

Downs Rugby Limited

Teenage Competition Rules

2024



DOWNS RUGBY

Prepared by Downs Rugby along with:

- Downs Rugby Teenage Boys Working Group
- Downs Rugby Teenage Girls Working Group

Date: Jan 2024 Version 1

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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 [2022 Rugby AU Game Management Guidelines U13 to Seniors](#)
- 2.3 [10-a-side Variations](#)
- 2.4 [7-a-side Variations](#)
- 2.5 [Rugby AU Touch 7s Laws](#)
- 2.6 [Rugby AU Veteran Rugby Laws](#)

Governance of the Competition

3 GOVERNANCE OF THE COMPETITION

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

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

Rugby AU Codes and Policies

4 RUGBY AUSTRALIA CODES AND POLICIES

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

4.1 [Safety & Welfare](#)

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

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

4.2 [Child Safety](#)

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

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

4.3 [Integrity](#)

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

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

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

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

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

Law and Regulation Clarifications

5 LAW AND REGULATION CLARIFICATIONS

5.1 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 apply 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](#).

5.2 Uncontested Scrum

5.2.1 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:

5.2.1.1 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.

5.2.2 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;

5.2.3 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:

5.3 Regulation 4 – Player Status, Player Contracts and Player Movement

5.3.1 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

Member Union Standard Requirements

6 MEMBER UNION STANDARD REQUIREMENTS

6.1 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>

6.2 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 – U19 age group - 12 players

10s U12 – U19 age groups - 15 players

XVs U13 – U19 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, the following penalties for the team that called for uncontested scrums.
 1. No #8 pick and drive.
 2. No scrum option to be taken at a penalty.
 3. Half back must pass to 5/8.
- 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 13 – U19 (As per RA U19 Law Variations Law 9 Foul Play)
 1. Time is Ten (10) Minutes
 2. Player is NOT Replaced
 3. 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 13 – U19
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 it 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.

6.3 **Competition Points**

Places in the various 7s, 10s and XV's competitions will be determined by competition points.

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

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

6.4 **Ladder Positions Determination**

- (a) In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:
 - Total Match Points
 - Points difference
 - Matches won
 - Total tries
 - Try difference

Specific Union Requirements

7 **SPECIFIC UNION REQUIREMENTS**

7.1 Team Nominations

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

(a) Team Nominations

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

(b) Condition of Entry

As a condition of entry into the competition:

- 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 Coordinators / 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 Xplorers 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.

7.2 Age Eligibility & Determining Age Group

(e) 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>

(f) 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.

(g) 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.

(h) 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 grade; or younger aged team; or be an appropriately aged player who is voluntarily playing one year above their correct age group, provided that there are insufficient eligible players in the competition team and they comply with Rugby Australia Safety and Participation Policies.

7.3 The Competition

7.3.1 Competitions will be organised as follows:

7.3.1.1 Competitions will be organised, as the Competition Manager considers appropriate to the

- number of nominations received; and
- 7.3.1.2 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
- 7.3.1.3 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
- 7.3.1.4 Competition rounds as appropriate to the number of team nominations received shall be conducted.

7.4 Premierships

Premierships are awarded as follows:

- (i) **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.
- (ii) **Teenage Fixtures – Ladders – Results: refer**
 - <https://www.downsrugby.com.au/teenage-boys/>
 - <https://www.downsrugby.com.au/youth-girls-7s/>

7.5 Wet Weather Procedures & Alternate Arrangements

7.5.1 Wet Weather Procedure

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

- 7.5.1.1 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.
- 7.5.1.2 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. |
| 7.00 am onwards | Team Manager notifying Team Members. |

(a) Changes to Scheduled Matches – Competition Manager

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

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

(b) Changes to Scheduled Matches – Clubs Mutual Agreement

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

7.6 Forfeits

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

7.6.1 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.

7.6.2 Minimum Numbers before the Match

7.6.2.1 U13 upwards – a team may choose to forfeit a game if they feel that they do not have sufficient numbers to safely play.

7.6.2.2 Downs Rugby Limited Teenage 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**).

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

7.6.2.3.1 confirmed Covid-19 + with a [Polymerase Chain Reaction \(PCR\) Test](#); or

7.6.2.3.2 confirmed Covid-19 + Rapid Antigen Test (RAT) – [require confirmed Positive Result Registration Form](#)

7.6.2.3.3 confirmed [close contact as per the Queensland Government Definition](#)

The Club President or Teenage Vice President is to alert the Competition Manager:

admin@downsrugby.com.au **by no later than 10pm the day preceding the Teenage Fixture of the match.**

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.

7.6.3 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:

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

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

7.6.4 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-one points (21) 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, plus 1 Bonus point.

7.7 Duration Of Play (includes ball sizes)

7.7.1 Playing Times & Ball Sizes

Start times may vary due to field space availability for the host Club. Ball sizes for Downs Rugby Downs Rugby Teenage Boys U13/14/15/17s and Teenage Girls XV's U14 & 16's is a **Size 5 Ball**.

Maximum Playing Time – 25-minute halves in all grades and U19 is 30-minute halves

The maximum playing time in any one day, 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.

7.7.2 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.

7.7.3 Time Off

Time-off is NOT permitted in competition matches except:

7.7.3.1 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

7.7.3.2 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.

7.7.3.3 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.

7.7.4 Extra Time (Draws)

Extra Time is only allowed as follows:

7.7.4.1 Competition Matches - there is no extra time allowed.

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

7.7.4.2.1 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.

7.7.4.2.2

7's

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 CM.

Ladder Positions Determination.

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

7.7.4.3.1 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.

7.7.4.3.2 7's

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

7.8 Player Attire and Equipment

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

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 Colors - In the event of the opposing team has identical or similar colors, 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 color 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 Xplorer - The distinguishing number shall correspond with the information supplied by the Club on the Match Day App and to the fourth referee if appointed for that match.

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.

7.9 Playing Fields & Venue Control

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

7.10 Club Appointed Officials

At all matches Clubs are responsible for providing the following:

- 7.10.1 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:
 - 7.10.1.1.1 The Supervision of the venue and all appointed officials; and
 - 7.10.1.1.2 Point of contact for all enquiries; and
 - 7.10.1.1.3 Responsible for the control and behavior 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
 - 7.10.1.1.4 Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - 7.10.1.1.5 Having access to a phone and the Emergency Phone List: and
 - 7.10.1.1.6 Have access to Rugby Australia Protocol for Serious Injury and [Downs Rugby's What do in the event of an emergency](#); and
 - 7.10.1.1.7 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
 - 7.10.1.1.8 Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action.
 - 7.10.1.1.9 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:
 - 7.10.1.1.10 Set up, maintenance of and patrolling the Playing Enclosure; and
 - 7.10.1.1.11 Preventing the illegal entry of any person into the playing enclosure; and
 - 7.10.1.1.12 Assisting the officials (Medical Person, Managers, Assistant Referees and Referee) perform their respective duties; and
 - 7.10.1.1.13 Ensuring Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure; and
 - 7.10.1.1.14 Assisting the Club Official implement emergency access: and
 - 7.10.1.1.15 Assisting the Club official in the control and behavior of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Code of Conduct; and
 - 7.10.1.2 Report any irregularities or breaches of the rules that they are unable to resolve to the Club Official for further action
 - 7.10.1.3 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 center of the field, between the areas set aside for reserves. Their duties and responsibilities are:
 - 7.10.1.3.1 Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available
 - 7.10.1.3.2 Ensure the Club has a means of communication and contact for Ambulance: and
 - 7.10.1.3.3 That the Club has an Emergency List of contacts and addresses for:
 - 7.10.1.3.4 After hours doctor;
 - 7.10.1.3.5 Nearest public hospital and/or emergency facility;
 - 7.10.1.3.6 Local Medical Centre and /or facility;
 - 7.10.1.3.7 Local Police; and
 - 7.10.1.3.8 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
 - 7.10.1.3.9 Have on hand copies of the:
 - 7.10.1.3.9.1 [RA Head Injury Fact Sheet](#)
 - 8.10.1.4.9.2 [Concussion Referral & Return Form](#)
 - 7.10.1.3.10 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

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.

7.10.2 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:

7.10.2.1 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.

7.10.3 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 in their location outside the 5-meter barrier, except where one is them is performing the role of manager.

(e) Playing Surface

The following applies to the playing surface:

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

7.11 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 checks 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 **BOTH** teams to ensure that the match results have been submitted via the app. Managers should not leave the field without agreement of the score.

7.12 Match Officials

7.12.1 Appointment of Referees

Referees in the Union are appointed as follows:

7.11.1.1 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

7.11.1.2 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.

7.13

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.

7.13.1 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.

7.13.2 Assistant Referees "Touch Judges"

7.13.1.1 Club Requirements

Clubs are required to appoint an Assistant Referee for every match a team played, except finals. Qualifications are as follows: U13 and Older - [Accredited Level 1 Assistant Referee](#).

7.13.1.2 Age Requirements

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

7.13.1.3 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.

7.13.1.4 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.

7.13.1.5 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.

8 FINALS SERIES MATCHES

8.1 Premierships & Determining Finals Series

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

8.2 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.

8.3 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.

8.4 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.

8.4.1 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:

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

8.4.2 Player Eligibility Criteria

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

- 8.4.2.1 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.
- 8.4.2.2 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
- 8.4.2.3 Have received dispensation from the Committee.

8.4.3 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:

- 8.4.3.1 Named on the Match Day app and having been part of the starting team or substitutes.
- 8.4.3.2 Named on the Match Day app in the case of a Forfeit as available to play; or
- 8.4.3.3 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
- 8.4.3.3.1 Dispensation request based on representative duties (Downs Rugby, QRU, RUGBY AU, QRFSC Representation only); and
- 8.4.3.4 **Suspension or Disqualification** – does not count towards eligibility.

8.4.4 Cleared Players

Eligibility for cleared players is determined as follows:

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

8.5 Finals 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 a maximum eight (8) 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 dispensation not granted by the Competition Manager.

8.5.1 Granting Dispensation

Dispensation applications will be granted under the following criteria:

- 8.5.1.1 The Competition Manager may grant dispensation for:
- 8.5.1.2 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
- 8.5.1.2 Player eligibility based on player clearance from another club or region; or
- 8.5.1.3 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 23 total players; or
- 8.5.1.4 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 17th 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.

8.5.2 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.

8.5.2 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 reserve.
- Condition 2: NOT granted dispensation to play.

9 AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE

9.1 Affiliation Fee

[Downs Rugby's 2024 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.

9.2 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:

- 9.2.1 **Once Per Player.** A player is required to pay the Player Levy only once every year.
- 9.2.2 **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.

9.3 Player Clearances

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

10 POLICIES & PROCEDURES

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

10.0 Downs Rugby Limited / QRU / RA Directives

From time to time, it is necessary for 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.

10.1 Carnivals & Tournaments & Trial Games

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

10.1.1.1 **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.

10.1.1.2 **Sanctioning.**

10.1.1.2.1 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.

10.2 Carnivals & Tournaments & Trial Games

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

10.2.1.1 **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.

10.2.1.2 **Sanctioning.**

10.2.1.2.1 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.

10.2.1.2.2 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.

10.2.1.3 **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.

10.2.2 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

10.2.3 Club Organised Games, Tours and Visits

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

10.2.3.1 Any game conducted outside the normal competition parameters outside the Downs Rugby area 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.

10.2.3.2 **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 Tours to ensure they comply with the current guidelines.

10.2.3.3 **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.

10.2.3.4 **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 outside of the Union the Competition Rules of that Union would apply.

10.2.3.5 **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.

10.2.3.6 **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

10.3 Entry Of New Clubs into Downs Rugby Limited's Competition

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

10.4 Forfeit Procedure

PLEASE follow the procedure listed below when forfeiting a game.

The team that is forfeiting is to:

1. Contact their own AND the 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
3. Contact the Competition Manager by text or phone mobile: **0431 456 477** and follow up with an email admin@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!

10.5 Medical Policy

SPORTS TRAINERS AND MEDIC PROCEDURE

As per Downs Rugby Limited's competition rules, the host Club for Teenage Boys and Teenage Girls 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 trainer's vest.

However, the procedure is as follows:

1. Prior to the commencement of the game, the sports trainer must notify the home clubs appointed medic that they will attend their teams' injuries for that game AND will call for assistance if required.
2. A sports trainer or medic is to enter the field of play to attend an injured player when it is safe to do so and at an entry point that does not interfere with the run of play.
3. During the game, if more than one player becomes injured at the same time, the home club appointed medic will attend to one of the players. This places the decision regarding injury into the medics' hands.
4. Where assistance has been called for, by the sports trainer, the higher medically qualified person makes the call on the player treatment. If this means that the player is called injured, this **CANNOT BE OVERRULED BY THE TEAM MANAGEMENT**. Please also refer to Law 3.20; 3.21 and 3.22.
5. Parents are **NOT TO ENTER** the field of play for an injury unless invited by the referee (who should check with the medical attendees prior to making this call).
6. Sports Trainers who **DO NOT HAVE MEDICAL QUALIFICATIONS ARE NOT TO TREAT INJURED PLAYERS**. They are to call for medical assistance immediately.

7. The DRRRA referees have been advised of the following:
 - a. If possible, all referees should advise medical attendants / team runners / team management (depending on availability of those personnel at any game) prior to the game of the situation to apply in the event of an injury to a player.
 - b. If they (medics/sports trainers) note that a player is down with an apparent injury, they should immediately go to the player to assess the injury - they should not wait to get the permission of the referee to enter the field of play.
 - c. If the injury appears to be serious or play is continuing in reasonably close proximity to the injured player, they (medics/sports trainers) should then get the attention of the referee to stop the play so that the injury can be dealt with. All referees should be aware that the safety of the injured player is paramount in these circumstances (particularly in comparison to game continuity).
 - d. The referee should act in such a manner that the trainer or medical attendant is enabled to carry out their role safely and efficiently. The referee should not offer medical advice under any circumstances, but simply facilitate the treatment of the injured player.

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

10.6 PHOTOGRAPHY & VIDEOING POLICY

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

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

1. Downs Rugby Limited will authorise persons to take photographs & videos at Downs Rugby Limited sponsored events such as Finals & the 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 Appendix A.

Check for compliance with:

- Goal post pads
- Flag Posts
- The field is free from debris including cans and glass.
- All sprinkler heads are covered.
- Crowd and Player control is a barrier that is 5m from the sideline to restrict all access to the field.
- a small access into the Technical Zone which is also behind the 5m barrier.

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.

4. Spectator Management

Monitor the behavior 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.

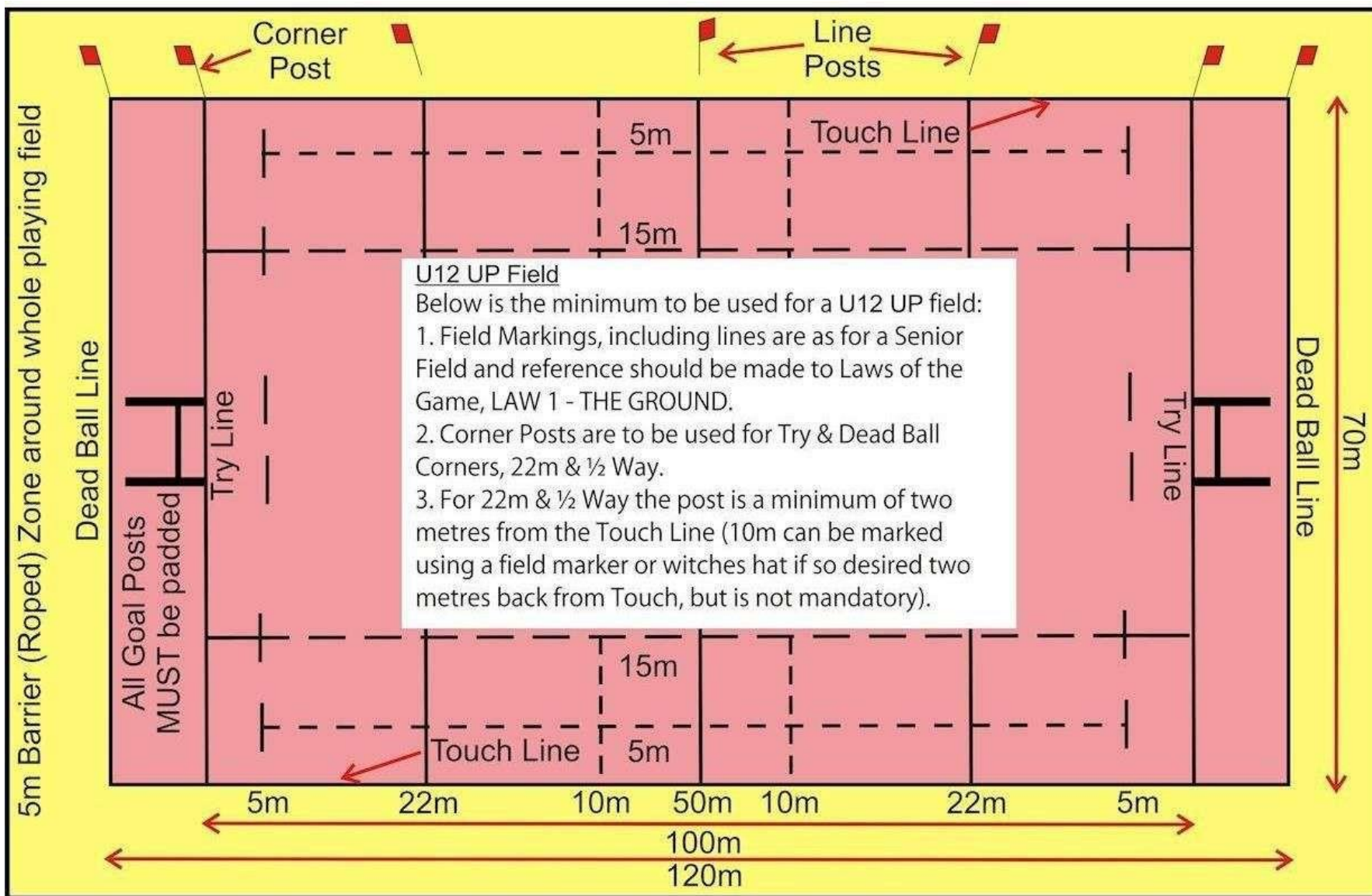
5. Further Assistance to the Match Official(s)

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 need to be taken.

6. Post-Match

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

U12 & UP FIELD MARKING DIAGRAM



**DOWNNS 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 admin@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					✓	✓	✓

Appendix C Accreditation Requirements

COACHING REQUIREMENTS	Accreditation		Game Management Guidelines 2024	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
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
Under 6 – Under 9 (encouraged)						
Under 10 - Under 12				✓		✓
Under 13 – U18				✓		✓
Rugby 7s				✓		✓

Assistant Referee