

Downs Rugby Limited

Junior & Teenage Competition Rules

2022



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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.

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 Downs Rugby Limited are community 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 “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 [2022 Rugby AU Game Management Guidelines U13 to Seniors](#)

2.4 [10-a-side Variations](#)

2.5 [7-a-side Variations](#)

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

2.7 [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.
- (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)- **zero 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.**

Points for scoring four tries, or points for scoring three tries or more than your opponent – **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)

- (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:

1. 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.
 2. 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 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
1. All Goal posts within the playing enclosure must be padded.
- (e) Playing Enclosure
1. 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.
 2. Persons authorised to enter the Playing Enclosure ("authorised persons") are as follows:
 - Medically Qualified Persons/Sports Trainer – maximum two per team
 - The Teams
 - Appointed match officials
 - Ground Marshalls
 - Water carriers – maximum two per team (three allowed in 7s)
 - A maximum of 4 ball persons
 3. 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.
1. Personnel permitted in the technical zone differs between the XV's and 7s game format.

- XVs - 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.
2. 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.
3. 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

1. 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.
 - 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:

1. Warning;
2. Loss of Competition points;
3. Issue of a *Show Cause Notice*;
4. Monetary Fine; and
5. Expulsion from the Competition.

(b) A second or subsequent breach of the Competition Rules may include any or all the following:

1. Warning;
2. Loss of Competition point(s);
3. Issue of a *Show Cause Notice*;
4. Monetary Fine; and
5. 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 number of business day/s Downs Rugby Limited 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 number of business day/s Downs Rugby Limited 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 two (2) 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.

5.15 Impact of COVID-19: Competition Rules

Competition Managers are encouraged to implement the Game On Principles within their Competition Rules in the event matches are impacted by COVID-19.

5.16 COVID-SAFE

- QRU Current Statement: <https://qld.rugby/covid19/current-statement>
- Latest Covid-Safe Statements from Downs Rugby Limited are located at: <http://www.downsrugby.com.au>

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 U19s and below;**
- (b) 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 Scrums

- (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:
 - 1. 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.
 - 2. Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
 - 3. 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.
- (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>

7.2 Player Replacements, 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

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

(b) Uncontested Scrums

The following applies:

- 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.
- 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.
- All matches played under the U19 Laws can commence with uncontested scrums without penalty.
- 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.
-

(c) Temporary Suspension (Sin Bin)

- 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.

- 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

- 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.

- 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.

(d) Send Off - Player Ordered Off for Misconduct

- 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.

- 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.**

- 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>

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

“Decisions on sanctions and suspensions imposed on Players under WR 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 17.19.10;
- shall be effective immediately.

7.3 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.

7.4 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:
 - Total Match Points
 - Points difference
 - Matches won
 - Total tries
-
- Try difference

Specific Union Requirements

8 SPECIFIC UNION REQUIREMENTS

8.1 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:

- Clubs are to appoint a qualified Coach and Manager in accordance with Annexure E for each team
- Club are to ensure the Coach and Manager are registered to their club in Rugby Xplorer and assigned to the team via squad management
- 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.
- 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:

- 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.
- 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.

8.2 Age Eligibility & Determining Age Group

(a) **Determining Age Group**

- The age group is determined as per RA Participation Policy.
<https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>

(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:

- The player is registered to the club via Rugby Xplorer; and
- The player has provided PROOF OF AGE to the Club Registrar; and
- 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
- He or she has been assigned to a team for the current season.
- Every registration, which is accepted by the Club, shall be effective for the current season only.

(d) **Clearance of Players**

- 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.
- 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:

- As per 7.2 (c) and (d) where applicable;
or where filling in in another team due to lack of players;
- 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.

8.3 The Competition

(a) **Competitions will be organised as follows:**

- Competitions will be organised, as the Competition Manager considers appropriate to the number of nominations received; and
- 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
- 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
- Competition rounds as appropriate to the number of team nominations received shall be conducted.

8.4 Premierships

Premierships are awarded as follows:

- (i) **Under 6 to 12** - there will be no premiership 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.

(iii) **Teenage Fixtures – Ladders – Results: refer**

- <https://www.downsrugby.com.au/teenage-boys/>
- <https://www.downsrugby.com.au/youth-girls-7s/>

8.5 **Junior Carnival Guidelines**

The Downs Rugby Junior Committee has developed the following guidelines for clubs hosting Junior Carnivals. It is designed to maximise enjoyment, and not burnout players, volunteers and families. **U6s** – 15 minute games | 3-4 games | maximum 2 hours from first to last match **U7s** - 15 minute games | 3-4 games | maximum 2 hours from first to last match **U8s** - 20 minute games | 3-4 games | maximum 2.5 hours from first to last match **U9s** – 20 minute games | 3-4 games | maximum 2.5 hours from first to last match **U9s** – 20 minute games | 3-4 games | maximum 2.5 hours from first to last match **U10s** - 20 minute games | 3-4 games | maximum 3 hours from first to last match **U11s – *TO BE ARRANGED WITH A FORTINGHT'S PRIOR NOTICE TO COMPETITION MANAGER: *20 or 25 minute games | 3-4 games* | maximum 3.5 hours from first to last match** **U12s – *TO BE ARRANGED WITH A FORTINGHT'S PRIOR NOTICE TO COMPETITION MANAGER: – 20 or 25 minute games | 3-4 games | maximum 4 hours from first to last match** Game days should also be structure so that the majority of a clubs age group share a similar spread of game times. I.e. if a sides U6s are the earlier start and thus earlier finish, then the rest of their grades should follow suit.

Junior Carnival Rotation

For the inclusiveness and fairness of all affiliated Junior Clubs, a rotational system is adopted. Given the travel associated for Clubs outside a 50km radius of Toowoomba, these Clubs are awarded a Carnival annually. Inside the 50km radius of Toowoomba, the affiliated Junior Clubs work on a rotational basis as outlined below. Due consideration with the preparation of the Junior Draw is given to home and away fixtures which align Club pathways with the Senior Competitions. With a minimum of five (5) carnivals and the home / away matches aligned with Senior Rugby, this ensures the overall player skill development and pathway.

2022	2024	2026
Bears	Bears	Bears
Highfields	Highfields	Highfields
TAS	TAS	TAS
2023	2025	2027
USQ	USQ	USQ
TGS	TGS	TGS
Souths	Souths	Souths

If a Club is due for a rotational carnival and declines the benefit to host on that given year, Downs Rugby's Junior Committee will be convened to appoint an alternate host club and the rotational will adjusted accordingly, with an amendment to Competition Rules.

Junior Home and Away Draw Preparation

The Competition Manager is to receive a draft home Junior Draw no later than 4pm Monday preceding the following Saturday's fixture for first aid booking and for alignment with Competition Rules.

8.6 **Wet Weather Procedures & Alternate Arrangements**

8.6.1 Wet Weather Procedure

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

8.6.1.1 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.

8.6.1.2 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/instagram and sent via Rugby Xplorer communications (e-mail/text message function) 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.

8.7 Forfeits

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

8.7.1 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.

8.7.2 Minimum Numbers before the Match

8.7.2.1 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.

8.7.2.2 For U12 upwards refer WR Law 3 and Under 19 Variations and RA Under 19 Law Variations re less than 15 players requirements.

8.7.2.3 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). Refer Section

8.7.2.4 Covid-19 Provision to minimum Numbers (Season 2022) **subject to change without notice**: In the event of player numbers being compromised by:

- confirmed Covid-19 + with a [Polymerase Chain Reaction \(PCR\) Test](#); or
- confirmed Covid-19 + Rapid Antigen Test (RAT) – [require confirmed Positive Result Registration Form](#)
- confirmed [close contact as per the Queensland Government Definition](#)

The Club President or Teenage Girls / Teenage Boys Vice President is to alert the Competition Manager: matthew.hammond@downsrugby.com.au **by no later than 10pm Thursday preceding the Teenage Boys or Girls Fixture on the given Friday evening.**

The Competition Manager will advise promptly upon receiving the requested evidence as detailed above in writing.

In Season 2022, Section 7.6 (b) (iii) Minimum Numbers in the event of covid-19 complications affecting team numbers, with Competition Manager Approval, (*submitted prior to 10pm Thursday preceding fixture*), the minimum numbers for U13 upwards may be relaxed to 10 players.

The Competition Manager's determination is final once submitted in writing to the Club's Executive Committee, the opposing Club for the next fixture and the DDRRA referee's association.

Upon Competition Manager **Approval** Section 7.6 (c) would follow suit with the players numbers approved.

8.7.3 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:

8.7.3.1 Have the Team Captain notify the Referee STOP the match, and

8.7.3.2 FORFEIT to the opposition, and in conjunction with the other Coach, even up the numbers and give the players a game.

8.7.4 Finals Series

For any Final, Semi-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.

8.8 Duration Of Play (includes ball sizes)

8.8.1 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 U14/16/18s 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.

8.8.2 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.

8.8.3 Time Off

Time-off is NOT permitted in competition matches except:

8.8.3.1 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

8.8.3.2 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.

8.8.3.3 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.

8.8.4 Extra Time (Draws)

Extra Time is only allowed as follows:

8.8.4.1 Competition Matches - there is no extra time allowed.

8.8.4.2 Semi-Finals, Finals - Equal Points and Extra Time in Finals is determined as follows:

8.8.4.3 XV a side

Golden point extra time will be played for Semi-Finals, Preliminary Finals, Finals only. It will be capped at two (2) x five (5) minute halves of extra time. If points scored by teams are equal after playing extra time, no further extra time shall be played and the team to win / progress will be determined by the Competition Manager.

8.8.4.3.1

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.

8.8.4.4 Grand Finals - Equal Points and Extra Time in Grand Finals is determined as follows:

8.8.4.4.1 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.

8.8.4.4.2 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.

8.9 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.

8.9.1 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:

8.9.1.1 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

8.9.1.2 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

8.9.1.3 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

8.9.1.4 Rugby Explorer - 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.

8.9.2 Mouthguards

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

8.10 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.

8.10.1 Club Appointed Officials

At all matches Clubs are responsible for providing the following:

8.10.1.1 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:

8.10.1.1.1 The Supervision of the venue and all appointed officials; and

- 8.10.1.1.2 Point of contact for all enquiries; and
- 8.10.1.1.3 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
- 8.10.1.1.4 Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
- 8.10.1.1.5 Having access to a phone and the Emergency Phone List: and
- 8.10.1.1.6 Have access to Rugby Australia Protocol for Serious Injury and [Downs Rugby's What do in the event of an emergency](#); and
- 8.10.1.1.7 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
- 8.10.1.1.8 Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action.

8.10.1.2 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:

- 8.10.1.2.1 Set up, maintenance of and patrolling the Playing Enclosure; and
- 8.10.1.2.2 Preventing the illegal entry of any person into the playing enclosure; and
- 8.10.1.2.3 Assisting the officials (Medical Person, Managers, Assistant Referees and Referee) perform their respective duties; and
- 8.10.1.2.4 Ensuring Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure; and
- 8.10.1.2.5 Assisting the Club Official implement emergency access: and
- 8.10.1.2.6 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

8.10.1.3 Report any irregularities or breaches of the rules that they are unable to resolve to the Club Official for further action

8.10.1.4 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:

- 8.10.1.4.1 Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
- 8.10.1.4.2 Ensure the Club has a means of communication and contact for Ambulance: and
- 8.10.1.4.3 That the Club has an Emergency List of contacts and addresses for:
- 8.10.1.4.4 After hours doctor;
- 8.10.1.4.5 Nearest public hospital and/or emergency facility;
- 8.10.1.4.6 Local Medical Centre and /or facility;
- 8.10.1.4.7 Local Police; and
- 8.10.1.4.8 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
- 8.10.1.4.9 Have on hand copies of the:

8.10.1.4.9.1 [RA Head Injury Fact Sheet](#)

8.10.1.4.9.2 [Concussion Referral & Return Form](#)

8.10.1.4.10 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 overrides First Aid, First Aid overrides trainer) shall have*

precedence in any decisions made.

8.10.2 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:

8.10.2.1 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.

8.10.2.2 Under 8:

- a. Coach: On the field.
- b. Manager & Team Official: Behind the barrier.
- c. Trainer x 2: Seated just inside the barrier.

8.10.2.3 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.

8.10.2.4 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.

8.10.3 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.

8.11 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.

8.12 Match Officials

8.12.1 Appointment Of Referees

Referees in the Union are appointed as follows:

8.12.1.1 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;

8.12.1.2 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

8.12.1.3 Finals - For all Semi-Finals, Preliminary Finals, Finals, Grand Finals and Representative Matches the Appointment Board of the DDRRA 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.

8.12.2 No Appointed Referee

When there is no appointed referee present the procedure is:

8.12.2.1 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

8.12.2.2 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.

8.12.3 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.

8.12.4 Assistant Referees “Touch Judges”

8.12.4.1 Club Requirements

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

8.12.4.1.1 Under 6 – 7 Teams - This person would normally be an adult and does not have to be accredited;

8.12.4.1.2 Under 8 – 12 Teams - Be no younger than 13 years of age; and have completed an [Assistant Refereeing Kids Rugby U8-U12 certification](#);

8.12.4.1.3 U13 and Older - [Accredited Level 1 Assistant Referee](#).

8.12.4.2 Age Requirements

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

8.12.4.3 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.

8.12.4.4 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.

8.12.4.5 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.

9 FINALS SERIES MATCHES

9.1 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.

9.2 Times And Venues

All semi-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.

9.3 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.

9.4 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.

9.4.1 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:

9.4.1.1 Any submissions for player dispensations, including medical certificates if applicable.

9.4.2 Player Eligibility Criteria

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

9.4.2.1 Be registered with that team and appear on the team match list as available to play in at least 50% of all premierships matches scheduled for that team in that competition;

9.4.2.2 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 premierships matches scheduled for that team in that competition; or

9.4.2.3 Have received dispensation from the Committee.

9.4.3 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.

9.4.4 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:

9.4.4.1 Named on the Match Day app and having been part of the starting team or substitutes.

9.4.4.2 Named on the Match Day app in the case of a Forfeit as available to play; or

9.4.4.3 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

9.4.4.4 Dispensation request based on representative duties (Downs Rugby, QRU, RUGBY AU,

QRFSC Representation only); and

9.4.4.5 **Suspension or Disqualification** – does not count towards eligibility.

9.4.5 Cleared Players

Eligibility for cleared players is determined as follows:

9.4.5.1 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.

9.4.5.2 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.

9.5 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.

9.5.1 Granting Dispensation

Dispensation applications will be granted under the following criteria:

9.5.1.1 The Competition Manager may grant dispensation for:

9.5.1.1.1 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

9.5.1.1.2 Player eligibility based on player clearance from another club or region; or

9.5.1.1.3 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

9.5.1.2 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.

9.5.2 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.

9.5.3 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.

10 AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE

10.1 Affiliation Fee

Downs Rugby's 2022 Registration / 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.

10.2 Player Levy

Downs Rugby Limited's \$88 GST Incl. player levy is paid for as part of their online Xplorer registration for Junior & Teenage Competitions and applied as follows:

10.2.1 Once Per Player. A player is required to pay the Player Levy only once in any one year.

10.2.2 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.

10.3 Player Clearances

10.3.1 Clearance to another Union. Once a player has played any game, the player levy will not be reimbursed; and

10.3.2 Clearance into the Union (Downs Rugby). The player may incur a stakeholder player levy. The player will not be charged another insurance levy.

11 POLICIES & PROCEDURES

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

11.1 Downs Rugby Limited / QRU / RA Directives

From time to time it is necessary for the Downs Rugby Limited 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.

11.2 Carnivals & Tournaments & Trial Games

11.2.1 Clubs are encouraged to run Carnivals and tournaments and Trial Games, but they must comply with the following:

11.2.1.1 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.

11.2.1.2 Sanctioning.

11.2.1.2.1 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.

11.2.1.2.2 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 or QRU.

11.2.1.3 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.

11.2.2 Downs Rugby Representative Teams & Downs Rugby Junior Challenge 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

11.2.3 Club Organised Games, Tours and Visits

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

11.2.3.1 Any game conducted outside the normal competition parameters outside the

Downs Rugby are requires set and up and use of the [Rugby Xplorer Event process – click on this link.](#)

(b) Notifying.

- a. Within the Downs Rugby area. Provided the Clubs/Schools participating are registered on Rugby Xplorer on a weekly or season basis in the current Calendar Year, this sufficiently covers the Insurance coverage required for a match outside the regular Downs Rugby Limited competition. Please notify admin@downsrugby.com.au and president@ddrra.com.au to ensure adequate First Aid, Referee / Asst. Referees coverage.
- b. Within the State, including Schools. Host clubs must follow the [Rugby Xplorer Event process – click on this link.](#)
- c. Interstate. Host clubs must follow the [Rugby Xplorer Event process – click on this link.](#)
- 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.

11.2.3.2 **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 Toursto ensure they comply with the current guidelines.

11.2.3.3 **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.

11.2.3.4 **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 outsideofthe Union the Competition Rules of that Union would apply.

11.2.3.5 **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.

11.2.3.6 **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. E-mail: president@ddrra.com.au

11.3 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.

11.4 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 DDRRA (Referees Association) by both text **0411 674 175** and emailing: president@ddrra.com.au

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 matthew.hammond@downsrugby.com.au informing of the forfeit.

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

11.5 **Medical Policy**

SPORTS TRAINERS AND MEDIC PROCEDURE

As per Downs Rugby Limited's competition rules, Downs Rugby Limited's Competition Manager 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's appointed medic that they will attend their team's 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's 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's 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 player's injury based on giving a team an advantage.

11.6 **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 Downs Rugby Junior Challenge 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 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.

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

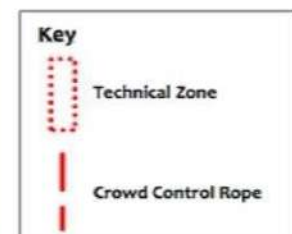
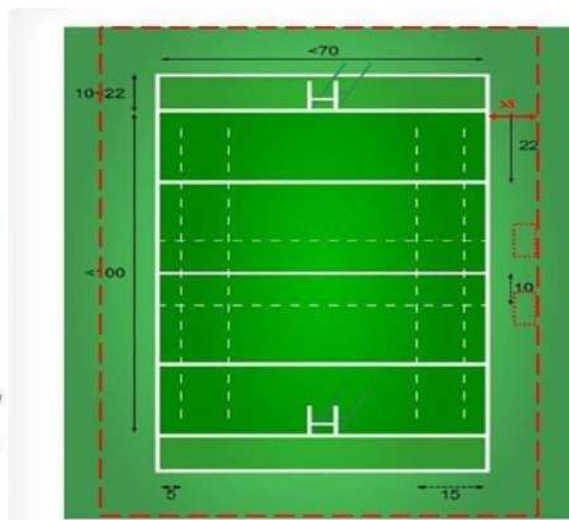
1. Set Up

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

2. 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.

3. 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.

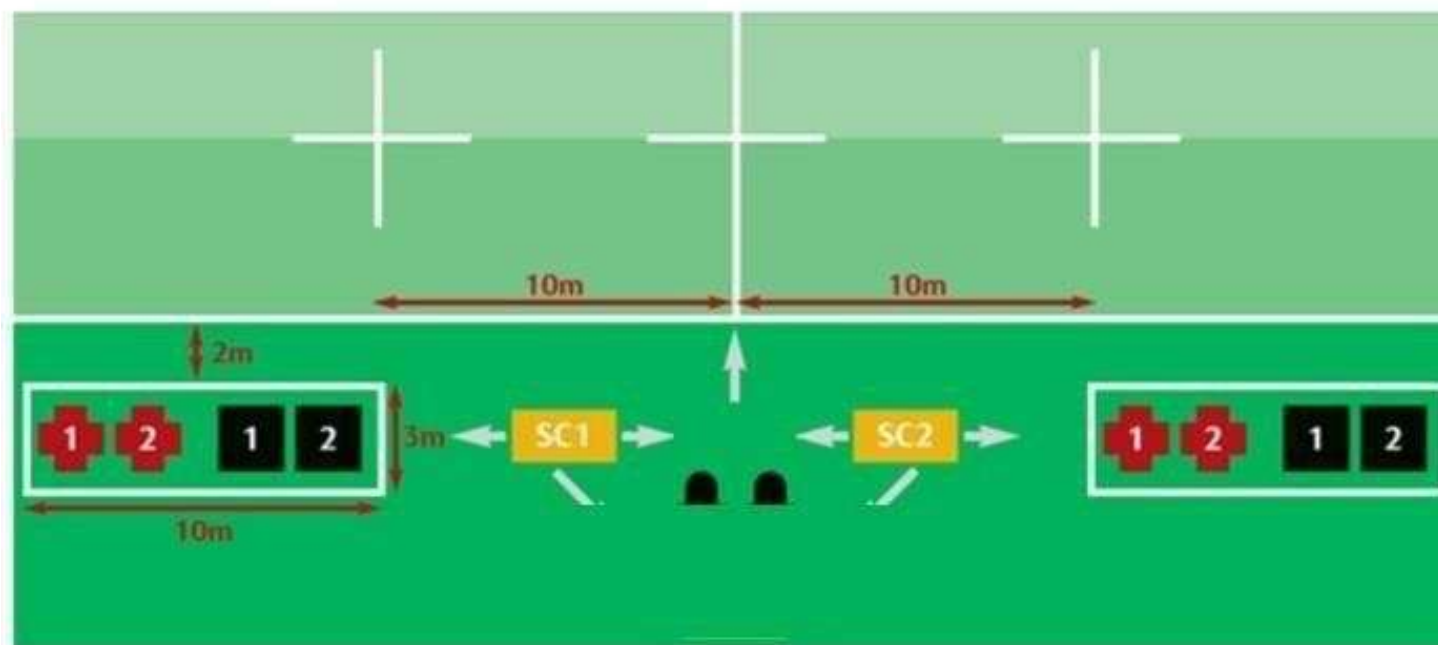
Field of Play

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

4. 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.

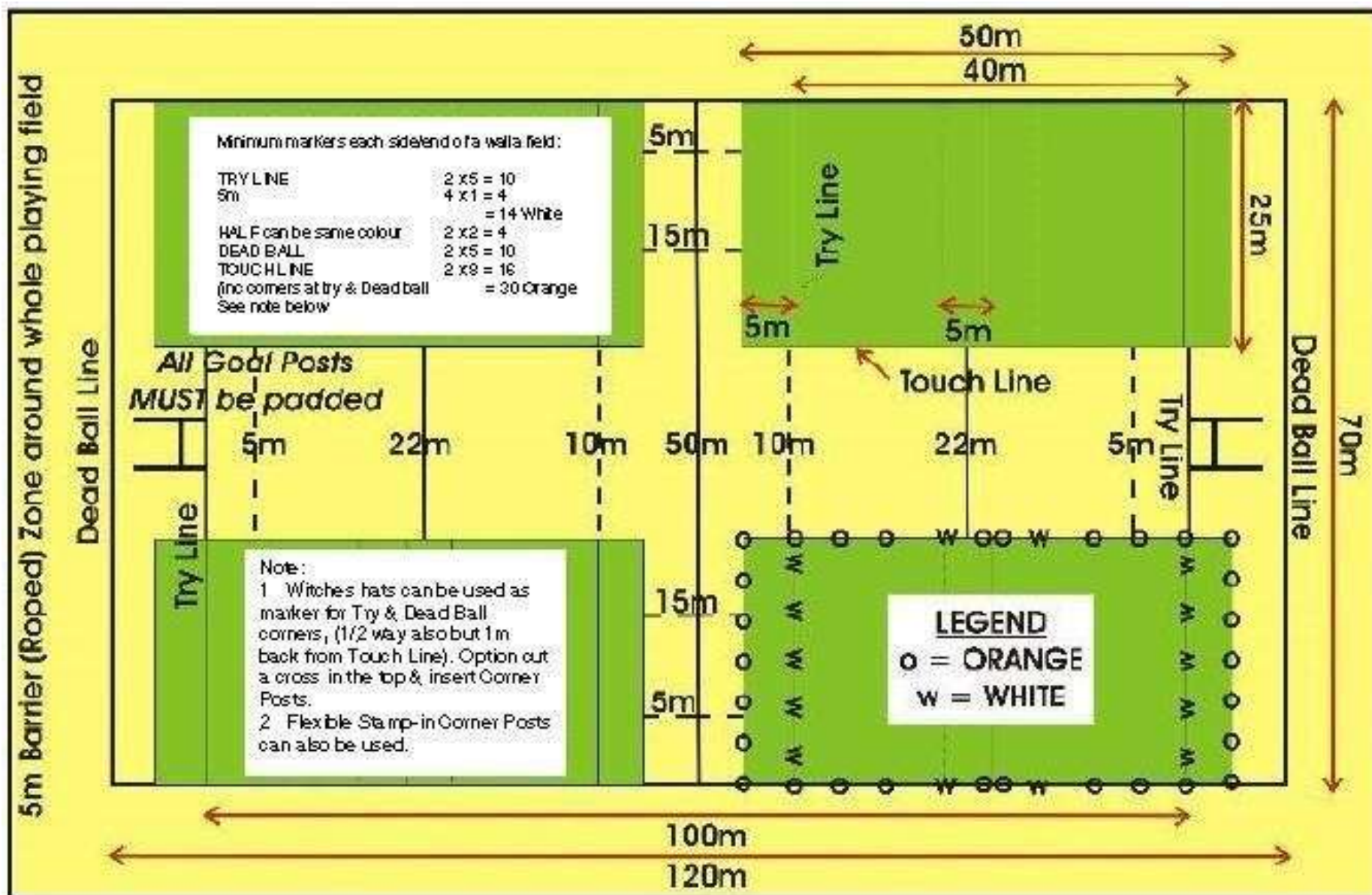
5. Further Assistance to the Match Official(s)

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.

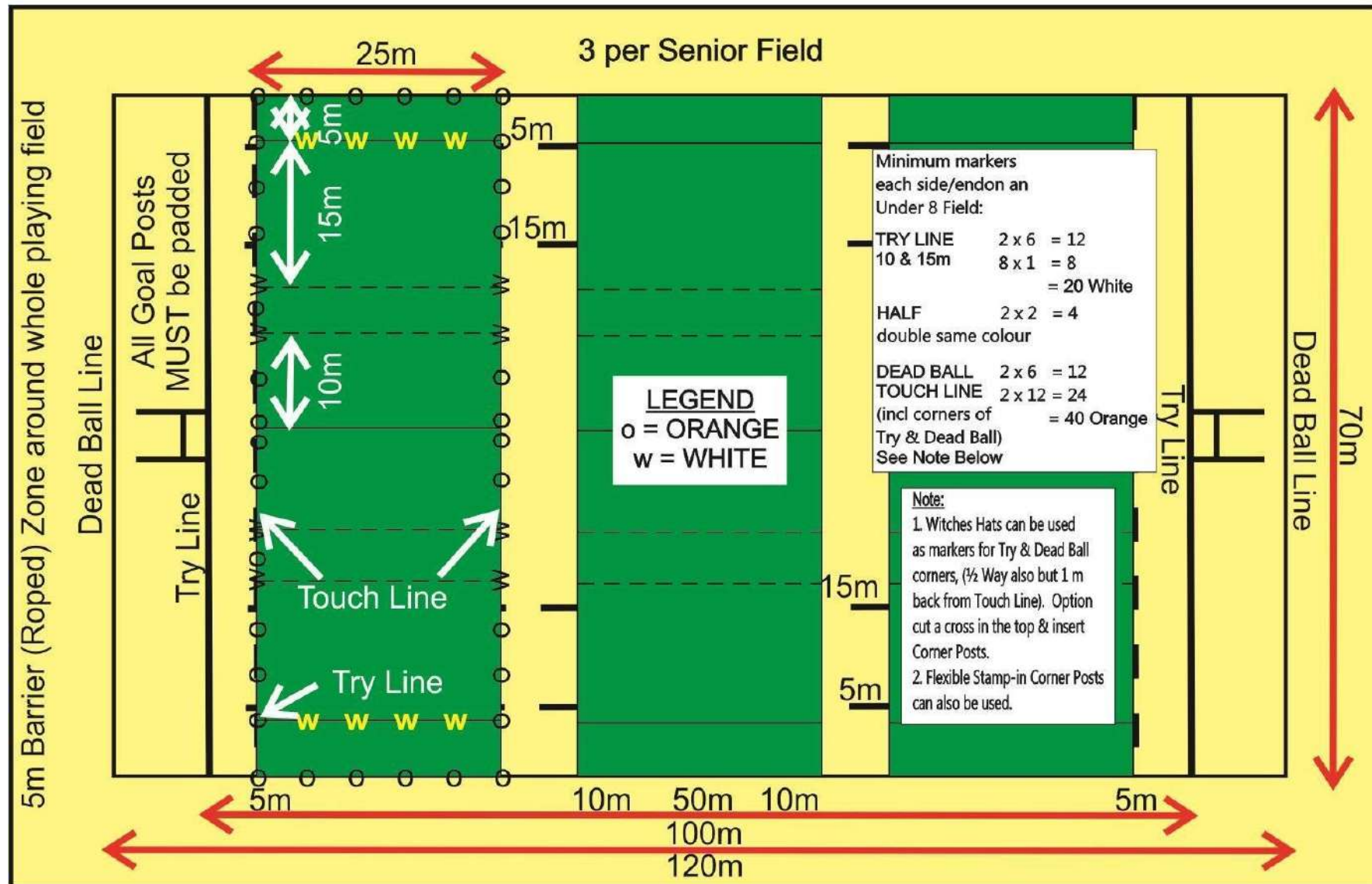
6. Post-Match

Report any breaches of the "Expectations of Behaviour" to the Match Manager.

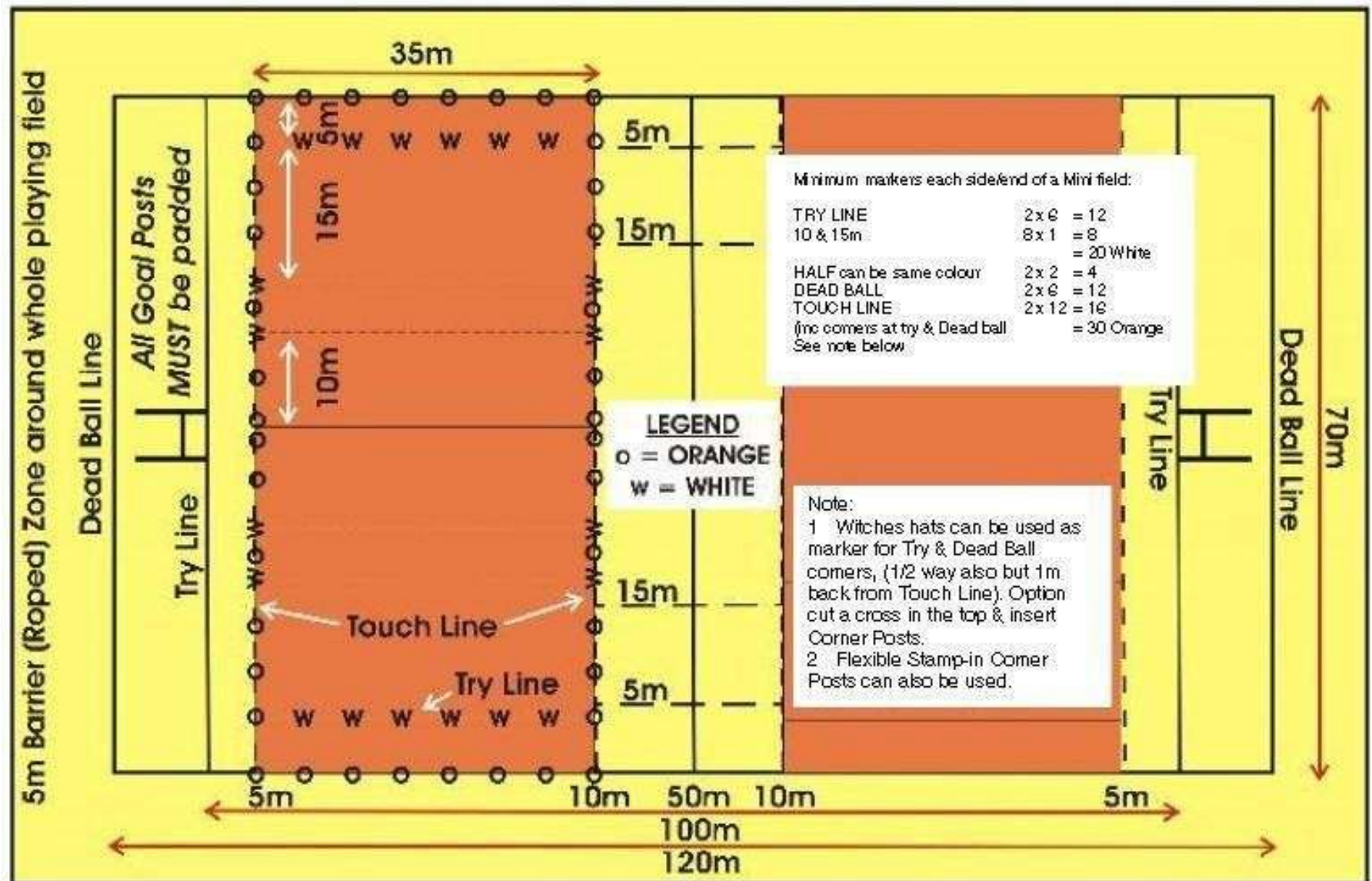
U6, U7 FIELD MARKING DIAGRAM



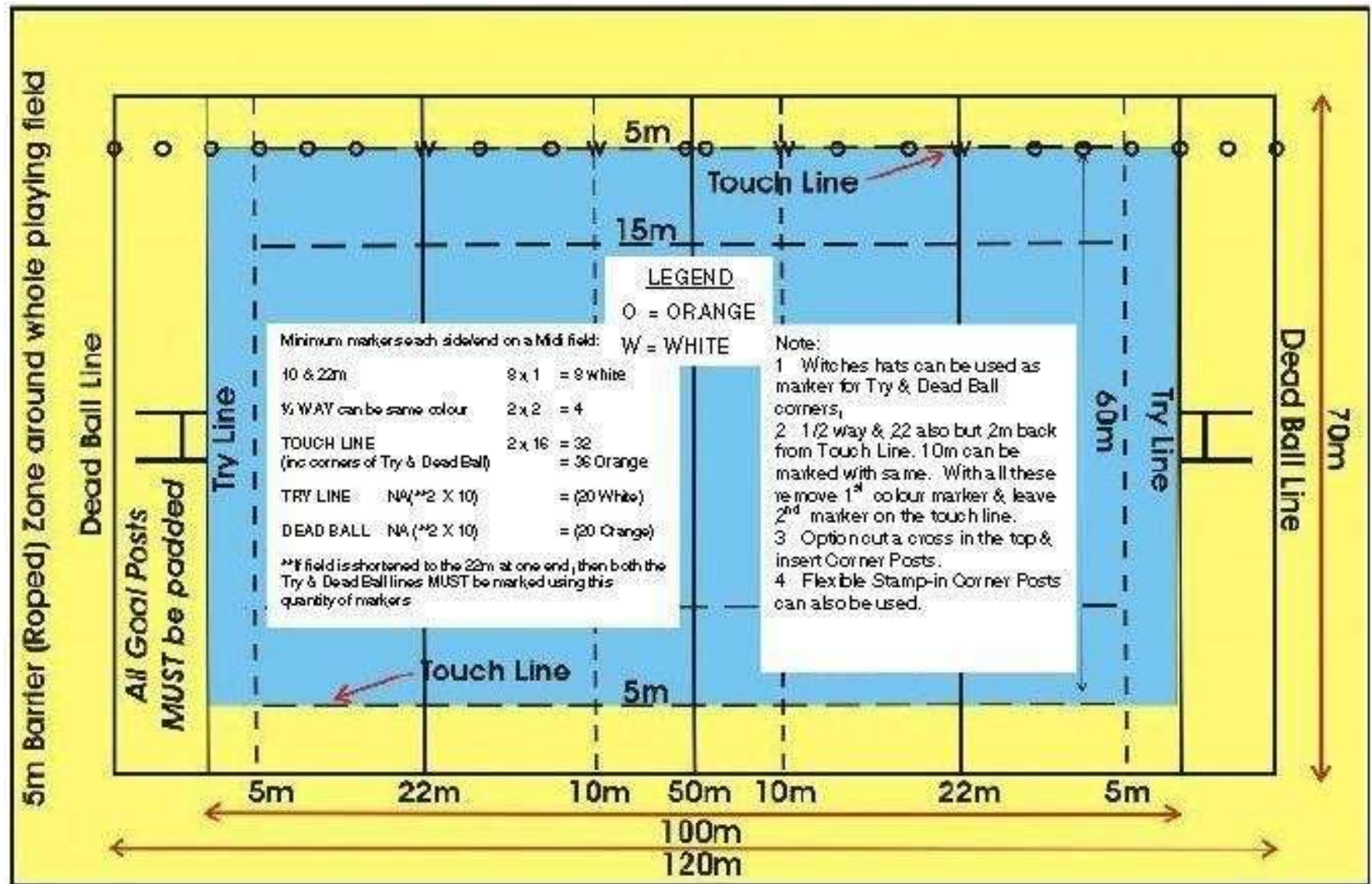
U8 FIELD MARKING DIAGRAM



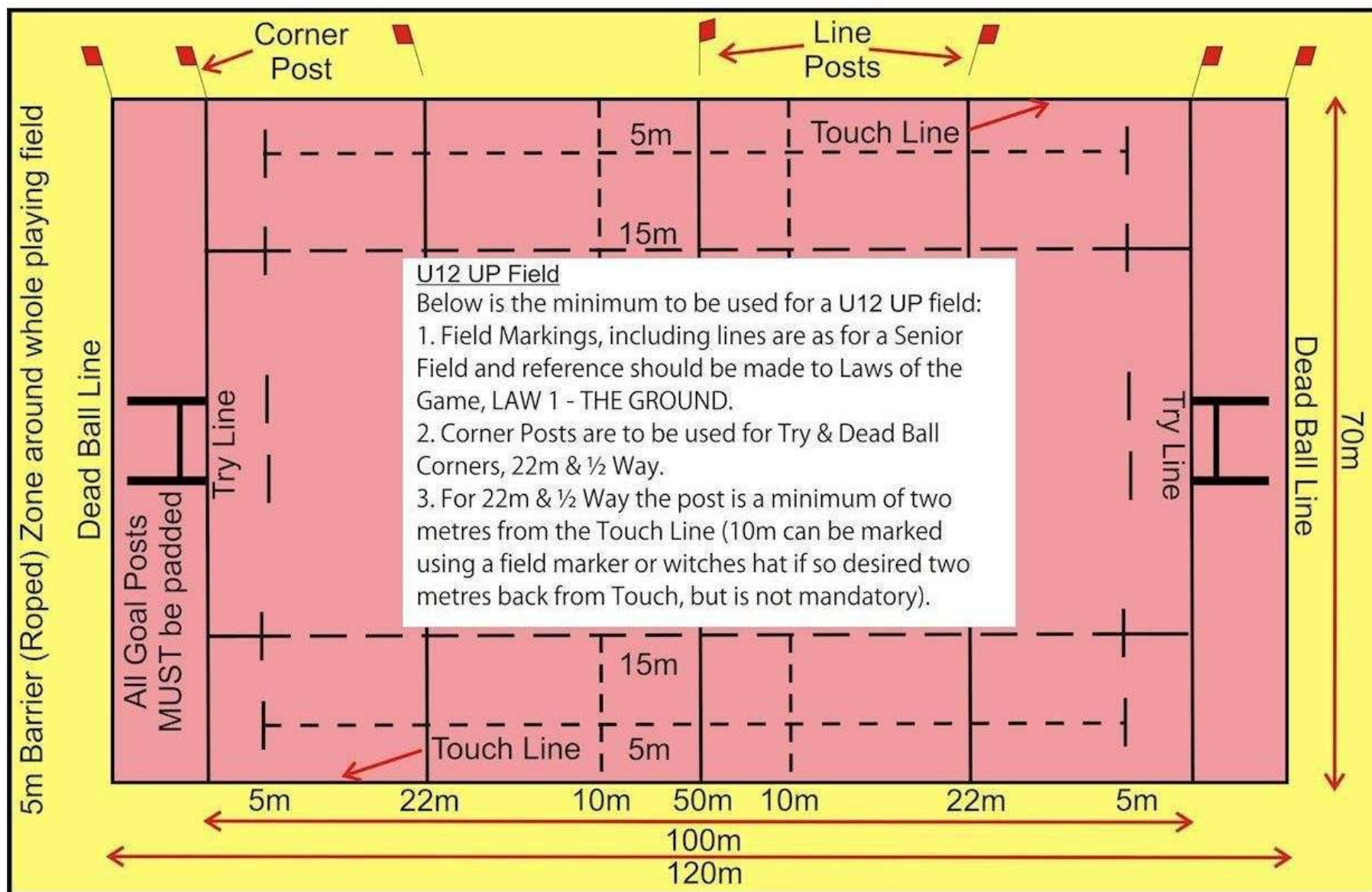
U9 FIELD MARKING DIAGRAM



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: <https://australia.rugby/about/codes-and-policies/reporting-a-concern>*

DOWN'S 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 Xplorer Club Admin Program	Rugby Xplorer 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 Xplorer 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				✓		✓

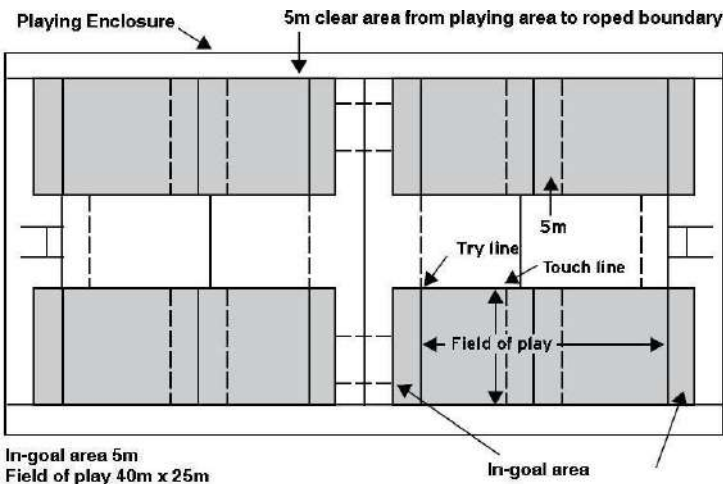
LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	$\frac{1}{4}$ field L:40m, W:25m		$\frac{1}{3}$ field L:60m; W:25m	$\frac{1}{2}$ 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

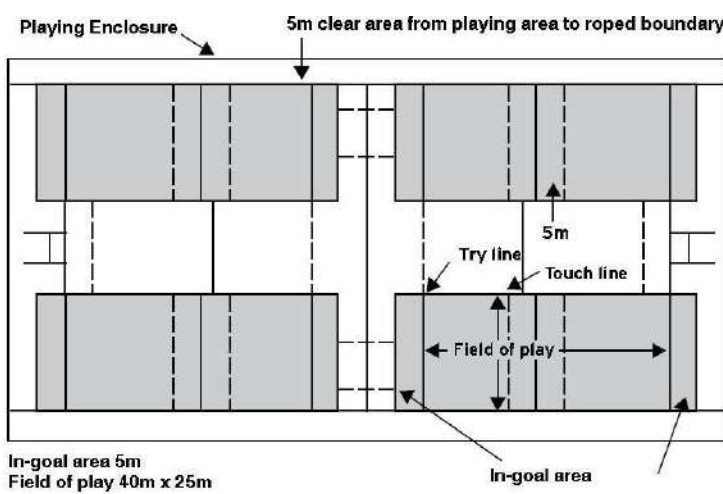
Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.	
Scrum	Scrum engagement sequences is CROUCH – BIND – SET. When crouched, the distance between opposing front rows 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	Tackle Slinging tackles, fending to the head and squeeze ball illegal
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	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)  <p>Playing Enclosure</p> <p>5m clear area from playing area to roped boundary</p> <p>Try line</p> <p>5m</p> <p>Touch line</p> <p>Field of play</p> <p>In-goal area 5m</p> <p>Field of play 40m x 25m</p> <p>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 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.

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	<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.
Scrum	<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.
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 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.

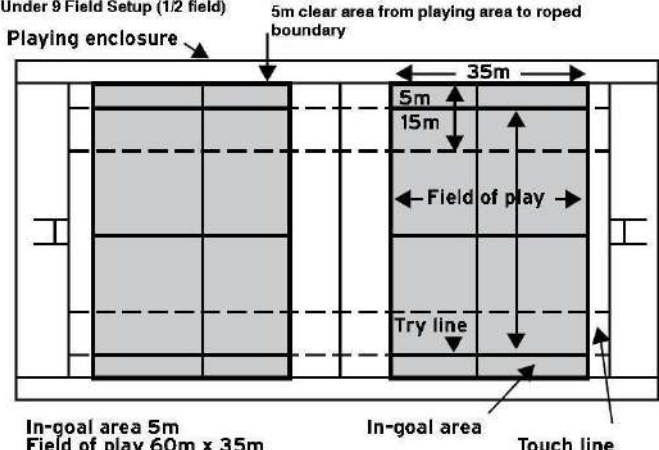
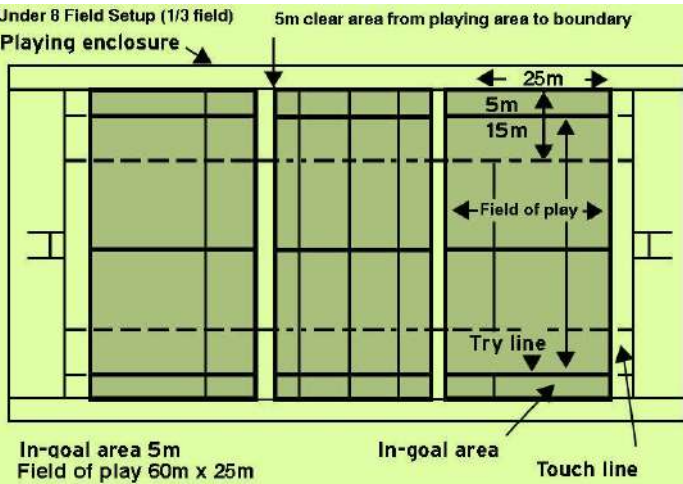
Under 7 Game Modifications 2020

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>Playing Enclosure</p> <p>5m clear area from playing area to roped boundary</p> <p>5m</p> <p>Try line</p> <p>Touch line</p> <p>Field of play</p> <p>In-goal area 5m x 25m</p> <p>Field of play 40m x 25m</p> <p>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.

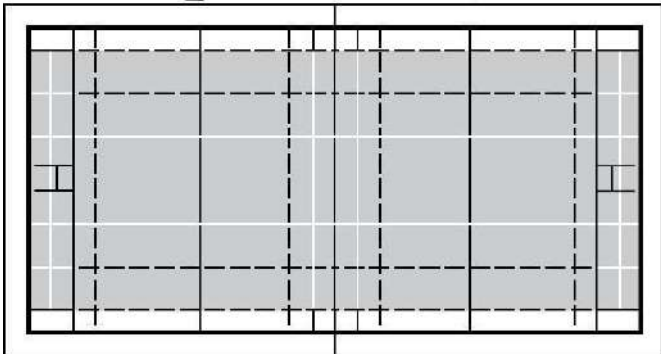
Under 8 and Under 9 Game Modifications 2020

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* <small>Conversions are to be taken where possible.</small>	<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

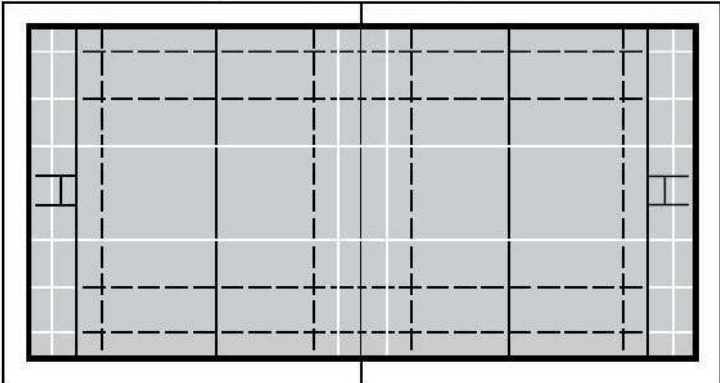
	be awarded).
Lineout Offside	<ul style="list-style-type: none"> ♦ The lineout does not end until the ball is either played by a team mate, or touches the ground, after being passed by the receiver. ♦ Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout 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 onside 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.



GAME MANAGEMENT GUIDELINES

FOR COMMUNITY LEVEL RUGBY

IN AUSTRALIA

2022

GMG Working Party: Graham Cooper, Michael Magriplis, Rohan Hoffmann,
Amy Perrett, Alex Richards, Adrian Thompson and Nic Henderson

2022

GAME MANAGEMENT GUIDELINES 2022

The Game Management Guidelines are an amalgam of outcomes of various conferences and workshops held over the past few years. They have been adapted to reflect the playing, coaching and refereeing of the game at community levels in Australia for 2022.

Comments in red indicate either a Law change or an area of emphasis for 2022.

The purpose of these guidelines is to ensure that all participants at the community level are aware of the areas of the game that require more specific coaching and/or consistency in refereeing.

SCRUM

Safety at the scrum is paramount. An explanation of the requirements for players at each stage of the engagement is covered in both the Laws of the Game and in the Rugby AU Smart Rugby program. The scrum engagement sequence is the same at all levels of the game.

The referee must control the engagement process. Each of the following 3 calls should result in an action by the players. STABILITY IS PARAMOUNT AT EACH STEP OF THE PROCESS. If any part of the scrum set-up is not right, the referee should call the front rows up and re-start the process.

Engagement sequence in detail

- **CROUCH:** Front rowers should adopt a crouch position with their head and shoulders at or above the level of the hips, feet square, and knees bent sufficiently to make a simple forward movement into engagement. Players should keep their head straight, to maintain the normal and safe alignment of the cervical spine.
- Crutch-binding by locks is illegal in age groups U15 and below (previously U19 and below).
- Once all front-rowers are crouched, there **must** be a non-verbal pause, during which time the referee should be checking that:
 - the distance between opposing front rows should be close enough that players' heads are interlinked (approximately temple to temple, but there should be a clear gap until 'set')
 - the height of the two packs is the same
 - all players are balanced, and are set up straight (not at an angle)
- **BIND:** The bind call requires each prop to bind on the side or back of their opposing prop (not on the arm or shoulder). Props should grab onto the jersey, not just rest their hand in place. (#8 shoulders on.)
- Once all front-rowers are bound, there **must** be a non-verbal pause, during which time the referee should check that:
 - front rowers support their own weight (not using the other front row for support by leaning in and overextending, feet too far back), are balanced and stationary
 - **there is no pre-engagement shoulder to shoulder. GAP AND STABILITY ARE KEY.**
- **SET:** On the SET call, and not before, the front rows should engage the opposition firmly with a short horizontal movement and the props should draw with their outside binds. In this position, all players must be able to maintain body shape and pressure on the opposition scrum.
- Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side. (Applies in U13s and older. This would not apply if uncontested scrums are caused by a team starting a match short of a trained front row. Competition rules would apply.)
- Competitions may vary in the application of the uncontested scrum application. Please familiarize yourself with these.

Collapsed scrums and illegal wheeling

- Coaches and referees should ensure pre-match that players are aware of the "Mayday" Procedure and its application. Refer to the Rugby AU Smart Rugby online course for clarification.
- A legal wheel goes forward and through the opposition scrum. A wheel that spins around at pace (usually on its axis) is illegal and should be penalised (PK).

Mayday Procedure

The Mayday Safety Procedure has been developed to enable players and referees to take prompt action to relieve the pressure if this situation occurs in a scrum.

The Mayday Safety Procedure follows this sequence:

- Player calls 'mayday'
- All other players repeat 'mayday'
- Referee immediately blows whistle
- All players stop pushing
- Front rowers release binds on opposite front rower
- All players in the scrum immediately drop to their knees
- Front row land on their faces
- Players remain motionless and listen
- Referee asks, 'Who called mayday?', and 'Are you okay?'
- If player is injured, anyone with a connecting bind to the injured player remains on the ground until medical assistance arrives.
- Referee instructs scrum to disassemble in a sequence.

TACKLE

Global Law Trials

Flying Wedge

Definition

- An illegal type of attack, which usually happens near the goal line, either from a penalty or free-kick or in open play. Team-mates are latched on each side of the ball-carrier in a wedge formation before engaging the opposition. Often one or more of these team-mates is in front of the ball-carrier.

Intention

- To reduce number of events where the ball carrier and multiple support players are in contact (latched) prior to contact, and to protect the tackler who can be faced with the combined force of three opposing players.

Sanction

- Penalty Kick.

Player Pre-latched

Definition

- To recognise the potential for 1-player pre-latching prior to contact, but this player must observe all of the requirements for a first arriving player, particularly the need to stay on their feet. Latched is defined by- being bound to the ball carrier prior to contact.

Intention

- To be more consistent in the management of the 1 player pre-latched player staying on their feet and allowing a contest at the tackle.

Sanction

- Penalty- if the player denies a contest or it is a repeat action.

Tackle protocol for referees

- The order of priority at a tackle situation is almost always:
1. Tackler / Assist Tackler 2. Tackled Player 3. Arriving Players

Tackler and Tackle Assist

- Referees must ensure the tackler first **clearly** releases the tackled player and then either rolls away or gets to their feet **before** attempting to play the ball. The tackler must not hold onto the tackled player as they get to their feet.
- After getting up, the tackler can only play from their side of the tackle 'gate' (PK).
- A tackler who ends up on their opponents' side of the tackle must roll away immediately. Tackler is encouraged to roll towards the sidelines or toward his/her own team.
- Zero tolerance on tacklers who slow up the ball and stop the attacking team gaining quick possession.

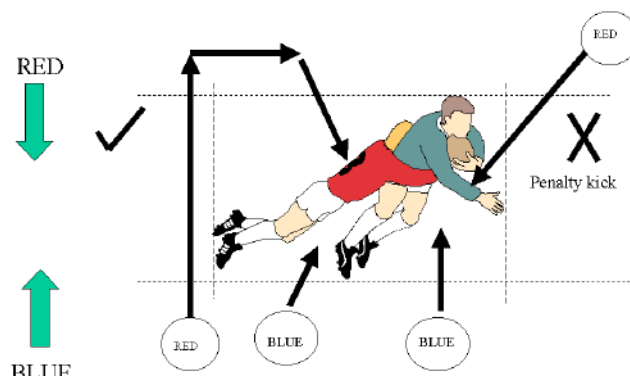
- Players who make a tackle or assist in making a tackle but remain on their feet and do not go to ground (Assist Tackler) must clearly release the tackled player and ball before going back to play the ball. This player must show clear release, ie. 'daylight made obvious' and enter 'through the gate'.

Tackled Player

- The tackled player must not either crawl or re-position their body (e.g., 'extra roll' and 'squeeze ball') to delay the release of the ball when isolated or under pressure. The ball must be available immediately for play (PK). (Note: 'squeeze ball' is illegal entirely in Kids Pathway U6-U12).

Arriving Players

- Players who play the ball after a tackle must do so from the direction of their own goal line and directly behind the tackled player or tackler nearest to their goal line (ie. 'through the gate').
- Referees should decide tackle entry based on how the arriving player enters, not how they exit. A player who comes from depth and cleans on slight angle is acceptable. A player with no depth who removes a 'threat' from side is unacceptable.
- Arriving players must demonstrate positive intent to stay on their feet. 'Plane taking off' is acceptable. 'Plane landing' (to seal possession or deny a contest) is not acceptable.



Post-Tackle Contest

- An offside line is created at a tackle when at least one player is on their feet and over the ball. Each team's offside line runs through the hindmost point of any player in the tackle or on their feet.
- A player who arrives and picks the ball up at a tackle does not form an offside line.
- Any player on their feet who has their hands on the ball immediately after a tackle and before a ruck forms ('jackal') may keep contesting for the ball even if a ruck forms around them.
- No other arriving player at this point may play the ball with their hands, until the ball clearly leaves ruck (i.e. there is no body part over the top of it).
- 'Jackal' players have one shot at the ball. If such a player is driven off the ball by the opposition, then their opportunity to play the ball with their hands has ceased.
- To earn a PK for 'holding on', arriving 'jackal' players must:
 - Be in a position of strength (on feet, with no hands or elbows past the ball on the ground), **and**
 - Attempt to lift ball up needs to be seen, and
 - **NO HANDS-ON GROUND past the ball.**
 - If the 'jackal' player shows the above, the player is not required to survive the clean.
- 'Driving out' at the tackle must be near the ball – ie. 1 metre width either side of the ball. Players must not interfere with players on the fringes or past the ball who are not involved in the tackle/ruck.

RUCK

Offside (pillars)

- Pillars must not have hands on ground ahead of the offside line.
- Pillars must not form an offside 'wall' when setting up a box kick. Players may set up together behind the last feet but can't obstruct tacklers coming through to tackle the kicker or charge down the kick.

"Use it!" at ruck

- When the ball has been clearly won by a team at the ruck, and the ball is available to be played immediately by the scrum-half or another player, the referee should call "Use it!"
- The "Use it!" call does not mean the ball is out.
- The team in possession then has 5 seconds (the countdown is not verbalised) to use the ball. If the ball is not used, a scrum should be awarded to the team not in possession.
- If a team decides to use the tactic of the train while performing a box kick. 'Use it' should be verbalized when the ball is clearly won, not when it has made its way to the back of the train.

Ball out and collapsed ruck

- The ball is only out of a ruck (or scrum) when it is totally exposed, or it is clear of bodies.
- If the ball is being dug out (after being won) or is under the feet of players at the back of the ruck, the scrum-half **cannot be touched until the ball is clearly out of the ruck**. The benefit of any doubt must go to the scrum-half. **Scrum halves are not to baulk when setting up to box kick. (FK)**
- Zero tolerance on defending players at the ruck who target the scrum-half before they have the ball, even if the ball is out of the ruck. Any onside player must play the ball and not the scrum-half.
- Players cannot step through or over the middle of a collapsed ruck before the ball is cleared or the ball is completely clear of bodies. These players are unbound and in front of the last feet and are therefore offside.
- A player must not kick the ball out of a ruck. The player can only hook it in a backwards motion (PK).
- **At a tackle, a player can pick up the ball if one foot is level with or behind the ball. At a ruck, a player can pick up the ball if both feet are level with or behind the ball. If a player is still bound with an opponent, then they cannot pick up the ball.**

OFFSIDE IN GENERAL PLAY

Rationale for emphasis

- When the ball is kicked in general play, any player of the kicking team in front of the kicker is offside.

Requirements for offside players

- If offside players are within 10m of where an opponent is waiting to play the ball or where the ball may land, they **must immediately retreat outside this 10m zone**. This 10m line stretches across the field (it is not a circle).
- Offside players within the 10m who are retreating can only be put onside when an onside teammate runs them on. No action of the team catching the ball puts such an offside player onside.
- Offside players who are not within 10m **must not move forward or towards the ball**. These offside players who are standing still can be put onside when an onside teammate runs them on, or when an opponent runs 5m, kicks, passes or touches but does not catch the ball.
- Offside players **cannot** be run onside unless they are either standing still or retreating out of the 10m zone as applicable.

QUICK THROW AND LINEOUT

Put back into own 22m

- When a ball is passed into the 22-metre area and is touched by an opposing player, or a tackle, ruck, scrum, maul or lineout is formed, then that team can now kick directly into touch and gain ground.
- The ball is considered to have been 'taken back' into a team's 22m area in the following situations:
 - When a team wins possession of a ball from a scrum, ruck, maul or lineout where the mark is outside of the 22m area, even though the rear participants may have their feet within the 22m area
 - When a quick throw-in is passed from in front of the 22m line, back across the 22m line and into the 22m area
 - **When a quick throw-in is taken from within the 22m area when the mark of touch is actually outside the 22m**

Touch-line Law-

A player who is attempting to bring the ball under control is now deemed to be in possession of the ball.

- When a player jumps from inside the playing area, and before landing in touch, manages to knock (or catch and throw) the ball from across plane of touch back into the playing area, this is now **play on** (previously this was in touch).
- Previously whether the ball was rolling or stopped was relevant, now the question is: did the ball reach the plane?
 - If the ball has reached the plane of touch when it is caught, then the catcher is not deemed to have taken the ball into touch.

- If the ball has not reached the plane of touch when it is caught or picked up, then the catcher is deemed to have taken the ball into touch, regardless of if the ball was in motion or stationary.
- The principle above also applies to the goal-lines, touch-in-goal, 22m and dead-ball lines.
- To make a Mark, a player must catch a ball that has reached the plane of the 22-metre line.

50:22

Definition

- If the team in possession kicks the ball from inside their own half indirectly into touch inside their opponents' 22, they will throw into the resultant lineout. The ball cannot be passed or carried back into the defensive half for the 50:22 to be played. The phase must originate inside the defensive half.

Intention

- To encourage the defensive team to put more players in the backfield, thereby creating more attacking space and reducing defensive line speed.

Note: it is not a requirement of the match officials to verbalise whether the 50:22 is in play.

Quick Throw

A quick throw cannot take place if;

- A lineout had already been formed (2 players from each team have reached the line of touch); or
- The ball had been touched after it went into touch by anyone other than the player throwing in or the player who carried the ball into touch; or
- A different ball is used from the one that originally went into touch.

Numbers and Lineout Players

- The minimum number of players to form a lineout is two from each team (i.e., 4 total minimum).
- A receiver at the lineout must be exactly 2 metres back away from the lineout when formed (they can't set up further than 2 metres away). In U13s and above, it is optional for a team to have a receiver.
- It is mandatory for a team to have a player in opposition to the player throwing in the ball. This player must be positioned two metres away from the 5m line **and** two metres away from the line-of-touch.
- Receivers must not join until after the ball has left the thrower's hands (FK), unless another lineout player simultaneously takes the receiver position (i.e., they switch) before the throw.
- In U16s and above, the front support player at the lineout may lift on the thighs, as in senior Law. In U13s-U15s, all support players may still only lift on the shorts.

Lineout Management

- The throwing team must not delay the formation of a lineout by forming a line or huddle away from the line-of-touch. They must set their numbers clearly when forming the lineout, hence giving the defending team a reasonable opportunity to match (FK).
- Sacking is the act of bringing the jumper/ball carrier to the ground by the upper body. Sacking is legal but can only be done after the jumper/ball carrier has returned to the ground and must be done immediately. No sacking of lifters (PK). (Referees should manage teams holding jumpers in the air trying to contrive this PK.)

Teams deciding not to engage the maul at lineout

- If the defenders in the line out choose to not engage the line out drive by leaving the line out as a group, then PK to attacking team.
- If the defenders in the line out choose to not engage the line out drive by simply opening up a gap and creating space, and not leaving the line out, the following process should be followed:
 - The attacking team would need to keep the ball with the front player if they were to drive down-field (therefore play on, general play – defenders could either engage to form a maul or tackle the ball carrier.)
 - If the attacking team immediately passes the ball back to a player behind the front player or at the rear of the group, the referee would tell them to "Use it" which they must do immediately.
 - If the team drives forward with the ball at the back (and ignores the referee's call to "Use it"), the referee should award a scrum to the defending team for "accidental offside" (rather than PK for obstruction).

MAUL

Ball Transfer

- The ball can only be moved backwards hand-to-hand once the maul has formed. A player is not allowed to move/slide to the back of the maul when they are in possession of the ball (PK).
- The ball can be moved backwards hand-to-hand once the maul has formed.
- The 'ripper' needs to stay in contact with the jumper until the ball is fully transferred and cannot immediately shift lanes. No 'long transfer' of the ball to the back of the maul from the lineout jumper.

Other Maul Issues – Attack

- When a maul is formed at a lineout or after a kick, defenders must have access to the ball carrier at the formation of the maul. It is obstruction if blockers move in front of the ball carrier before the maul is formed.
- Attacking players must join from behind or alongside the hind-most teammate in the maul – they must not join in front of the player in the maul with the ball.
- Players detaching from a maul with the ball being carried by a player behind a leading player and who engage the opposition are liable to penalty for obstruction (commonly referred to as 'Truck and Trailer' or 'Changing Lanes').

Other Maul Issues – Defence

- Players bound on the side of the maul may not 'slide' forward or 'swim' around the maul. These players are not remaining bound and are not caught up in the maul and are therefore offside.
- Players who join the maul legally and are either caught up in the maul or have remained bound are legally entitled to be in the maul and contest the ball carrier.
- If the defending players choose to unbind and leave the maul, it is still a maul and the maul Laws still apply, i.e., the team in possession may continue to drive forward, and opposing players must join from their side of the maul.

Unplayable and Collapsed Mauls

- A maul moving sideways is considered stationary.
- If the ball carrier in a maul goes to ground, and it is impossible for the ball carrier to make the ball available immediately, the referee should award a scrum with the throw-in to the team that was not in possession when the maul began.

RESTARTS AND KICKS

Penalty Kick and Free Kicks

- If a player takes a Penalty Kick or Free Kick quickly, the ball must leave the hands of the player, and the kick must be taken in the right place (i.e., at or on a line directly behind the mark).
- If a member of the infringing team is in possession, they must put the ball on the ground where they are standing or give the ball to an opponent who tries to take it from them. Player should not do any action that slows a possible quick tap.
- Beware of players contriving an extra 10 metres by intentionally running into offside players who are retreating onside and not taking part in play. Referees should 'play on' in these situations.
- When a Free Kick or Penalty Kick is taken quickly, defending players who are not back 10m are not put onside until they retire 10m or while they are retiring a teammate who was back 10m runs past them. No action of the team taking the penalty kick can put them onside (including running 5m).

Goal line drop-out

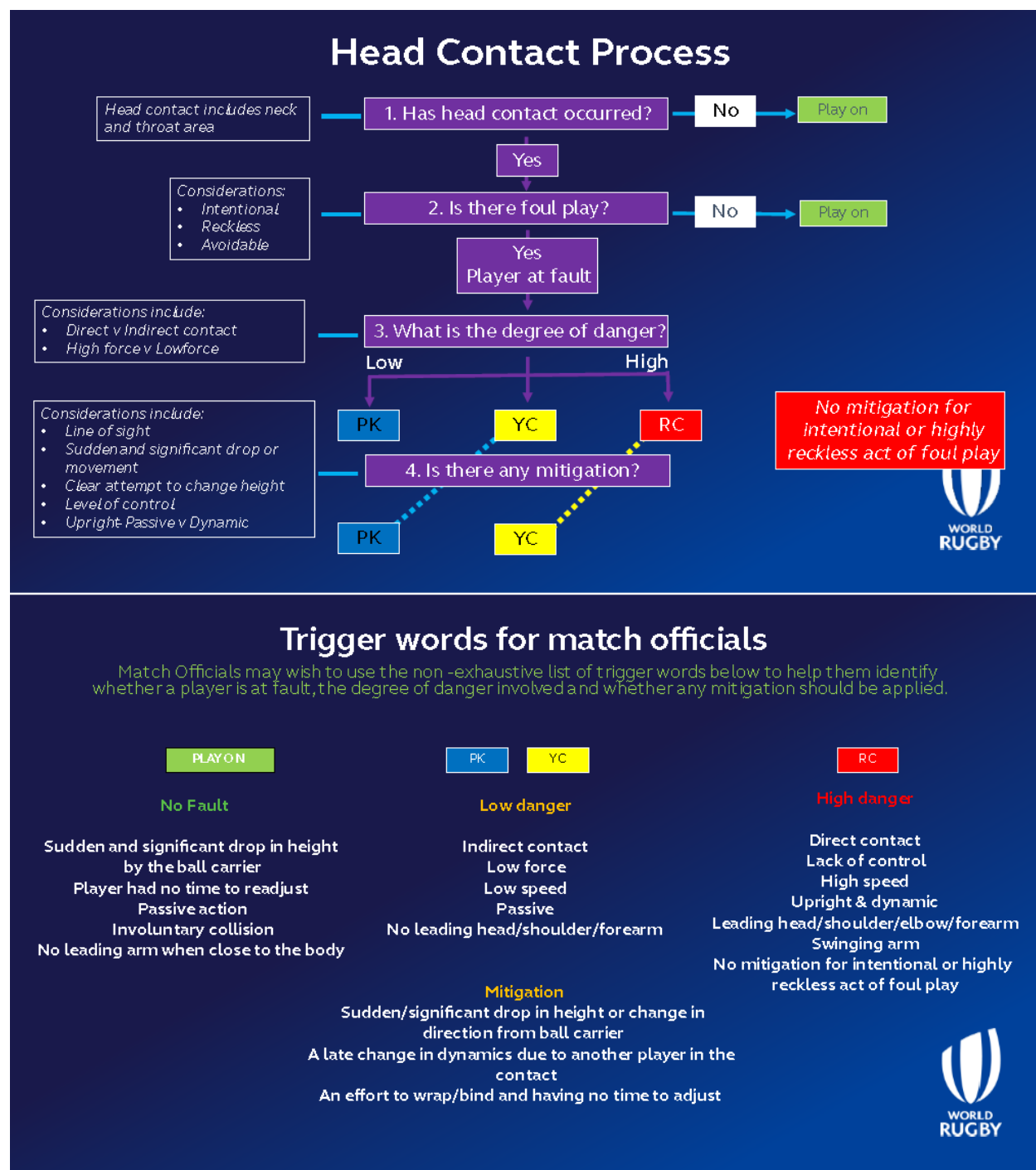
Definition

- If the ball is held up in in-goal, there is a knock-on from an attacking player in in-goal or an attacking kick is made dead by the defenders in their own in-goal, then play restarts with a goal line drop-out anywhere along the goal line.

Intention

- To encourage variety in attacking play close to the goal line and to increase ball in play time by replacing a scrum with a kick that must be taken without delay. An opportunity for counterattack is also created.

FOUL PLAY



Please utilise the head contact video for more clarity in the process.

<https://www.youtube.com/watch?v=IzjDZarcD4>

Repeated and Deliberate Infringements

- Repeated infringements can be:
 - A number of different offences in a short period of time,
 - A pattern of similar offences without a time limit (e.g., regular offences close to the defending team's goal line), or
 - Repeated infringements by an individual without a time limit.
- Deliberate infringements can result in a Penalty Kick and a caution (yellow card) without any warning, depending on the cynical nature of the infringement.

Dangerous Clean outs.

- World Rugby is working to eliminate the practice dangerous clear outs at the breakdown.
- To decide an appropriate sanction (PK, YC or RC), referees should be considering:
 - **Has there been foul play?** – has the player committed an act of foul play? Has there been head contact? Is the player in control of the contact? Is it a legal clean out (use of arms). “Drive not dive”
 - **Level of Danger** – Speed? Has the player come from depth? where did the contact take place?
 - **Players are required to arrive in a controlled manner.**

Cleanout – Targeting the lower limbs of the jackler

Definition

- **A player may lever the jackler out of the contest at the ruck but must not drop their weight onto them or target the lower limbs.**

Intention

- To reduce injury risk to the player being cleaned out.

Sanction

Penalty- referee to judge the severity of the action.

Challenge in the air

- World Rugby has provided guidelines for situations where two players contest for a ball in the air and collide:
 - **Play on** = Fair challenge with both players in a realistic position to catch the ball. Even if the player lands dangerously, play on
 - **PK** = Not a fair challenge, wrong timing but no pulling down
 - **YC** = Not a fair challenge, there is no contest, and the player is pulled down/interfered with landing on their back or side
 - **RC** = Not a fair challenge, there is no contest, and the player is pulled down/interfered with landing on their head, neck or shoulder

Lifting tackles

- World Rugby has provided guidelines for situations where a tackler lifts the player off the ground and their feet pass the horizontal and where the individual lands.
 - **PK** – the player is lifted passed the horizontal and land back on their feet. Even if the player is brought to ground on their feet the action is deemed dangerous in community rugby.
 - **YC** – the player is lifted passed the horizontal and land on side/ back
 - **RC** – the player is lifted passed the horizontal and land on head/neck

Knock-on and intentional knock-on

- If a player, in tackling an opponent, makes contact with the ball and the ball goes forward from the ball carrier's hands, that is a knock-on. If a player rips the ball or deliberately knocks the ball from an opponent's hands and the ball goes forward from the ball carrier's hands, that is not a knock-on.
- The decision-making process for an intentional knock-on is:
 - Was there a **reasonable expectation** the player could regather the ball? If no = PK.
 - Was there an opportunity for a clear line break? If yes = YC.
 - Was there an opportunity for a probable try to be scored? If yes = Penalty Try + YC.

Other Foul Play

- The Law regarding what is commonly called a 'shoulder charge' says that a player must not charge or knock down an opponent carrying the ball without trying to grasp that player. This should be the standard for referees to apply. 'Grasscut' tackles are illegal (diving at a ball carrier's legs).
- In U19 matches, punching and stamping are an automatic send off (red card).
- Players should not appeal for decisions, wave arms, or shout at match officials (e.g., "That's a card!")

OTHER

Blue Card Implementation

- When a player leaves the field due to signs and symptoms of suspected concussion, the referee will show them a Blue Card. This triggers an off-field process. *(Blue Card applies in U13s and older.)*
- A tactically replaced player may return to play to replace a player who has been shown a Blue Card.
- Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

Other Laws

- A tactically replaced player may come on to replace a player who has been injured as a result of foul play. If the team chooses to replace a player injured from foul play with a fresh reserve, or if the foul play happens before any player is tactically replaced, then the team doesn't gain any advantage from this Law change. In many Australian competitions with Rolling Replacements this will have no effect.
- If a try is scored close to time expiring, so long as the conversion is kicked (boot striking ball) before time expires, there will be a restart.
- A scrum, lineout or restart kick following a try or touch down, awarded before time expires, must be completed and the ball returned to open play. This includes when the scrum, lineout or restart kick is taken incorrectly.
- If a penalty is kicked into touch after time has elapsed (either half-time or full-time), without touching another player, the throw-in is taken, and play continues until the next time the ball becomes dead.
- Any Penalty Try now = 7 points. No conversion attempt will be taken.

Referee Management

- Referees should manage unnecessary injury stoppages and be pro-active in playing on, e.g., front row players going down with injury at line outs.
- If an injured player is not in the way of the game and the players is being attended to, play on.
- If medical staff attending to a player indicate that an injury is serious, the referee should stop the game.
- **If play approaches an injured player on the ground, the referee should stop the game immediately.**
- Referees should be pro-active in ensuring players with bleeding wounds leave the field for treatment.