 - (ii) Refund of any club fees is a matter between the two clubs.
- (e) **Eligibility to Play**
For players to be eligible to play in competition rounds in a team they must:
- (i) As per 7.2 (c) and (d) where applicable; or where filling in in another team due to lack of players;
 - (ii) Be registered with a lower graded; or younger aged team; or be an appropriately aged player who is voluntarily playing one year above their correct age group, provided that there are insufficient eligible players in the competition team and they comply with Rugby Australia Safety and Participation Policies.

7.3 The Competition

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

7.4 Premierships

Premierships are awarded as follows:

- (i) **Under 6 to 12** - there will be no premierships competitions held in the Under 6 to Under 12 age groups, therefore there are no Points Ladders.
- (ii) **Under 13** and older - premierships shall be awarded after a finals series as provided for in the Rule Final Series of Matches. Points Ladders are shown.

7.5 Wet Weather Procedures & Alternate Arrangements

(a) Wet Weather Procedure

This procedure is to be strictly followed to ensure everyone is notified of any changes to matches due to Wet Weather:

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

6.00 — 6.25am Club Representative (e.g. President) to notify Competition Manager by phone and text message that fields are unavailable after recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.

6.25 — 6.50am After direction from the Competition Manager, the Club Representative is to contact opposition Club Contacts to notify them of field closure, or alternate arrangement. Field closure should be posted on clubs facebook and sent via Rugby Xplorer communications to club members.

6.50 — 7.00am Competition Manager will notify the Referee Representative of any field closures and/or alternate arrangements.

Clubs effected notify their Team Managers (youngest age group first) of field closures or alternate arrangements as directed by the Competition Manager. Field closure should be posted on clubs Facebook/Team App and sent via Rugby Xplorer communications to club members.

7.00am onwards Team Manager notifies Team Members.

(a) **Changes to Scheduled Matches – Competition Manager**

The Competition Manager reserves the right to alter the time, date and venue of any match due to special circumstances, i.e. wet weather, unplayable surface, or for a special purpose, i.e. - selection trials, special promotion, etc and may, where it sees fit, cancel all matches on a particular date, and make such direction as to alternative arrangements as it sees fit including:

- (i) Playing on a different date, or
- (ii) Removal of matches from the competition, or
- (iii) Declaration of all matches as draws.

(b) **Changes to Scheduled Matches – Clubs Mutual Agreement**

Clubs may only reschedule matches once a draw is set by mutual written agreement from both Clubs’ Registrars, stating the agreed, date, time and venue. This request must be received by the Competition Manager no later than one week prior to the original scheduled game time.

7.6 Forfeits

There are a number of reasons that a forfeit may be declared:

(a) **Time**

Any team not able to commence a match at the allocated venue within fifteen (15) minutes of the prescribed commencement time, will automatically forfeit the match as determined by the referee.

(b) **Minimum Numbers before the Match**

- (i) As per Rugby Australia Pathway Laws – age U6 – U12 teams must provide players to opposition team if the team has insufficient numbers to field a complete starting side.
- (ii) For U12 upwards refer WR Law 3 and Under 19 Variations and RA Under 19 Law Variations re less than 15 players requirements.

- (iii) U13 upwards – a team may choose to forfeit a game if they feel that they do not have sufficient numbers to safely play. Downs Rugby Limited Teenage Boys XV-a-side Competitions: The match may commence with a minimum twelve (12) players for the team with matching numbers on the opposing team (even numbers on the field).
- (c) **Minimum Numbers After the Match Has Commenced**
For U13 upwards, if the player numbers fall below 15 players after the match has commenced, the match may proceed, however if disparity is so great that safety of players is a concern, the Coach of the team with the lesser numbers should do the following:
 - (i) Have the Team Captain notify the Referee STOP the match, and
 - (ii) FORFEIT to the opposition, and in conjunction with the other Coach, even up the numbers and give the players a game.
- (d) **Finals Series**
For any Final, Semi-Final, Preliminary Final or Grand Final, if a team is not ready to take the field by the scheduled start time as notified by the Competition Manager and as determined by the Referee, that team shall forfeit the match and the non-offending team will be declared the winner.

Where a team has forfeited a match for any of the above reasons, twenty-eight points (28) to Nil will be awarded FOR the non-forfeiting team and AGAINST the forfeiting team. A win and four competition points (4) will be awarded to the non-forfeiting team.

7.7 Duration Of Play (includes ball sizes)

- (a) **Playing Times & Ball Sizes**
Start times may vary due to field space availability for the host Club. Ball sizes for Downs Rugby Under 6 – Under 12 is per Rugby Australia’s [Under 6 to 12 Game Modifications – Click Here](#). Downs Rugby Teenage Boys U13/14/15/17s and Youth Girls 7s U13/15/17s is Size 5 Ball Size.

Maximum Playing Time
The maximum playing time in any one day for a team, under 19 years of age is to be 90 minutes (Refer RA Under Law Variation – Law 5 – Time; Law 5.1 - players). No matter what the match is called (a trial, or competition match or a knockout match or tournament), the total amount of team playing time in any one day is to be no more than 90 minutes.
- (b) **Time Lost Before Commencement**
Where a Junior match (not being a semi-final, final or grand-final) begins after the appointed time, and there is a match scheduled immediately after (where another field is not available), the referee must shorten playing time in the delayed start match by a period equal to the time lost between the appointed and the actual starting time. If a Referee shortens the time under the Rule, the referee shall nevertheless cause two equal halves to be played eg - If play starts 10 minutes late, in an Under 11 match, playing times will be reduced to 15 minutes each way for that match.
- (c) **Time Off**
Time-off is NOT permitted in competition matches except:
 - (i) Where there is no match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a maximum of one (1) minute. The match will restart as though there were no break in play and the stoppage time shall not be included in the playing time; and
 - (ii) Where there is a match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a

maximum of one (1) minute. The match will restart as though there were no break in play and the stoppage time shall be included in the playing time.

(iii) Finals

Time-off shall be allowed for “permitted delays” as provided by the laws of the game, in semi-finals, preliminary finals, finals and grand finals only where scheduling of matches will allow for extra time to be played i.e. that the playing time all up does not exceed seventy (70) minutes.

(d) **Extra Time (Draws)**

Extra Time is only allowed as follows:

(i) Competition Matches - there is no extra time allowed.

(ii) Semi-Finals, Preliminary Finals, Finals - Equal Points and Extra Time in Finals is determined as follows:

1. XV a side

There is no extra time allowed. If points scored by the teams are equal at the end of play, then the team which entered the match with higher competition place on the points table shall be declared the winner.

2. 7s

Golden point extra time will be played for Semi-Finals, Preliminary Finals, Finals only. It will be capped at five (5) minutes. If points scored by teams are equal after playing extra time, no further extra time shall be played and the team to progress will be determined by BCR 6.3 **Ladder Positions Determination.**

(iii) Grand Finals - Equal Points and Extra Time in Grand Finals is determined as follows:

1. XV a side

If the points scored by the teams in a Grand Final are equal at full time, an extra five (5) minutes each way shall be played to determine the winner. One minute shall be allowed to change ends at full time and after the first period of extra time. The restart will be by kick off. The team that kicked off at the commencement of the final will restart the first period of extra time and then be alternated for the second period. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared JOINT PREMIERS. In the case of joint Premiers one team will be issued with the Trophy and their pennants will be issued once the subsequent order has been received. The other team shall receive the Premier pennants. Teams are to mutually agree on retaining the trophy for an equal amount of time each.

2. 7s

Golden point extra time will be played for Grand Finals. It will be capped at five (5) minutes. One minute shall be allowed to change ends at full time and after the first period of extra time. The restart will be by kick off. A coin toss will determine who will kick off at the commencement of the final will restart the period of extra time. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared JOINT PREMIERS. In the case of joint Premiers one team will be issued with the Trophy and their pennants will be issued once the subsequent order has been received. The other team shall receive the Premier pennants. Teams are to mutually agree on retaining the trophy for an equal amount of time each.

7.8 **Player Attire and Equipment**

Players Clothing is governed by WR Law 4 and Regulation 12 and reference should be made to the current editions when seeking any clarification.

(a) **Player Strip**

A player is to play in the Clubs playing strip or jersey, shorts and socks, which has been authorised by the Competition Manager. Restrictions on jerseys are:

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

(b) **Mouthguards**

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

7.9 **Playing Fields & Venue Control**

The set up and control of playing fields and a venue are critical to the safety and enjoyment of all participants including spectators. The word Union is to replace the word Club in its context as the authority, when the Union is conducting the matches at a venue and a Club has not been appointed to conduct the activity.

(a) **Club Appointed Officials**

At all matches Clubs are responsible for providing the following:

- (i) A Club Official / Ground Marshall must be available and identifiable (wear a high visibility Vest/Shirt marked Club Official), and their duties and responsibilities are:
 - 1. The Supervision of the venue and all appointed officials; and
 - 2. Point of contact for all enquiries; and
 - 3. Responsible for the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Member Protection Policy and/or Code of Conduct; and
 - 4. Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - 5. Having access to a phone and the Emergency Phone List; and
 - 6. Have access to Rugby Australia Protocol for Serious Injury and [Downs Rugby's What do in the event of an emergency](#); and
 - 7. If necessary, a Club Official / Ground Marshall may also carry out the duties of a Field Marshall when only one (1) field is in use; and
 - 8. Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action.
- (ii) Field Marshall/s (identifiable by wearing an Orange Vest/Shirt marked Field Marshall) is to be appointed for each full-size field and their duties and responsibilities are:
 - 1. Set up, maintenance of and patrolling the Playing Enclosure; and
 - 2. Preventing the illegal entry of any person into the playing enclosure; and
 - 3. Assisting the officials (Medical Person, Managers, Assistant Referees and Referee) perform their respective duties; and
 - 4. Ensuring Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure; and
 - 5. Assisting the Club Official implement emergency access; and
 - 6. Assisting the Club official in the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Code of Conduct; and
 - 7. Report any irregularities or breaches of the rules that they are unable to resolve to the Club Official for further action.

- (iii) Suitably Qualified Medical Person/s, as per accreditation requirements – Annexure E is available, identifiable (wearing a clearly marked Vest/Shirt with “MEDICAL’ or the medical uniform of a professional contracted medical service), and be in a prominent position visible to the field. Medics must be appointed to a minimum of one medic per full size field. For U10 and up games they should be located adjacent to the centre of the field, between the areas set aside for reserves. Their duties and responsibilities are:
1. Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
 2. Ensure the Club has a means of communication and contact for Ambulance: and
 3. That the Club has an Emergency List of contacts and addresses for:
 4. After hours doctor;
 5. Nearest public hospital and/or emergency facility;
 6. Local Medical Centre and /or facility;
 7. Local Police; and
 8. Be familiar with and have available a copy of Rugby AU Safety Directives and Concussion Management Guidelines as a reference when seeking any clarification; and
 9. Have on hand copies of the:
 - a. RA Head Injury Fact Sheet
 - b. Concussion Referral & Return Form
 10. Checking with each Team, to establish who is going to attend to players who appear injured in the first instance, and if a Team is using qualified Sports Trainers, then only attend when called for by the Team or Referee, or when the Trainer is not available to attend to the player (regardless common sense must prevail, and the players’ safety comes first); and
- (i) *Where the attending medical person in the **first instance** (either home or visiting), **seeks assistance** from another qualified medical person/s, the person with the senior qualification (i.e. Doctor overrides Paramedic, Paramedic overrides Qualified Sports Trainer, Qualified Sports Trainer over rides First Aid, First Aid overrides trainer) shall have precedence in any decisions made.*

(b) **Restrictions for Coaches, Managers, Team Officials & Trainers to Enter Playing Enclosure**

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

- (i) Under 6 and Under 7:
- a. Coach: On the field.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 1: Seated just inside the barrier.
- (ii) Under 8:
- a. Coach: On the field.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 2: Seated just inside the barrier.
- (iii) Under 9:
- a. Coach: On the field for 7 matches scheduled by the Committee, otherwise behind the barrier.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 2: Seated just inside the barrier.
- (iv) Under 10 – Under 17:
- a. Coach: Behind the barrier. The Coach or Assistant Coach CANNOT act as trainer in any match.
 - b. Manager & Team Official: Behind the barrier.
 - c. Trainer x 2: Seated just inside the barrier.

(c) **Co-location of Managers and Reserves**

Both Team Managers and reserves must be co-located on the same side of the field whilst the match is in progress, preferably, near the Medic, in the place designated by the Host Club. The Managers are to be close enough that they can without delay consult each other when necessary. The Coach and remaining team management (excluding trainers), are not restricted on their location outside the 5-metre barrier, except where one of them is performing the role of manager.

(e) **Playing Surface**

The following applies to the playing surface:

- (i) In terms of Law 1.11 and 1.12. the Referee may elect to abandon or not start a match where the ground safety standards, in the Referee's opinion are not met. In the event of such action being taken by the Referee, the procedure for 7.5 Wet Weather Procedures and Alternate Arrangements is to apply and the matter reported to the Competition Manager.

7.12 MATCH DAY APP & RESULTS

It is the responsibility of each team manager to:

- i. Provide via the Rugby Match Day App the results and player statistics for all matches played; and
- ii. Submit via the Rugby Match Day App any red, yellow or blue cards for all matches, no later than the times specified.

(a) **Online Results Must Include:**

- (iii) All players' details including substitutes and correct jersey numbers;
- (iv) Team Officials' details
- (v) Result of the match;
- (vi) Point scorers;
- (vii) Tries;
- (viii) Conversions;
- (ix) Penalties;
- (x) Drop Goals;
- (xi) Penalty tries;
- (xii) All players temporarily suspended (yellow card);
- (xiii) All players sent from the field of play (red card);
- (xiv) Players who have a suspected concussion (blue card).

(b) **Viewing of Opposition Match Day app**

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

At the end of the match each team manager is to check, and come to an agreement that the result and player information is true and correct. All yellow, red and blue cards are to be completed and checked. Once this is done, the match referee is to check the team managers scoring app, confirm the score and submit the result via the scoring app.

(c) **Match Results - Responsibility**

It is the responsibility of the BOTH teams to ensure that the match results have been submitted via the app. Managers should not leave the field without agreement of the score.

7.13 Match Officials

(a) **Appointment Of Referees**

Referees in the Union are appointed as follows:

- (i) Under 6 to 9 - The Committee delegates this authority to the home Club who shall appoint a referee from its pool of suitably accredited Club referees. And;

- (ii) Under 10 and Older - The Appointment Board of the DDRRA where requested shall have authority to appoint referees to all matches (including semi-finals, finals, grand finals and representative matches) played under the control of the Competition; and
- (iii) Finals - For all Semi-Finals, Preliminary Finals, Finals, Grand Finals and Representative Matches the Appointment Board of the QRRRA (Brisbane) shall also appoint Assistant Referees and a Fourth Referee. Where this is not feasible the Competition Manager is to arrange accredited Assistant Referees and a Committee Member or a person authorised by the Competition Manager to act as the Fourth Referee where possible.

(b) **No Appointed Referee**

When there is no appointed referee present the procedure is:

- (i) In the event of a Referee not attending within ten (10) minutes of the scheduled start of a match, a substitute shall be appointed by mutual consent of the opposing coaches. The substitute Referee must be qualified and will assume control of the match until the appointed Referee arrives; or
- (ii) Failing such an agreement between the two coaches being reached, the host club shall nominate an individual to Referee (preferably fully qualified - the minimum requirement is that the person must be [Smart Rugby](#) current). On arrival, the appointed Referee shall assume control during the next break in play of that game.

(c) **Referee Unable to Continue**

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

(d) **Assistant Referees**

(i) Club Requirements

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

1. Under 6 – 7 Teams - This person would normally be an adult and does not have to be accredited;
2. Under 8 – 12 Teams - Be no younger than 13 years of age; and have completed an [Assistant Refereeing Kids Rugby U8-U12 certification](#);
3. U13 and Older - [Accredited Level 1 Assistant Referee](#).

(ii) Age Requirements

Assistant Referees are to be no younger than thirteen (13 years of age);

(iii) Reporting to the Referee

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

(iv) Dress

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

(v) Assistant Referee Vests

Clubs are responsible for issuing each of their teams with an Assistant Referee Vest and retain enough spare vests at the Club for temporary issue to any teams that fail to bring their vest.

Assistant Referee Vests with “ASSISTANT REFEREE” on the back and are to **only be worn by qualified Assistant Referees.**

(d) **Coach and Manager as Referee, Assistant Referee, Or Trainer**

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

- (i) **Refereeing** - the coach or manager is not to referee their own team without prior approval of the opposition coach except where there is a referee no show and no other qualified person is available. Preference should be to the manager (if accredited).
- (ii) **Assistant Referee or Trainer** - coaches are not to act as Assistant Referees or trainers for their team. Managers are not to act as an Assistant Referee or trainer for their own team, except in exceptional circumstances where no other person is available to perform this task and before being an Assistant Referee ask the opposition if they can appoint one.

8 FINALS SERIES MATCHES

8.1 **Premierships & Determining Finals Series**

Premierships may be determined by either First Past the Post and/or finals series. For the purposes of determining First Past the Post Premierships and teams to play in the Final Series, the Competition Ladder as at 5.00 pm the Tuesday following the last competition fixture will be used. The points for any match results subsequently received will be applied to the Competition Table only at the discretion of the Committee.

8.2 **Final Series**

The Premiership team will be determined by conducting either:

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

- (e) **Grand Finals Only** - Top two teams placed on points table become Grand Finalists.
- (f) **First Past the Post** - As per 8.1

8.3 Times And Venues

All semi-final, preliminary final, final and grand final matches in all divisions will be played at the venues, and commence at such times, as determined by Downs Rugby's Teenage Competition Committee.

8.4 Finals Directive

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

8.5 Player Eligibility for Finals

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

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

(a) Eligibility Lists

By 6:00pm on the Friday preceding the last set of scheduled matches, or as requested, all teams participating in the finals must submit to the Competition Manager:

- (i) Any submissions for player dispensations, including medical certificates if applicable.

(b) Player Eligibility Criteria

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

- (i) Be registered with that team and appear on the team match list as available to play in at least 50% of all premiership matches scheduled for that team in that competition;
- (ii) Where the competition has five or less games excluding the finals; be registered with the team and appear on the Team match list and have been available to play in at least two of the premiership matches scheduled for that team in that competition; or
- (iii) Have received dispensation from the Committee.

(c) Eligible to Play in More than One Team

Where a player is registered to a lower graded or aged team but has played 50% of all the Unions scheduled matches in the higher graded or aged team, that player shall be deemed to be registered in the higher graded or aged team.

(d) Game Count Eligibility

For a game to count for finals eligibility a player must have met the "availability to play a match" criteria. Availability to play is determined by either:

- (i) Named on the Match Day app and having been part of the starting team or substitutes.
- (ii) Named on the Match Day app in the case of a Forfeit as available to play; or
- (iii) A Player who has is injured or ill; a medical certificate stating the duration a player was unavailable due to illness or injury is held by the club registrar and provided for dispensation; or
- (iv) Dispensation request based on representative duties (Downs Rugby, QRU, RUGBY AU, QRFSC Representation only); and
- (v) **Suspension or Disqualification** – does not count towards eligibility.

(e) Cleared Players

Eligibility for cleared players is determined as follows:

- (i) **Within the Union.** Where a player has played matches for another Club within the union, and a clearance has been granted, matches played for the previous Club will be counted towards eligibility.
- (ii) **From Another Union.** Where a player has played matches for a Club from another union and a clearance has been granted, correspondence is required from the losing union stating the number of matches played for that other Club in an equivalently graded team for them to be counted towards eligibility.

8.6 **Dispensation**

Dispensation may be applied for in writing to the Competition Manager, by the Club President to enable their Club team to field a full side with at least three (3) reserves; or for players who require dispensation as per 8.5.b or 8.5.e. The Dispensation Committee will comprise the Downs Rugby's Teenage Competition Sub-Committee to deal with any dispensations not granted by the Competition Manager.

(a) **Granting Dispensation**

Dispensation applications will be granted under the following criteria:

- (i) The Competition Manager may grant dispensation for:
 1. In the case of sickness or injury, a medical certificate accompanies the application. Dispensation will only be granted on medical grounds if the player has played at least one current competition game; or
 2. Player eligibility based on player clearance from another club or region; or
 3. The player is registered with an equivalently or lower graded or younger aged team under Rule 7.2 (e) if there are insufficient eligible players in the finals team, up to 18 total players; or
- (ii) With approval of the Dispensation Committee:
 - a. be registered with a higher graded team under rule 7.2 (e) if there are insufficient eligible, suitable and available players in the finals team qualified under (1) above and in the case of reserves, take the field only in the case of injury; or
 - b. Allowance for a player who is a prop or hooker to be included as a 19th player to allow for scrums to be contested; or
 - c. In the opinion of the Committee there are extenuating circumstances beyond the control of the player or Club concerned.

(b) **Right of Appeal**

The decision of the Dispensation Committee may be appealed by the club requesting the dispensation, to the Appeals Committee upon receipt of the appeal within 24 hours of the Dispensation Notice being issued.

(c) **Dispensation Outcome**

The outcome of the dispensation request will be provided on a form issued by the Competition Manager with the dispensation outcome being either:

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

Condition 2: NOT granted dispensation to play.

9 **AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE**

9.1 **Affiliation Fee**

[Downs Rugby's 2020-2021 Affiliation Fees are available on the DR Website and by clicking here.](#) A club is not entitled to vote at a general meeting if the member's annual subscription is in arrears at the date of the meeting.

9.2 Player Levy

Downs Rugby Limited's \$75 GST Incl. player levy is paid for as part of their online Xplorer registration and applied as follows:

- (a) **Once Per Player.** A player is required to pay the Player Levy only once in any one year. That is, if the player plays in the Under 13 Boys XV's Season and South West 7s Competitions, the levy need only be paid once for that player.
- (b) **Multiple Competitions.** Where a player participates in more than one type of rugby competition format i.e. 15s, 7s and or 10s, there may be a conversion amount charged to the player upon registration to any additional competition to cover any additional insurance or specific competition fee requirements e.g. referees, medical etc.

9.3 Player Clearances

- (a) **Clearance to another Union.** Once a player has played any game, the player levy will not be reimbursed; and
- (b) **Clearance into the Union (Downs Rugby).** The player may incur a stakeholder player levy. The player will not be charged another insurance levy.

10 **POLICIES & PROCEDURES**

Policies and Procedures that are current for Downs Rugby Limited are shown below.

10.1 Downs Rugby Limited / QJRU/ QRU / RA Directives

From time to time it is necessary for the Downs Rugby Limited MC and/or QJRU MC and/or QRU and/or RA to issue directives to the member Clubs. Once a directive is passed it is to have the force of Rule. That is, any breach of a directive will be deemed a breach of RULE and can be dealt with under Rule Penalties.

10.2 Carnivals & Tournaments & Trial Games

- (a) Clubs are encouraged to run Carnivals and tournaments and Trial Games, but they must comply with the following:
 - (i) **Notification to Downs Rugby.** Downs Rugby is to be informed in writing that a Carnival or Tournament is being conducted and are to be sent a copy of the Instructions / Handout specifying how it is to be conducted with at least thirty (30) days' notice.
 - (ii) **Sanctioning.**
 1. The Host Club must complete the Rugby Australia Event Sanctioning Form (when applicable) available through <http://www.rugbyau.com/participate/rugby-administration/insurance> and have written approval prior to any carnival/tournament or trial game being conducted.
 2. Downs Rugby Limited / QRU reserve their right to amend the conduct of the Carnival / Tournament, or not to sanction it if the Carnival / Tournament does not comply with the Rules, and / or directives of the Downs Rugby Limited / QJRU or QRU.
 - (iii) **Rules.** Carnivals and Tournaments conducted by Downs Rugby Limited Clubs must have in the Instructions / Handout for the conduct of the Carnival, or Tournament, a statement that it is being conducted using the Downs Rugby Limited Rules and is to also specify length of matches, field size and so forth, if they differ from anything contained in these Rules.
- (b) **Downs Rugby Representative Teams & U12 Carnival.** Representative teams' documents covering the procedures and management of Downs Rugby's Representative Teams can be found on the Downs Rugby Web Site: www.downsrugby.com.au
- (c) **Club Organised Games, Tours and Visits**

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

 - (i) Any game conducted outside the normal competition parameters requires Rugby AU Event Sanctioning to be completed by the host club and approved prior to the game being played. Refer to <https://australia.rugby/participate/rugby-administration/insurance> for guidelines.

NOTE: from 4pm, March 1st 2020, AON Insurance will look after all Event Sanctioning Rugby Australia Insurance (**no longer Gow Gates**). Contact: barry.j.meyer@aon.com & brooke.thorn@aon.com to arrange Event Insurance Coverage. Barry Meyer: office telephone number is (02) 9253 8310.

- (b) Notifying.
- a. Within the Downs Rugby area.
For games between affiliates of the Union (Downs Rugby Limited), clubs must complete and send the [Event Sanctioning form](#) to the Competition Manager: matthew.hammond@downsrugby.com.au, who may sanction the game.
 - b. Within the State, including Schools. For games between affiliates of the QJRU, Host clubs must send the [Event Sanctioning Form](#) to the Competition Manager: matthew.hammond@downsrugby.com.au, who may sanction the game, provided the other team has had the game sanctioned by their Union. The QRU is to be informed.
 - c. Interstate. For games Interstate, Host clubs must send the [Event Sanctioning Form](#) to the Competition Manager: matthew.hammond@downsrugby.com.au, who may give initial sanctioning, provided the other team has had the game sanctioned by their Union. Downs Rugby Limited then informs the QRU, and / or RA of any tours, and / or visits, either to, or from Teams / Clubs that are based interstate or overseas. Visiting Teams must have the game sanctioned by their Home Union.
 - d. Overseas. For tours, and / or visits, either to, or from Teams / Clubs that are based overseas, visiting Teams must have their Tour and game(s) sanctioned by their Home Union prior to request for Downs Rugby Limited's Sanctioning. The Downs Rugby Limited may give initial sanctioning, and forward to the QRU, and RA to confirm approval.
- (ii) **Guidelines.** Clubs are to also read the current policy documents in relation to Rugby Tours – found at - <https://australia.rugby/participate/rugby-administration/tour-applications> that deals with Tours to ensure they comply with the current guidelines.
- (iii) **Laws.** Visiting Clubs / Teams are to conform to the Laws of the Game and U19 variations as directed by RA and for pathway Under 6 - 12 must conform to RA Relevant Pathway Laws for that age group.
- (iv) **Competition Rules.** All games played within the Union are to be played under Downs Rugby Limited's Competition Rules and the opposition teams are to be informed of such. When visiting a Team outside of the Union the Competition Rules of that Union would apply.
- (v) **Sanctioning.** No game which has not been programmed by the Competition Manager (Downs Rugby Limited) is to proceed without the appropriate [Event Sanctioning Form](#) / RA Tour Approval being completed and full sanction being granted by the required governing Rugby bodies.
- (vi) **Referees.** Downs Rugby Limited does not organise referees for any games which are not programmed by Downs Rugby Limited. Clubs are to ensure that an appropriate Referee is appointed to such games. For U10 upwards the club is to approach the DDRRA after the game has been sanctioned and any recompense is a matter between the Club and the DDRRA.

10.3 **Entry Of New Clubs Into Downs Rugby Limited's Competition**

Enquiries regarding the entry of new clubs into the Downs Rugby Competition should be directed to: matthew.hammond@downsrugby.com.au and admin@downsrugby.com.au.

10.4 **Forfeit Procedure**

PLEASE follow the procedure listed below when forfeiting a game

The team that is forfeiting is to:

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

Matthew Hammond (identify your age, club and team name, time and venue)

Email - matthew.hammond@downsrugby.com.au and admin@downsrugby.com.au.

3. Contact the Competition Manager by text or phone mobile: **0431 134 236** and follow up with an email informing him/her of the forfeit.

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

10.5 Medical Policy

SPORTS TRAINERS AND MEDIC PROCEDURE

As per Downs Rugby Limited's competition rules, Downs Rugby Limited's Competition Manager Matt Hammond or Downs Rugby's Community Rugby Officer for Junior and Teenage Boys XV and Youth Girls 7s is to appoint a suitably qualified medic to each full-sized field being used. The appointed medic is to be clearly visible and identifiable in the green/yellow medics vests or Sports Med shirt.

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

1. Prior to the commencement of the game, the sports trainer must notify the home club appointed medic that they will attend their teams' injuries for that game AND will call for assistance if required.
2. A sports trainer or medic is to enter the field of play to attend an injured player when it is safe to do so and at an entry point that does not interfere with the run of play.
3. During the game, if more than one player becomes injured at the same time, the home club appointed medic will attend to one of the players. This places the decision regarding injury into the medics' hands.
4. Where assistance has been called for, by the sports trainer, the higher medically qualified person makes the call on the player treatment. If this means that the player is called injured, this **CANNOT BE OVERRULED BY THE TEAM MANAGEMENT**. Please also refer to Law 3.20; 3.21 and 3.22.
5. Parents are **NOT TO ENTER** the field of play for an injury unless invited by the referee (who should check with the medical attendees prior to making this call).
6. Sports Trainers who **DO NOT HAVE MEDICAL QUALIFICATIONS ARE NOT TO TREAT INJURED PLAYERS**. They are to call for medical assistance immediately.
7. The DDRRA referees have been advised of the following:
 - a. *If possible, all referees should advise medical attendants / team runners / team management (depending on availability of those personnel at any game) prior to the game of the situation to apply in the event of an injury to a player.*
 - b. *If they (medics/sports trainers) note that a player is down with an apparent injury, they should immediately go to the player to assess the injury - they should not wait to get the permission of the referee to enter the field of play.*
 - c. *If the injury appears to be serious or play is continuing in reasonably close proximity to the injured player, they (medics/sports trainers) should then get the attention of the referee to stop the play so that the injury can be dealt with. All referees should be aware that the safety of the injured player is paramount in these circumstances (particularly in comparison to game continuity).*
 - d. *The referee should act in such a manner that the trainer or medical attendant is enabled to carry out their role safely and efficiently. The referee should not offer medical advice under any circumstances, but simply facilitate the treatment of the injured player.*

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

10.6 PHOTOGRAPHY & VIDEOING POLICY

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

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

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

**DOWNES RUGBY LIMITED RUGBY UNION
COACHES & TEAM MANAGEMENT AGREEMENT FORM**

Introduction

1. The aim of this form is to ensure that Coaches & Team Management are aware of their responsibilities when coaching or working with a Junior Rugby Union Team and that through their knowledge, behaviour and guidance ensures the game can be enjoyed by all participants, including parents and spectators.

Administration

1. All Coaches, including Assistant Coaches, Coaching Co-ordinators / Directors, Managers & Assistant Managers, Team Officials, Assistant Referees, Team Sports Trainers, Club Appointed Referees are to complete this form.
2. Original to Club Secretary, if required a photocopy can be produced for the Coach / Manager.
3. This form is to be retained by the Club for a period of 12 months.
4. A new form is to be filled out for each calendar year.

Presidents Responsibilities

1. Presidents are to make available to the Coach / Team Management the documents listed below and ensure they allow a reasonable time for them to digest the information before this form is signed.
2. The Club President is to witness the signing of the form by the Coach / Team Management; this also signifies that the above paragraph has been complied with.

Coaches / Team Management Responsibilities

1. Ensure you have read the documents listed below and are familiar with their contents. Ensure that they are current for this year.
2. The President should be able to answer or direct you to a source, to any questions that may arise.
3. Sign the form in front of the Club President and maintain the duplicate copy for your records.

Documents

1. Downs Rugby Limited's Rugby Union Competition Rules.
2. Laws of the Game including U19 Variations (for Under 12 upwards Coaches)
3. Game Management Guidelines as issued yearly by Rugby AU.
4. Annex B & F, relating to Pathway Laws (for Pathway personnel).
5. Rugby AU Code of Conduct.
6. Member Protection Policy
7. Concussion & Serious Injury Management Guidelines

AGREEMENT

As the _____
(Insert position held i.e. Coach, Asst Coach, Coaching Director, Age Co-ordinator, Manager, Team Official, Touch Judges, Sports Trainer etc)

of _____
(Insert full name of Team and /or Club (i.e. USQ Saints U10))

having read the current documents listed above, I am now aware of the responsibilities pertaining to my role in the Downs Rugby Limited Competition and my Club. I am also aware that failing to diligently implement those responsibilities will be a breach of this agreement and contrary to the ethos of Junior Rugby Union.

Signature

Print Name

Date

Witnessed by:

Signature

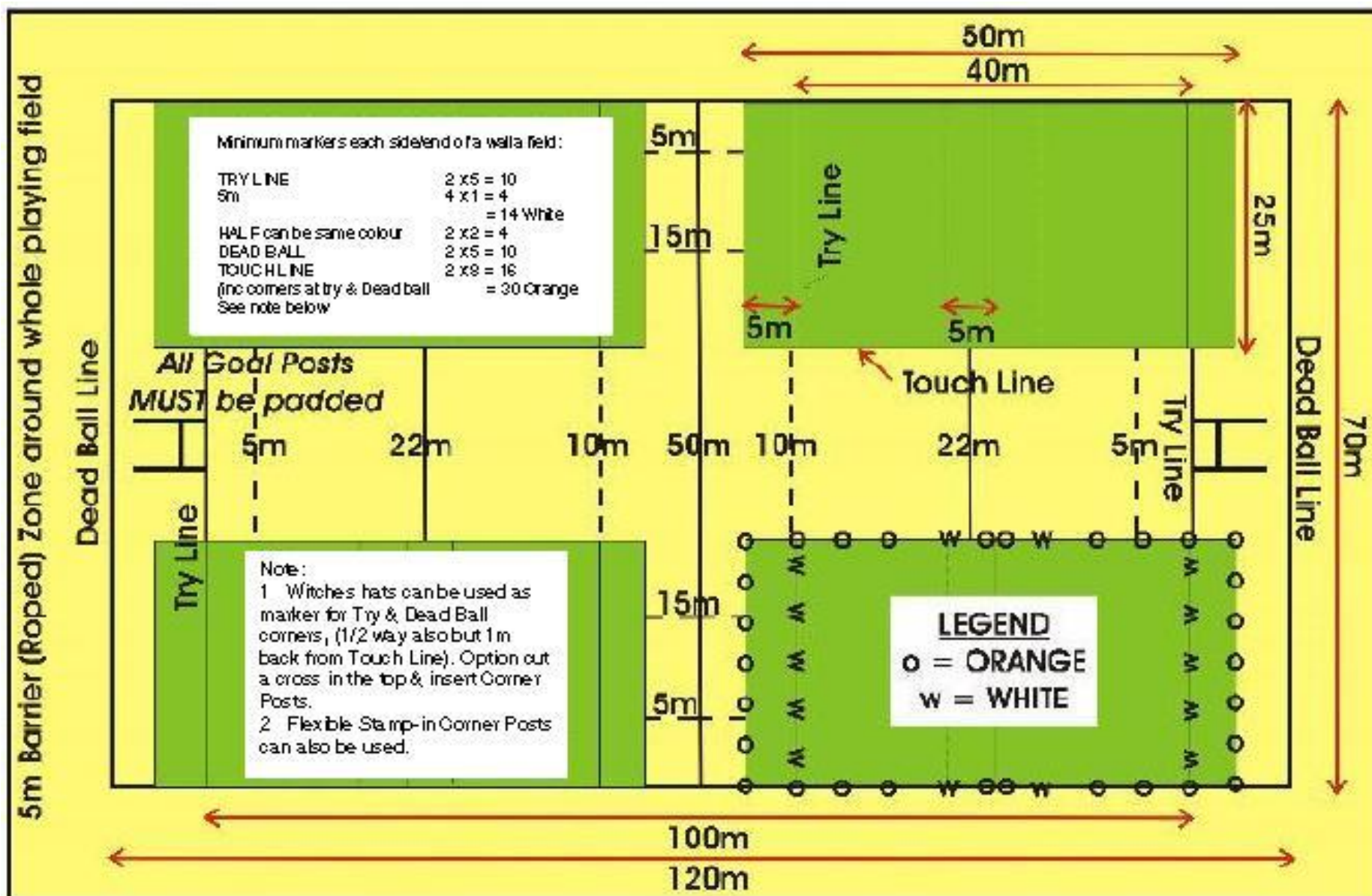
Print Name

President

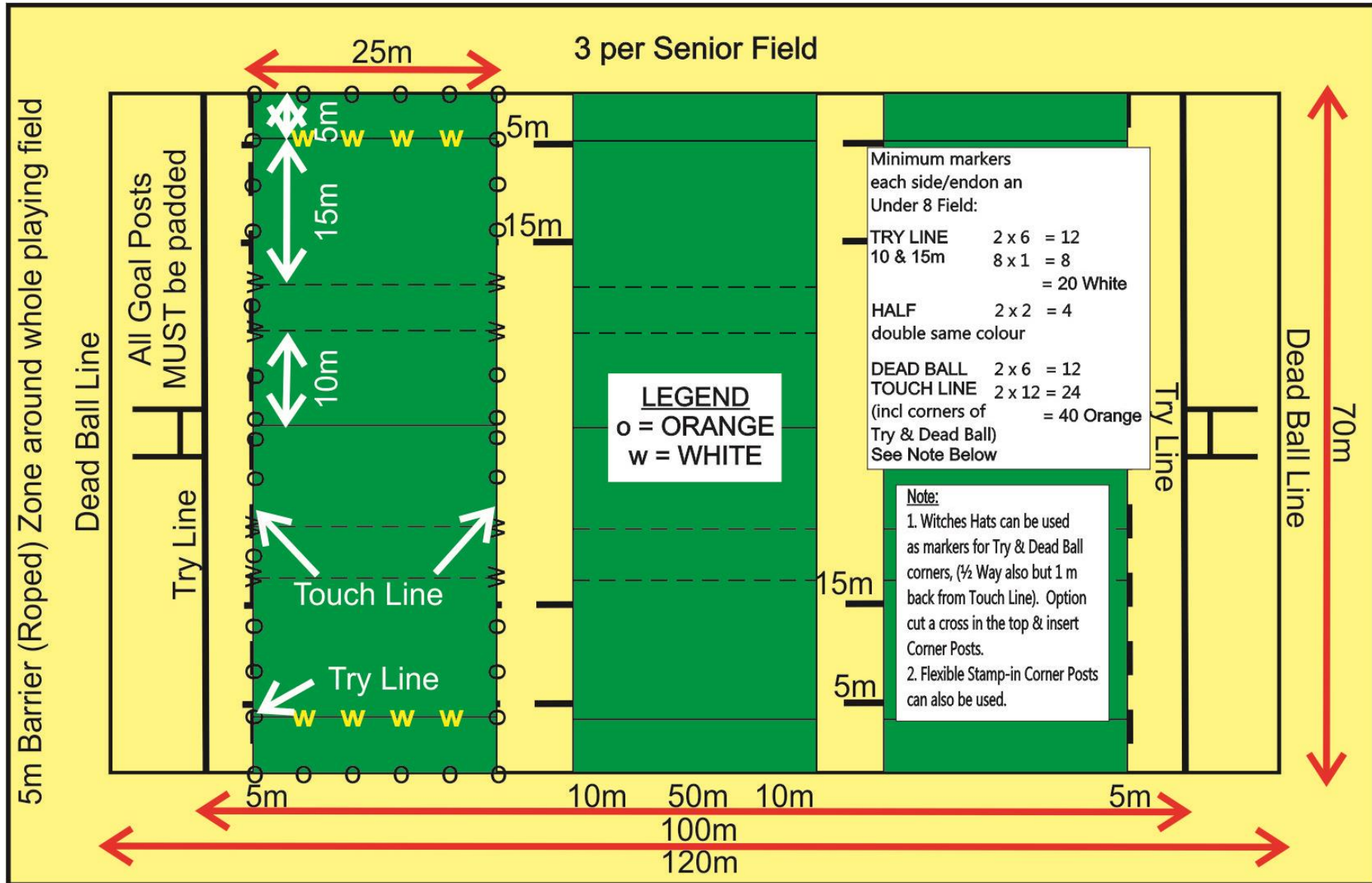
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Junior Rugby Union Club

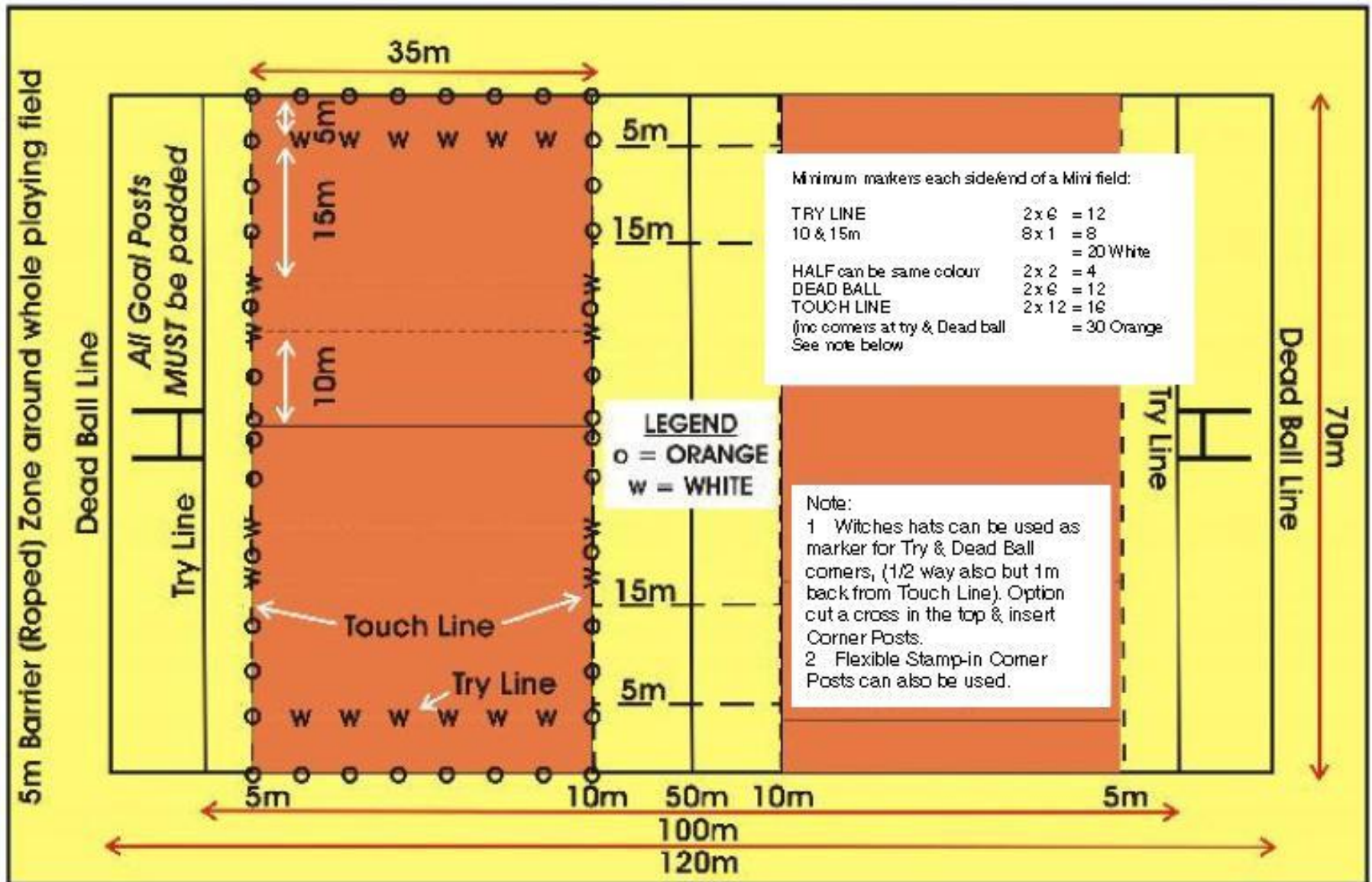
U6, U7 FIELD MARKING DIAGRAM



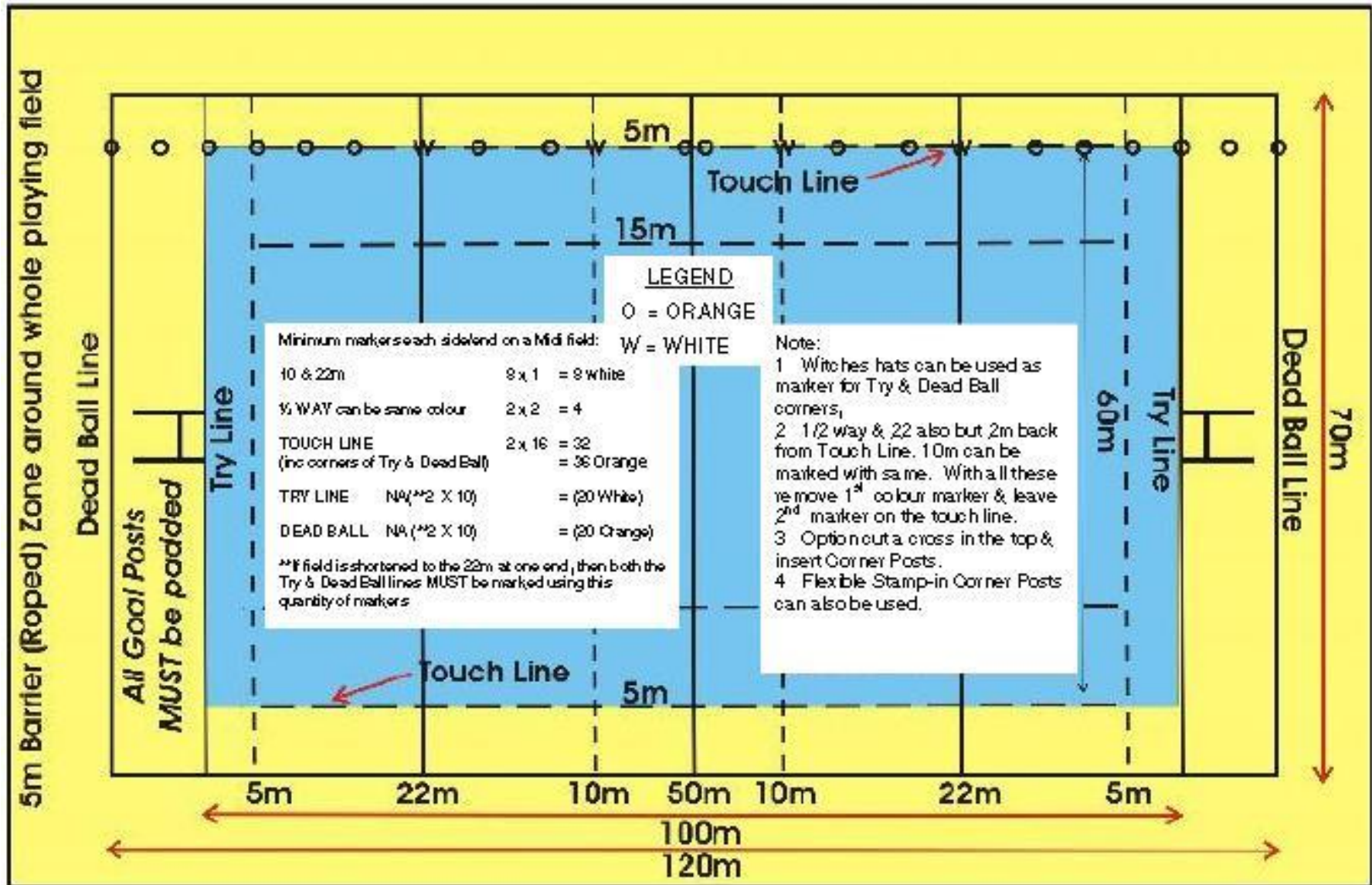
U8 FIELD MARKING DIAGRAM



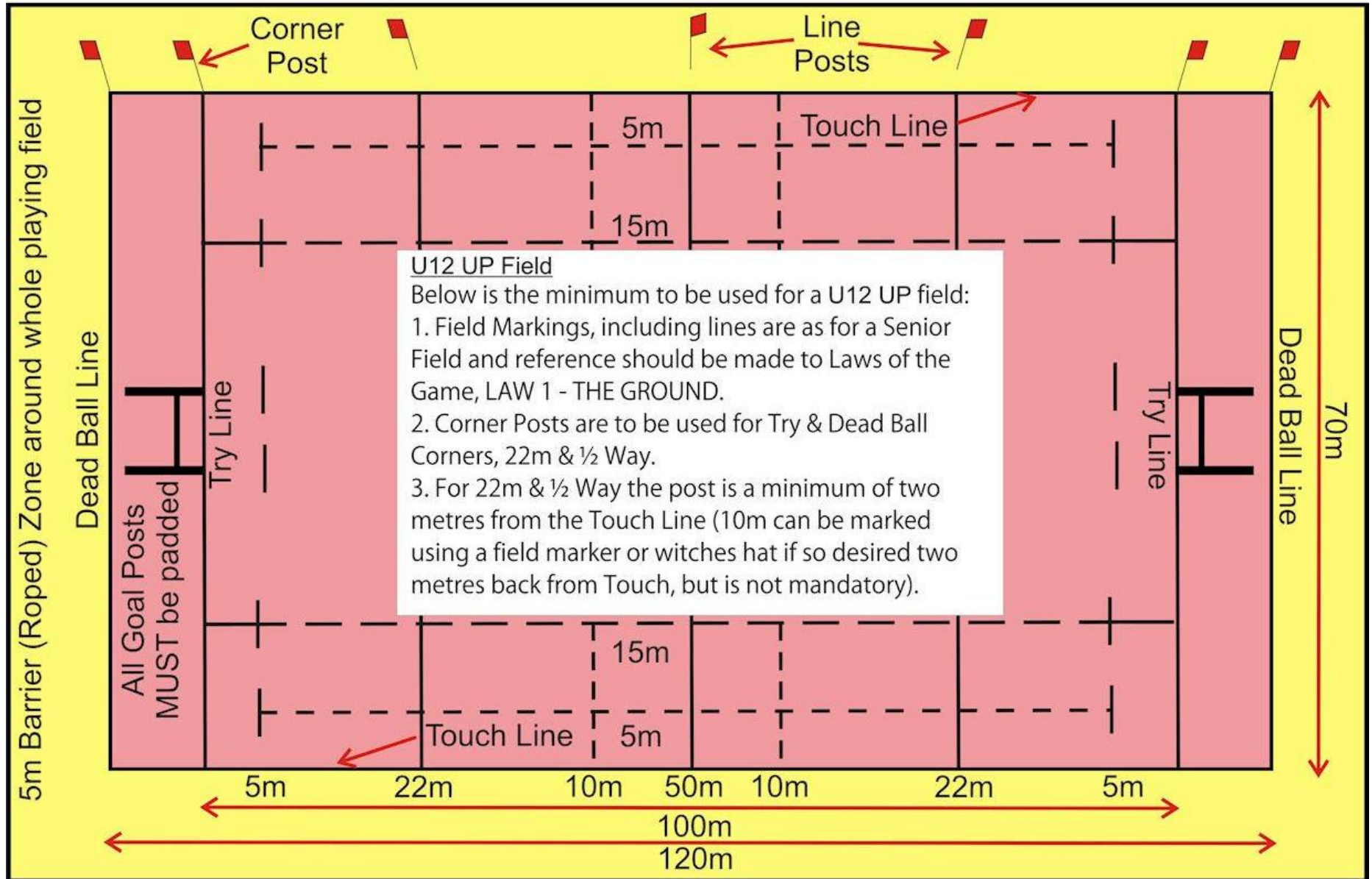
U9 FIELD MARKING DIAGRAM



U10 & U11 FIELD MARKING DIAGRAM



U12 & UP FIELD MARKING DIAGRAM



**DOWNS RUGBY LIMITED
PROTEST REPORT**

1 Full Name of Person Submitting Report: _____

2 Position Held: _____ Organisation: _____

3 Full Name of the Person / Team / Club Named in Report:

Surname: _____ First Name: _____

Club: _____ Team: _____

Position at Club (player, manager, official, spectator, etc.): _____

4 Where it Occurred: _____ Date: _____ Time: _____

5 Describe precisely the grounds on which the Report is being made, including reference to the Laws of the Game, and/or the Downs Rugby Limited Junior Competition Rules that have been breached (please attach other pages if insufficient room to describe incident). This form is not to be used for reporting Code of Conduct or Member Protection Policy breaches:

6 List Accompanying Statements & Documentation (signed Statutory Declaration Forms):

7 I agree that the events mentioned above are true and correct.

Details of Person submitting Report

Full Name: _____ Presidents/Secretary Name: _____

Signature: _____ Presidents/Secretary Signature: _____

This form and accompanying documentation can be forwarded to Competition Manager by 5.00pm on the first business day after the match, to:

E-mailed: as a scanned PDF document to matthew.hammond@downsrugby.com.au

This form is not to be used for reporting Code of Conduct or Member Protection Policy breaches. Please use the following link: <http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister.aspx>

Downs Rugby Player Movement Docket

1

Downs Rugby Player Movement Docket

2

Downs Rugby Player Movement Docket

3

Downs Rugby Player Movement Docket

4

Downs Rugby Player Movement Docket

5

Downs Rugby Player Movement Docket

6

Downs Rugby Player Movement Docket

7

Downs Rugby Player Movement Docket

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Downs Rugby Player Movement Docket

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Downs Rugby Player Movement Docket

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Downs Rugby Player Movement Docket

11

Downs Rugby Player Movement Docket

12

**DOWNES RUGBY LIMITED
ACCREDITATION REQUIREMENTS
CLUBS, TEAM OFFICIALS & MATCH OFFICIALS**

CLUB REQUIREMENTS	Accreditation			Member Protection Contact Fact Sheet	Member Protection and Inclusion	Code of Conduct
MEMBER PROTECTION CONTACT Program (All clubs need to identify a designated MPC)						
All Clubs & Age Groups					✓	✓

GROUND MARSHALL REQUIREMENTS	Accreditation					Ground Marshall Course
Age Group						
Under 6 – Under 7						✓
Under 8 – Under 12						✓
Under 13 – U18						✓
Rugby 7s						✓

REGISTRAR REQUIREMENTS	Accreditation				Rugby Explorer Club Admin Program	Rugby Explorer Team Manager Program
Age Group						
Under 6 – Under 18					✓	✓
Rugby 7s, 10s, Carnivals					✓	✓

FIRST AID REQUIREMENTS	Accreditation			First Aid in Rugby (WR Online)	Senior First Aid / Sports Trainer Certificate	Concussion & Serious Injury Management
Age Group						
Under 6 – Under 18				✓	✓	✓
Rugby 7s, 10s, Carnivals				✓	✓	✓

COACHING REQUIREMENTS	Accreditation		Game Management Guidelines 2020	Smart Rugby (included in CKR & Level 1)	Coaching Kids Rugby	Foundation (includes Smart Rugby)	Level 1
Age Group							
Under 6 – Under 7			✓	✓	✓		
Under 8 – Under 12			✓	✓	✓		
Under 13 – U18			✓	✓	✓	✓	✓
Rugby 7s			✓	✓	✓	✓	✓

TEAM MANAGER REQUIREMENTS	Accreditation				Rugby Explorer Team Manager Program	Member Protection / Inclusion
Age Group						
Under 6 – Under 7					✓	✓
Under 8 – Under 12					✓	✓
Under 13 – U17					✓	✓
Rugby 7s					✓	✓

REFEREEING REQUIREMENTS	Accreditation		Smart Rugby (included in RKR Course)	Refereeing Kids Rugby	Foundation	Level 1
Age Group						
Under 6 – Under 7 (encouraged)				✓		
Under 8 – Under 9			✓	✓	✓	
Under 10 - Under 12			✓	✓	✓	
Under 13 – U17			✓	✓	✓	✓
Rugby 7s			✓	✓	✓	✓

ASSISTANT REFEREE REQUIREMENTS (*Must be at least 13 years of age)	Accreditation			Smart Rugby	Assistant Referee - Kids Rugby 8* - U12	Level 1 Assistant Referee
Age Group						
Under 6 – Under 9 (encouraged)					✓	
Under 10 - Under 12				✓		✓
Under 13 – U18				✓		✓
Rugby 7s				✓		✓

LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	¼ field L:40m, W:25m		⅓ field L:60m; W:25m	½ field L:60m; W:35m	Full field less 10 m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x small sided games, then 2 x 10 min halves	2 x 15 mins	2 x 15 mins	2 x 20 mins	2 x 20 mins		2 x 25 mins
Game Style	Small sided games	7-a-side Tag	7-a-side Tackle	10-a-side Tackle	12-a-side Tackle		15-a-side Tackle
Skills Focus	Evasion and Tag Catch and Pass Running Scoring Tries Enjoyment		Tackle Ruck Maul	Attack Defence	Kick in General Play Contested Scrum and Lineout		Positional Awareness
Ball Size	Size 2		Size 3		Size 4		Size 4
Conversions	No		In front, 10m back (Optional*)		Yes Not past 15m line		Yes Not past 15m line
Kick-off	Punt 5m Exclusion zone		Punt 5m Exclusion zone		Drop		Drop
Restart	Tap on halfway by non-scoring team		Tap on halfway by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
Lineout	Tap Restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout Receiver		Must pass	Must pass		All options		All options
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half		Must Pass	Must pass		All options #8 moves Illegal		All options
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

COMMON PATHWAY LAWS FOR U6 TO U12

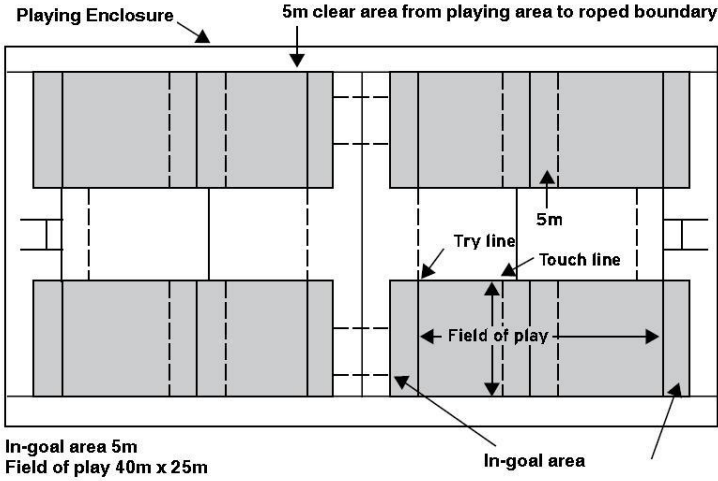
Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.
Scrum	Scrum engagement sequences is CROUCH – BIND – SET . When crouched, the distance between opposing front rows should be close enough that players’ heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between ‘bind’ and ‘set’. Defending scrum-half can’t go past midline and cannot leave the scrum.
Scoring	No Drop Goals No Penalty Goals
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver
Tackle	Slinging tackles, fending to the head and squeeze ball illegal
Foul Play	Yellow card = 5 mins A player given a Yellow card or Red card may be replaced.

Under 6 Game Modifications 2020

Competitions	<ul style="list-style-type: none"> ◆ No finals series, no competition ladders and no premierships allowed. ◆ Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> ◆ 40m x 25m (ie 1/4 field) <div style="text-align: center;"> <p style="font-size: small;">Playing Enclosure 5m clear area from playing area to roped boundary</p> <p style="font-size: small;">Try line 5m Touch line</p> <p style="font-size: small;">Field of play</p> <p style="font-size: small;">In-goal area 5m In-goal area</p> <p style="font-size: x-small;">Field of play 40m x 25m</p> </div>
The Ball	<ul style="list-style-type: none"> ◆ Size 2
Number of Players	<ul style="list-style-type: none"> ◆ 7 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than 7 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts, that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players.
Time	<ul style="list-style-type: none"> ◆ Two small sided games are to be played, which are Activities 1 and 4 from that week's activities in the Under 6 Coaching manual. This is then followed by 2 x 10 min halves of tag rugby, with a 5 minutes half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> ◆ No tackling allowed (PK) ◆ No fending allowed (PK). ◆ No kicking allowed in general play (tap restart). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> ◆ Referees are encouraged to be lenient. ◆ The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.

<p>Kick-off and Restarts</p>	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If the kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
<p>The Tag</p>	<ul style="list-style-type: none"> ◆ A tag MUST be: <ul style="list-style-type: none"> - A two-handed touch, and - on the shorts only. ◆ Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs. ◆ The Referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged and reinforce good habits. ◆ Players jerseys should be tucked in. ◆ Referee will call "TAG" if performed correctly, or "PLAY ON" if not. ◆ Once the referee has called "TAG", the coach may then call "TURN AND PASS". ◆ Once tagged, players are required to stop as quickly as possible and turn and pass to a team mate. They are not required to return to the mark where they were tagged. ◆ There are no offside lines at a tag for defence. They players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress by removing a fully set line of defence. ◆ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. ◆ No opposing player may block or prevent the tagged player from passing the ball to a team mate (PK). ◆ If a player cannot pass for any reason, a tap restart is awarded and the team in possession.
<p>Lineout</p>	<ul style="list-style-type: none"> ◆ Where a lineout would normally be played, the team which would normally be given the throw-in is awarded a tap restart, 5 metres in from the touch line.
<p>Scrum</p>	<ul style="list-style-type: none"> ◆ Where a scrum would normally be played, the team which would normally be given the thrown in is awarded a tap restart at the place where the scrum would be formed.
<p>Tap Restarts</p>	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
<p>In-Goal</p>	<ul style="list-style-type: none"> ◆ If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. ◆ If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball then award the try. ◆ A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try. ◆ If the ball becomes dead in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.

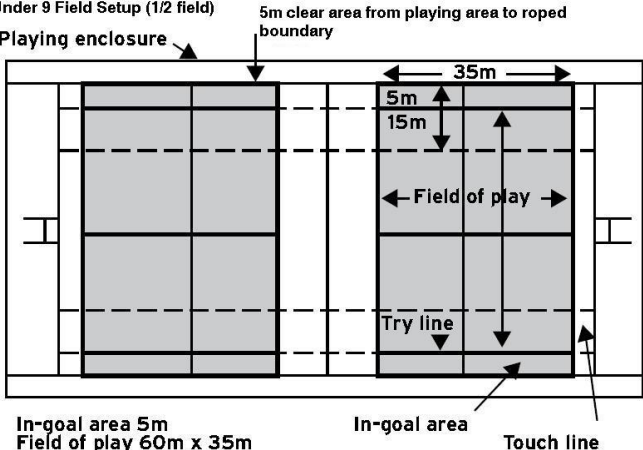
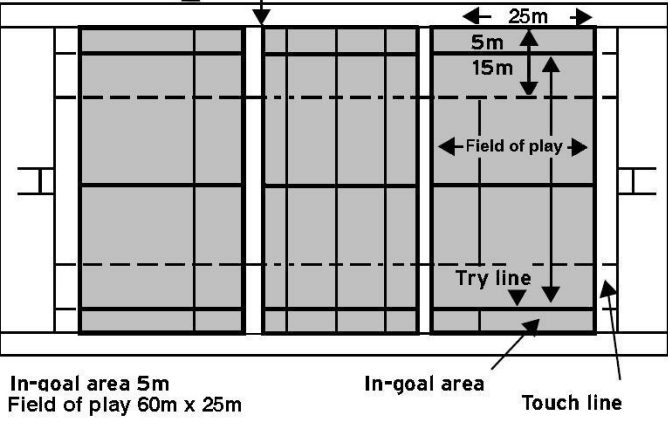
Under 7 Game Modifications 2020

Competitions	<ul style="list-style-type: none"> ◆ No finals series, no competition ladders and no premierships allowed. ◆ Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> ◆ 40m x 25m (i.e. usually 1/4 field)  <p style="text-align: center;">Playing Enclosure 5m clear area from playing area to roped boundary</p> <p style="text-align: center;">In-goal area 5m Field of play 40m x 25m In-goal area</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 2
Number of Players	<ul style="list-style-type: none"> ◆ 7 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than 7 players during play, then team must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts, that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 15 min halves, 5 min half time ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> ◆ No tackling allowed (PK) ◆ No fending allowed (PK). ◆ No kicking allowed in general play (scrum). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> ◆ Referees are encouraged to be lenient. ◆ The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.

Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If the kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
The Tag	<ul style="list-style-type: none"> ◆ A tag MUST be: <ul style="list-style-type: none"> - A two-handed touch, and - on the shorts only. ◆ Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs. ◆ The Referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged and reinforce good habits. ◆ Players' jerseys should be tucked in. ◆ Referee will call "TAG" if performed correctly, or "PLAY ON" if not. ◆ Once the referee has called "TAG", the coach may then call "TURN AND PASS". ◆ Once tagged, players are required to stop as quickly as possible and turn and pass to a team mate. They are not required to return to the mark where they were tagged. ◆ There are no offside lines at a tag for defence. They players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress by removing a fully set line of defence. ◆ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. ◆ No opposing player may block or prevent the tagged player from passing the ball to a team mate (PK). ◆ If a player cannot pass for any reason, a tap restart is awarded and the team in possession.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players from each team stand as catchers 1 metre from the opposition players in a single line 3 metres away from the touch line. ◆ The thrower of the team in possession stands opposite their teams' first catcher. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a team mate. ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same time throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).

Lineout Offside	<ul style="list-style-type: none"> ◆ The lineout does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout is over. ◆ If players are offside, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH – BIND – SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ There is no pushing in the scrum and the team throwing in the ball must win it. ◆ After gathering the ball, the scrum-half must pass it to a team mate. ◆ If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards another scrum with the same team throwing in, so the players get it right (if there is repeated infringement a PK may be awarded).
Tap Restarts	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
In-Goal	<ul style="list-style-type: none"> ◆ If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. ◆ If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball and then award the try. ◆ A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try. ◆ If the ball becomes dead in in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.

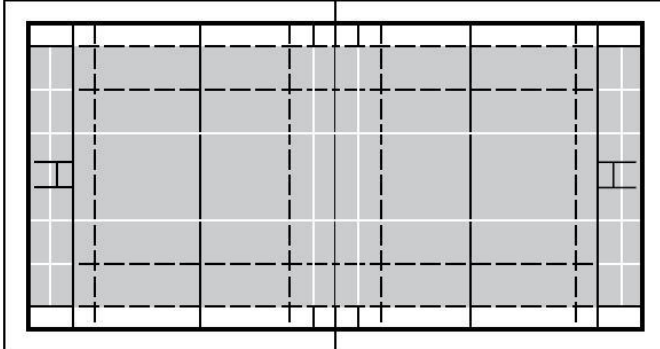
Under 8 and Under 9 Game Modifications 2020

Competitions	<ul style="list-style-type: none"> ◆ No finals series allowed ◆ Competition ladders and premierships are actively discouraged ◆ Coaches are not allowed on the field beyond the first half of the season in the U9 age group.
The Ground	<ul style="list-style-type: none"> ◆ Under 8: 60m x 25m (ie 1/3 field – Permanent Law Variation) ◆ Under 9: 60m x 35 m (ie 1/2 field) <p>Under 9 Field Setup (1/2 field)</p>  <p>Under 8 Field Setup (1/3 field)</p> 
The Ball	<ul style="list-style-type: none"> ◆ Size 3
Number of Players	<ul style="list-style-type: none"> ◆ Under 8: 7 players ◆ Under 9: 10 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than the standard number of players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players for Under 8 and 14 players for Under 9.

Time	<ul style="list-style-type: none"> ◆ Under 8: 2 x 15 min halves, 5 min half time. ◆ Under 9: 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring* Conversions are to be taken where possible.	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions, if allowed by the competition organiser, can be either a drop kick or a place kick, and are taken on a line through the centre of the goal posts from 10m away. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ No kicking allowed in general play (scrum). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks or drop kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If a kick-off is unsuccessful in any way (eg. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line. ◆ Where a drop-out would normally occur under Law, the team entitled to the drop out will restart play with a tap restart at the centre of the 15-metre line.
Tackle/Ruck	<ul style="list-style-type: none"> ◆ Referees are reminded to encourage players to only play for the ball when they are on their feet. After the tackled player has passed or released the ball, no player may play the ball while on their knees.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players (in Under 8s) or 4 players (in Under 9s) from each team stand as catchers 1 metre from the opposition players in a single line 4 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a team mate. ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may

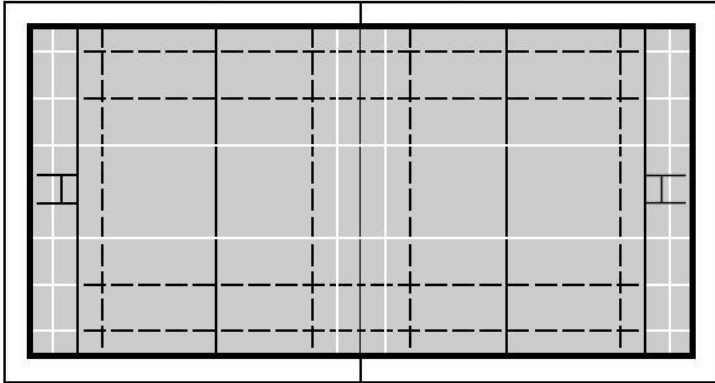
	be awarded).
Lineout Offside	<ul style="list-style-type: none"> ◆ The lineout does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout is over. ◆ If players are offside, the referee awards a Penalty Kick.
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players (in Under 8s) or 5 players (in Under 9s) from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ There is no pushing in the scrum and the team throwing in the ball must win it. ◆ After gathering the ball, the scrum-half must pass it to a team-mate. ◆ If the scrum-half doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.
Tap Restarts	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.

Under 10 and Under 11 Game Modifications 2020

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed. (No premierships in Downs Rugby competitions)
The Ground	<ul style="list-style-type: none"> ◆ 100m x 60m (ie full field minus 10m width) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 60m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 12 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 12 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 17 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line (ie 10 metres from the touch line). ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends.

	<ul style="list-style-type: none"> ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ If a kick-off or drop kick is unsuccessful in any way (eg. wrong kick, goes dead etc), another chance is provided, and if the second kick is also unsuccessful, then a scrum is awarded at the centre of the half way line or 22m line with the throw in to the non-infringing team.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 5 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the line-out. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the line-out must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ If the throw is incorrect (eg not straight), the referee awards another lineout with the same team throwing in, so the players can get it right. If the second attempt is also incorrect, a scrum is awarded to the non-infringing team. ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 6 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ A team must not push the scrum more than 1 metre (FK). ◆ No Number 8 moves allowed (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (eg even if the scrum-half has hands on the ball it is not out). ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay outside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.

Under 12 Game Modifications 2020

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed.
The Ground	<ul style="list-style-type: none"> ◆ 100m x 70m (ie usually full field) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 70m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 15 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 15 players during play, teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If one team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 20 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 25 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends.

	<ul style="list-style-type: none"> ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ No second chances for incorrect kick-offs or drop-outs.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 7 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the lineout must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ No second chance if the throw is incorrect (ie not straight). ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 8 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ A team must not push the scrum more than 1 metre (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (eg even if the scrum-half has hands on the ball it is not out). ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.