



Downs Rugby Limited

**SENIOR RUGBY
COMPETITION RULES 2020**

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Definitions

1 Definitions

- 1.1 **CLUB** is the rugby body that is a participant of the competition.
- 1.2 **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the Competition
- 1.3 **JUDICIARY** is the Sub Committee as appointed by the Management Committee.
- 1.4 **MANAGEMENT COMMITTEE** is the Committee appointed by Downs Rugby Limited (DRL) to oversee the management of the Competition.
- 1.5 **PARTICIPANT(S)** includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; Ground Marshals and Volunteers
- 1.6 **DRL** is Downs Rugby Limited
- 1.7 **QRU** is the Queensland Rugby Union Ltd
- 1.8 **RA** is Rugby Australia
- 1.9 **UNION** is the governing body of the competition
- 1.10 **WR** is World Rugby

Preamble

2 Preamble

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

(I) Principles of the Game

(II) Principles of the Laws

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

Laws of the Game

3 Laws of the Game

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

- (I) [Under 19 Variations](#) / <http://laws.worldrugby.org/index.php?variation=1>
- (II) [RA Under 19 Variations](#) / <https://www.rugbyau.com/participate/referee/laws>
- (III) [WR Sevens \(7s\) Variations](#) / <https://laws.worldrugby.org/?variation=2>

Regulations of the Game

4 Regulations of the game

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

RA and QRU Policies and Regulations

5 RA and QRU Policies

5.1 All games will also be played in accordance with all [RA and QRU - Codes and Policies](#)

Law and Regulation Clarifications

6 Law and Regulation Clarifications

6.1 Law 3 Number of Players – the team – A Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) Law 3.34 does not apply i.e. NO rolling substitution; 8 player movements only.**

6.2 Law 3 Number of Players – the team – B Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) Law 3.34 applies with a maximum number of replacement / substitute players and movements is unlimited (rolling substitutions).

6.3 Law 3 Number of Players – the team – C Grade and Colts **N/A 2020**

- (I) In reference to Law 3, the nominated number of players is 23
- (II) Law 3.34 applies with a maximum number of replacement / substitute players and movements is unlimited (rolling substitutions).

6.4 Law 3 (7s Variations) Number of Players – the team – Women's 7s

- (I) In reference to Law 3, the nominated number of players is 12
- (II) Law 3.34 applies with a maximum number of replacement / substitute players and movements is unlimited (rolling substitutions).

NB: Law 3.27 – i.e. Temporary Replacement – Head Injury Assessment (HIA), DOES NOT APPLY WHATSOEVER AT ANY LEVEL – Recognise and Remove Protocols are to be observed

6.5 Scrums

- (i) **NB** Law 3.17 only applies to A and B Grades
- (ii) C Grade / Colts are not required to contested scrums. Teams however, have the opportunity to play contested scrums if two suitably trained front rows are present, and as agreed upon by the C Grade / Colts Captains and referee in charge.

6.6 Rolling Substitutions – excludes A Grade

- (I) Please refer to [Schedule 1](#)

6.7 In accordance with Law 4 and Regulation 12 – Provisions relation to Player Dress

- (I) <https://laws.worldrugby.org/?law=4>
- (II) <http://playerwelfare.worldrugby.org/reg12>

6.8 **Regulation 17 – Illegal and foul play** - <https://australia.rugby/about/codes-and-policies/integrity>

6.9 Regulation 17 – Illegal and Foul Play:

- (I) Temporary Suspensions (Yellow Card):
 - (i) The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee;
 - (ii) 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;
 - (iii) Should a player incur five (5) temporary suspensions in one season he/she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match and be required to attend the next Judicial hearing;
 - (iv) Temporary suspensions do not transfer to the next season;
 - (v) Clubs may receive notification once a player receives two (2) temporary suspensions; and
 - (vi) Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.
 - (vii) Clubs will receive notification once a player receives five (5) temporary suspensions together with the resultant suspension.

- (II) Send Offs (Red Card). (See Clause 8.9 – Downs Specific):
 - (i) Match officials must, by 12:00 PM on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form (Appendix A), any player or players ordered off the field of play;
 - (ii) Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee;
 - (iii) The Judicial Committee will meet as directed by the Competition Manager or when the Judicial Committee deems necessary throughout the season to hear cases. The player/player's club must contact the Competition Manager on the first business day following the match in which he/she was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00 PM on the evening of the first business day following the weekend. If this is not possible, then as soon as practically possible but during the week immediately following the report;
 - (iv) 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;
 - (v) 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; and
- (vi) There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
- NB: All punches in within the senior competition are to result in a red card.**

6.10 Sanctions (Suspension)s – Foul Play:

- (l) “Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:
- (i) be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the game (or any form thereof) or be involved in any on-field Match day activities anywhere during the period of suspension;
 - (ii) 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) apply and be served when the player is scheduled to play;
 - (iv) be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
 - (v) be effective immediately (subject to 17.19.11(b)).

Standard Competition Rules

7 Standard Competition Rules

7.1 How ladder positions are determined (for competitions with premierships)

- (I) In the event of two (2) or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:
- (II) Number of wins during the regular season; then if not resolved:
- (III) Basis of the best ratio of points scored for and against; then if not resolved:
- (IV) The team that has scored the most number of tries in competition rounds: then if not resolved:
- (V) That matter shall be determined by a toss of a coin.

7.2 Postponed / Abandoned Matches

- (I) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager immediately the ground is considered unplayable or doubtful of being playable and the Senior Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (II) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
 - (i) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
 - (ii) Where a match has been abandoned during the second half the result will be the result
- (III) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.
 - (i) (It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

7.3 Playing Field

- (I) Clubs hosting matches played under these must comply with RA's Safety and Welfare Policies: <https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare> with respect to medical requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to RA's Safety and Welfare Policies when seeking any clarification.

- (II) **NB** Specific to All Grades, the following additional requirements also apply:
- (i) **Medical Doctor (MD)**
 - (ii) Any Club hosting games in 1st Grade and / or 2nd Grade and / or Colts is recommended to have a qualified **MD** present at the ground for all of these games.
 - (iii) The **MD** should be available to treat any incident or injury sustained by players from either Club. The **MD** must be clearly identified by wearing an Orange bib / vest.
 - (iv) The **MD** is permitted to enter the field of play, as is permitted under WR Law 6.20, 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.
 - (v) **Sports Trainer (ST)**
 - (vi) Each Club competing in Any Grade is required to have as a minimum a **1 x ST** in attendance for the duration of these match(s). They must be clearly identified by wearing an Orange bib / vest.
 - (vii) The **minimum 1 x ST** is permitted to enter the field of play, as per above, 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.

7.4 Medical Facilities

- (I) Any club hosting games in any grade is **recommended** to have a dedicated medical room equipped with, as a minimum, the following medical equipment:

First Aid Kit	Ice
Scoop Stretcher	Defibrillator – batteries / pads
Examination Table	Crutches
Examination Light	Esky
Lockable Cupboard	Suture Instruments
Sink	Local Anaesthetic
Hot & Cold Water	Green Whistles
Hard and Soft Collars	Dressings
Resuscitation Equipment	Sling/Splints
Oxy Viva – bag	Oxy Viva – bottle
Head Block	Sharps Container
Contaminated Waste Bin	

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

7.5 Goal Posts

- (I) All Goal posts within the playing enclosure must be padded.

7.6 Playing Enclosure

- (I) Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter
- (II) Persons authorised to enter the playing enclosure (**Authorised Persons**)
- (i) Ground Marshal – readily identifiable -game is not to proceed until identified by the Referee i.e. a Grand Marshal / Field
 - (ii) Medically Qualified Person - game is not to proceed until identified by the Referee
 - (iii) Teams (2)
 - (iv) Match Officials, including:
 - (v) Referee
 - (vi) Assistant Referee(s) / Touch Judge(s) (2x) / Substitution Controller(s) Sports Trainer(s) – maximum (2) / Team) – See Clause 7.7
 - (vii) A maximum of 4 ball attendants.

- (III) Technical Zone
- (i) WR Technical Zone / Water Carriers Protocol
 - (ii) Dimensions of the Technical Zone
 - (iii) For all Matches two (2) Technical Zones shall be provided within the playing enclosure on the same side of the pitch, each one on either side of the halfway line and outside the field-of-play.
 - (iv) These Technical Zones must be marked on the ground.
 - (v) The line nearest the touchline must be parallel to the touchline.
 - (vi) The Technical Zones commence a minimum of five (5) metres from the half way line. The Technical Zones must not exceed ten (10) metres in length and three (3) metres in width and must not be less than three (3) metres from the touchline (see attached schematic).
 - (vii) Wherever practically possible the Technical Zones must be behind advertising hoardings with easy access to the field of play.
 - (ix) No advertising is permitted within the Technical Zone. No grass signage is permitted. The only advertising permitted in the Technical Zone is that worn by the designated medical personnel.
 - (x) Personnel permitted in the Technical Zone
 - (xi) No more than two (2) medically trained persons (The team doctor and team physiotherapist only) and two (2) water carriers (who may not be the Head Coach or Director of Coaching but may be an Assistant Coach), a total of four (4) per Team are permitted to operate from the Technical Zones.
 - (xii) No other person (including Team officials or players) is permitted in the T Pursuant to WR Regulation 17, section 17.24, no player who has been sent off (Red Carded) or currently under suspension maybe involved in any match day activities including running water.
 - (xiii) One (1) of the medically trained personnel permitted to operate from the Technical Zone, as listed in above, may be positioned on the far side of the playing area on the touch line opposite the Technical Zone and may move along the touch line.
 - (xiv) The second medically trained person permitted to operate from the Technical Zone as listed above may be positioned on the near side of the playing area on the touchline, and may move along the touchline. The two (2) medically trained personnel may not be together on the same touchline.
 - (xv) Where practically possible the medical personnel must stay outside the advertising hoardings. The medical personnel may keep up with play, but must pay due regard to the needs of the players, match officials, spectators, broadcasters and commercial partners. The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere or aim comments at match officials.
 - (xvi) Roles of personnel in the Technical Zone
 - (xvii) Water may only be taken onto the field during stoppages in play for injuries in the playing area and when a try has been scored.
 - (xviii) The two (2) water carriers are not permitted in the playing area during penalty kicks at goal.
 - (xix) The water carriers must remain in the Technical Zone at all times unless they enter the playing area to provide water or when ONE (1) enters to provide a kicking tee to a kicker at a penalty kick. Water carriers must not obstruct, interfere or aim comments at Match Officials.
 - (xx) Players may come to the touchline adjacent to the Technical Zone to receive water.
 - (xxi) Water bottles must not be thrown on to the field of play.

- (xxii) Management of the Technical Zone
- (xxiii) All personnel permitted in the Technical Zone will be required to wear bibs to clearly identify them and their role when in and around the Field of Play. Each Club will be responsible for the manufacture of these bibs – Medical Orange; and Water; Yellow. It is the responsibility of the Team manager to ensure their four personnel permitted in the Technical Zone wear these bibs at all times during the game.
- (xxiv) In the first instance the Substitution Controller(s) will manage the Technical Zones. If there is a dispute this will be resolved by the Ground Marshal. Continued non-compliance will be reported to the Referee.
- (xxv) The Referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.
- (xxvi) Any breach of the protocol may be reported to the Competition Manager who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to WR Regulation 18 against the Club(s) and/or person(s) concerned.
- (xxvii) Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the Referee to the Competition Manager who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to WR Regulation 18 against the Club(s) and/or person(s) concerned.
- (xxviii) Personnel outside of the Technical Zone
- (xxix) The replacements bench must, wherever possible, be outside the playing enclosure.
- (xxx) All coaches unless a Water Runner **NB this cannot be the Head Coach as per above** must be located outside of the playing enclosure for the duration of the match.
- (xxxi) If replacements require to warm-up and there is not an area outside the playing enclosure, they may warm-up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure.
- (xxxii) Players warming up in the opposition in-goal area must be wearing bibs to identify them as non-players. Those players are not to have physical contact with the players on the field including congratulating them after scoring a try. We encourage the referees to issue a warning where such conduct occurs and to penalise teams from the kick off if that behaviour continues.
- (xxxiii) Technical Zones

7.7 Role Description of Ground Marshall

- (I) See Schedule 2- Page 35

7.8 Match Days

- (I) The Match Balls are to be inflated to the required psi of 9.5-10.0 lbs per square inch (psi) as required by Law 2 of the WR Laws of the Game.

7.9 Match Day Management

- (I) In the lead up to the match the Match Balls are to be checked for pressure and be available for inspection by Match Officials or Teams if required.
- (II) Each Team captain will take possession of one (1) ball to run out onto the field with. The third Match Ball will be held by the ball persons.
- (III) At the conclusion of the match all Match Balls are to be collected and returned to the designated person from the Home Club.

7.10 Restrictions for Authorised Persons

- (I) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.
- (II) Authorised Persons do not include a coach with the following exceptions:
 - (i) Where the nominated coach is required to fulfil one of the roles listed in Clause 4.5(b) no coaching or technical instruction can take place while fulfilling one of these roles.

7.11 Authorised Persons

- (i) Process
- (II) It is intended that the club nominate persons to become authorised persons.
- (III) No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
- (IV) 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.
- (V) **An Authorised Person (except Players and Ball Persons) must have completed a [SmartRugby course](#) or higher qualification. Additionally, Ground Marshals must have completed and maintained RA's Ground Marshal Accreditation**
- (VI) **All Authorised Persons entering the playing enclosure must be registered on [Rugby Xplorer](#) – their details may be confirmed by searching [Rugby Xplorer Club/Association Admin](#).**
- (VII) The home team shall appoint a Ground Marshal who shall ensure that this rule is

complied with and the Ground Marshal shall report any breach of these rules to the Match Committee.

- (VIII) Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

7.12 Schedule of penalties

- (I) 1st breach of any competition rule may include any or all of the following:
- (II) Warning
- (i) Loss of competition point(s)
 - (ii) Issue of a show cause notice
 - (iii) Monetary fine
 - (iv) Expulsion from the competition
- (III) 2nd or any subsequent breach of the same competition rule may include any or all of the following:
- (i) Warning
 - (ii) Loss of competition point(s)
 - (iii) Issue of show cause notice
 - (iv) Monetary fine
 - (v) Expulsion from the competition

7.13 Protests

- (I) All protests must be made in writing and signed by either the Club President or Club Secretary.
- (II) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.
- (III) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- (IV) All witness statements must be tendered on a signed statutory declaration form.
- (V) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- (VI) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Senior Sub

Committee that penalties shall be imposed. The Senior Sub Committee shall make the determination in this regard.

- (VII) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

7.14 Extension of Time

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

7.15 Uncontested scrums

- (I) It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at A and B Senior Mens and Senior Womens 7s. It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible. If a team commences the game with non-contested scrums as confirmed by the referee the Competition Committee shall require the team to provide an explanation and depending upon all of the circumstances the Senior Competition Committee shall determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in clause 7.12. No decision shall be made until such time as the club has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums. There is no appeal against the decision of the Competition Committee to the Judicial Appeals Committee or otherwise except against the decision to disqualify the team from participation in the competition.
- (II) It is a **recommendation** that all players who play A Grade have completed the RA Player Integrity Module Level 1 (the Module).

*Note: A, B & Women's uncontested scrums on game day.

- If the match commences with uncontested scrums neither team is required to remove any players from the match.
- If the referee determines that uncontested scrums are required during the match neither team is required to remove any players from the match.
- If a team elects to have uncontested scrums during the conduct of a match they will be required to remove one player of their choice from the match.

Specific Union Requirements – Downs Rugby

8 Specific Union Requirements

8.1 TEAM NOMINATIONS

- (I) Team Nominations must list the name of the team and all information requested by the Competition Manager for the purpose of placing the team in the most appropriate competition/division.
- (II) Team Nominations must list contact information for the coach and manager nominated for that team so that their mandatory [SmartRugby compliance](#) may be assessed; and provide all other information requested by the Competition Manager.
- (III) Team Nominations must be accompanied by any team nomination fee/club affiliation fee fixed by the Association. **Note.** This process may be changed by mutual agreement between the Competition manager and clubs.
- (IV) A team will be considered accepted on approval of its nomination by Downs Rugby and the Senior Management Committee.
- (V) *Penalty. Nominations that do not meet with the aforementioned requirements will not be accepted.*

8.2 REGISTRATION OF PLAYERS

- (I) **Notes.** Refer also to the following:
 - (i) Laws and Regulations of the Game; and
 - (ii) RA Policies and QRU Policies.

- (II) A player may play for the club of his/her choice.
- (III) No person shall be eligible to play with a Downs Rugby Limited club in the actual year of the competition unless that player has satisfied all the RA requirements for registration and is registered by the club, via [Rugby Xplorer](#). Players under the age of eighteen must have their follow the procedures of [RA's Senior Rugby Dispensation Policy](#). Each registration is to be retained by the club and should be available for sighting by Downs Rugby Limited as required.
- (IV) Senior players (Men's or Women's 7s) must be at least 18 years of age to be eligible to play in any open age competition. Please also refer to [QRU Policy on Movement between Age Grade \(Under 19 Law Variations\) and aforementioned RA Senior Rugby Policy](#). **Note.** Clubs must prove to their satisfaction the eligibility of players to participate. Failure to confirm the eligibility will make the club and/or player liable to suspension and/or penalty.
- (V) Under age players are to be registered in an age group according to their age in the 12-month period prior to the cut-off date. The cut-off date is the 31st December. Therefore, a player who turns 15 in the 2020 calendar year can be registered as an Under 15 player. Reference should also be made to [RA's Age Grade Dispensation Policy](#).
- (VI) A player officially registered with a club may only change clubs across competitions in Queensland via [Rugby Xplorer](#). Applications for permission to change clubs must be submitted via Rugby Xplorer. Such players shall not play with the club to which he/she wishes to transfer until the Rugby Xplorer process is finalised through a [Registration Clearance](#).
- (VII) A player officially registered with a club may only change club may only change clubs within the same competition via Rugby Xplorer. Applications for permission to change clubs must be submitted via Rugby Xplorer. Such player shall not play with the club to which he/she wishes to transfer until the [Rugby Xplorer process](#) is finalised. The player concerned shall be deemed ineligible to play for any club until the Rugby Xplorer process is finalised. This condition also covers the situation where a player registered with a Junior Club seeks to register with a different Senior Club.
- (VIII) Should a registered player be released by his/her club to play for another club to allow a match to be played in the event the opposition team is short of players, this is also done via Rugby Xplorer. These team sheets are to be submitted to the Competition Manager in accordance with Clause 8.10. Games played for the opposition DO count towards a player's eligibility to play in finals.

8.3 Competition and Grades

- (I) Participating clubs in 2020 Downs Rugby Senior Men's A & B and Women's 7s:

Club Name	Note
Roma Echidnas	Women's: Roma Echidnas
St George Frillnecks	Women's: St George Filly Frillies
Condamine Cods	
Warwick Water Rats	Women's: Warwick Water Rats
Chinchilla River Rats	
Toowoomba Rangers	Women's: Rangers Bullettes

University of Southern Queensland Saints	Women's: USQ Saints
Toowoomba City Bears	Women's: Bears

8.4 Draw

- (l) **The competition will be conducted in accordance with a schedule of matches drawn up by the Competition Manager prior to the start of the playing season and varied as necessary from time to time.**

8.5 (a) Competition Points – Senior Men's A,B,C and Colts

- (i) Points for a win – four (4) Points
- (ii) Points for a draw- two (2) Points
- (iii) Score 3 or more tries than your opponent in a win: one (1) Point
- (iv) Points for loss by seven points or less – One (1) Point
- (v) Points for a BYE – Zero (0) Point
- (vi) Points for a Loss by eight points or more – Zero (0) Point

(b) Competition Points – Open Women's 7s Emilee Cherry Cup

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

2020 Emilee Cherry Cup – Women's 7s – Following three weeks of friendly (for and against determines seeding for Rounds 4-10 regular season) game rounds, teams will play six rounds of weekly tournament format 7s. Final placings each week will determine competition points and seeding for the following week accordingly.

Competition Points.

- (a) places in the Emilee Cherry Cup competition will be determined by competition points accrued after each round.

Each team plays two (2) matches in either Pool A or Pool B during Round 4-10 of the Regular Season accruing the following competition points:

- (i) Points for a win – four (4) Points
- (ii) Points for a draw- two (2) Points
- (iii) Score 3 or more tries than your opponent in a win: one (1) Point
- (iv) Points for loss by seven points or less – One (1) Point
- (v) Points for a BYE – Zero (0) Point
- (vi) Points for a Loss by eight points or more – Zero (0) Point

b) After week one (1) of competition, the seeding of teams for the following week be in accordance with the 'placing' of each team from the tournament prior (E.G Round 4 seedings, will be based on round 3 results)

Pool A will always comprise of teams who finished 1st, 3rd and 5th

Pool B will comprise of teams who finished 2nd, 4th and 6th

c) Teams who re-enter the competition after a BYE or forfeit will automatically be seeded 6th and teams seeding adjusted accordingly.

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

- a. firstly, on weekly tournament wins;
- b. Secondly on total number of wins across the duration of all weeks and
- c. thirdly, on the basis of the best ratio of points scored for and against.

d) Emilee Cherry Cup, Women's 7s Regular Season only: Teams may interchange players, and this must be recorded on a physical team sheet, clearly indicating which registered players participated from another team for that match and provided immediately to the Competition Manager. Interchanged Team player(s) during matches in the regular season only will accrue towards Finals Player Eligibility calculations (manually). Refer Finals Eligibility Section

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

- (i) A Grade: Competition Points x 3;
- (ii) Women's 7s: Competition Points x 3;
- (iii) B Grade: Competition Points x 2;
- (iv) C Grade: Competition Points x 1;

1.3 TEMPORARY SUSPENSION – MANAGEMENT

- (I) The temporary suspension of a player must be recorded on the result sheet prior to the signing by the Match Official. Failure to do so could leave the player and the club liable to suspension and/or penalty by the Senior Management Committee.
- (II) Should a player incur three (3) temporary suspensions in one (1) season (including semi-finals and finals), he/she will automatically be suspended from playing in the next round of scheduled fixture matches/finals match. Following this suspension, the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil. Temporary suspensions do not transfer to the next season.
- (III) Clubs may receive notification once a player receives two (2) temporary suspensions.
- (IV) Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.

1.4 PLAYERS ORDERED OFF

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

(ii) 8.3.7 Forfeits. Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The opposing team will be awarded Four (4) competition points plus One (1) Bonus Point (3 or more tries than their opponent) for that forfeited game. Their points “for” will be increased by twenty (21) points.

- (II) Match officials must, by 12:00 PM on the first business day following the day of the match, report in writing to the Competition Manager on the approved form (Appendix A), any player or players ordered off the field of play for any reason.
- (III) The responsible club is to be advised by the Competition Manager of any send-off and is to be provided with a copy of the Match Official’s Report by 5.00 PM on the first business day following the day of the match (or, in extenuating circumstances, as soon as possible after that time).
- (IV) Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.
- (V) The Judicial Committee will meet as directed by the Competition Manager and in accordance with Standard Operating Procedure 506 or when the Judicial Committee deems necessary throughout the season. Any player ordered off the field will, without notice, attend the next meeting of the Judicial Committee. The player must confirm with the Competition Manager on the first business day following the match in which he/she was ordered off, the time and place of the hearing. Where possible, the Judicial Committee will meet as soon as convenient following completion of the match, more often than not this will be at 5:30 PM on the Wednesday following the match.
- (VI) Should a player be unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club or make available a telephone number he/she can be contacted on at the time of the hearing.
- (VII) In the event of the Match Officials Report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Consequently, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
- (VIII) There is a right of appeal against decisions of the Judicial Committee to the QRU Judicial Appeals Committee. Appeals must be lodged in writing to the Competition Manager before 4:00 PM on the second business day after the determination being appealed against has been made and delivered.
- (IX) Sanctions (Suspensions) for Foul Play:

Regulation 17.14.6. Decisions on sanctions and suspensions imposed on players under IRB Regulation 17:

- Must be applied universally such that the player may not play the Game (or any form thereof) anywhere during the period of suspension.

- Must not allow players to avoid the full consequences of their actions by, for example, playing in matches prior to the commencement of their suspension, or playing in matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly matches;
- Must apply and be served when the player is scheduled to play.
- Must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of Regulation 17.14.7(c); and
- Shall be effective immediately.

1.5 **Postponed/Abandoned Matches (Also see Clause 7.2).** In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the 'home' club to advise the Competition Manager by no later than noon on the day prior to the match. In the event that conditions arise after this time, the Competition Manager or a representative of the Senior Management Committee must be contacted immediately the ground is considered unplayable or doubtful of being playable. In the event of the Competition Manager, after consultation with clubs involved, will direct that:

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

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

- (i) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
- (ii) Where a match has been abandoned either at half time or at any time during the second half, the score at that time will be the result.
- (iii) In the event of a match being unable to begin due to reasons beyond any persons control e.g. environmental; both clubs will be required to reschedule. If rescheduling is not possible, then the Senior Management Committee will determine what competition points will be awarded for that match and to whom and what other action, if any, may be taken.
- (iv) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Senior Management Committee will determine what competition points will be awarded for the match and to whom and what other action, if any, may be taken.

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

- 1.7** Forfeits.
Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The opposing team will be awarded Four (4) competition points plus One (1) Bonus Point ('Three tries clear of the opposition') for that forfeited game. Their points "for" will be increased by twenty (21) points.
- 1.8 In the case of a club withdrawing a team(s) from the competition, match points ('for and against') in all matches of such team(s) shall not be counted and competition points shall be cancelled.
- 1.9 *B Grade Forfeit Rule* – All B Grade sides that forfeit will be deducted 2 competition points (-2 points for the round) along with the A Grade side being deducted 2 competition points (-2 points off for that round). A forfeit in any grade will automatically cause the club to forfeit any matches of lower grades in that division.
- 1.10 Any club intending to forfeit must notify the Competition Manager no later than 7:00 PM on the Thursday prior to the programmed match.
- 1.11 Penalties. \$500.00 payable to Downs Rugby Limited or other clubs as specified in (a) and (b) below or loss of competition points or loss of corresponding hosting rights:**
- (I) If advised to the Competition Manager by 7:00 PM on the Thursday prior to the match – to Downs Rugby Limited by the forfeiting club.**
 - (II) If advised after the specified time in (a) above - to the disadvantaged club by the forfeiting club.**
 - (III) If a club/team forfeits three matches in any one season the Competition Manager may ask the club/team to show cause why it should remain in the competition.**
 - (IV) Emilee Cherry Cup – Women's 7s. \$150 may be payable to Downs Rugby Limited or other clubs as specified in (a) and (b) below or loss of competition points or loss of corresponding hosting rights.**

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

- 1.12** Duration of Matches. **All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate U19 variations.**
- 1.13 For normal rounds, the kick-off times are as follows:
- (i) **A-Grade:** 3.00 PM (40 mins halves, 10 mins break, with injury time);
 - (ii) **B-Grade:** 1.30 PM (35 mins halves, 10 mins break, no injury time);
 - (iii) **C Grade:** 12.15 PM (30 mins halves, 5 mins break, no injury time).
 - (iv) **Senior Womens 7s:** 7 mins halves, 2 mins break, no injury time
 - managing competition (i.e. ranking teams post pool stages for finals cross-over games)
- 1.14 Injury time will be applied to the match times during final series of B, C grades and Senior Womens 7s.
- 1.15 Should clubs be hosting a 'Junior through to Senior day', times can be adjusted as necessary to fit in all allocated games, but this must be negotiated and agreed with their opposition and the Match Official (In accordance with the following requirements).

- 1.16 All home clubs are to confirm game times with the Competition Manager and Referees no later than 10:00 AM on the Wednesday prior to the programmed matches.
- 1.17 Time lost in commencing a game for whatever reason may be taken off that match so that the following matches may commence at the scheduled time.
- 1.18 Any team not prepared to commence a match five (5) minutes after the designated kick-off time shall forfeit the match (as determined by the Match Official).
- 1.19 Opposing Clubs, by agreement between them, may change the order of games i.e. play A Grade earlier than B Grade or play C Grade in the Under 19 timeslot (if there is no under 19 game) provided the timeframes in Clause 8.3.14 are followed. Whilst games may be played out of order, e.g. C Grade played after B Grade, any player who has started in a higher grade that day may not start/reserve for a lower grade team.

1.20 Number of players

- (I) The aforementioned Clause 6.1 to 6.5 (inclusive) shall apply.
- (II) A competition game must kick-off with equal numbers of 12 or more players determined by the club with the fewer numbers available at kick-off. The club with the fewer numbers must field all its available players at kick-off. If more players arrive after kick-off, then both teams must add players to the field subject to always maintaining equal numbers, except during suspension or send offs, to a maximum up to 15 players per team. To emphasise this Rule, if a club is able to field 12 players at kick-off then the game shall proceed with 12 players on both sides (5 forwards and 7 backs) and the game will be for competition points.
- (III) At no point in the above case shall the game be played with uneven numbers e.g. 15 v 12.
- (IV) If a team has less than 12 players at kick-off then it will constitute a forfeit. The game may still be played with borrowed players, but the points will be awarded to the non forfeiting team.
- (V) Should players leave the field during a competition game due to injury and be unable to be replaced due to lack of reserves within the Laws of the Game, the other team must remove player/s so that the player numbers are always equal.
- (VI) If, after a competition game commences, the number of players drops below 12, then the following outcomes will apply:
- (i) If a player is sent off for a red card offence, then the team in question will forfeit the game;
 - (ii) If a player is sent off for a yellow card offence, then the game will still proceed as a competition game. The non-offending team will not be required to match numbers below 12. This situation will continue if a second player is given a yellow card;
 - (iii) If more than two players are given yellow cards, then the team in question will forfeit the game; and

- (iv) If players are injured (within the Laws of the Game) and cannot be replaced, the game will continue but player numbers will always be equal.

1.21 Team Announcements

- (I) All Grades' Teams are to be listed on Rugby Xplorer by no later than 1000 AEST on the Friday immediately prior to each game
- (II) All teams are to be updated on Rugby Xplorer Match Day app by no later than 1300 AEST on the Friday immediately prior to each game.

1.22 Match Results and team sheets

- (i) It is the responsibility of EACH TEAM to:

A Grade

- (II) Enter their respective Team Sheet i.e. 23 players on Rugby Xplorer Match Day no later than 1 hour prior to kick-off
- (III) Once the team is confirmed (**NB** for A Grade, this is no later than fifteen (15) minutes (actual) after the commencement of the game) – advise the opposition, Match Officials and Ground Announcer.

All other Grades

- (IV) Enter their respective Team Sheet Data on Rugby Xplorer/[Match Day App](#) no later than 1 hour prior to kick-off
- (V) Once the team is confirmed advise the opposition.

1.23 It is the responsibility of the EACH TEAM to:

- (I) Live Score the match via the [Match Day App](#)**
- (II) Enter the full time score and finalise the match via the Match Day App**
- (III) Enter online via Rugby Xplorer, or via the Match Day App, the full time score of both games including full details of point scorers. Both teams to be entered within thirty (30) minutes of the completion of the game.**
- (IV) Information must include:
 - (i) Date
 - (ii) Grade i.e. A Grade
 - (iii) Competing club(s)
 - (iv) Result of game
 - (v) Point scorers (full names and details for both teams) i.e. Tries

- Conversions Penalties Dropped Goals
- Penalty tries

1.24 It is the responsibility of both teams to act in terms of the following instructions:

- (I) All players who took the field are to be listed on the respective Team Sheets i.e. **DO NOT** list the reserves who did not play / delete names of players listed who did not play
- (II) All details of point scorers are to be listed
- (III) All players (both teams) who have either been temporarily suspended (yellow card) / sent from the field of play (red card) / have a suspected concussion (blue card) are to be listed
- (IV) The referee is to confirm the result of the game by confirming on the Match Day App for both teams in the presence of both teams
- (V) All clubs must confirm the results of all games on line via Rugby Xplorer or the Match Day App by no later than noon on the first working day, usually Monday following completion of the game.

1.25 Information entered must include:

- (I) All players who played / reserved i.e. took the field
- (II) Result of game
- (III) Point scorers
- (IV) Tries
- (V) Conversions
- (VI) Penalties
- (VII) Dropped Goals
- (VIII) Penalty tries
- (IX) Players temporarily suspended (yellow card) – both teams.
- (X) Players sent from the field of play (red card) – both teams.
- (XI) Players who have a suspected concussion (blue card)
- (XII) Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties

Final Series Matches and Eligibility

2 Final Series Matches and Eligibility

2.1 Venues; times and duration

- (I) All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by DRL and the Senior Management Committee.
- (i) Grand Finals will be held October 3rd incorporating the Wagners Risdon Cup A & B Grade Men's, Emilee Cherry Cup Women's 7s and Youth Girls 7s Under 13/15/17s.
- (ii) Emilee Cherry Cup Women's 7s: There will be provision for teams ranked 3-7 to compete for final placing on Super Saturday 1- (September 26, 2020)

(II) This Information excludes 2020 being a Shortened Season due to COVID19 Pandemic Restrictions issued 18th March 2020 by the Chief Health Officer.

For a three (3) week finals series, the format will be as follows: Week 1 – 1st v 2nd (A) and 3rd v 4th (B)

- Week 2 – Loser A v Winner B (C)
- Week 3 – Winner A v Winner C (Higher placed Team to be listed as the "Home Team")

(III) The format of semi-final for each competition will be determined before the commencement of the season by the Competition Manager and the Senior Sub Committee.

(IV) In the event of a Club forfeiting any game in the finals series, that Club's respective team will have no further involvement in the finals series and will be fully withdrawn with immediate effect with the corresponding non-forfeiting Club's team progressing. If team forfeits a major semi-final, that team is not entitled to play in the preliminary final.

(i) The position will NOT be filled by the next eligible team.

(ii) Penalties. **To be determined by the Senior Management Committee.**

(V) In the event of the scores being equal at full time in all Senior games i.e. excludes Under 19 and Women semi-final, preliminary final and grand final matches, the following shall apply:

- One (1) x maximum ten (10) minutes plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result. For the avoidance of doubt golden point means the first scorer during this period is declared the winner
- Higher placed team from the regular season; then if no result
Most tries in the actual game; then if no result
- Both teams shall be declared joint winners in a Grand Final. In a

Semi Final there shall be a to determine the winner

- (VI) In the event of the scores being equal at full time in an Under 19 (Colts – including Women) semi-final or preliminary final, the following shall apply:
- One (1) x maximum ten (7) minutes plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result. For the avoidance of doubt golden point means the first scorer during this period is declared the winner
 - Higher placed team from the regular season; then if no result
Most tries in the actual game; then if no result
 - Both teams shall be declared joint winners in a Grand Final. In a Semi Final there shall be a place kick competition to determine the winner:
 - Teams nominate five kickers, picked from the players who are still on the field at the end of extra time.
 - Those five then attempt to kick goals from three spots on the 22 metre line – directly in front, 15 metres to the left and 15 metres to the right.
 - The winner emerges when one team can't equal the score of the other team with the remaining kicks.
 - If all ten kicks are made, then it's sudden death kicks between pairs, from those same three 22m spots, on rotation.
- (VII) In the event of the scores being equal at full time in an Under 19 (Colts – including Women) Grand Final, a joint Premiership shall be declared.

2.2 Finals series player eligibility

- (I) A player shall not be eligible to play in a particular grade in the finals series unless he/she has played for his/her club as follows:
- (i) **A Grade** – Total of 4 competition matches
 - (ii) **Womens 7s** - Total of 4 competition **days**.
Rounds 1-3 of 2020 Emilee Cherry Cup count towards Competition Days.
 - (iii) **B Grade** – Total of 3 competition matches
 - (iv) **C Grade** - Total of 3 competition matches (*note: no C Grade in 2020*)

NB: if playing two games in one weekend, this will only count as 1 match, and lowest grade played will count towards clause 8.13.5

- (II) **Byes will not count as eligible games.** Higher representative duties playing for Downs Rugby Limited will count as eligible games. No community rugby representative fixtures in 2020.
- (III) 'Played' means must have taken the field.
- (IV) The Competition Manager will request all Clubs to provide proposed squads for the finals series four (4) rounds from the end of the regular competition. This is to allow

confirmation of player registration and the number of eligible competition games played at that point (as per Rugby Explorer Association Admin).

- 2.3 A player shall not be eligible to play in the finals in a lower grade if 50% or more of their games were in the higher grade. i.e. player has 7 games total, 3 in B Grade and 4 in A Grade would deem the player ineligible to play B grade.
- 2.4 **Exception.** If a club has two grades in the finals series, a player who has played for 50% or more of their games in a higher grade may play in a lower grade i.e. Bill has played for 50% or more of his games in A grade and the Club has A and B grades in the finals series. Bill may be selected in the B grade and play in the finals series in that team. This exception only applies between two consecutive grades; that is A and B grades and B and C grades. The exception will only apply whilst the consecutive grades are still participating in the finals series. When this no longer applies then Clause 8.13.5 will come into play.
- 2.5 A player shall not be eligible to play in the finals (let alone the regular season) in the event where the Competition Manager and/or Senior Sub Committee find evidence that either a 16 or 17 year old's Club has not followed the [Senior Rugby Dispensation Procedure](#).
- 2.6 DISPENSATION
- (l) A club may apply for dispensation for any player who falls outside the guideline(s) detailed in 8.13.1 above. This application must be in the form contained in Appendix D and must be received by the Competition Manager by no later than 12:00 PM on the Wednesday immediately preceding the start of the finals series. The Competition Manager, in consultation with the Senior Management Committee, shall have the discretionary power to approve players not fulfilling the requirements of Clause 8.13.1 where this has been caused by:
- (i) Injury – A Medical Doctor's and/or General Practitioner's Certificate confirming injury and also (if applicable) the Medical Doctor's and/or General Practitioner's Certificate clearance to compete in contact play (note: eg. 'Chiropractic' or non Medical Doctor's / General Practitioner's will not be accepted as evidence);
 - (ii) Absence from the area due to valid employment, family or educational reasons;
 - (iii) Forfeiture of matches by other teams; and
 - (iv) Representative duties for Downs Rugby only (South Queensland and higher representative duties will not be counted). This is not applicable in 2020 due to no representative football for Community Rugby.
 - (v) The Club will be informed of the Competition Manager's decision by 5:00 PM on the Thursday immediately preceding the start of the finals series.

Wet Weather Policy

3 Wet Weather Policy – All Grades

- 3.1 Notwithstanding any of the provisions contained in these rules, the referee has the right to declare the match will not be played and therefore any of the provisions of these rules is subject to the referee's final say pursuant to the Laws of the Game on whether the match will be played.
- 3.2 As the top DRL Competitions, A Grade and Senior Womens 7s – should be given every opportunity to be played.
- 3.3 **Note:** A Grade matches must be played on the main ground of the home team. Any other matches may be played on another ground. The subsequent rules therefore are subject to that pre-condition. The Management Committee must approve a change of venue. Where the game is transferred to the opposing team's home ground, this does not constitute a swap of home games and the game is deemed to have been played at the ground as per the draw.
- 3.4 Dependent upon the Draw, there may be no spare weekends available for "catch up" games.
- 3.5 Procedure:
- (I) By no later than 1000 AEST on game day, the Host Club contacts the Competition Manager (CM) to advise their ground is unplayable
- (II) Home Club advised they have access to an alternative venue:
- (i) Home Club advises its participants that the match will be played at the Home Club's alternate venue
- Club's alternate venue
- (ii) CM advises Away Club that the match will be played at the Home Club's alternate venue – the Away Club advises its participants
- alternate venue – the Away Club advises its participants
- (iii) CM advises DDRRA that the match will be played at the Home Club's alternate venue – DDRRA advises its participants
- (III) Home Club advise they do not have access to an alternative venue
- CM then contacts the Away Club to ascertain the availability of its ground
 - If Away Club's Ground is available, then:
 - Away Club advises its participants that the match will be played at the Away Club's ground
 - CM advises Home Club that the match will be played at the Away Club's ground
- 3.6 the Home Club advises its participants
- CM advises DDRRA that the match will be played at the Away Club's ground – DDRRA advises its participants CM
 - If Away Club's Ground is unavailable, then:

- The above process is repeated for firstly for the next day i.e. Sunday; and if not resolved;
- Match will be declared a draw with each Club receiving two (2) Competition
- Points. No points will be awarded for “for / against” totals.

3.7 If a number of matches on the same weekend are like affected, then this round may be abandoned.

Schedule One – Substitutions (Finals)

- 4 Rolling Substitution - Procedural Guidelines for the Administration and Control
- 4.1 Sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by the Union to all clubs in advance of the first match in which rolling substitutions are permitted.
- 4.2 Each club will then be responsible for providing its own supply of cards for each match in which its teams compete, preferably with different colour cards for each team.
- 4.3 Each team shall appoint its responsible person (e.g. team manager, coach or parent) who shall be required to hand the appropriate substitution card in the correct sequence to the relevant official before each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.
- 4.4 The Union responsible for the match will determine who the relevant official to receive the substitution cards should be. This may be:
- (I) *The Field Marshal in charge of the ground*
 - (II) *An accredited Assistant Referee*
 - (III) *The Referee*
 - (IV) *A designated representative from the opposition.*
- 4.5 *The relevant official shall receive and retain the cards during the match and shall monitor each team's use of its substitutes. He / she is not required to record any information but shall simply retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team (or discarded) until the referee is satisfied of the final number of substitutes used by each team.*
- 4.6 *The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.*
- A.** *from the number of cards they still hold.*

*Note: Substitutions for 2020 Grand Finals Series

- 4.7 Law 3 Number of Players – the team – A Grade
- (I) In reference to Law 3, the nominated number of players is 23
 - (II) Law 3.34 does not apply i.e. **NO rolling substitution**; 8 player movements only.
- 4.8 Law 3 Number of Players – the team – B Grade
- (I) In reference to Law 3, the nominated number of players is 23
 - (II) Law 3.34 does not apply i.e. **NO rolling substitution**; 12 player movements only.
- 4.9 Law 3 (7s Variations) Number of Players – the team – Women's 7s

- (I) In reference to Law 3, the nominated number of players is 12
- (II) Law 3.34 applies with a maximum number of replacement / substitute players and movements is unlimited (rolling substitutions).

HOME 1	HOME 2
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HOME 3	HOME 4
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HOME 5	HOME 6
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HOME 7	HOME 8
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HOME 9	HOME 10
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HOME 11	HOME 12
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AWAY 1	AWAY 2
------------------	------------------

AWAY 3	AWAY 4
------------------	------------------

AWAY 5	AWAY 6
------------------	------------------

AWAY 7	AWAY 8
------------------	------------------

AWAY 9	AWAY 10
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AWAY 11	AWAY 12
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GROUND MARSHAL



Overview

The primary role of the Ground Marshal is, in conjunction with the Match Official(s), to manage the field of play inside the playing enclosure as well as the 'off-field' match day environment. In Queensland it is the responsibility of the venue host or the designated home team to supply a Ground Marshal.

Requirements

- An adult (18+)
- Currently registered volunteer
- Completed the Ground Marshal Program online accreditation provided by Rugby Australia
- Ground Marshal Vest

Key Relationships

- Match Manager
- Venue Manager
- Appointed Match Officials
- Team Managers (2)

Responsibilities

The referee will not start the match without the appropriate Ground Marshals in attendance

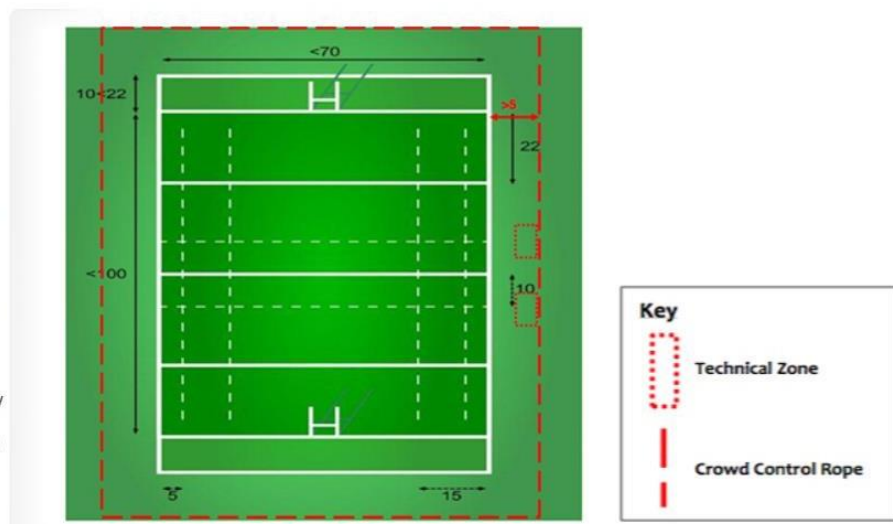
Set Up

Ensure the ground is set as per the diagram below.

Ground Set-up

Competitions may have their own set-up requirements, this is an example of a common ground set-up, your competition may not include the team technical zones, or they may be outside the crowd control rope.

- Set out the Crowd Control Ropes at least 5 meters from both sidelines
- In the case of 2 or more fields being side-by-side; if the spacing between the fields is <10m, **NO-ONE** is allowed between the 2 fields
- Put goal post pads, corner posts and flags in specified positions
- Mark out Team Technical Zones;
 - 1 on each side of the half-way line
 - Zones start a min. 5m from the half-way line
 - Each zone must be <10m in length and <3m in width
 - Must be >2m from the touch line



Check for compliance with:

- Goal post pads
- Flag Posts
- The field is free from debris including cans and glass
- All sprinkler heads are covered

Pre-Match

Introduce yourself to the people on the Key Relationships list

For the duration of the allocated game your sole responsibility is to complete the role of the Ground Marshal. You should wear the “Ground Marshal” fluorescent vest as an outer garment for the duration of your appointment in the role.

During the Match

Interaction with Match Officials

Only team captains may address the referee to seek clarity on rulings or misunderstandings. No coach or team manager can approach the referee at half time.

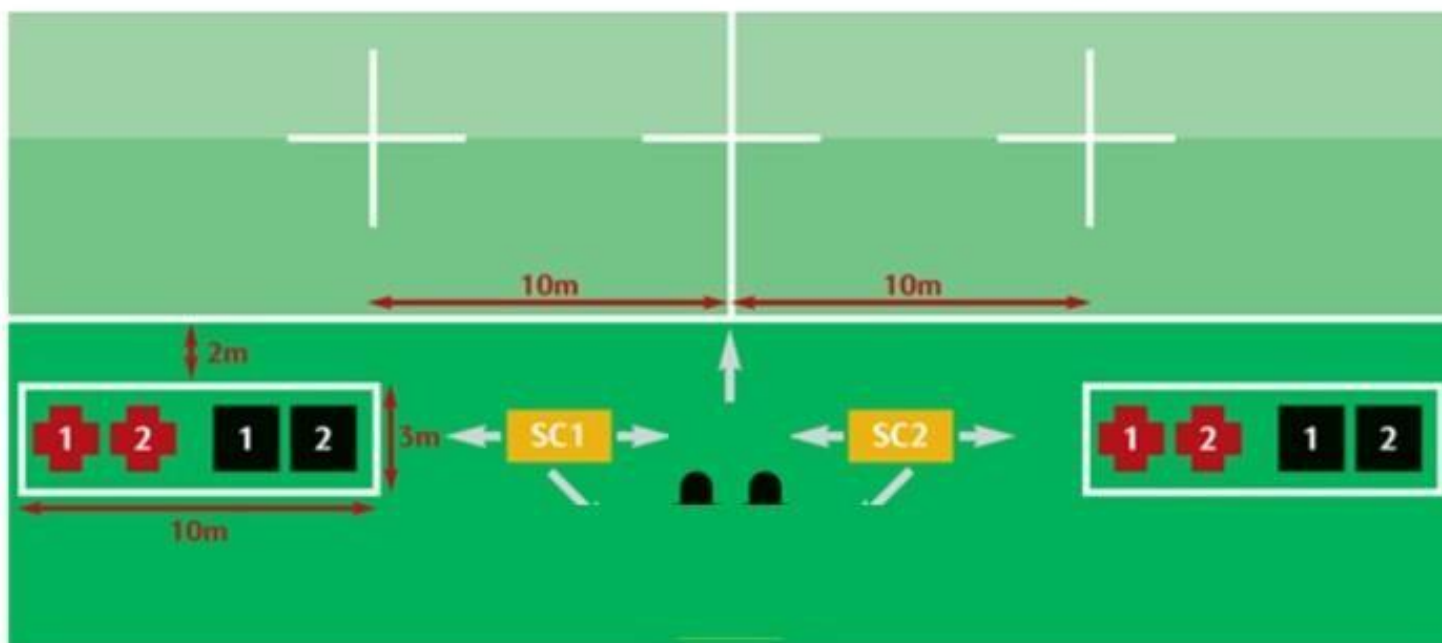
Field of Play

Keep everyone except the Match Officials and authorised persons (who should be wearing bibs), outside the playing enclosure.

Coaches are required to be outside of the playing enclosure.

Fifteens Technical Zones

Maximum of four persons allowed in the TZ



Key:



Medic



Water carrier



Temporary Suspension chair



Substitution Controller

Spectator Management

Monitor the behaviour of spectators and team officials for breaches of the Rugby Australia “Code of Conduct” guidelines.

Document and report any potential breaches to the Match Manager and/or Venue Manager.

Further Assistance to the Match Official(s)

Following a significant incident off the field of play the referee may stop the game. Should this occur the Ground Marshal should enter the field of play and speak to the Referee to determine what actions needs to be taken.

Post-Match

Report any breaches of the “Expectations of Behaviour” to the Match Manager.

Shake hands with the match officials and managers of both teams. Remain aware of the potential for conflict at the end of the game when match officials, team officials and the general public come together.

Resources

[Rugby Australia Codes and Policies](#)

Go to the Rugby Australia - Code of Conduct for more detail regarding acceptable behaviour at Rugby Matches.

MAL EIBY MEDAL CALCULATION

12.1 Statement

The Mal Eiby Medal is, historically, the award for the best and fairest player in the A Grade Men's Risdon Cup Rugby Competition.

Mal Eiby captained Warwick's Rugby Club in the 1964 Risdon Cup grand final where he scored three tries to lead his team to victory over Toowoomba Rangers in the Cup's inaugural year.

12.2 Coverage

- a) *That the Referee award points for each game for the best and fairest player in each Risdon Cup A Grade Competition game on the following basis 3, 2; and 1.*
 - *DDRRA Referees must submit their 3,2,1's (with Player Name and 7d Identifier Number) via text message to the Competition Manager mobile: 0431 134 236 or e-mail: matthew.hammond@downsrugby.com.au*
- b) *That the player(s) with the highest number of points after the conclusion of the Competition games be declared the winner.*
- c) *That any player sent from the field of play i.e. Red Card be automatically excluded from winning this award.*
- d) *That any player Cited (and the Citing is subsequently upheld) be automatically excluded from winning this award.*
- e) *That any player who receives three (3) or more Temporary Suspensions i.e. Yellow Cards be automatically excluded from winning this award.*
- f) *That any player found to breach of any of the following Rugby Australia Policies be automatically excluded from winning this award:*
 - a. *Code of Conduct*
 - b. *Anti-Doping*
 - c. *Anti-Corruption and Betting*

CLUB CHAMPIONSHIP CALCULATION

13.1 Statement

The champion club is determined by the total accumulation of points from all teams Senior Rugby from the regular season.

13.2 Coverage

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

- (i) A Grade: Competition Points x 3;
- (ii) Womens 7s: Competition Points x 3
- (iii) B Grade: Competition Points x 2;
- (iv) C Grade: Competition Points x 1;

THE RISDON CUP

14.1 Statement

Preservation of the Risdon Cup due to it being irreplaceable.

14.2 Coverage

That the Risdon Cup be held by Downs Rugby Limited at Downs Rugby House, 112 James Street, Toowoomba, always.

The winning A Grade Risdon Cup Premiers herein will be presented a replica Risdon Cup for a keepsake at their Clubhouse / designated Location.

Exception: *To be on display at the Wagners Risdon Cup Grand Final Day and presented to the premiership-winning A Grade Captain for on field presentations and photos.*

Any repair costs required to the Risdon Cup – performed by a repairer as selected by DRL will be borne by the 'Affiliate Club' returned from.

In addition, any other perpetual shield or trophy will be subject to the same provisions as listed above.



Mal Eiby with the Risdon Cup

