



Downs Rugby Limited

SENIOR RUGBY 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 e.g. Downs Rugby Limited and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

Laws of the Game

2 LAWS OF THE GAME

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

[Under 19 Variations](#)

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

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

[10-a-side Variations](#)

[7-a-side Variations](#)

[Rugby AU Touch 7s Laws](#)

[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](#):

[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.

[Child Safety](#)

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

- (g) Child Safe Framework and Guidelines;
- (h) Reporting;
- (i) Working with Children Checks.

[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:

- (j) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (k) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (l) *Supplement Policy*;
- (m) *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;

- (n) *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;
- (o) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (p) *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

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.

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.

Match Team Lists, Scoring and Stats

- (c) It is the responsibility of both teams to ensure that:

All players and team officials (where required by the Competition) must be selected in their respective team list for the match;

All details of point scorers are to be recorded;

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;

All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);

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;

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

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.

(d) Information entered must include:

All players' details including substitutes;

Team Officials' details

Result of the match;

Point scorers;

Tries;

Conversions;

Penalties;

Drop Goals;

Penalty tries;

All players temporarily suspended (yellow card);

All players sent from the field of play (red card);

Players who have a suspected concussion (blue card).

(e) Information entered may include:

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.

Competition Points

(f) 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.

(g) Bonus points may also be awarded as follows:

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

Points for scoring three tries or more than your opponent – **one point.**

(h) 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

(i) 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.

Ladder Positions (for Competitions with Premierships)

(j) 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:

Total Match Points (#1 option)

Points difference

Points for

Points against

Matches won

Matches played

Matches lost

Matches drawn

Byes

Result of game

Bonus points (total)

Bonus points (4T)

Bonus points (+3T)

Bonus points (-7P)

Bonus points (AR)

Total tries

Try difference

Score ratio

Points ratio

Match win ratio %

Number of forfeits

Number forfeits (win)

Number forfeits (loss)

Forfeits

- (k) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (l) 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**.
- (m) 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.
- (n) 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.
- (o) The Management Committee may impose further penalties on Clubs for withdrawing teams from the Competition.

Postponed / Abandoned Matches

- (p) 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.
- (q) In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following procedure shall apply:

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

Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final result.

- (r) 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.

Playing Field

- (s) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (t) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
- (u) 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.
- (v) Goal Posts

All Goal posts within the playing enclosure must be padded.

- (w) Playing Enclosure

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.

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 XVs 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.

Restrictions for authorised persons

- (x) 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.
- (y) 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.

Authorised Persons

- (z) Process

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.

Schedule of Penalties

- (aa) A first breach of any of the Competition Rule may include any or all of the following:

Warning;

Loss of Competition points;
Issue of a *Show Cause Notice*;
Monetary Fine; and
Expulsion from the Competition.

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

Warning;
Loss of Competition point(s);
Issue of a *Show Cause Notice*;
Monetary Fine; and
Expulsion from the Competition

Protests

- (cc) All protests must be made in writing and signed by either the club President or club Secretary; (dd) Protests must be received by the Competition Manager by the close of business on the on the following business day after the alleged breach of the Competition Rules;
- (ee) All protests must specify the particular Competition Rule that has been allegedly breached; (ff) All witness statements must be tendered on a signed statutory declaration form;
- (gg) 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 by Three (3) business days after the alleged breach of the Competition Rules.
- (hh) 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.
- (ii) 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 a further three (3) 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.

Extension of Time

- (jj) 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.

Disqualified, unqualified or suspended person/s

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

5.1 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.

5.2 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

LAW AND REGULATION CLARIFICATIONS

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:

Unlimited rolling replacements applies to all rugby aged U19s and below;

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](#).

Uncontested Scrums

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:

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

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;

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.

Regulation 4 – Player Status, Player Contracts and Player Movement

International Clearance

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

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

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

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

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 XV's, 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

Specific Requirements – Downs Rugby

1. Specific Union Requirements

1.1 ACCREDITATION

- (i) It is a mandatory requirement of Downs Rugby that prior to commencement of Round One of the Downs Rugby Senior Competition that ALL Club Officials/Executive Committee, team coaches, managers must be Smart Rugby Accredited.

PENALTY – Warning (7 Days Prior to Competition Commencement), Loss of competition points/monetary fine at the determination of the Senior Management Committees.

- (ii) Downs Rugby encourages all Club Officials and any person who has an active participation in the management of a Club or Match Day to be Smart Rugby accredited.
- (iii) It is a mandatory requirement of Downs Rugby that ALL Clubs have an accredited Ground Marshall and available for ALL Competition Matches.
- (iv) Downs Rugby encourages all Senior Registered Players to be Smart Rugby accredited.
- (v) It is a mandatory requirement of Downs Rugby that ALL Clubs have a Smart Rugby accredited *Sideline Official* allocated to each home and away match.

PENALTY – Warning (7 Days Prior to Competition Commencement), Loss of competition points/monetary fine at the determination of the Senior Management Committees.

1.2 TEAM NOMINATIONS

- (i) Team Nominations must list the name of the team and all information requested by the Competition Manager for the purpose of placing the team in the most appropriate competition/division.
- (ii) Team Nominations must list contact information for the coach and manager nominated for that team so that their mandatory [Smart Rugby compliance](#) may be assessed; and provide all other information requested by the Competition Manager.
- (iii) Team Nominations must be accompanied by any team nomination fee/club affiliation fee fixed by the Association. **Note.** This process may be changed by mutual agreement between the Competition manager and clubs.
- (iv) A team will be considered accepted on approval of its nomination by Downs Rugby and the Senior Management Committee.

1.3 REGISTRATION OF PLAYERS and OFFICIALS

NOTE: Refer to the following:

1. Laws and Regulations of The Game
2. Rugby Australia Policies, and
3. Queensland Rugby Union Policies

- (i) Any player is entitled to play for the Club of their choice.
- (ii) No person shall be eligible to play with a Downs Rugby Limited club in the actual year of the competition unless that player has satisfied all the Rugby Australia requirements for registration and is registered by the club, via [Rugby Xplorer](#). Players under the age of eighteen must follow

the procedures of [RA's Senior Rugby Dispensation Policy](#). Each registration is to be retained by the club and should be available for sighting by Downs Rugby Limited as required.

- (iii) Senior players (Men's or Women's 7s) must be at least 18 years of age to be eligible to play in any open age competition.

(a) Senior Rugby Dispensation please refer to:

[Player Dispensation | Rugby Australia](#)

Note. Clubs must prove to their satisfaction the eligibility of players to participate.

PENALTY – Club and/or Player: Monetary Fine \$500. Team loss of Competition Points and Player Suspended.

- (iv) A player, officially registered with a club may only change clubs across competitions in Queensland or within a competition via [Rugby Xplorer](#). Applications for permission to change clubs must be submitted via Rugby Xplorer. Such players shall not play with the club to which they wish to transfer until the Rugby Xplorer process is finalised through a [Registration Clearance](#). This condition also covers the situation where a player registered with a Junior Club seeks to register with a different Senior Club. In ALL cases Downs Rugby must be notified by the players New Club. **PENALTY** – Club and/or Player Sanctioned \$500. Team loss of Competition Points and Player Suspended.
- (v) Should a registered player be released by their club to play for another club to allow a match to be played in the event the opposition team is short of players, this must also be recorded and registered through Rugby Xplorer. Games played for the opposition DO count towards a player's eligibility to play in finals.

1.4 COMPETITION and GRADES

- (i) Participating Clubs in the Downs Rugby Senior Competition in 2022 include:

CLUB	A Grade	B Grade	C Grade	Women's
Roma	Y		Y	Y x 2
St George		Y		Y
Condamine	Y	Y		Y
Warwick		Y		
Chinchilla			Y	
Rangers	Y	Y	Y	Y
USQ	Y	Y		Y
City Bears	Y	Y	Y	Y
Goondiwindi	Y	Y	Y	Y
Dalby	Y	Y	Y	Y
Gatton	Y		Y	Y
South Burnett			Y	
	8	8	8	10

1.5 COMPETITION DRAW

- (i) The competition will be conducted in accordance with a schedule of matches drawn up by the Senior Sub Committee and endorsed by Downs Rugby prior to the start of the playing season and varied as necessary from time to time.

1.6 COMPETITION POINTS and LADDER

1.6.1 Competition points – Senior Men’s (A, B and C Grade)

Points for WIN	Four (4)
Points for DRAW	Two (2)
Score 3 or more tries than opponent in a win	One (1)
Loss by seven (7) points or less	One (1)
Points for BYE	Zero (0)

1.6.2 Competition Points – Senior Women’s 7

Points for WIN	Four (4)
Points for DRAW	Two (2)
Score 3 or more tries than opponent in a win	Zero (0)
Loss by seven (7) points or less	One (1)
Points for BYE	Zero (0)

1.6.3 Determination of Competition Ladder

- (i) In the event of two (2) or more teams being equal on competition points at the end of the competition rounds the higher placed team will be determined by:
- (a) Highest number of WINS across all competition rounds, or if equal
 - (b) Best For and Against points for the competition rounds

1.7 CLUB CHAMPIONSHIP

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

Grade	Competition Points
A Grade	Three (3)
B Grade	Two (2)
C Grade	One (1)
Women’s	One and Quarter (1.25)

1.8 PLAYER TEMPORARY SUSPENSION (Yellow Card) – MANAGEMENT

- (i) Sideline Officials must record all Yellow Card actions within the prescribed Match Day management system and have signed off by the Match Official. Failure to do so could leave the player and the club liable to suspension and/or penalty by the Senior Management Committee.
- (ii) Should a player incur three (3) temporary suspensions in one (1) season (including semi -finals and finals), they will automatically be suspended from playing in the next round of scheduled fixture

matches/finals match. Following this suspension, the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil. Temporary suspensions do not transfer to the next season.

- (iii) Clubs will be notified through Downs Rugby once a player receives two (2) temporary suspensions.
- (iv) Clubs will be notified through Downs Rugby once a player receives three (3) temporary suspensions together with the resultant suspension.

1.9 PLAYER ORDERED OFF (Red Card) – MANAGEMENT

1.9.1 – Responsibilities of Player, Club, Sideline Officials, Match Officials, Competition Manager and Judicial Committee

- (v) Sideline Officials must record all Red Card actions within the prescribed Match Day management system and have signed off by the Match Official. Failure to do so could leave the player and the club liable to suspension and/or penalty by the Senior Management Committee.
- (i) Match Officials must, by 12:00 PM on the first business day following the day of the match, report in writing to the Competition Manager on the approved form (Appendix A), any player or players ordered off the field of play for any reason.
- (ii) The Players registered club is to be advised by the Competition Manager of any send-off and is to be provided with a copy of the Match Official's Report by 5.00 PM on the first business day following the day of the match.
- (iii) Any player ordered off the field will be suspended from playing until their case has been decided by the **Judicial Committee**.
- (iv) The Judicial Committee will meet as directed by the Competition Manager or when the Judicial Committee deems necessary throughout the season. Any player ordered off the field will attend the next meeting of the Judicial Committee, either in-person or via ZOOM. The Competition Manager must confirm with the Player and the Registered Club on the first business day following the match in which they were ordered off, the time and place of the hearing. The Judicial Committee will generally meet at 6.00 PM on the Wednesday following the match. <https://www.downsrugby.com.au/judicial-committee/>
- (v) Should a player be unable to attend a regular meeting of the Judicial Committee, they may give written (signed) permission to be represented by an official of their club.
- (vi) In the event of the Match Officials Report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Consequently, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
- (vii) There is a **Right of Appeal** against decisions of the Judicial Committee to the QRU Judicial Appeals Committee. Appeals must be lodged in writing to the Competition Manager before 4:00 PM on the second business day after the determination being appealed against has been made and delivered.

2. Blue Card Management

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/concussion-management>

***please have multiple copies of these forms for all medical officers:

- [Rugby Australia Head Injury Fact Sheet](#)
- [Rugby Australia Referral & Return Form](#)

2.1 Referees shows player a Blue Card

2.2 Team Manager, Coach or Officials table records Blue Card on match sheet (or in mobile Rugby Match Day App)

2.3 Team Manager or Coach fills our Referral + Return Sheet and hands to player with Head injury Fact Sheet after the game

2.4 Player visit medical doctor ASAP (within 72 Hours)

2.5 Player observes mandatory rest period 'MRP' (player under the age of 19; MRP is 19 days and for player 19 years or over the MRP is 12 days)

2.6 Player follows Graduated Return To Play protocol

2.6.1 – Sanctions (Suspension) – Foul Play

Sanctions are applied under the World Rugby Regulation 17 – Discipline Foul Play and include:

- (i) Must be applied universally such that the player may not play the Game (or any form thereof) anywhere during the period of suspension.
- (ii) Must not allow players to avoid the full consequences of their actions by, for example, playing in matches prior to the commencement of their suspension, or playing in matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly matches
- (iii) Must apply and be served when the player is scheduled to play.
- (iv) Must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of all relevant Regulation 17 applications
- (v) Shall be effective immediately.

3. POSTPONED and ABANDONED MATCHES

- (i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the 'home' club to advise the Competition Manager by no later than noon on the day prior to the match.
- (ii) In the event that conditions arise after noon on the day prior to the match, the Competition Manager or a representative of the Senior Management Committee must be contacted immediately the ground is considered unplayable or doubtful of being playable.
- (iii) In the event of any ground being deemed unsuitable to play the Competition Manager, after consultation with clubs involved, will direct that:
 - (a) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground); or

- (b) The match or matches be postponed to a date set by the Senior Management Committee in consultation with clubs.
- (iv) In the event of a match being abandoned for any reason beyond the control of match officials, the following procedure will apply:
 - (a) Where a match has been abandoned during the first half the result will be declared as a draw with 2 competition points awarded to each team and no points for or against will be awarded.
 - (b) Where a match has been abandoned either at half time or at any time during the second half, the score at that time will be the result and points will be recorded for and against.
 - (c) In the event of a match being unable to begin due to reasons beyond any person's control, for example environmental; both clubs will be required to reschedule. If rescheduling is not possible, then the Senior Management Committee will determine what competition points will be awarded for that match and to whom and what other action, if any, may be taken.
 - (d) 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 Downs Rugby Judiciary / Code of Conduct Committee will determine what competition points will be awarded for the match and to whom and what other action, if any, may be taken.

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

4. FORFEITS

- (i) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The opposing team will be awarded Four (4) competition points plus One (1) Bonus Point ('Three tries clear of the opposition') for that forfeited game. Their points "for" will be increased by twenty (21) points.
- (ii) In the case of a club withdrawing a team(s) from the competition, match points ('for and against') in all matches of such team(s) shall not be counted and competition points shall be cancelled.
- (iii) *B Grade Forfeit Rule* – All B Grade sides that forfeit will be deducted 2 competition points (-2 points for the round) along with the A Grade side being deducted 2 competition points (-2 points off for that round). A forfeit in any grade will automatically cause the club to forfeit any matches of lower grades on that match day.
- (iv) Any club intending to forfeit must notify the Competition Manager no later than 7:00 PM on the Thursday prior to the programmed match.

PENALTY – If a match is forfeited the forfeiting team/club will be penalised by way of:

- (a) Senior Men's \$500.00 per game; and
 - (b) Women's \$150.00 for the day
- payable to the other club via Downs Rugby.

Payment of match fine must be paid within seven (7) days of the forfeited match. Failure to do so will result in loss of competition points for ALL grades of that club.

- (v) If an individual team forfeits two matches in any one season the forfeiting team will be suspended for the remainder of the competition. All matches involving that team prior to suspension and to the end of the competition rounds will result in:
 - (a) All Club Championship points accrued will be cancelled

- (b) The opposing teams will be awarded Four (4) competition points plus One (1) bonus point. Points for and against will be twenty-one (21) points.

5. DURATION AND TIMING OF MATCHES

- (i) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Variations.
- (ii) For competition rounds the kick-off times and duration of matches are as follows:

Grade	Kick-off Time	Match Time	Half-time Break	Injury Time
A Grade	3.00pm	2 x 40minute halves	10minutes	YES
B Grade	1.30pm	2 x 35minute halves	10 minutes	NO
C Grade	12.15pm	2 x 30minute halves	5minutes	NO
Women's 7		2 x 7minute halves	2minutes	NO

- (iii) Time lost in commencing a game for whatever reason may be taken off that match so that the following matches may commence at the scheduled time.
- (iv) Any team not prepared to commence a match five (5) minutes after the designated kick-off time shall forfeit the match, as determined by the Match Official. Forfeit rules as per clause 1.11 will apply.
- (v) Opposing Clubs, by agreement between them, may change the order of games. The home club must notify the Match Officials and Competition Manager by no later than 7.00pm Thursday prior to the match. Player participation is determined by the following rule:
- (a) ANY PLAYER who has started a higher grade may not start or bench for a lower grade on that day.

6. NUMBER OF PLAYERS

- (i) All matches are to be played in accordance with the Laws of the Game, specifically Law 3 and the appropriate Variations.
- (ii) A competition game must kick-off with equal numbers of 12 or more players determined by the club with the fewer numbers available at kick-off. The club with the fewer numbers must field all its available players at kick-off. If more players arrive after kick-off, then both teams must add players to the field subject to always maintaining equal numbers, except during suspension or send offs, to a maximum up to 15 players per team.
- (iii) If a club is able to field 12 players at kick-off then the game shall proceed with 12 players on both sides (5 forwards and 7 backs) and the game will be for competition points.
- (iv) At no point in the above case shall the game be played with uneven numbers.
- (v) If a team has less than 12 players at kick-off then it will constitute a forfeit. The game may still be played with borrowed players, but the Forfeit rules as per clause 1.11 will apply.
- (vi) Should players leave the field during a competition game due to injury and be unable to be replaced due to lack of reserves within the Laws of the Game, the other team must remove player/s so that the player numbers are always equal.

(vii) If, after a competition game commences, the number of players drops below 12, then the following outcomes will apply:

- (a) If a player is sent off for a red card offence, then the team in question will forfeit the game and Forfeit rules as per clause 1.11 will apply.
- (b) If a player is sent off for a yellow card offence, then the game will still proceed as a competition game. The non-offending team WILL NOT be required to match numbers below 12. This situation will continue if a second player is given a yellow card.
- (c) If more than two players are given yellow cards, then the team in question will forfeit the game and Forfeit rules as per clause 1.11 will apply.
- (d) If players are injured (within the Laws of the Game) and cannot be replaced, the game will continue but player numbers will always be equal.

(viii) The player numbers and rules around replacement players, on a rolling substitution basis, during a match are described as:

Grade	Nominated Players	Substitutions Allowed
A grade	23	8
B grade	23	8
C grade	23	12
Women's 7	12	5

(ix) Any team can have an infinitum number of players on a bench however a maximum of 23 for men's and 12 for women's can be recorded as participants for a single match. Only players who take the field are recorded as having played a match.

2022 Women's 7s

- 6.1** Emilee Cherry Cup, Women's 7s 2022 Regular Season only: Clubs may interchange players to another Club at a maximum of three (3) players per match, and this must be recorded on a physical team sheet, clearly indicating which registered players participated from another Club for that match and provided immediately to the Competition Manager.
- 6.2** Interchanged Club player(s) during matches in the regular season only will accrue towards Finals Player Eligibility calculations (manually). Refer Finals Eligibility Section 10.

Scrum: Contested/Uncontested

- (this obligation) At the beginning of a match, a team must have (5) suitably trained 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. A suitably trained player is a player who is suitably trained, skilled and endorsed by their Club.
 - Should a team not be able to meet (this obligation) for any reason, then the team concerned must play with one player fewer than would otherwise be allowed.
 - If both teams have only (3) or (4) suitably trained players, the match will begin with a full complement of players as would otherwise be allowed, and the scrums will be contested until there is an insufficient number (2) of suitably trained players on the field for either team.
 - At all times during the match (when available), a suitably trained player must only be replaced by a suitably trained player to ensure contested scrums can continue throughout the match.
 - During a match that started with contested scrums, should a team not be able to contest scrums because of injury and subsequent replacement of suitably trained players with untrained players, then the team concerned may continue to play with a full complement of players as would otherwise be allowed.
 - The referee is solely responsible for deciding whether a suitably trained player has been replaced due to injury.
 - During a match that started with contested scrums, should a team not be able to contest scrums for any reason, other than injury and subsequent replacement of suitably trained players with untrained players, then the team concerned must play with one player fewer than would otherwise be allowed. The suitably trained player who cannot continue contesting scrums, must leave the field of play.
 - Only when a team cannot begin a match with (3) suitably trained players, will the match begin with uncontested scrums. The team concerned must play with one player fewer than would otherwise be allowed. If, after the beginning of the match, a suitably trained player 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 both teams cannot begin a match with (3) suitably trained players, the match will begin with a full complement of players as would otherwise be allowed, and the scrums will be uncontested.
 - If, after the beginning of the match, suitably trained players become available so that scrums can be contested, then those players must take the field. However, neither team may replace untrained players with suitably trained players, unless both teams can contest the scrum.

Teams that cannot begin a match with (3) suitably trained players, must notify the competition manager; matthew.hammond@downsrugby.com.au, admin@downsrugby.com.au and president@ddrra.com prior to 7pm Thursday proceeding the Saturday Senior Fixture.

7. SUBSTITUTION PROCEDURES

- (i) Each club/team is to provide their own sequentially numbered cards at ALL matches. The cards are to be numbered 1 to 12 to satisfy C grade requirements.
- (ii) The card set is to be easily identified to each club.
- (iii) A player who is to replace an existing player must present to the sideline officials, provide their relevant card and notify the sideline officials of which player number they are replacing.
- (iv) This player then reports to the Assistant Referee (“Touch Judge”) and awaits an appropriate time to enter the field.
- (v) The cards are returned to the relevant teams once the match official has reviewed the Match Day app and satisfied the match result.

8. TEAM ANNOUNCEMENTS

- (i) All teams are to be uploaded on [Rugby Xplorer - Match Day App](#) by no later than 10.00am on the Friday immediately prior to each game.

9. MATCH DAY PROCEDURES

9.1 – Sideline Table and Officials Responsibility

- (i) It is mandatory for the home team to provide a match day official table, positioned on the sideline in accessible location to match officials, team manager, replacement players.
- (ii) At the match day table both home and away teams must provide one appropriately trained and Smart Rugby accredited sideline official, with that official being responsible for:
 - (a) Ensuring all teams are recorded
 - (b) Confirm with match officials that all pre-game requirements are satisfied
 - (c) Manage replacements/substitutes
 - (d) Manage send-offs and record appropriately
 - (e) Ensure match is finalized in app with match official sign off

9.2 – Match Results and Team Sheets

- (i) It is the responsibility of EACH TEAM prior to commencement of a match to:
 - (a) In C & B grade men's enter respective team sheet data into Rugby Xplorer/[Match Day App](#) no later than 1 hour prior to kick-off and advise the opposing team, match official and ground announcer
 - (b) In A grade enter respective team sheet data into Rugby Xplorer/[Match Day App](#) no later than 15 minutes prior to kick-off and advise the opposing team, match official and ground announcer
- (ii) It is the responsibility of EACH TEAM during and at the conclusion of the match to:
 - (a) Ensure all players who took the field are listed on the respective Team Sheets and in Rugby Xplorer/[Match Day App](#)
 - (b) Ensure that any reserves who did not take to the field are not listed and DELETE any players who did not take to the field.
 - (c) To ensure that each player is suitably qualified to take the field including being registered with their club and comply with any age variations. If sideline match official makes a request for proof of identity the player is obliged to satisfy that request
 - (d) Information to enter into the Rugby Xplorer/[Match Day App](#) and team sheets include:
 - 1. All players who took the field
 - 2. Point scorers
 - 3. Tries
 - 4. Conversions
 - 5. Penalties
 - 6. Dropped goals
 - 7. Penalty tries
 - 8. Result of game
 - 9. Players with suspected concussion (Blue Card)

10. Players temporarily suspended (Yellow Card)
11. Players sent from the field (Red Card)

- (e) In a timely manner record live-scores through the Match day app
- (f) Reconcile both Home and Away Match Day apps
- (g) In a timely manner enter full-time score and finalise the match through Match day app
- (h) Ensure Match Official confirms the results of the game on the Match day app

10. Final Series Matches and Eligibility

– Player Eligibility

10.1 A player shall not be eligible to play in a particular grade in the final's series unless they have played a minimum of half of the competition games .

10.2 Played means having taken the field

10.3 Byes do not count as eligible games

10.4 Higher representative duties playing for Downs Rugby will count as eligible games

- (vi) A player shall not be eligible to play in the finals in a lower grade if 50% or more of their games were in the higher grade during the competition rounds. Example: A player has taken the field for their club in 50% of total matches for the competition round, however at least half or more of the games have been in B grade then this player would not be eligible for C grade. Played 8 games in total with 4 in B grade and 4 in C grade. Player has played 50% or more in a higher grade therefore ineligible for C grade.

(vi)(a) Exception: If a club has two grades in a final's series, a player who has played 50% or more games in a higher grade may play in a lower grade. This exception only applies between two consecutive grades. This exception only applies while the two consecutive teams are still participating in the final series and when this no longer applies then rule 2.1(vi) applies.

11. - Dispensation

2.1 A club may apply for dispensation for a seasonally registered player who falls outside of the criteria as prescribed in 2.1. Medical Applications for Dispensation are the only claims to be considered by the Senior Management Committee. Injury – A Medical Doctor's and/or General Practitioner's Certificate confirming injury and also (if applicable) the Medical Doctor's and/or General Practitioner's Certificate clearance to compete in contact play (note: eg. 'Chiropractic' or non-Medical Doctor's / General Practitioner's will not be accepted as evidence);

11.1 Application for dispensation must be received by the Competition Manager by no later than 12.00pm on the Wednesday prior to the final's series

11.2 The Senior Sub Committee shall have full discretionary powers to approve players, and the decision by the committee and the Competition Manager shall be final

- 11.3** A player may be accorded dispensation due to forfeits during the competition rounds, however only if they are named in team of 23 in men's and 12 in women's at the time of the forfeit.
- 11.4** A player may be accorded dispensation if they have participated in higher representative duties that are endorsed by Downs Rugby, namely the Queensland Country Rugby Union pathway.

Wet Weather Policy

O Wet Weather Policy – All Grades

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

6. the Home Club advises its participants

- CM advises DDRRA that the match will be played at the Away Club's ground – DDRRA advises its participants CM
- If Away Club's Ground is unavailable, then The above process is repeated for firstly for the next day i.e. Sunday; and if not resolved;
- Match will be declared a draw with each Club receiving two (2) Competition
- Points. No points will be awarded for "for / against" totals.

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

Schedule One – Substitutions (Finals)

Rolling Substitution - Procedural Guidelines for the Administration and Control

Sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by the Union to all clubs in advance of the first match in which rolling substitutions are permitted.

Each club will then be responsible for providing its own supply of cards for each match in which its teams compete, preferably with different colour cards for each team.

Each team shall appoint its responsible person (e.g. team manager, coach or parent) who shall be required to hand the appropriate substitution card in the correct sequence to the relevant official before each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.

The Union responsible for the match will determine who the relevant official to receive the substitution cards should be. This may be:

- (I) *The Field Marshal in charge of the ground*
- (II) *An accredited Assistant Referee*
- (III) *The Referee*
- (IV) *A designated representative from the opposition.*

The relevant official shall receive and retain the cards during the match and shall monitor each team's use of its substitutes. He / she is not required to record any information but shall simply retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team (or discarded) until the referee is satisfied of the final number of substitutes used by each team.

The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.

Law 3 Number of Players – the team – A Grade

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

Law 3 Number of Players – the team – B Grade

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

8. Law 3 Number of Players – the team – C Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) 12 player movements only.

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

- (I) In reference to Law 3, the nominated number of players is 12
- (II) 5 player movements only.

HOME 1	HOME 2
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HOME 3	HOME 4
----------------------	----------------------

HOME 5	HOME 6
----------------------	----------------------

HOME 7	HOME 8
----------------------	----------------------

HOME 9	HOME 10
----------------------	-----------------------

HOME 11	HOME 12
-----------------------	-----------------------

AWAY

1

AWAY

2

AWAY

3

AWAY

4

AWAY

5

AWAY

6

AWAY

7

AWAY

8

AWAY

9

AWAY

10

AWAY

11

AWAY

12

GROUND MARSHAL



Overview

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

Requirements

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

Key Relationships

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

Responsibilities

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

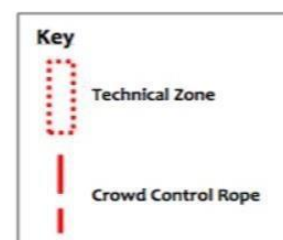
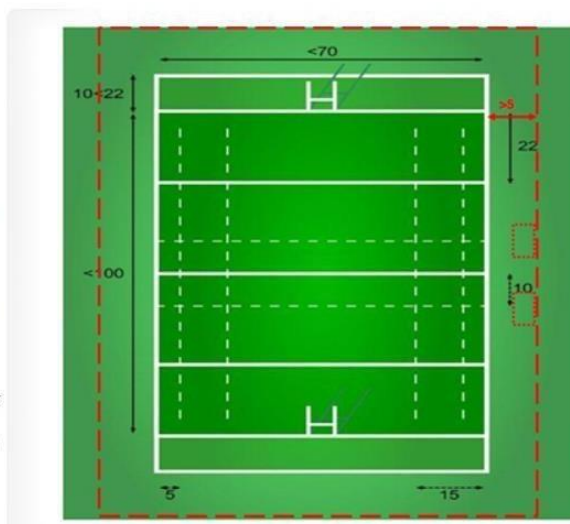
Set Up

Ensure the ground is set as per the diagram below.

Ground Set-up

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

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



Check for compliance with:

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

Pre-Match

Introduce yourself to the people on the Key Relationships list

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

During the Match

Interaction with Match Officials

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

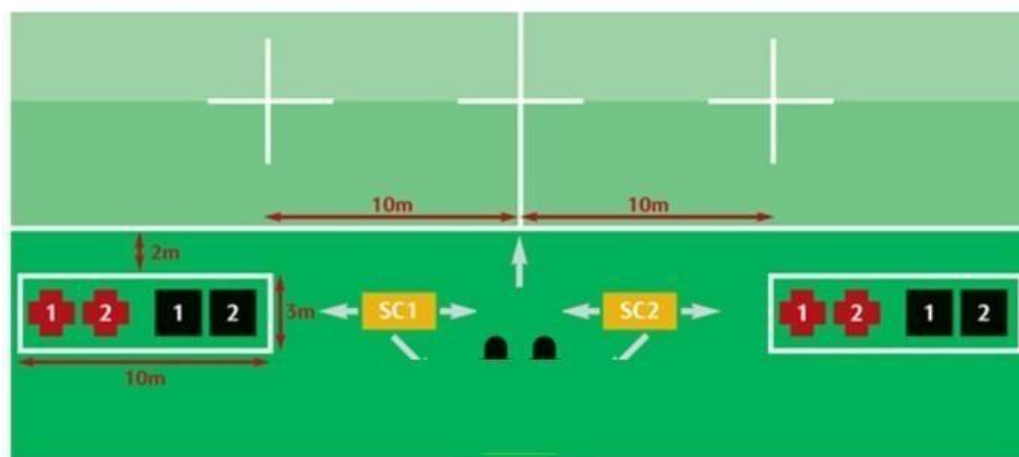
Field of Play

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

Coaches are required to be outside of the playing enclosure.

Fifteens Technical Zones

Maximum of four persons allowed in the TZ



Key:



Medic



Water carrier



Temporary Suspension chair



SC Substitution Controller

Spectator Management

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

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

Further Assistance to the Match Official(s)

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

Post-Match

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

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

Resources

[Rugby Australia Codes and Policies](#)

Go to the Rugby Australia - [Code of Conduct](#) for more detail regarding acceptable behaviour at Rugby Matches.

MAL EIBY MEDAL CALCULATION

12.1 Statement

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

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

12.2 Coverage

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



GEMMA ETHERIDGE MEDAL CALCULATION

12.3 Statement

The Gemma Etheridge Medal is, in 2022, the award for the best and fairest player in the Emilee Cherry Cup Open Women's Rugby Competition.

Gemma Etheridge from Toowoomba, played alongside Emilee Cherry at Toowoomba Bears. Gemma won Gold in sevens rugby at the 2016 Rio Olympics and is the namesake of this coveted medal awarded annually.

12.4 Coverage

- g) That the Referee award points for each game for the best and fairest player in the **Day's Carnival at the Given Location** - DDRRA Referees must submit their 3,2,1's (with Player Name and Identifier Number) via VIA E-MAIL ONLY TO THIS UNIQUE E-MAIL ADDRESS: admin@downsrugby.com.au*
- h) That the player(s) with the highest number of points after the conclusion of the Regular Season Competition games be declared the winner at Awards Evening.*
- i) That any player sent from the field of play i.e. Red Card be automatically excluded from winning this award.*
- j) That any player Cited (and the Citing is subsequently upheld) be automatically excluded from winning this award.*
- k) That any player who receives three (3) or more Temporary Suspensions i.e. Yellow Cards be automatically excluded from winning this award.*
- l) That any player found to breach of any of the following Rugby Australia Policies be automatically excluded from winning this award:
 - a. Code of Conduct*
 - b. Anti-Doping*
 - c. Anti-Corruption and Betting**

THE RISDON CUP

14.1 Statement

Preservation of the Risdon Cup due to it being irreplaceable.

14.2 Coverage

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

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

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

The Risdon Cup may be requested by the Premiership Club for their Post Season Presentation Evening.

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

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