

SUNSHINE COAST RUGBY UNION LTD.



JUNIOR COMPETITION RULES 2010

These competition rules should be read in conjunction with Under 19 Laws, ARU Pathway Laws and the ARU Policies and Procedures, which form part of the Sunshine Coast Rugby Union Junior Competition Rules.

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1. DEFINITION OF TERMS

- (i) **Defines the terms used in the Rules**

- (a) **IRB** is the International Rugby Board.
- (b) **ARU** is the Australian Rugby Union.
- (c) **QRU** is the Queensland Rugby Union.
- (d) **The Union is the Sunshine Coast Rugby Union Ltd (SCRU)** being the governing body of the Sunshine Coast Rugby Union District.
- (e) **JUNIOR COMPETITION COMMITTEE** is the Committee endorsed by the SCRU Ltd Board to oversee the operational management of the Junior Competition.
- (f) **COMPETITION MANAGER** is the person deemed responsible for the day-to-day operational management of the competition rules.
- (g) **CLUB** is the football club that is affiliated with the Union
- (h) **JUDICIARY** is the Judicial Sub Committee as appointed by the Sunshine Coast Board.
- (i) **'Run On'** side is the starting 15 players of a Team.
- (j) **MRA** is MyRugbyAdmin being the online registration service provided by ARU to Administer Unions personnel and competitions.

2. LAWS OF THE GAME

Matches must be played in accordance with the Laws of the Game of Rugby Football and the rulings thereon, as published by the IRB including, Under 19 and 7 a side variations, together with all by-laws and directives of both the ARU and QRU. Shown at Annex A

Penalties:

- First breach of IRB Laws or ARU/QRU Directives: \$50 fine per team per breach.
- Second and subsequent breaches: Lose of all competition points gained from the game as well as a further one competition point as a penalty.
- Repeated infringement: May result in suspension of a team for such time as the Competition Committee deems fit. The player, coach, team management or club official concerned may also be suspended at the discretion of the Competition Committee.

3. TEAM NOMINATIONS

Sets out the requirements for nomination of teams

- (a) Participation and, or, competitions shall be initiated by the calling of nominations in March annually in every grade and/or division.
- (b) Team Nominations must be completed on a Team Nomination form and must contain the following;
 - (i) the name of the team;
 - (ii) player's full name;
 - (iii) date of birth; and
 - (iv) any other information required by the Competition Committee.
- (c) Team Nominations must list contact information for the coach and manager nominated for that team and provides all other information requested by the Committee.
- (d) Each Club is to provide one (1) Referee per two (2) teams entered in the competition and must have the qualifications necessary per age groups. (Level 1 to referee U13 and older)
- (e) Any team nomination fee must accompany team Nominations and Bond fixed by the Association at a time and amount as directed by the Competition Committee. No team will play until its Club has paid such Fees and Bond in full.
- (f) A team will be considered registered on approval of its nomination by the Competition Committee.

*This Form is to be sent Online to the Competition Manager

Penalties:

- Failure to comply with Rule 3b, c, d and e. Exclusion for the competition.

4. REGISTRATION OF PLAYERS

Sets out what must be done for a player to be registered and provision to dispute the registration of a player.

- (a) A player may play for the club of his/her choice.
- (b) No person shall be eligible to play with a Club within the Union unless that player has signed a registration form and is registered by the club, via MyRugbyAdmin, with the ARU. Players under the age of eighteen must have their registration form signed by a

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Parent or Legal Guardian. Each registration form is to be retained by the club and a copy is to be forwarded to the Competition Committee.

- (c) Senior players must be 18 years of age to be eligible to play in any open age competition and must not have been registered in any under 19 competitions in the same year.
- (d) Clubs must prove to their satisfaction the eligibility of players to participate. Failure to confirm the eligibility will make the club and/or player liable to suspension and/or penalty.
- (e) No permission to play will be granted to a registered player of another Union unless he/she produces the written consent on the appropriate form provided by the ARU.
- (f) A player officially registered with a club may only change clubs across competitions in Queensland with the written permission of the QRU. Applications for permission to change clubs must be submitted to the QRU.
- (g) A player officially registered with a club may only change clubs within the same competition with the written permission of the Competition Committee. Applications for permission to change clubs must be submitted to the Competition Committee. Such player shall not play with the club to which he/she wishes to transfer until written consent has been obtained. If such transfer has not been approved the offending club will lose the match, and in addition be penalised a further four points from the competition total each time a breach occurs. The player concerned shall be deemed ineligible to play for any club until the Competition Committee has considered his/her application.

Penalties

- With the exception of the Penalty prescribed in Section 4 (g) above, the offending team breaching any other of the Rules in this Section 4 will lose the match and in addition be penalized maximum competition points in that round in that grade.
- Repeated infringement may also result in suspension of a club for such time as the Competition Committee deems fit. The player concerned may also be suspended at the discretion of the Management Committee.

5. THE COMPETITION

Describes how the competition is to be conducted.

a) THE DRAW

The competition will be conducted in accordance with a schedule of matches drawn up by the Competition Committee prior to the start of the playing season and varied as necessary from time to time. Clubs may request the Competition Manager to rearrange a scheduled fixture to an alternative date. Prior to this; the requesting Club is to provide all safety requirements, time and venue for the rescheduled game. If an agreement cannot be reached between the opposing clubs, then the fixture will proceed as scheduled. The home team must inform the Referees Appointments Officer and Competition Manager the Tuesday prior to the scheduled fixture of any rearrangement.

Penalties

- Each breach of these Rules in this Section will incur a Team penalty of the loss of match points.

b) COMPETITION POINTS

(i) Position on the competition table will be determined by competition points as follows:

Result	Points
Win	4 points
Draw	2 points
Loss by 7 or less points	1 point
Loss by more than 7 points	Nil
Loss by forfeit	Nil
Win by forfeit	4
Tries (4 or more Win / Loss)	1 point
Bye	4

(ii) In the event of two or more teams being equal on competition points for any position:

- The higher placed team will be determined on a count back on points “for and against” but,
- If still equal, on the most number of wins during the entire competition but,

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- If still equal, on the most number of tries scored during the entire competition but,
- If still equal, on the most wins over the equal team.

c) POSTPONED / ABANDONED MATCHES

(i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager by noon on the Thursday prior to the match. In the event that conditions arise during the 48 hours prior to the fixture, the Competition Manager or a representative of the Competition Committee must be contacted immediately the ground is considered unplayable or doubtful of being playable. 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 Competition Committee.

(ii) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

- 1) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
- 2) Where a match has been abandoned after half time has been called the score at the time will determine the result of the match.

(ii) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Competition Committee will determine if any competition points will be awarded for the match.

(iii) In the event of the appointed Match Official not being present at the venue within five (5) minutes of the scheduled commencement of the match clubs should refer to laws of the game, specifically ARU Law 6.A.1. In terms of ARU/QRU policy, the appointed person **MUST** be Smart Rugby compliant.

Penalties

- Each breach of these Rules in this Section 5 (c) will incur a Team penalty of the loss of match points

- If a situation arises that is not covered by the competition rules, the Competition Committee has the power to provide a ruling on the matter.

d) 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 club will be awarded maximum four (4) competition points in that round in that grade

(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) If any team is not in a position to commence the game at the allocated venue within ten (10) minutes of the prescribed commencing time as notified by the Competition Manager, the offending team will automatically forfeit the game.

(iv) The Competition Committee may disqualify any team, which forfeits three (3) consecutive matches or three consecutive away games in any one season. Every match played by that team will be deemed to be won by opposing team.

e) NUMBER OF PLAYERS

Minimum and maximum numbers of players per game are as follows:

- Minimum 12 players and maximum 22 players in age groups 13 and older
- Minimum 9 players and maximum 17 players in age groups 11 and 12 (Midi)
- Minimum 7 players and maximum 15 in age groups 9 and 10 (Mini)
- Minimum 5 players and maximum 13 in age groups 6 to 8 (Walla)

LR: TEAMS ARE TO PLAY WITH EQUAL NUMBER OF PLAYERS. (this does not include players issued a Yellow or Red Card during the match and teams that use uncontested scrums rule 5 (i) (v). Team Officials are to notify the opposing team by 1900hrs Thursday prior to the match if they cannot field the "Run On" number of players as laid out in ARU Laws.

Penalties

- 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 club will be awarded four (4) competition points in that round in that grade.
- In the case of a club withdrawing a team(s) from the competition, match points in all matches of such team(s) shall not be counted, and competition points shall be cancelled. Any team Bond will be forfeited.

f) DURATION OF MATCHES

(i) All matches are to be played in accordance with Law 5 and the U19 Variations.

(ii) Any time lost in commencing a game for whatever reason will be taken off that match so that the following matches may commence at the scheduled time.

g) PLAYERS ATTIRE AND EQUIPMENT

- (i) Every player taking part in a match shall wear the approved club jersey, shorts and socks. Players taking part in a match shall wear on the back of their jersey a distinguishing number. Numbers shall be of a minimum length of 150 millimeters and of such a colour as to be easily seen within a reasonable distance of the match.
- (ii) No two players shall wear the same number jersey.
- (iii) The distinguishing number shall correspond with the information supplied by the club on the team sheet for that match and for a program for the match.
- (iv) Footwear is to be worn whilst playing and the following restrictions are not negotiable:
 - (1) **Under 6 to 10** - players in these age groups shall play in sports shoes (joggers/runners), moulded football boots, or blades. Under no circumstances is any type of screw in boot tags permitted. Referees are instructed to check boots before each game for sharp edges and tags.
 - (2) **Under 11 and Older** - football boots should be worn in age groups Under 11 and older.
 - (3) **Boot Tags** - shall be no more than 18mm in length and be of such composition that no sharp cutting surfaces exist.

- (4) Each team should provide a match ball and kicking tee that must comply with the Laws of The Game.

Penalties

- First breach of these Rules in Section 5(g) will bring a caution.
- Second breach of these Rules in Section 5(g) will incur a \$50 fine.
- Third time breach of these Rules in this Section 5 (g) will incur a Team penalty of the loss of match points.

h) PLAYING FIELD

- (i) A Medically Qualified Person and a Club Official from the “home” club and a Club Official from the “visiting” club must be available, and identifiable, at all clubs hosting matches played under these rules. Reference should be made to the ARU Safety Directives when seeking any clarification.

- (ii) For all competition games the host club shall be responsible for ensuring that the Field of play is correctly marked in accordance with Annex B and the “Laws of the Game”.

(iii) Goal Posts:

All Goal posts within the playing enclosure must be padded in accordance with the “Laws of the Game”.

(iv) Playing Enclosure:

Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres from the playing area perimeter. There are to be two (2) areas set aside either side of the half way line (5m x 2m) for team reserves and team staff. Refer To Annex C.

Persons authorised to enter Playing Enclosure:

- Medically Qualified Person.
- Teams (2 x)
- Referee
- Touch Judges (2 x).
- Sports Trainer: Seated inside the playing enclosure (max. 2 persons per team).
- Ball boys/girls

Restrictions

- The sports trainer is a person or persons from each team who is or is responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.
- The trainer is to act in his/her role as stated currently and under no circumstances is he/she to coach in any form.
- **Qualifications.** Minimum qualifications a current First Aid Certificate
- Note that authorized persons does not include a coach with the following exceptions:
 1. Where it is permitted under the ARU Pathway Laws.
 2. Where the nominated coach is required to fulfill one of the above listed roles.
No coaching or technical instruction can take place while fulfilling one of the listed roles.

(v) Field Markings:

- 1) Are to be clearly identified and visible as per the minimum requirement are shown at Annex B.
- 2) Field markings should only be varied in exceptional circumstances and then only on the agreement of the two coaches and referee.

Penalties

- First time breach of these Rules in Section 5(h) will bring a caution.
- Second time breach of these Rules in Section 5(h) will incur a \$50 fine.
- Subsequent breaches will incur a Team penalty of the loss of match points

i) REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS

- (i) As per Laws of the Game Law 3.5. Unless the number of Players required in a team is nominated by the Competition Committee, any number of players may be replaced due to illness or injury at any time during any match as per the Laws of the Game. No specific number of players is nominated for this competition with reference to Law 3.5.
- (ii) Unlimited rolling substitutions will be implemented for all rugby aged U14s and below;

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- (iii) Rolling substitutions, with a maximum of 12 movements will be implemented for all U19 rugby aged U15 and above.

- (iv) Where clubs have two teams competing in the same age group (excluding Walla Rugby), each team are to have the minimum and maximum number as per competition rule 5 (e) in each round. A player is only permitted to be in the 'Run On' team to a maximum of five (5) games per season, or one third (1/3rd) of the season, whichever is the lesser. Once a player has been in the 'Run On' team for five (5) games or the equivalent of one third (1/3rd) of the season for one (1) team, that player is only permitted to play for that team, he may **RESERVE** for the other team for a maximum of five (5) games.

- (v) During the Competition, Team Lists changes are to be sent to the Competition Manager.

(vi) **Contested and Uncontested Scrums:**

Where teams are allowed to nominate 22 players:

- 1) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.

- 2) Should a team not be able to meet this obligation for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.

- 3) Should a team not have three suitably trained front row players to commence a game with contested scrums, then this team must play with one player fewer than would otherwise be allowed.

- 4) If, subsequently, a qualified front rower becomes available (or returns from either blood-bin or temporary suspension) 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.

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- 5) If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

Uncontested Scrums: If a team cannot field a suitably trained front row because players are either not available, are injured or sent off, the referee must order uncontested scrums. If uncontested scrums occur during the game they are to be recorded on the team sheets for both teams and signed by the Referee and entered on the online team sheet at MRA.

- (i) **Commencing with Uncontested Scrums.** All matches within the competition are permitted to commence with uncontested scrums, providing the opposing team is notified 24 hours in advance of the original starting time.

- (ii) In the event of a team creating the need for uncontested scrums in Three(3) matches in any one season, that club must report to the competition committee on the reason for the shortage of suitably trained front rowers.

Note: All matches played under ARU U19 Laws, even if the number of players is stipulated, can commence with uncontested scrums as per Under 19 Law 20.1(f)

Penalties

- First time breach of these Rules in Section 5(i) will bring a caution.
- Subsequent breaches of these Rules in this Section 5 (i) will incur a Team penalty of the loss of match points
- Breaches of rule 5 (i) (iv) will result in loss of match points for the match involving the ineligible player.

j) TEMPORARY SUSPENSION - MANAGEMENT

- 1) The temporary suspension of a player must be recorded on the result sheet prior to the signing by the referee. Failure to do so could leave the player and the club liable to suspension and/or penalty by the Competition Committee.
- 2) Should a player incur three temporary suspensions in one season, he/she will automatically be suspended from playing in the next round of scheduled fixture matches. Any subsequent temporary suspension will automatically result in

suspension from the next round of scheduled fixture matches. Temporary suspensions do not transfer to the next season.

Penalties

- Each breach of these Rules in Sections 5 (i) (1) will incur a \$50 fine.
- Each breach of these Rules in Sections 5 (i) (2) will incur a Team penalty of five (5) competition points.

k) PLAYERS ORDERED OFF FOR MISCONDUCT

(i) Referees must, by noon on the first business day following the day of the match, report in writing to the Competition Manager on the approved form, any player or players ordered off the field of play for any reason or any misconduct.

Note: Any player ordered off the field must be recorded on the team sheet and entered online via MRA.

(ii) Any player ordered off the field will be suspended from playing until the Judicial Committee has decided his/her case.

(iii) The Judicial Committee will meet as directed by the Board or when the Judicial Committee deems necessary throughout the season to hear cases. Any player ordered off the field will, without notice, attend the next meeting of the Judicial Committee. The player must check with the Competition Manager on the first business day following the match in whom he/she was ordered off, the time and place of the hearing. Where possible, the Judicial Committee will meet at 7.00pm on Wednesday following the weekend.

(iv) Should a player be unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club.

(v) In the event of a referee's 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.

(vi) There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.

I) MATCH RESULTS AND TEAM LISTS

- (i) It is the responsibility of each team to furnish, online Team Sheets as specified by Competition Manager.

- (ii) Match results sheets showing players names, scores, scorers, any players given a temporary suspension or sent from the field and uncontested scrums, in each game, is to be completed on Team Sheets by each team. **The Referee is to sign each teams team sheet and confirm the result.**

- (iii) Teams are to exchange copies of Team sheets at the completion of the game with the opposition. A copy of both team sheets are to be retained and provided on request of the Competition Manager. Team Sheets are to be completed and entered online by each team by Monday 1200hrs.

Penalties;

- First Breach: Caution
- Subsequent Breaches: Loss of match points as determined by the Competition Manager.

6. FINALS SERIES MATCHES

Describes how the finals will be conducted and any restrictions on participation.

a) TIMES AND VENUES

- (i) All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Competition Committee.
- (ii) If scores are equal at the conclusion of normal time in semi finals and preliminary finals there will be no extra time of play.
- (iii) If scores are equal at the conclusion of the time allocated for the Grand Finals, extra time will be played. Extra time will be five (5) minutes each way commencing with a coin toss by the Referee. One (1) minute will be allowed after five (5) minutes to change ends. The Result of the game in extra time will be determined by the first team to score. (Golden Point)
- (iv) If the scores are equal in a semi final and preliminary final, after the designated time period, then the team which was placed higher on the Points ladder at the end of the competition will be deemed the winner.
- (v) If the scores are equal after extra time in the Grand Final then the team placed higher on the Points Ladder at the conclusion of the competition will be deemed the winner.

b) FINALS SERIES PLAYER ELIGIBILITY.

- i. A player shall not be eligible to play in the Finals Series unless he has played a minimum of Five (5) competition matches for his club prior to the Finals Series. Representative fixture games will count as eligible weekends.
- ii. Where a club has more than one team in the same competition, a player must have been in the 'run on' side for the designated team in at least Five (5) games prior to the Final Series. Reserves must also qualify in that they must have been in the 'Run On' side on four (4) occasions for the team that has qualified for the Final Series. For players who have not fulfilled this requirement, the club may apply for dispensation.

c) DISPENSATION

A Club may apply, on behalf of a player, to the Competition Committee, for dispensation from the provisions in Section 6 (b) above on reasons of injury, forfeits by other clubs, forced absence from the district (other than playing in higher level representative games, or above SCRU representative games), work, or on other reasons considered valid by the Competition Committee. The application must be with the Competition Manager by no later than 5.00pm on the Wednesday prior to the match.

ANNEX A

These competition rules should be read in conjunction with Under 19 Laws, ARU Pathway Laws and the ARU Policies and Procedures, which form part of the Sunshine Coast Junior Rugby Union Competition Rules.

Reference should be made to the ARU Website Community Rugby Section:

www.rugby.com.au/community_rugby/administering_rugby/policy_register.596.html

ARU Policy Register

Policy Register of the Australian Rugby Union as of 14 December 2009.

Code of Conduct

- [Code of Conduct By-Law](#)

Anti-Doping

- [Anti-Doping Code](#)
- [Anti-Doping Cases](#)
- [Information on Use of Food Supplements](#)

Member Protection

- [Member Protection Policy](#) (inc. Child Protection, Anti-Discrimination, Harassment, & Pregnancy Policies)

Age Grade / Senior Rugby

- [Junior Age Limits](#)
- [Junior Pathway Policy - COM008](#)
- [Maximum Playing Time](#)
- [Mixed Gender Policy - COM006](#)
- [Two Year Window Policy - COM009](#)
- [Senior Rugby Policy - COM007](#)

Game Regulations

- [Lighting Criteria](#)
- [Players Suspended from Other Sports - RS001](#)
- [Player Transfer to New Union](#)

Occupational Health and Safety

- [ARU Medical and Safety Recommendations](#)
- [Serious Injury Report and Protocol](#)
- [Insurance Scheme Policy - COM002](#)

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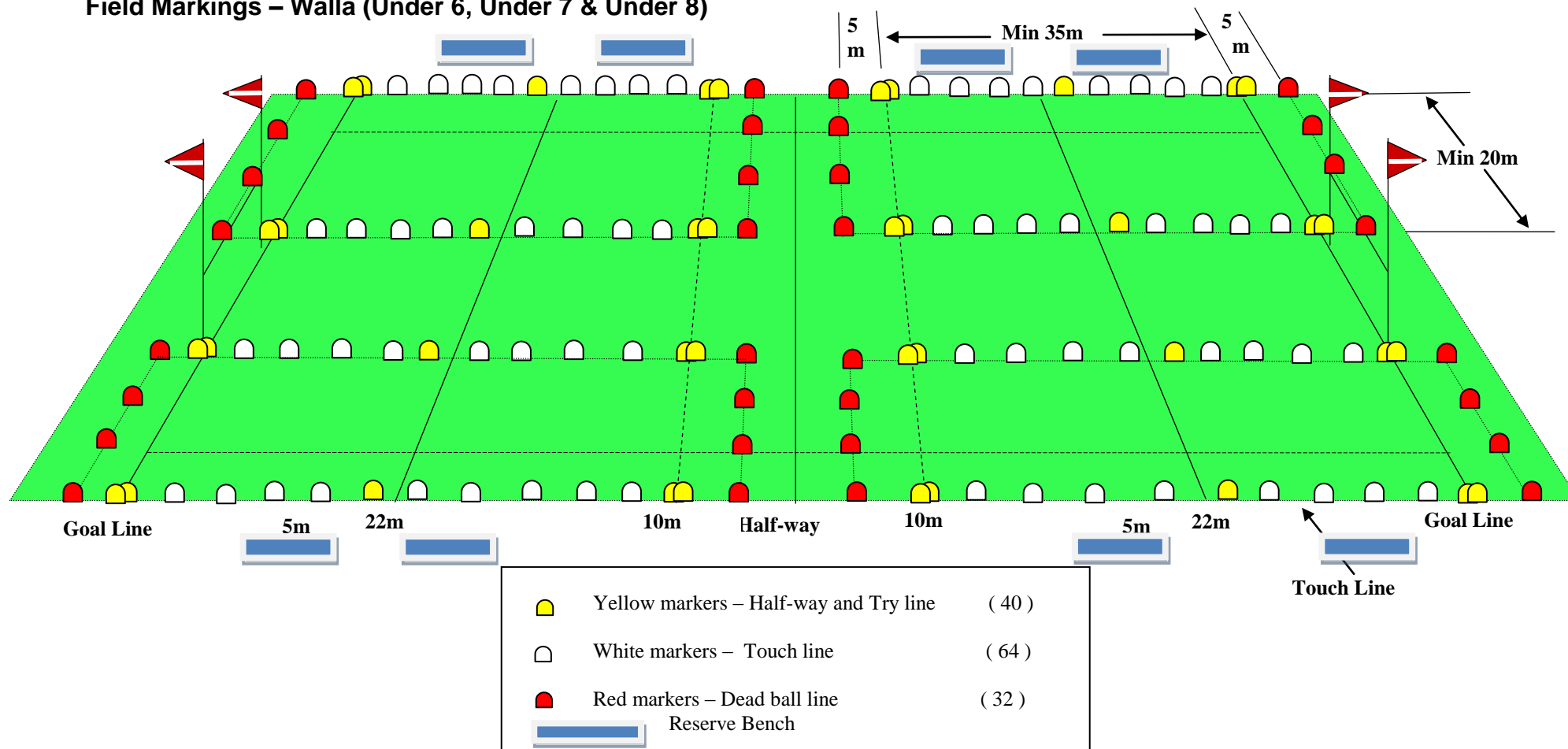
- [SmartRugby Policy - COM004](#)
- [Blood Policy](#)

Miscellaneous

- [Permission to Tour](#)
- [Visa Options](#)
- [Expectations of Behaviour Guidelines](#)
- [Charity Request Policy](#)

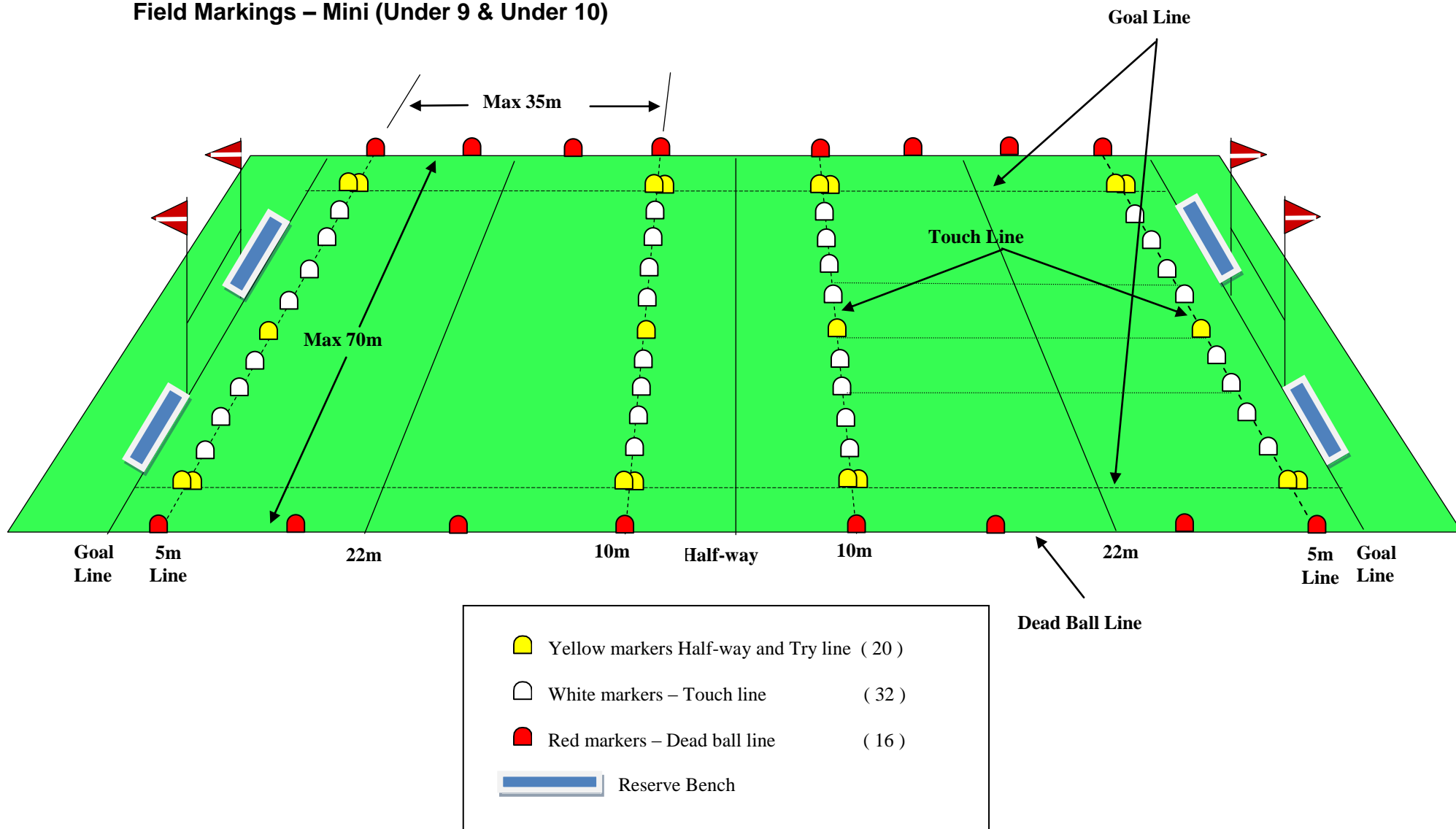
ANNEX B

Field Markings – Walla (Under 6, Under 7 & Under 8)



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Field Markings – Mini (Under 9 & Under 10)



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