

# **QRU MODEL COMPETITION RULES**

## **SUNSHINE COAST RUGBY UNION LTD**

### **Competition Rules**

**2017**

Prepared by: SCRU Senior Competition Committee

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# Definitions

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ARU is the Australian Rugby Union Ltd

BDRU is Bundaberg and District Rugby Union

BJRU is Brisbane Junior Rugby Union

CHRU is Central Highlands Rugby Union

CLUB is the affiliate / body that is a participant of the competition

COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition

CQRU is Central Queensland Rugby Union

DR is Downs Rugby

FNQR is Far North Queensland Rugby

GCDRU is Gold Coast and District Rugby Union

JUDICIARY is the Sub Committee as appointed by the Union

MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition

MDRU is Mackay and District Rugby Union

MIRU is Mt Isa Rugby Union

PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

QCRU is Queensland Country Rugby Union

QJRU is Queensland Junior Rugby Union

QRFSU is Queensland Rugby Football Schools Union

QRU is the Queensland Rugby Union Ltd

QSRU is Queensland Suburban Rugby Union

SCRU is Sunshine Coast Rugby Union

TDRU is Townsville and District Rugby Union

UNION is the governing body of the competition

WQRU is Western Queensland Rugby Union

WR is World Rugby

# Preamble

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## 1 PREAMBLE

This Competition, as are all competitions played under the auspices of QRU, are amateur competitions. All participants in the Competition are to be made aware of the [WR Playing Charter](#); / <http://laws.worldrugby.org/?charter=all> which include:

- (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. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the QRU affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

# Laws of the Game

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## 2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](http://laws.worldrugby.org/?law=showallbynumbers) / <http://laws.worldrugby.org/?law=showallbynumbers> including / not including, as applicable, the following variations:

- 2.1 [Under 19 Variations](http://laws.worldrugby.org/index.php?variation=1) / <http://laws.worldrugby.org/index.php?variation=1>
- (a) [ARU Under 19 Variations](http://www.aru.com.au/Portals/22/2016%20Laws/U19%20Laws%20ARU%202016.pdf) / <http://www.aru.com.au/Portals/22/2016%20Laws/U19%20Laws%20ARU%202016.pdf>
- 2.2 [ARU Kids Pathway U6 to U12](http://www.aru.com.au/Portals/22/2016%20Laws/Kids%20Pathway%20Laws/Pathway%20Game%20Mods%20Summary%202016.pdf) / <http://www.aru.com.au/Portals/22/2016%20Laws/Kids%20Pathway%20Laws/Pathway%20Game%20Mods%20Summary%202016.pdf>
- 2.3 [10-a-side Variations](http://laws.worldrugby.org/?variation=3) / <http://laws.worldrugby.org/?variation=3>
- 2.4 [7-a-side Variations](http://www.aru.com.au/communityrugby/PlayRugby/Sevens.aspx) / <http://www.aru.com.au/communityrugby/PlayRugby/Sevens.aspx>

# Regulations of the Game

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## 3 REGULATIONS OF THE GAME

All games will also be played in accordance with the [WR Regulations of the Game / http://www.worldrugby.org/regulations](http://www.worldrugby.org/regulations).

# ARU and QRU Policies

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## 4 ARU AND QRU POLICIES

All games will also be played in accordance with all [ARU Policies and QRU Policies](http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx) / <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>

# Law and Regulation Clarifications

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## 5 LAW AND REGULATION CLARIFICATIONS

### 5.1 Law 3 Number of Players – The Team

- (a) Senior Representative Rugby
  - 1. Includes QCRU Country Championships
  - 2. Nominated number of players is 23
  - 3. Law 3.15 applies with a maximum of 8 movements.

### 5.2 Under 19 Representative Rugby

- (a) Includes QRU Premier Colts and QCRU Country Championships
- (b) Nominated number of players is 23
- (c) Law 3.15 applies with a maximum of 12 movements.

### 5.3 Senior Non-representative Rugby – for Affiliates with more than two (2) or more grades

- (a) Includes Brisbane Premiership; CQRU; DR; FNQR; GCDRU; MDRU; QSRU; SCRUI; and TDRU
- (b) That for its highest grade i.e. 1<sup>st</sup> / A Grade, that each Affiliate have the option of implementing:
  - (i) the aforementioned Laws; or
  - (ii) Nominating 15 players; or  
  
Not nominating the number of players, the maximum number of replacement / substitute players is 8 with a maximum of 8 movements.
  - (iii) The option is to be stated below at “Specific Union Requirements”
- (c) That for all other grades that the number of nominated players not be stated; however, that the maximum number of replacement / substitute players be 8.
- (d) That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.



- 5.4 Senior Non-representative Rugby – for Affiliates with only one (1) grade and for Outside Providers - includes BDRU; CHRU; MIRU; and WQRU
- (a) That the number of nominated players be 15 players; or
  - (b) Where the number of players is not nominated, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements.
- The option is to be stated below at “Specific Union Requirements”
- 5.5 Under 19 Non-representative Rugby (includes all Women’s Competitions) and for Outside Providers
- (a) That the number of nominated players not be stated; however that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.
- 5.6 Junior – Representative Rugby (Under 15 – Under 18)
- (a) Includes QRU / QJRU State Championships and BJRU – Division 1 only
  - (b) Nominated number of players 23
  - (c) Law 3.15 applies with a maximum of 12 movements.
- 5.7 Junior – Non Representative Rugby (Under 15 – Under 18)
- (a) That the number of nominated players be 15; or
  - (b) Where the number of players is not nominated, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements
  - (c) The option is to be stated below at “Specific Union Requirements”
- 5.8 Junior Rugby (ARU Kids Pathway [Under 6 & 7; Under 8 & 9; Under 10 and 11; and Under 12]; Under 13 – Under 14)
- (a) ARU Under 19 Law Variation to Law 3.14 be noted i.e. unlimited rolling substitutions
- 5.9 Law 3.8 states: “A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match. The replacement of an injured player must be made when the ball is dead and with the permission of the referee.”
- 5.10 Scrums
- (a) The following Laws are to be noted as they are applicable:
    - (i) Law 3.5; 3.6(b); (c); (d); and 3.14

- (ii) **NB** Law 3.6(d) does not apply to those Competitions that do not nominate the number of players or nominates 15 players

- 5.11 [Rolling Substitutions /](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf)  
<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf>
- 5.12 [Regulation 11 – Advertising Within The Playing Enclosure /](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf)  
<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf>
- 5.13 Regulation 12 – Provisions Relating to Player Dress – ARU has directed that this does not apply to females of any age; however, applies to males Under 15 and above
  - (a) Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.”
- 5.14 Regulation 17 – Illegal and Foul Play
  - (a) Temporary Suspensions (Yellow Card)
    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. Following this suspension the matter is deemed to have been heard and the players’ temporary suspensions count shall revert to nil.
    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.
  - (b) Send Offs (Red Card)
    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 Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player's club must contact the Competition Manager on the first business day following the match in which he was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00pm on the evening of the first working day following the weekend.
4. Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club.
5. In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
6. There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
7. QRU's Rules for Judicial Hearings are available [here](http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf) / <http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf>.

#### 5.15 Sanctions i.e. Suspensions – Foul Play

- (a) 17.19.10 Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:
  1. be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the Game (or any form thereof) or be involved in any on-field Match day activities anywhere during the period of suspension;
  2. 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;

3. apply and be served when the Player is scheduled to play;
4. be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
5. be effective immediately (subject to 17.19.11(b)).

# Standard Competition Rules

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## 6 STANDARD COMPETITION RULES

### 6.1 Rugby Link

- (a) It is a mandatory requirement of ARU that all players are registered via ARU's [Rugby Link System](http://www.aru.com.au/runningrugby/Registration.aspx) – <http://www.aru.com.au/runningrugby/Registration.aspx>.
- (b) It is a mandatory requirement of QRU that the Competition Management System (CMS) attached to Rugby Link is also used for all Sub Union Competition games, Senior and Junior.

### 6.2 How Ladder Positions Are Determined (for Competitions with Premierships)

- (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:
  - 1. Number of wins during the regular season; then if not resolved;
  - 2. Basis of the best ratio of points scored for and against; then if not resolved;
  - 3. The team that has scored the most number of tries in competition rounds; then if not resolved; and
  - 4. The matter shall be determined by a toss of a coin.

### 6.3 Postponed / Abandoned Matches

- (a) 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 must be contacted immediately the ground is considered unplayable or doubtful of being playable.
  - 1. The Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of 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 during half time or during the second half the result will be the result

- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

#### 6.4 Playing Field

- (a) Clubs hosting matches played under these rules must comply with the [ARU Medical and Safety Recommendations / http://www.aru.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx](http://www.aru.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx) with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the ARU Medical and Safety Recommendations when seeking any clarification.

- (b) For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.

(c) Goal Posts

1. All Goal posts within the playing enclosure must be padded.

(d) Playing Enclosure

1. Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.
2. Persons authorised to enter Playing Enclosure (Authorised Persons) are as follows:
  - Medically Qualified Person – maximum two (2) / team
  - Teams (2 x)
  - Referee
  - Assistant Referees / Touch Judges (2 x)
  - No. 4 and No. 5
  - Sports Trainer – maximum two (2) per team
  - A maximum of 4 ball persons

## 6.5 Restrictions for Authorised Persons

- (a) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.
- (b) Authorised Persons do not include a coach with the following exceptions:
  - Where the nominated coach is required to fulfil one of the listed roles in Clause 6.4(d). No coaching or technical instruction can take place while fulfilling one of the listed roles.

## 6.6 Authorised Persons

### (a) Process

1. It is intended that the Club nominate persons to become Authorised Persons.
  - No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
  - Clubs seeking authorisation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to authorise a person at its absolute discretion.
  - An Authorised (ex Ball Persons) must have completed a SmartRugby course or higher qualification.
  - All Authorised Persons entering the playing enclosure must be registered on Rugby Link – their details may be confirmed by searching Rugby Link.
  - The home team shall appoint a field marshal who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee.
  - Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

## 6.7 Schedule of Penalties

- (a) 1<sup>st</sup> Breach of any Competition Rule may include any or all of the following:
  - 1. Warning
  - 2. Loss of Competition Point(s)
  - 3. Issue of a Show Cause Notice
  - 4. Monetary Fine
  - 5. Expulsion from the Competition
- (b) 2<sup>nd</sup> or any Subsequent Breach of the same Competition Rule may include any or all of the following:
  - 1. Warning
  - 2. Loss of Competition Point(s)
  - 3. Issue of a Show Cause Notice
  - 4. Monetary Fine
  - 5. Expulsion from the Competition

## 6.8 Protests

- (a) All protests must be made in writing and signed by either the Club President or Club Secretary.
- (b) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.
- (c) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- (d) All witness statements must be tendered on a signed statutory declaration form.
- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- (f) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
- (g) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial



Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

#### 6.9 Extension of Time

- (a) Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his discretion to allow reasonable extensions of time.

#### 6.10 Uncontested scrums

- (a) It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at Premier level.
- (b) That to be successful in the competition at this level a team should have contested scrums.
- (c) It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible.
- (d) If a team commences the game with non-contested scrums as confirmed by the referee the Competition Committee shall require the team to provide an explanation and depending upon all of the circumstances the Competition Committee shall determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in clause 6.7.
- (e) No decision shall be made until such time as the club has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums.
- (f) There is no appeal against the decision of the Competition Committee to the Judicial Appeals Committee or otherwise except against the decision to disqualify the team from participation in the competition.

# Specific Union Requirements

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## 7 SPECIFIC UNION REQUIREMENTS

### 7.1 Team Nominations

- (a) Participation and/or, competitions shall be initiated by the calling of nominations annually in every grade and/or division.
- (b) Team Nominations must list the name of the team and all information requested by the Senior Competition Committee for the purpose of placing the team in the most appropriate competition.
- (c) Team nominations must list the coach for that team and their accompanying Rugby Link registration number so that their mandatory SmartRugby compliance may be assessed. This must be submitted to the competition manager by no later than one (1) week prior to the commencement of the competition.
- (d) A nomination fee and/or player levy must be paid by the first competition round.
- (e) Each team shall supply one accredited touch judge for each match except for the Finals series
- (f) A team will be considered accepted on approval of its nomination by the Competition Committee and/or Competition Manager.

### 7.2 The Draw

The competition will be conducted in accordance with a schedule of matches drawn up by the Senior Competition Committee prior to the start of the playing season and varied as necessary from time to time.

### 7.3 Competition points

Position on the competition table will be determined by competition points.

Win	4 points
Draw	2 points
Loss by 7 points or less	1 point
4 or more tries	1 point
Bye (where applicable)	Nil
Forfeit	5 points

#### 7.4 Forfeits

- (a) 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 the maximum five (5) competition points in that round in that grade. Their 'Points For' will be increased by the biggest winning margin of any other match played in that round in that grade.
- (b) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (c) A forfeit in A Grade automatically causes a forfeit in reserve grade, even though these matches may have been played.
- (d) If a team forfeits three (3) matches in any one season, the Competition Manager will issue a Show Cause Notice asking why that team shall remain in the competition.
- (e) The Senior Competition Committee may impose further penalties for withdrawing teams from the competition.

#### 7.5 Duration of Play

- (a) The duration of play shall be two (2) x forty (40) minute halves with injury time for A grade. Reserve Grade and Colts shall be two (2) x thirty five (35) minute halves with no injury time. Women shall play a maximum of two (2) x thirty (30) minute halves with no injury time.
- (b) Any team not prepared to commence a match five (5) minutes after the designated kick off shall forfeit the match (as determined by the Referee).
- (c) 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.

#### 7.6 Match Results and Team Sheets

- (a) It is the responsibility of the Club to register their Team Sheets in accordance with the procedures set down by Rugby Link. The Team Sheets must show scores, scorers and any players given a temporary suspension or sent from the field. It will be completed

by each team for both home and away matches and is to be counter signed by the Match Referee in the appropriate space provided.

- (b) A copy of the Team Sheet is to be provided to the Competition Manager on request.
- (c) HOME TEAMS must advise the result of all games to the SCRUI Facebook page within thirty (30) minutes of the completion of the game.
- (d) All clubs must enter the results of all games on line via Rugby Link by no later than noon on the first working day – usually Monday following completion of the game. Information entered must include;
  - 1. Result of Game
  - 2. Point Scorers i.e.
    - Tries
    - Conversions
    - Penalties
    - Drop goals
    - Penalty tries
    - Players temporarily suspended (yellow card) – both teams
    - Players sent from the field of play (red card) – both teams

## 7.7 Finals Series

- (a) Venues, Times and Duration
  - 1. All semi-final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the A Grade premierships ladder standings.

For a two (2) week finals series, the format will be as follows:

Week 1 A Grade - The team finishing first on the ladder at the end of the regular season will automatically qualify for the Grand Final and will host all Grand Final fixtures. The Teams finishing second and third will play each other in a Semi – Final at the venue of the Club finishing 2nd.

Week 1 Reserve Grade – Semi Final matches will consist of 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>. The venue for these games will be that of the Club finishing second in the A Grade Competition.

Week 1 Colts - The team finishing first on the ladder at the end of the regular season will automatically qualify for the Grand Final. The Teams finishing second and third will play each other in a Semi Final at the venue of the Club finishing 2<sup>nd</sup> on the Friday night of Week 1.

Week 2 Grand Finals – Matches for A Grade, Reserve Grade and Colts will be played on the same day at the same venue as described above.

2. All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations

▪ <b>Grade</b>	▪ <b>Time</b>	▪ <b>Injury Time</b>	▪ <b>Half Time</b>
▪ Open A Grade	▪ 2 x 40 minutes	▪ Yes	▪ 5 minutes
▪ Reserve/Under 19	▪ 2 x 35 minutes	▪ No	▪ 5 minutes
▪ Women	▪ 2 x 30 minutes	▪ No	▪ 5 minutes

3. In the event of the scores being equal at full time in A and Reserve Grade men's Semi-final and Grand final matches, the following shall apply:
  - I. Two (2) x ten (10) minute periods plus injury time to be played – with a one (1) minute interval – each ten (10) minute period plus injury time will commence with a kick-off i.e. first period by the team that originally commenced the match etc.; then if no result
  - II. Higher placed team from the regular season; then if no result
  - III. Most tries in the actual game; then if no result
  - IV. First try in the game: then if no result
  - V. Coin Toss
4. In the event of the scores being equal at full time in Under 19 Semi-final and Grand Final matches, points II – V (above) will be applicable.
5. If two or more teams are on the same Competition Points at the end of the regular season then the following shall apply to Semi Final matches –
  - I. For and Against

- II. Number of wins during the regular season
- III. Number of tries scored in the regular season
- IV. Season record between the two teams

(b) Finals Series Player Eligibility

Senior Competition Committee requirements for players to be eligible to participate in the finals -

1. A player must have been registered on Rugby Link
2. A player shall not be eligible to play in the Final series unless he has played a minimum of 5 (five) games in A Grade and Colts and 7 (seven) games in Reserve Grade in competition matches for his club prior to the Finals Series. Representative fixture games as sanctioned ARU, QRU, QCRU and SCRU will count as eligible weekends when those games occur on the same dates as fixtures in the local competition.
3. A player shall not be eligible to play in the finals in a lower grade (Reserve Grade or Colts) after having taken part as a member of the 'run on' team in A Grade in more than ten (10) games during the season.

A player shall not be eligible to play in the finals in Colts after having taken part as a member of the 'run on' team in Reserve Grade in more than fourteen (14) games during the season.

Provisions:

- Players from a lower grade taking the "run on" place of representative player in a higher grade when those representative players are on genuine representative duty; and the representative player is available to play for the club in the higher grade which is also playing on the day of the final;
- Players from a lower grade taking the "run on" place of injured representative players up until the date that the injured representative players returns with a medical certificate clearance to A grade or Reserve grade;
- Unless the club's higher grade is playing on the same weekend in which case clubs may select on merit. If not playing all normal rules of eligibility will apply.

(c) Dispensation

Dispensation is at the discretion of the Eligibility Committee as appointed by the Senior Competition Committee.

1. All applications must be received in writing by the Competition Manager no later than 12:00 noon on the Monday prior to the commencement of the finals series.
2. The Competition Manager will ascertain the eligibility of the players and submit to the Eligibility Committee by 1700 Monday. The Eligibility Committee may exercise its discretionary power to approve the application where failure to be in the run-on team in five (5) matches in A Grade and Colts and seven (7) matches in Reserve Grade has been caused by injury, forfeit, and any reasons deemed eligible by the Committee.
3. There shall be a right of appeal to the SCRU Board from any decision of the Eligibility Committee by a person affected by such a decision. Such appeals must be lodged in writing with the Competition Manager before 1600 on the second day after the decision of the Eligibility Committee has been given. Each notice of appeal shall be accompanied by a deposit of \$200 which shall be forfeited to the Union if the appeal is held by the SCRU Board to be groundless.

#### 7.8 Additional Rule for Reserve Grade

Where the A Grade side of any club is not participating on that weekend, the said club's Reserve Grade team will be permitted to play a maximum of 3 (three) players who were in the run-on A Grade team from the previous competition match.

#### 7.9 Law and Regulation Clarifications

The SCRU has adopted Rule 5 Law and Regulations Clarifications. Team Sheets are to be lodged prior of the scheduled kick off time.

### **8 WET WEATHER POLICY**

In the event that the venue of a match or matches be made unplayable due to weather, it will be the responsibility of the "home" club to advise the Competition Manager at least 24hrs prior to the first match taking place. The Senior Competition Committee will there by proceed as outlined in 7.2.