



Downs Rugby Limited

SENIOR RUGBY COMPETITION RULES 2024

Prepared by: Downs Rugby Senior Management Committee

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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 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 <i>Event Sanctioning Guidelines</i> ,
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, is a community competition. 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:

[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

All of the National Standard Rules are available on the free App "World Rugby Laws."

Specific Requirements – Downs Rugby Senior Men’s

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.
- (ii) It is a mandatory requirement of Downs Rugby that ALL Clubs have an accredited Ground Marshall and available for ALL Competition Matches.
- (iii) Downs Rugby encourages all Senior Registered Players to be Smart Rugby accredited.
- (iv) 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 – 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:

- Laws and Regulations of The Game
 - Rugby Australia Policies, and
 - 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](#).
 - (iii) Players under the age of eighteen must follow the procedures of [RA’s Senior Rugby Dispensation Policy](#).
 - (iv) Senior players 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.

(v) A player that is looking to be eligible for finals must be officially registered with a club and 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.

(vi) Swapping of Players - Should a registered player wish to play for another club to allow a match to be played in the event the opposition team is short of players, this must be recorded and reported to Downs Rugby prior to the end of the first day of business following the game. Games played for the opposition will count towards a player’s eligibility to play in finals.

(vii) Should a registered player wish to play for another club, in a grade equal to or higher than what they are nominated for, it must be documented on the team sheet and sent to the Competition Manager before 3:00 PM on the first business day following the day of the match. Such games WILL COUNT towards a player’s eligibility to play in finals.

(viii) This form of club swapping is only allowed during the regular season and no club swapping allowed during the finals. All swapping will be in the best interest of the game.

1.4 **COMPETITION and GRADES**

(i) Participating Clubs in the Downs Rugby Senior Competition in 2024 include:

CLUB	A Grade	B Grade	C Grade
Roma	Y		Y
St George		Y	
Condamine	Y	Y	
Warwick		Y	
Chinchilla			Y
Rangers	Y	Y	Y
USQ	Y		Y
Bears	Y	Y	
Goondiwindi	Y	Y	Y
Dalby	Y	Y	Y
Gatton	Y		Y
South Burnett		Y	
	8	8	7

1.5 COMPETITION DRAW

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 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:

A Grade	Competition Points x 3
B Grade	Competition Points x 2
C Grade	Competition Points x 1
Women’s 7	Competition Points x 1

1.8 PLAYER TEMPORARY SUSPENSION (Yellow Card) – MANAGEMENT

- (i) Club appointed 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 may be notified by Downs Rugby once a player receives two (2) temporary suspensions.
- (iv) Clubs will be notified by 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

- (i) Club appointed 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 penalties by the Senior Management Committee.
- (ii) Match Officials must, by 12:00 PM on the first business day following the day of the match, report in writing to the Competition Manager any player or players ordered off the field of play for any reason.
- (iii) 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.
- (iv) Any player ordered off the field will be suspended from playing until their case has been decided by the **Judicial Committee**.
- (v) 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 an On-line meeting. 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/>
- (vi) 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.
- (vii) In the event of the Match Officials Report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Consequently, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
- (viii) There is a **Right of Appeal** against decisions of the Judicial Committee to the QRU Judicial Appeals Committee. Appeals must be lodged in writing to the Competition Manager before 4:00 PM on the second business day after the determination being appealed against has been made and delivered.

2. Blue Card Management

[Report a Concern Concussion Management | Rugby Australia](#)

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

The following documents must be provided to a player, or parent/guardian, on the day of the injury:

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

2.1.1 – 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 the General Manager must be contacted by no later than 1000 AEST on game day when 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.
 - (c) If all agree that the match cannot be rescheduled, the match is deemed to be abandoned.
- (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 behavior 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:

Senior Men's \$500.00 per game 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 (2) 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, this will be backdated retrospectively to the start of Round 1.

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, including Finals
B Grade	1.30pm	2 x 35minute halves	10 minutes	NO, only in the Finals
C Grade	12.15pm	2 x 30minute halves	5minutes	NO, only in the Finals

- (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) Senior Men's A-B-C competition games 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 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 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 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. (Refer to 6 (vi) above.)
- (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

- (ix) A Grade and B Grade teams can only name a maximum of 8 players as substitutes per team for a single match. C Grade can have up to 12 players as substitutes. Only players who take the field are recorded as having played a match.

- 6.1 Only a player who is registered as a Player on Rugby Xplorer may take the field of play for a competition match. Registering as a Training Only Participant does not constitute registration for a competition match.
- 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.

7. Scrums: Contested/Uncontested

7.1 At the beginning of an A Grade and B Grade 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. Prior to the start of each A grade and B grade match the Match Official will identify the 5 players from each team. A suitably trained player is a player who is suitably trained, skilled and endorsed by their Club. All the C Grade games will be played with uncontested scrums.

7.2 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.

7.3 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.

7.3.1 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.

7.4 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.

7.4.1 The referee is solely responsible for deciding whether a suitably trained player has been replaced due to injury.

7.5 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.

7.6 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.

7.7 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.

7.7.1 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; admin@downsrugby.com.au and president@ddrra.com prior to 7pm Thursday proceeding the Saturday Senior Fixture.

8. SUBSTITUTION PROCEDURES

- (i) Each club is to provide 2 sets of sequentially numbered cards at ALL home 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 it 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.

- (vi) C Grade games may be played with unlimited movements **ONLY IF** both Captains agree, prior to the game starting. If this option is agreed, the number of reserves will still remain at 8 players only.

9. 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.

10. MATCH DAY PROCEDURES

10.1 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.

10.2 Match Results and Team Sheets

- (i) It is the responsibility of EACH TEAM prior to commencement of a match to:
 - (a) In Men's C & B Grade, 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. Penalty tries,
 - 6. Result of game,
 - 7. Players with suspected concussion - (Blue Card)
 - 8. Players temporarily suspended - (Yellow Card)

9. Penalties

10. Players sent from the field - (Red Card)

11. Dropped goals

(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.

11. Final Series, Matches and Eligibility

Week 1 – Super Saturday

Super Saturday 1 - A Grade '1st Ranked Team' to Host (agreement with Downs Rugby Ltd)

Match Times and schedule to be advised

Finals A Grade Game 1 Team 1 v Team 2 *Winner proceeds to GF*

Finals B Grade Game 1 Team 1 v Team 2, *Winner proceeds to GF*

Finals C Grade Game 1 Team 1 v Team 2, *Winner proceeds to GF*

Finals A Grade Game 2 3rd v 4th (*Loser Out*)

Finals B Grade Game 2 3rd v 4th (*Loser Out*)

Finals C Grade Game 2 3rd v 4th (*Loser Out*)

Week 2 – Elimination Saturday

Super Saturday 2 – Venue Host: loser of Finals A Grade Game 1: (agreement with Downs Rugby Ltd)

Men's A-B-C Finals Game 3 – Winner 'Finals Game 2' v Loser 'Finals Game 1'
(*Winner through to Grand Final*).

Toowoomba Sports Ground, 47 Arthur Street

Men's A-B-C: Winner 'Finals Game 1' v Winner 'Finals Game 3'.

C Grade Men's - E S Dooney Hayes Trophy - Grand Final

Women's XV Cup Prelim 1st v 4th

Women's XV Cup Prelim 2nd v 3rd

B Grade Men's - Bill Flamsteed Trophy - Grand Final

Women's XV Cup Grand Final

A Grade Men's - Risdon Cup - Grand Final

11.1 **Injury Time** will be played in all final's games.

11.2 If Men's Finals matches on Super Saturday or Elimination Saturday result in a draw the winner shall be the higher placed team from the regular season.

11.3 In the event of the scores being equal at full time in Senior Men's Grand Final matches, the following shall apply:

- One (1) x maximum ten (10) minutes (plus injury time) **Extra Time period** - coin toss to be conducted by referee to determine which team kicks off or direction of play and player movements be reset to a maximum of 3 per team, then if no result.
- One (1) x maximum ten (10) minutes (plus injury time) **Golden Point period** – coin toss to be conducted by referee to determine which team kicks off direction of play and player movements be reset to a maximum of 3 per team; For the avoidance of doubt, golden point means the first point scorer during this period is declared the winner; then if there is still no result.
- Higher placed team from the regular season; then if no result
- Most tries in the actual game; then if no result.
- Both teams shall be declared joint winners in a Grand Final.

12. Player Eligibility

12.1A 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.

12.2 Played means having taken the field.

12.3 Byes do not count as eligible games.

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

12.5 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 regular competition, 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.

This player is eligible to play in a higher grade (in this case it's B Grade) as the total number of games played for the season has been reached.

Exception: If a club has two or more 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 12.5 applies.

13. Dispensation

13.1 The Senior Management Committee in conjunction with the Competition Manager shall have full discretionary powers to approve applications for Dispensation for eligibility for Finals. The decision by the Committee and the Competition Manager shall be final.

13.2 A club may only apply for Dispensation for a Player **seasonally registered prior to Round 8.**

13.3 Applications for Dispensation on medical grounds are the only applications considered.

13.4 **ALL** applications must be accompanied by a Medical Certificate issued by a Medical Doctor and/or a General Practitioner.

The Certificate must confirm the injury and also (if applicable) the Medical Doctor's and/or General Practitioner's clearance to compete in contact play (note: e.g. Physiotherapist, Chiropractor or non-Medical Doctor's / non-General Practitioner's certificates will not be accepted as evidence)

13.5 Notification of the intention to claim dispensation must be given to the Competition Manager within 5 days of the injury. Completed applications and certificates must be received by the Competition Manager within 14 days of the injury to be claimed.

13.6 The **Application Form** for a Club Executive Committee Member to complete is [linked here](#).

13.7 An individual player, who is registered to a participating Club, and whom would have been normally available for selection and contracts COVID may be considered for dispensation if the following have been complied with:

- The players' Club upon being notified that the player will not be available for selection due to COVID, notifies the Competition Manager by 5:00pm on the day of being notified by the individual player. This notification timing allows for the consideration of any player, who would have

- normally been selected and has tested positive for COVID on match day or a day preceding a fixture and is forced to withdraw.
- The individual player provides a medical doctor's and / or general practitioner's certificate confirming the positive case of COVID to the Competition Manager by 5:00pm on the Tuesday following the Competition Round.
 - NOTE: COVID+ patients whom are unable to see a Medical Doctor / General Practitioner for a consultation are to submit either with the player's individual's name confirmed:
 - confirmed [Covid-19 + with a Polymerase Chain Reaction \(PCR\) Test](#); or
 - confirmed [Covid-19 + Rapid Antigen Test \(RAT\) – require confirmed Positive Result Registration Form](#)
 - Note: regardless of the Rules outlined in Clause 13.7 allowing for a dispensation under COVID, the rules as specified in Clauses 13.1 to 13.4 apply.
- 13.8 The Senior Management Committee shall have full discretionary powers to approve players, and the decision by the Committee and the Competition Manager shall be final.
- 13.9 A player may be accorded dispensation due to forfeits during the competition rounds, however only if they are named in team of 23 and the team nomination has been submitted as per competition rules at the time of the forfeit.
- 13.10 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.

14. Wet Weather Policy – All Grades

- 15.1 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.
- 15.2 As the top Downs Rugby Competition, A Grade should be given every opportunity to be played.
- 15.3 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.
- 15.4 Dependent upon the Draw, there may be no spare weekends available for "catch up" games.
- 15.5 Procedure:
- (I) By no later than 10:00 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.
 - (ii) CM advises Away Club that the match will be played at the Home Club's 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.

15.6 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 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.

15.7 If several matches on the same weekend are affected, then this round may be abandoned.

15. Electronic Game Recording

15.1 All "A" Grade teams are REQUIRED to record their games via VEO or other means and then uploaded onto the specified Downs Rugby platform for history as well as being available for any dispute resolution.

15.2 Uploads are to be completed before 5pm on the Monday after the game.

15.3 Clubs are encouraged to record **ALL** games that are played.

PENALTY – Possible loss of competition points / monetary fine at the determination of the Senior Management Committee, Competition Manager or General Manager.

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) **Rolling substitution APPLY; 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) **Rolling substitution APPLY; 8 player movements only.**

Law 3 Number of Players – the team – C Grade

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

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) **Rolling substitution APPLY; 5 player movements only.**

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

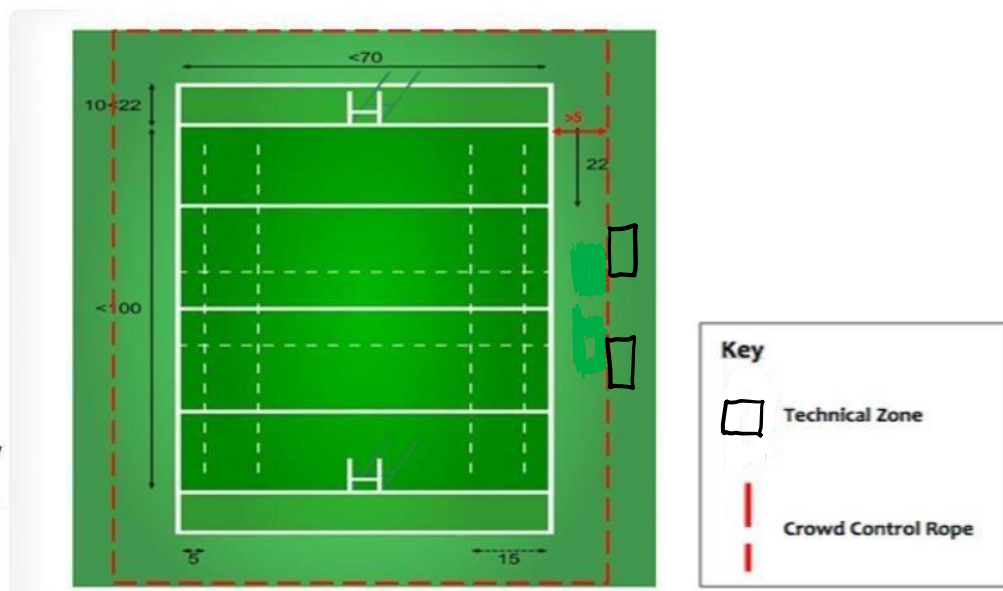
Ensure the ground is set as per the diagram below.

The Technical zone is to be on the outside of the 5m Crowd Control barrier with easy access onto the field where possible.

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.

The only persons except for those players, playing game that are allowed inside the 5m rope are the Assistant Referee, ball kids and the Field Marshall.

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.

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 that need to be taken.

Post-Match

Report any breaches of the "Expectations of Behavior" 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 behavior 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: ben@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

13.1 Statement

The Gemma Etheridge Medal is the award for the best and fairest player in the Women's Emily Cherrie Cup Rugby Competition.

13.2 Coverage

g) *That the Referee award points for each game for the best and fairest player in each Emily Cherrie Cup 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: ben@downsrugby.com.au**

h) *That the player(s) with the highest number of points after the conclusion of the Competition games be declared the winner.*

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.