



QUEENSLAND SUBURBAN RUGBY UNION INC.

QUEENSLAND SUBURBAN RUGBY UNION

Competition Rules

2018

TABLE OF CONTENTS

1	DEFINITIONS	3
2	PREAMBLE.....	3
3	LAWS OF THE GAME.....	4
4	REGULATIONS OF THE GAME	4
5	RA AND QRU POLICIES	4
6	LAW AND REGULATION CLARIFICATIONS.....	4
7	STANDARD COMPETITION RULES	7
8	SPECIFIC UNION REQUIREMENTS	11
9	TRAINING & SUPPORT.....	16
10	FINALS SERIES MATCHES & ELIGIBILITY (QSRU)	17

1 DEFINITIONS

For the purposes of this document:

- (a) CLUB is the affiliate / body that is a participant of the competition
- (b) COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition.
- (c) JUDICIARY is the Sub Committee as appointed by the Union
- (d) MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition
- (e) PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers
- (f) QRU is the Queensland Rugby Union Ltd
- (g) QSRU is Queensland Suburban Rugby Union
- (h) RA is Rugby Australia (formerly Australian Rugby Union "ARU")
- (i) SCRUI is Sunshine Coast Rugby Union
- (j) UNION is the governing body of the competition
- (k) WR is World Rugby

2 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); / <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.

3 LAWS OF THE GAME

All games will be played in terms of the WR Laws of the Game - <http://laws.worldrugby.org/>? including / not including, as applicable, the following variations:

3.1 Under 19 Variations - <http://laws.worldrugby.org/?variation=1>

3.2 RA Under 19 Variations - <http://www.rugbyaustralia.com.au/Portals/22/2018%20Laws/U19%20Laws%20Rugby%20AU%202018.pdf>

4 REGULATIONS OF THE GAME

All games will also be played in accordance with the WR Regulations of the Game - <http://www.worldrugby.org/regulations>

5 RA AND QRU POLICIES

All games will also be played in accordance with all RA and QRU Policies and Regulations - <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 Number of Players – The Team

(a) Barber Cup

- (i) Nominated number of players is 23
- (ii) Law 3.33 applies with a maximum of 8 player movements.

(b) Pegg Cup

- (i) That the number of nominated number is not stated, however, that the maximum number of replacement / substitute players be 8.
- (ii) Law 3.33 applies with a maximum of 12 player movements.

(c) Scotney Cup

- (i) That the number of nominated number is not stated, however, that the maximum number of replacement / substitute players be 8.
- (ii) Law 3.33 applies with a maximum of 12 player movements.

(d) Normanby Cup

- (i) That the number of nominated number is not stated, however, that the maximum number of replacement / substitute players be 8.
- (ii) Law 3.33 applies with a maximum of 12 player movements.

- (e) Wyatt Cup
 - (i) That the number of nominated number is not stated, however, that the maximum number of replacement / substitute players be 8.
 - (ii) Law 3.33 applies with a maximum of 12 player movements.
- (f) Under 19 (Colts)
 - (i) That the number of nominated players not be stated; however, that the maximum number of replacement / substitute players be 8.
 - (ii) Law 3.33 applies with a maximum of 12 player movements.
- (g) Refer also to Laws 3.20 to 32 (inclusive). **NB** Laws 3.26 (a) and (b) as well as Law 3.32(c) DO NOT APPLY WHATSOEVERs

6.2 Uncontested Scrums

**This does not apply to any Underage Competitions
i.e. Under 6 – Under 19 (includes all Women’s Competitions)**

- (a) The following Laws are to be noted as they are applicable:
 - (i) Laws 3.13 – 3.19 (inclusive);
 - (ii) **NB** Law 3.16 ONLY applies to Barber Cup.

6.3 Rolling Substitutions -

<http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx>

6.4 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>

6.5 Regulation 12 – Provisions Relating to Player Dress –

RA 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.”

6.6 Regulation 17 – Illegal and Foul Play

- (a) Temporary Suspensions (Yellow Card)
 - (i) The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.
 - (ii) 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.

- (iii) Following this suspension the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil.
 - (iv) Temporary suspensions do not transfer to the next season.
 - (v) Clubs may receive notification once a player receives two (2) temporary suspensions
 - (vi) Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension
- (b) Send Offs (Red Card)
- (i) Match officials must, by 9.00 am 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.
 - (ii) Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee. SCRU affiliated players will be dealt with under the SCRU Judicial process,
 - (iii) 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 6:00 pm on the evening of the first working day following the weekend.
 - (iv) 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.
 - (v) 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.
 - (vi) There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
 - (vii) QRU's Rules for Judicial Hearings are available here - <http://www.redsrugby.com.au/Portals/10/2018/Documents/Policies/RugbyAU-DisciplinaryRules-2018.PDF>

6.7 Sanctions i.e. Suspensions – Foul Play

- (a) Decisions on sanctions and suspensions imposed on Players under WR Regulation 17:
 - (i) 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;

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

7 STANDARD COMPETITION RULES

7.1 Rugby Link

- (a) It is a mandatory requirement of RUGBY AU that all players are registered via RA's Rugby Link System – <http://www.rugbyaustralia.com.au/runningrugby/Registration.aspx> .
- (b) It is a mandatory requirement of QSRU that the Competition Management System (CMS) attached to Rugby Link is also used for all Competition games.

7.2 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:
 - (i) Number of wins during the regular season; then if not resolved;
 - (ii) Basis of the best ratio of points scored for and against; then if not resolved;
 - (iii) The team that has scored the most number of tries in competition rounds; then if not resolved
 - (iv) The matter shall be determined by a toss of a coin.

7.3 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, who must be contacted immediately the ground is considered unplayable or doubtful of being playable.
 - (i) 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:
 - (i) 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.

- (ii) Where a match has been abandoned 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).

7.4 Playing Field

- (a) Clubs hosting matches played under these rules must comply 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 RA Medical and Safety Recommendations when seeking any clarification.
<http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx>
- (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
- (i) All Goal posts within the playing enclosure must be padded.
- (d) Playing Enclosure
- (i) 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.
- (ii) Persons authorised to enter Playing Enclosure:
- Medically Qualified Person – maximum two (2) / team
 - Teams (2 x)
 - Referee
 - Assistant Referees / Touch Judge(s) (2 x) / No. 4/5
 - Sports Trainer – maximum two (2) / team
 - A maximum of 4 ball attendants

7.5 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) Note that authorised persons do not include a coach with the following exceptions:

- (i) Where the nominated coach is required to fulfil one of the roles listed in Clause 7.4(d). No coaching or technical instruction can take place while fulfilling one of these roles.

7.6 Authorised Persons

(a) Process

- (i) 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 accreditation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to accredit a person at its absolute discretion.
 - An Authorised Person (excluding Players and Ball Persons) must have completed a Smart Rugby 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.

7.7 Schedule of Penalties

(a) 1st Breach of any Competition Rule

- (i) Warning
- (ii) Loss of Competition Point(s)
- (iii) Issue of a Show Cause Notice
- (iv) Monetary Fine
- (v) Expulsion from the Competition

(b) 2nd or any subsequent breach of any Competition Rule, may include any or all of the following:

- (i) Warning
- (ii) Loss of Competition Point(s)
- (iii) Issue of a Show Cause Notice
- (iv) Monetary Fine

- (v) Expulsion from the Competition
- (c) Breach of multiple Competition Rules in the One match may include any or all of the following:
 - (i) Loss of Competition Point(s)
 - (ii) Issue of a Show Cause Notice
 - (iii) Monetary Fine
 - (iv) Expulsion from the Competition

7.8 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.

7.9 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.

8 SPECIFIC UNION REQUIREMENTS

8.1 Players Eligible to play

- (a) Any player who is correctly registered that year with a Club affiliated with the QRU / an affiliated Club of the QSRU / an affiliated Club of the SCRUI.
- (b) Subject to a written request for dispensation / QRU approval; players who have a Super Rugby/ RA contract i.e. a member of the St.George Queensland Reds Squad or any other Super Rugby squad; cannot participate in any game lower than Premier / 1st Grade.
- (c) Subject to a written request for dispensation / QRU approval; players who have an academy or 7's RA / QRU contract cannot participate in any game lower than Premier / 1st Grade: or if eligible, Colts 1 (Under 19)

8.2 Team Nominations

- (a) Participation and / or competitions shall be initiated by the calling of nominations in January in every grade and / or division.
- (b) Team Nominations must list the name of the team and all information requested by the Committee for the purpose of placing the team in the most appropriate competition.
- (c) Team Nominations must list the current names and numbers of Front row players for your Club.
- (d) Team nominations must list the coach for that team and their accompanying RA registration number so that their mandatory SmartRugby compliance may be assessed.
- (e) Team nominations must list the names of all accredited Assistant Referees accompanying RA registration number so that their qualifications may be assessed.
- (f) A nomination fee and Team levy must be paid within the timeframe as advised by the Management Committee. They are:
 - (i) Security deposit \$500.00 for the 1st team and \$250.00 for each team thereafter.
 - (ii) QSRU Levy \$385.00 (Per team) which consists of 2 Parts
 - \$250.00 that accompanies the team nomination for each team nominated, which is non-refundable, and
 - The balance to be paid when invoiced.
- (g) A team will be considered accepted on approval of its nomination by the Management Committee and/or Competition Manager.

8.3 Draw

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

- (b) All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where there is not possible, NO players who has started in a higher grade is permitted to participate i.e. start / reserve in a lower grade.

8.4 Competition Points

- (a) Points for a win – four (4)
- (b) Points for a draw – two (2)
- (c) Points for a bye (where applicable) – four (4)
- (d) Points for a loss by seven points or less – One (1)
- (e) Points for scoring three (3) tries or more than three (3) tries than your opponent – One (1)

8.5 Forfeits

- (a) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) A minimum of 12 players is needed to constitute a team for QSRU competition matches. Any team unable to field 12 players within ten minutes of the official kick-off time, as determined by the Referee shall forfeit the match without right of appeal. Teams playing against an opposition with less than 15 players are not required to match opposition team numbers. NB Under 19 teams are required to match numbers in scrums.
- (c) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit shall be loss of two (2) competition points, no points for, and the awarding of the greater of 21 points or the maximum number of points (including competition points) scored by any team in fixture games in that round as points against.
- (d) The Club will attract a fine for forfeiture of any game of \$100.00.
- (e) 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.
- (f) If a Club withdraws a team from the competition after the publication of the Committee approved draw, then the Club will forfeit an amount of \$500.00 from the balance of its security deposit. Upon notice of withdrawal by a club of one of its teams from the competition, the Club must reimburse its security deposit to the amount which complies with Rule 8.2 (f) (i) to be eligible to remain in the competition.
- (g) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

8.6 Duration of Matches

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

	Time	Injury Time	Halftime
Barber Cup	2 X 40 Mins	Yes	5 Min
Pegg Cup	2 X 35 Mins	No	5 Min
Scotney Cup	2 X 40 Mins	No	5 Min
Normanby Cup	2 X 35 Mins	No	5 Min
Wyatt Cup	2 X 35 Mins	No	5 Min
Colts	2 X 35 Mins	No	5 Min

- (b) Any team not prepared to commence a match within 10 minutes after the designated kick off time shall forfeit the match (as determined by the referee).

8.7 Assistant Referees

- (a) Each Club must have as registered members the following number of accredited Assistant Referees (AR):

Division	Number of AR
1	2
2	1
3	1

- (b) Each Club must have one accredited AR available to perform the duties of AR for every grade played each day. This AR must be listed on the team list.
- (c) In the event of there being no AR appointed by the Queensland Rugby Referee Association (QRRA) at the time allocated for a match to start, each Club shall provide an accredited AR for the match.
- (d) Should there only be one AR appointed by the QRRA it shall be the responsibility of the home club to supply the other accredited AR.

8.8 Replacements, Reserves and Uncontested Scrums

- (a) Rolling substitutions (refer to Rule 6.3), with a maximum of 8 movements will be implemented for Barber Cup.
- (b) Rolling substitutions (refer to Rule 6.3), with a maximum of 12 movements will be implemented for Under 19 (Colts), Pegg, Scotney Wyatt and Normanby Cups.
- (c) Refer to Rule 6.1. for clarification the law says for all competitions there is no more than 23 players permitted to be used in any game.
- (d) Refer to Rule 6.2 for guidance on uncontested scrum rules as well as rule 8.8.g
- (e) In Division 1 Barber Cup teams shall fill out the official Team List as attached at Para 9 and must nominate all the players by no later than ten (10) minutes after the commencement of the match. All players as per rule 6.1 are to be identified on this team list. Teams must give a copy of this sheet to the opposition Manager and to the Substitution Controller / Field Marshall.

- (f) Where no Substitution Controller is appointed, the Home Field Marshall is responsible for managing replacements entering the field. Team Managers of both teams are to take the replacement player and cards to the Field Marshall.
- (g) In Barber Cup should a team not have three suitably trained front row players to commence or continue a game with contested scrums, this team must play with one fewer than would otherwise be allowed.
- (h) If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.
- (i) 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.
- (j) For all other competitions in accordance with Law 3.5(i), if neither team has suitably trained front row players to start a game, a game may commence with uncontested scrums
- (k) In the event of a team creating the need for uncontested scrums in any two (2) consecutive matches, the Management Committee may request the Club the reasons for the shortage of suitably trained front rowers by the COB Wednesday prior to the next Competition Game. In circumstances where the need for uncontested scrums arises by the same team in any four (4) matches in the regular season, the Management Committee may request the club to meet with the Management Committee.

8.9 Club Championship (QSRU)

- (a) In divisions in which there is more than one grade, a championship will be conducted to determine the champion Club for that division.
- (b) Points will be allocated by multiplying the total Game won points secured by each team:
 - (i) "A" Grade x 22
 - (ii) "B" Grade x 12
 - (iii) Colts "U19" x 8
- (c) To encourage the growth of Colts Rugby, where Clubs have a Colt's team but there is not enough teams nominated to form a QSRU competition and they have to play in other QRU competitions, these teams results will contribute to the QSRU Club Championship ladder.
- (d) In the event of a tie for a Club Championship between two or more clubs, the following provisions will apply:
- (e) Firstly, the Club with the greater number of points in "A" Grade will be awarded the Club Championship.
- (f) Secondly, the Club with the greater number of points in "B" Grade will be awarded the Club Championship.

- (g) If there is still a tie between Clubs, then both Clubs will be declared as Club Champions.
- (h) In the Division One Club Championship competition, the Sydney Cup shall be awarded to the Club scoring the most points in grades A, B and Colts.

8.10 Presidents Cup (QSRU)

- (a) In Division One "A" Grade (Barber Cup) there will be a cup that will be competed for after the completion of the 2nd Round. This will be decided by a match between the top 2 teams on the table (At the end of the 1st Round) and will be played when both teams meet each other in the remainder of the competition rounds.
- (b) Field Marshals – please refer to the following link for the applicable Course – <https://rugby.canopihr.com.au/mylearning/catalogue/index?menu=Home#/list?page=1&pageSize=10&searchItem=GroundMarshal&tab=none>
- (c) The Club classified as the "Home" Club shall provide a Field Marshal for each fixture. The Field Marshals must wear a clearly identifiable bib.
- (d) The Field Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times.
- (e) Where a Substitution Controller is not appointed, the Field Marshall is to act as the Substitution Controllers and assist the referee in the management the replacements.
- (f) The Field Marshals shall introduce themselves to the referee prior to the commencement of each match and be responsible for rectifying any problems which are brought to their attention by the referee throughout the course of a day.
- (g) The Field Marshal shall ensure that the visiting Club is made aware of the home ground changing, playing, medical, food and drink facilities available, as well as procedures for the post-match function.
- (h) Contravention of any of the Field Marshal rules can attract a fine of \$100.00, without right of appeal, and/or loss of competition points and any other fines or penalties as the Judiciary may see fit.

8.11 Players' Attire and Equipment

- (a) 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 millimetres and of such a colour as to be easily discernible within a reasonable distance of the match.
- (b) No two players shall wear a jersey with the same number.
- (c) The distinguishing number shall correspond with the information supplied by the club on the team sheet for that match and for any programme for the match.
- (d) Where opposing clubs have similar Jersey designs and colours the club that has the most recent change in jersey design shall play in an alternate set.

8.12 Match Results and Team Sheets

- (a) Each Club must enter their respective team(s) on line via Rugby Link by no later than 7.00 pm the day prior to the game to be played.
- (b) For ALL games; the **HOME CLUB needs to enter the results of all games via the Match Day App / Rugby Link** immediately after the game – **please ensure this is done by 5.00 pm.**
- (c) ALL CLUBS must enter the results of all games (and full team lists, Temporary Suspensions (Yellow Cards) and Send Offs (Red Cards) on line via Rugby Link by no later than noon ON THE FIRST WORKING DAY – usually Monday following completion of the game.
- (d) INFORMATION MUST INCLUDE:
- (i) All players who played i.e. took the field of play
 - (ii) Result of Game
 - (iii) Point Scorers i.e.
 - Tries
 - Conversions
 - Penalties
 - Dropped goals
 - Penalty tries
 - Players temporarily suspended (yellow card) – both teams
 - Players sent from the field of play (red card) – both teams
 - Players sent from the field of play (blue card) – both teams
- (e) It is the responsibility of BOTH TEAMS to act in terms of the following instructions:
- (i) All players who took the field are to be listed on the respective Team Sheets i.e. DO NOT list the reserves who did not play
 - (ii) All details of point scorers are to be listed
 - (iii) All players (both teams) who have been temporarily suspended (yellow card) or sent from the field of play (red card) or Blue Card are to be listed
 - (iv) The referee is to confirm the result of the game by signing where indicated – preferably in the presence of both teams
 - (v) A Copy of the Team Sheet is to be provided to the Competition Manager on request
- (f) Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties.

9 TRAINING & SUPPORT

- (a) QRU will conduct a compulsory training session for all participating Clubs prior to the commencement of the season – failure to attend this training could result in loss of one (1) Competition Point per participating team at the discretion of the QSRU Management Committee.
- (b) QRU will advise all participating Clubs of a dedicated point of contact for assistance in complying with these Competition Rules

10 FINALS SERIES MATCHES & ELIGIBILITY (QSRU)

- (a) Venues; Times and Duration
 - (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 Management Committee. All finals matches will be played at Ballymore. In the event that Ballymore is unavailable for any reason, the QSRU will request and expression of interest to host the matches.
 - (ii) In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.
 - (iii) For the Barber, Pegg, Scotney, Normanby and Wyatt Cup, a three (3) week finals series consisting of the top four (4) will be contested, the format will be as follows:
 - Week 1 – 1st v 2nd (A) and 3rd v 4th (B)
 - Week 2 – Loser A v Winner B (C)
 - Week 3 – Winner A v Winner C
 - (iv) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations:

	Time	Injury Time	Halftime
1 st Div - Barber Cup	2 x 40 Mins	Yes	5 Min
1 st Div - Pegg Cup	2 x 35 Mins	Yes	5 Min
2 nd Div - Scotney Cup	2 x 40 Mins	Yes	5 Min
3 rd Div - Normanby Cup	2 x 35 Mins	Yes	5 Min
3 rd Div - Wyatt Cup	2 x 35 Mins	Yes	5 Min

- (b) In the event of the scores being equal at full time in open men's semi-final, preliminary 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) One (1) x maximum ten (10) minute plus injury time golden point period coin toss to be conducted by referee to determine which team kicks off; then if no result
 - (iii) Higher placed team from the regular season; then if no result

- (iv) Most tries in the actual game; then if no result
 - (v) First try in the game: then if no result
 - (vi) Coin Toss
- (c) In the event of the scores being equal at full time in Under 19 or Women's semi-final, preliminary final and grand final matches, the following shall apply
- (i) Most tries in the actual game; then if no result
 - (ii) The team that finished highest on the minor premiership ladder will be declared the winner then if no result
 - (iii) Coin Toss
- (d) Management Committee requirements for players to be eligible to participate in the finals.
- (i) All teams competing in any Finals match must lodge with the Competition Manager by 10 am on the last Tuesday before the match, a finalised official Queensland Rugby Team List. This list must be truthful and accurate in every material detail as it will be used and relied upon by QRSU for the purpose of determining Player Eligibility. Accordingly strict compliance with this sub rule is vital and any Club that contravenes it shall be fined such an amount as may from time to time be determined by the Management Committee.
 - (ii) On match day prior to the match commencing a QSRU official will meet with the manager of the team. With the approved team list the QSRU official and the team manager will check off each approved player. Each player will be required to present current Official Photo identification (i.e. Passport, Australian driver's license). Failure to prove the player's identity will mean that the player will be ineligible to participate that game. There will be no course of appeal.
 - (iii) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she has been in the run-on team for the club in at least one third (1/3) of the regular competition matches in that grade and/or any lower grades prior to the finals series i.e. eighteen (18) match competition = six (6) matches; seventeen (17) match competition = six (6) matches; sixteen (16) match competition = five (5) matches; fifteen match competition = five (5) matches etc.
 - (iv) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she qualifies under rule (iii) and the club has all its senior grade teams or Under 19 grade teams playing in that final series. A player will not be eligible to play in any semi-final, preliminary final or grand final, if he has only participated the minimum number of matches as per rule (iii) and one third (1/3) or more of these matches have been in the run-on team in a higher grade, or if he/she has played i.e. been in the run-on team a total of six (6) of the competition matches in the Barber Competition.
 - (v) For all other grades a player will not be eligible to play in any semi-final, preliminary final or grand final if he/she has only participated the minimum

number of matches as per rule (ii) and one third (1/3) or more of these matches have been played i.e. been in the run-on team in a higher grade, or if he/she has played a total of six (6) of the competition matches in a higher grade/s.

- (vi) A player will not be eligible to play in any semi-final, preliminary final or grand final if he/she is registered less than sufficient weeks prior to the start of the finals series to meet the minimum number of matches required for that grade (registration means appearing on the online team sheet as well as Rugby Link).
- (vii) A player who satisfies the Competition Rules regarding eligibility to play in any semi-final, preliminary final or grand final has unqualified eligibility and such eligibility may not be challenged by the Management Committee. This eligibility is provided that no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series excepting if that player is replacing an injured player in a higher grade.
- (viii) The Management Committee reserves the right to appoint a sub-committee of the Management Committee for this purpose.
- (ix) Eligibility shall be determined by the Management Committee at its discretion.

NB For Competitions where a Club has two (2) teams; the team with the designation of 1 is deemed to be a higher graded team than the team with the designation of 2

- (e) Dispensation
 - (i) Management Committee requirements for applications of dispensation for players to participate in the finals.
 - (ii) Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 3.00 pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 5.00 pm on Tuesday, the names of players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application where failure to be in the run-on team in accordance with Rule 8.14.d(iii) (Div 1, 2 & 3) has been caused by injury or forfeits.
 - (iii) Any further changes in teams (including reserves) must be advised in writing to the Competition Manager by 10.00 am on the Friday preceding the match. The Competition Manager will rule on the eligibility of the nominated player/s.
 - (iv) Any Club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The Club concerned will lose the match for which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management

Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

NB The following is to be noted:

- (v) Any request received outside the time-lines as detailed will not be considered and will be automatically denied by the Management Committee
- (vi) To reiterate, the only discretionary power available to the Management Committee is with regards to injury to the player for whom dispensation is sought and additionally the ability to for the team to conduct contested scrums and forfeits. Consideration for a player who has played in a higher grade in place of a player who has been selected / played in any representative team is not included within this discretionary power.
- (vii) An injury or suspension of a different player in a higher grade is not the basis for dispensation for a different player who has played in a higher grade because of his injury or suspension.
- (viii) Once a player has played 7 games in the run on team in a higher grade he is not eligible for dispensation for selection in a lower grade team for the semi-finals and finals.

10.2 Wet Weather Policy

- (a) The Management Committee, after consultation with Clubs involved, will direct that
- (b) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) or
- (c) The match or matches be postponed to a date set by the Management Committee. The date to play the postponed game must be agreed to by the two Clubs by no later than the second Friday after the date of the original game. If a date cannot be agreed upon, the Management Committee will determine the day/date/venue and time the game is to be played.
- (d) In all cases, the Home Club retains the responsibility of the Match Day requirements e.g. Medical, Ball Boys etc. Arrangements may be made with the Away Club should the match be played at the Away Club's venue.