

AIC RUGBY BY LAWS 2018

Clause 1: GRADES AND AIC AGGREGATE*

a) Grades catered for shall be:

1 st XV	2 nd XV	3 rd XV	4 th XV
10A	10B		
Yr 9A	Yr 9B		
Yr 8A	Yr 8B		
Yr 7A	Yr 7B		
Yr 6A	Yr 6B		
Yr 5A	Yr 5B		

***PLEASE NOTE THERE SHALL BE NO 16 YEARS TEAMS ENTERED FOR COMPETITION FOR 2018**

b) Colleges with extra teams may take the opportunity to fill vacancies left by the Colleges in lower grade competitions. These teams will be eligible for all competition points however only the highest placed team from that particular College should be used for aggregate points where applicable.

c) All grades except for the 6A, 6B, 5A and 5B shall count towards the AIC Aggregate.

Clause 2: COMPETITION POINTS

Win	=	2 points
Loss	=	0 points
Draw	=	1 point
Washout	=	1 point

Clause 3: SELECTION OF TEAMS AND RESTRICTION ON PLAYERS

a) Colleges shall select all higher-grade teams before selecting lower grade teams, whether or not the higher grades compete on a particular day.

b) 'A' players are not to play in lower grade fixtures. Lower grade teams are to act as replacements/substitutions for the next higher team

c) All teams with the exception of the 1st XV and 'A' teams, may have fresh reserves with a maximum of 23 players per team.

d) Year 5A and 6A teams are permitted to have fresh reserves.

e) Players in Years 5 - 10 must play in their year level for the calendar season. The exception to this rule is if a player is selected for the 1st XV and approved for the 2 year window playing age criteria.

Clause 4: NUMBER OF PLAYERS

a) Year 5 teams shall play with 12 players per team

b) Year 6 to Open teams shall play with 15 players per team

c) Refer to Australian U19 Law Variations 2012 and U6 to U12 Law Variations

- d) Unless an exemption has been sought from and approved by the Rugby AU, all games of age 14 Years and Under and below will play with the rolling substitutions that are unlimited in number, all games of age 15 Years and above will play with rolling substitutions that are limited to twelve (12) movements.

Clause 5: FORMAT OF MATCHES

1 st XV	=	35 minutes
2 nd XV	=	30 minutes
Open, Years 6 - 10	=	25 minutes
All Year 5	=	20 minutes

- a) Regardless of how much time is left in a particular match, the match following must commence at the prescribed time. The referee of the match following may blow his/her whistle to notify both teams of his/her intention to commence the match and also subtly notify the referee of the match in question that real time, not match time has elapsed.

- b) There shall be a half time interval of five (5) minutes in all games.

- c) Time off for injury shall only be applied in 1st XV games.

Clause 6: MATCH TIMES

The following schedule shall apply where possible.

Home Rugby Schedule (please note these schedules may vary)

TIME	MAIN OVAL	OVAL 2	OVAL 3
9.00am			9D
10.00am		10D	9C
11.00am		10C	9B
12.00pm	3 rd XV	9A	10B
1.00pm	2 nd XV	10A	
2.15pm	1 st XV		

Away Rugby Schedule (please note these schedules may vary)

TIME	MAIN OVAL	OVAL 2	OVAL 3
9:00am	7C	5C	5B
10.00am	7B	8C	5A
11.00am	7A	8B	6B
12.00pm	8A	6A	6C

- a) Variations to the above schedule are only made when BOTH schools mutually agree to do so. It is the responsibility of the College hosting those games to notify the officially appointed referees of any changes to the schedule.

- b) All lower grade and/or supplementary matches are to be scheduled around the existing schedules above.

Clause 7: MATCH VENUES

- a) All "Home" competition games shall be played at the College grounds (or affiliated) and organised by the designated "Home" school as stated in the AIC Draw.

- b) All "Away" competition games shall be played at the College grounds (or affiliated) and organised by the designated "Away" school as stated in the AIC Draw.
- c) Match venues are to conform to the minimum requirements as set down in the RU/QRU competition rules.
- d) Sufficient provision shall be made in all grades to keep spectators at a safe distance from the touchline or outside enclosed grounds.
- e) Goal post pads shall be provided on each field for all games.
- f) Spectators are not permitted on the playing arena at half-time or at the completion of games.

Clause 8: REFEREES

- a) General: All AIC competition games must be refereed by persons who hold a minimum Level 1 qualification from a recognised Referees' Association, unless neither College is able to provide such qualified persons. Provision of referees shall be the responsibility of the home College which may invite the other College it is playing to provide referees for some games.
- b) QRRA Officials shall be asked to control all 1st XV, 2nd XV, 3rd XV, 10A, 9A, 8A and 7A matches. Colleges may approach the QRRA for additional refereeing requirements if they so desire.
- c) Student Referees: no student, unless suitably qualified, and unless no person according to Clause 8 (a) above is available, shall be appointed to referee a competition game.
- d) Coach Referees: in no game shall the coach of either team be the referee unless mutually agreed by the rugby coordinators or Heads of Sport.
- e) Referees not turning up: where the appointed referee does not turn up within 15 minutes of the agreed starting time of the game (including QRRA referees), or where QRRA referees are unavailable, a mutually agreed person, suitably qualified, by the rugby coordinators or Heads of Sport will be appointed to the match.

Clause 9: ASSISTANT REFEREES

(a) Assistant Referee. QRRA officials may be appointed to act as linesmen for First XV matches. For every other grade, each school shall supply one linesman who shall be correctly dressed and carry at least one flag. College or other unqualified linesmen shall only officiate on ball in and out of play situations and goal kicks.

Clause 10: EQUIPMENT

- a) In every game, teams shall each provide a minimum of one match ball, which conforms to the laws of the game
- b) For Years 5 and 6, a Size 4 shall be used
- c) For Years 7 and above a Size 5 shall be used
- d) For 1st XV matches a minimum of three match balls must be in use. The minimum requirement for AIC 1st XV matches is an ARU approved 4 ply ball, size 5 football

Clause 11: MISCONDUCT

- a) All cases of misconduct resulting in send offs to a player shall be reported to the Head of Sport

- b) Please refer to AIC General By Laws Clause 4

Clause 12: Rugby AU & QRU GUIDELINES (U19 Law Variations 2018; Game Modifications U6 – 12)

- a) The guidelines of competition set by the governing bodies, Rugby AU and QRU shall be referred to in AIC competition, along with any variations, specifically:
- i. Years 5 & 6: U6-U12 Law Variations (Kids Pathway Laws)
 - ii. Years 7 to Open: U19 Law Variations (also refer to IRB rules)
- b) Field Size
- i. Year 5: full field less 10m width (L = 100m; W = 60m)
 - ii. Year 6: full field (L = 100m; W = 70m)
- c) Scoring
- i. Years 5 & 6: no penalty goals or drop goals
 - ii. Years 7 to Open: as per U19 Laws
- d) Scrums
- i. Year 5: contested with six (6) players. 1m push restriction. Scrum half cannot go past midline of scrum and must stay within 1m of scrum until ball is cleared by opposition. Number 8 moves are illegal
 - ii. Years 6: contested with eight (8) players. 1m push restriction. Scrum half cannot go past midline of scrum and must stay within 1m of scrum until ball is cleared by opposition
 - iii. Years 7 to Open: as per U19 Laws
- e) Lineouts
- i. Year 5: contested with five (5) players. No lifting. No quick throw ins. No variation in numbers
 - ii. Years 6: contested with seven (7) players. No lifting. No quick throw ins. No variation in numbers
 - iii. Years 7 to Open: as per U19 Laws
- f) Restarts/Kicking
- i. For Year 5 teams only, kicker gets a second attempt if failed at first attempt (this includes kick off, restart and line drop out). All must be a drop kick.
- g) Conversions
- i. Years 5 & 6: no charge down permitted. Kick to be taken in line with try but no wider than 15m line
 - ii. Years 7 to Open: as per U19 Laws
- h) Foul Play/Sanctions (also refer to Clause 12 Misconduct and AIC General By Laws)
- i. Years 5 & 6:
Red Card = send off and no return
Yellow Card = 5 minutes in the bin with suspension expiring at half time regardless of duration left.
Players may be replaced in both cases
 - ii. Years 7 to Open (as per U19 Laws):
Red Card = send off and no return
Yellow Card = 10 minutes in the bin with player serving full 10 minutes of actual game time.
In both cases, players are NOT to be replaced

Clause 13: 90 MINUTE LIMIT FOR 19 YEARS AND UNDER PLAYERS

- a) Refer to Law 5 ARU U19 Laws:
“The maximum playing time is to be 90 minutes in any one day, no matter what the games are called (trial, knockout, carnival or tournaments).”
- b) This is designed to prevent players from engaging in multiple games on one day during carnivals and championships, and is not intended to cover replacements.
- c) Players wishing to stand by for another team as a replacement may do so as long as a proper duty of care is exercised in relation to position played, environmental conditions, age group played and common sense is exercised in regard to playing time in any one day.
- d) The number of games in the day is not an issue; the playing time is the issue. It is expected that due care is taken by coaches with regards to replacement of players and that the time issue is always the overriding consideration.

Clause 14: AGE DISPENSATION POLICY

- a) Refer to the Age Dispensation Policy as set by Rugby AU as at February 2018.

Clause 15: SMART RUGBY PROGRAM AND PROCEDURES

- a) Smart Rugby is a national program designed by Rugby AU to ensure participation in the game of Rugby in Australia is an enjoyable experience.
- b) The Smart Rugby Program prescribes mandatory compliance with a minimum level of procedures, and will raise the bar for groups that are not fully conversant with the current standards.
- c) All schools are required to review their coaching, and safety practices, and make a commitment to the program.
- d) Every school is to nominate a Smart Rugby Coordinator, a person who possesses considerable common sense and should have a sound background in the game of rugby
- e) The Smart Rugby Coordinator is responsible for:
 - i. Ensuring the basis technical program is delivered to all 15-a-side players.
 - ii. Ensuring the prescribed practice time is devoted to contact situations.
 - iii. Ensuring the ARU safety guidelines are complied with at all times.
 - iv. Smart Rugby is a pro-active program that was implemented after the ARU conducted an in-depth review of major rugby injuries over the last decade. The program will occur annually, prior to each competition season, with compliance certificates sent to all schools for coaches who have

Clause 16: SERIOUS INJURY PROTOCOL AND CONCUSSION

The treatment for serious injuries and concussion is to be consistent with the current Under 19 AR Guidelines and must be followed. Refer to the Rugby AU Concussion Management Policy – Rugby AU website in “Policy Register”. Refer to the Rugby AU Serious Injury Protocol – Rugby AU website in “Insurance”.

Clause 17: MEDICAL

Adequate sports medicine staff and first aid facilities are to be available

Clause 18: WEATHER

- a) If weather causes fields to become dangerous or unplayable, a decision is to be made on the morning of play by the Head of Sport of the home College, with each College taking the responsibility for notifying their own players.
- b) The home College has the responsibility of informing the QRRA and any other appointed officials.

Clause 19: HOSPITALITY

Afternoon tea is to be provided for 1st XV players and coaches from each College after the match. This post match function is to commence no more than twenty (20) minutes after the conclusion of the 1st XV game.