



**THE ASSOCIATED SCHOOLS  
INC.  
BY-LAWS**

# The Associated Schools Inc.

## By-Laws

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# 1) Introduction

The name of the incorporated association is "The Associated Schools Inc." (In these Rules called the "Association").

# 2) Code of Conduct

## ***PREAMBLE:***

The aim of The Associated Schools Inc. is "to promote and conduct various forms of inter-school activity, with a view to fostering a spirit of fellowship". It is acknowledged and accepted that each school has its own standards of conduct and that it is within the jurisdiction of our schools' Principals to ensure that those standards are maintained. Nevertheless, some commonly accepted norms of behaviour designated herein will be observed on a uniform basis throughout the Association.

In particular, as part of their involvement in TAS activities, Association Member schools have a responsibility to ensure that the Protocol and Ethos of the Association is maintained throughout.

In this regard, schools shall:

- wholeheartedly support the Association's Constitution, By-Laws, Rules and activities and do all things to promote and foster the Aims, Ethos and Protocol of the Association;
- refrain from directly approaching students from other TAS schools (poaching) or offering scholarships or other inducements to said students to change schools; (refer to policy #12 of Policy Manual)
  - **(Note that respondents to "open" advertisements or to generally advertised programmes of excellence are not restricted by this Clause).**
  - ensure that staff and coaches from Member schools are particularly sensitive in observing all proper protocols relating to this issue;
  - when a non-solicited transfer between TAS schools occurs, the Head of the new school shall, as a matter of courtesy, advise the Head of the previous school.

## ***This Code is considered under the following headings:***

- |                                    |                                      |
|------------------------------------|--------------------------------------|
| (1) General Behaviour              | (2) Behaviour and Example of Coaches |
| (3) Standards required by Referees | (4) Conduct and Sanction of Players  |
| (5) Conduct of Spectators          | (6) Dress                            |
| (7) Sport Specific Considerations  |                                      |

## ***General Behaviour***

- 1.1. Healthy, vigorous exercise, scrupulous regard for the spirit of the Rules of the game, a willingness to submit to disciplined training, and the cultivation of a generous sportsmanship are the goals of TAS sports.
- 1.2. The Host School has the right to expect that both visitors and members of its own community will adhere to its own particular customs and practices.
- 1.3. The competition table is not to be regarded as the sole reason for competing.
- 1.4. Schools should ensure that players compete in their correct age group and that they adhere to the General Competition Rules and By-Laws for the various sports.

- 1.5. Racial/sexual/religious abuse or any other form of harassment will, under no circumstances, be tolerated by TAS. Players should be given no more than one warning before being sent off and reported to the school. Spectators likewise should be reported and asked to leave the sideline if guilty of racial/sexual/religious abuse.

### ***Behaviour and Example of Coaches***

- 2.1. Under no circumstances is there to be deliberate bending of the General Competition Rules and By-Laws for the various sports. Coaches, Coordinators and Directors of Sport are expected to abide by the "spirit" as well as the "letter of the law".
- 2.2. Coaches should encourage teams and/or individual players to be punctual in coming onto the field or reporting to the designated officials both before and during matches.
- 2.3. Coaching from inside the playing arena by anyone is not allowed.
- 2.4. Coaches must accept the decisions of referees and umpires. This does not preclude rational clarification of decisions at a subsequent time.
- 2.5. The following are banned :
  - 2.5.1. time-wasting and time-wasting actions;
  - 2.5.2. unsportsmanlike behaviour;
  - 2.5.3. over-vigorous play;
  - 2.5.4. deliberate coaching in illegal tactics;
  - 2.5.5. sledging;
  - 2.5.6. dissention;
  - 2.5.7. foul language;
  - 2.5.8. foul play.

### ***Standards Required of Referees***

- 3.1. As an Association we demand a certain standard of behaviour and dress from our players; similar standards are expected of referees and umpires.
- 3.2. Appropriate signals for the conduct of the sport should be adhered to; clear signalling is beneficial to the game.
- 3.3. It is expected that referees and umpires should meet the required standards of qualifications in order to officiate.
- 3.4. The criteria for appointment of referees and umpires as laid down in the various By-Laws should be adhered to.

### ***Conduct and Sanction of Players***

- 4.1. A high standard of conduct is expected at all times, both on and off the field.
- 4.2. Each and every player should be an example of what a sportsman should be, including an appreciation of good play and an acceptance of the mistakes made by fellow players.
- 4.3. The game should be played hard but never unfairly.
- 4.4. Ill-temper or spite should never be shown; assistance for opponents when it appears desirable should be given.
- 4.5. The meeting of the opposing coach and captain by opposite numbers is to be commended.

- 4.6. Congratulations, thanks or cheers appropriate to the game, by the captain and/or players is to be encouraged.
- 4.7. The orders or instructions of the umpire, referee or designated official should be obeyed quickly, and any decisions, however unfavourable, should be accepted without question.
- 4.8. The use of drugs, including pain-killers, to improve or maintain the performance of any individual player or group of players is strictly forbidden.
- 4.9. Player Sanctions
  - 4.9.1. In all instances where a player is dismissed or excluded from play for foul play or play deemed dismissible by the officiating crew of their game, they will incur a minimum one week suspension from that TAS sport. (It is important to note that a bye does not constitute a week of TAS sport.) Schools may impose longer sanctions if they deem it appropriate.

### **Conduct of Spectators**

- 5.1. Good play, by either side, should be acknowledged by spectators in the appropriate manner. This can encourage players and help them to lift their game as the match or contest progresses.
  - 5.1.1. Unwise or fanatical barracking can make a player perform foolish actions in their play, or incite them to foul play, which is not to be condoned.
- 5.2. The Principal, or their representative, has the legal right to remove any person or persons who do not conform to the acceptable standards of behaviour as set by his/her school.
- 5.3. Consumption of alcohol by spectators during the conduct of a match or contest is not permitted.
- 5.4. Referees or umpires are not to be approached by spectators at any time before, during or after a match.
- 5.5. While cheering and supporting one's own team is recognised as part of the conduct of the game, and provided this barracking is within the requirements of the By-Laws (with respect to Athletics and Swimming), it is to be encouraged; "anti-barracking" is banned.
- 5.6. While the Host School should make every endeavour to provide for the disposal of rubbish, all spectators should make every effort not to litter any parts of the playing fields and/or grounds.

### **Dress**

- 6.1. Referees, umpires, officials and players are to be correctly attired according to the needs of the particular sport.
- 6.2. Dress (especially footwear) of all participants should be clean and tidy, respectable, and not torn.
- 6.3. The By-Laws for the various sports, with respect to dress are to be observed by players. In addition the following points are to be noted:
- 6.4. it is recommended that correct boots be worn for turf wicket matches;
- 6.5. correct headwear should be worn for cricket;
- 6.6. appropriate sponsorship shall be permitted on sporting uniforms.

#### **7.1. RUGBY specific behaviours**

- 7.1.1. Under no circumstances is there to be deliberate bending of the Laws of the game of Rugby.

- 7.1.2. Players must not question the referee's decision. Only the team captain or coach may seek clarification of decisions.
- 7.1.3. Players must control their tempers at all times and must not "mouth off" or use body language that demonstrates disagreement or disrespect to a referee or other official.
- 7.1.4. Players must not ridicule, goad, interfere with, bully or take unfair advantage of any player, nor feign injury to gain an unfair advantage.
- 7.1.5. A player should exhibit good sportsmanship and enthusiasm for the game at all times, in particular by:
  - 7.1.5.1. working hard for himself and his team mates;
  - 7.1.5.2. applauding good play by both teams;
  - 7.1.5.3. shaking hands before and after the game; and
  - 7.1.5.4. thanking the referee at the end of the match.

# 11. Rugby

## 11.1. Safety Aspects

Safety rules and procedures are important because of the degree of body contact in Rugby Union. The nature of the activities makes it unsuitable for very young students. Rules for the game of Walla Rugby and other approved modified forms of the game should be used for the specific age-groups.

### 11.1.1. *Nature of hazards*

11.1.1.1. *As part of the process of safety self-regulation, all persons engaging in this activity should identify the hazards, assess their significance and manage the potential risks including any additional hazards not mentioned here*

11.1.1.2. Hazards that may be encountered in rugby union include:

- equipment (e.g. goal posts, corner posts)
- body contact

### 11.1.2. *Level of risk*

11.1.2.1. Participation in rugby union involves high risk (level 3).

### 11.1.3. *Minimum supervision*

11.1.3.1. If an adult other than a registered teacher is engaged for instruction, a registered teacher should be present to take overall responsibility.

11.1.3.2. Minimum First Aid requirements; Senior First Aid (Level 2 with spinal training) (e.g. QAS, St. John's Ambulance) or the equivalent.

11.1.3.3. During competition, the qualified first aid officer/sports trainer should be located in an accessible position to the field(s) of play to provide immediate first aid assistance.

11.1.3.4. There must be phone access to call an ambulance if required.

### 11.1.4. *Qualifications*

11.1.4.1. The leader should be:

- a registered teacher with competence (demonstrated ability to undertake the activity through acquisition of Smart Rugby competence) in the teaching of Rugby Union
- an adult who has Smart Rugby coaching qualifications from the Australian Rugby Football Union

11.1.4.2. Competition games should be controlled by competent coaches and officials who are Smart Rugby compliant.

11.1.4.3. A referee who is currently a student of a participating school should not be appointed to referee a game in which his/her school is playing, unless there is agreement by officials of both teams for that to occur.

11.1.4.4. In competition games, where touch judges are not provided by the Referees' Association, each school should endeavour to provide a competent touch judge (such as an older student or parent).

### **11.1.5. Minimum equipment**

- 11.1.5.1. A first aid kit should be available at all venues where lessons and competitions are conducted.

### **11.1.6. Hazard reduction**

- 11.1.6.1. The teacher should introduce the activity comprehensively and include:
  - appropriate warm-up and warm-down activities
  - instruction in rules, safety procedures and prerequisite skills
  - progressive and sequential skill development
  - a structured training and coaching program and selection criteria for teams (training should be specific to player position)
  - modified games that match the skill and fitness levels of students, e.g. walla rugby.
- 11.1.6.2. Students should have progressed through the skills and knowledge areas associated with the modified games before participating at a level governed by the full laws of the game.
- 11.1.6.3. Teachers should select students on the basis of ability and suitability for the position/s they are to play (for example, students with long thin necks should not play in the front or second rows of the scrum).
- 11.1.6.4. The playing area should be level, grassed and free from obstacles and loose objects.
- 11.1.6.5. A minimum space of five metres should surround each field and be roped off free from spectators.
- 11.1.6.6. Unless participating in the game or directly supporting participants (Trainer, 1st Aid and coach/manager at half time) no one is permitted on the field of play.
- 11.1.6.7. Player equipment, including footwear, headgear and shin pads, should comply with age standard levels appropriate to the laws of the game.
- 11.1.6.8. Correctly fitted mouthguards should be worn for playing and practising.
- 11.1.6.9. When playing on a field, if one or more students are wearing footwear, all students should have footwear. All boots should be made of safe materials, provide protection for the feet and have non-slip soles.
- 11.1.6.10. Boots should be inspected before each match. Boots with loose, sharp-edged or excessively worn studs and sharp-edged soles should not be worn.
- 11.1.6.11. All goal posts should be padded.
- 11.1.6.12. Corner flags and other markers should be made of non-injurious material.
- 11.1.6.13. Teachers and coaches/staff should select students on the basis of ability and suitability for the position/s they are to play.
- 11.1.6.14. Teachers and coaches/staff should identify students who may be suffering an existing injury. If there is reason to believe that a student is injured, the teacher should seek first aid treatment.

- 11.1.6.15. The Associated Schools mandates a three week period from a concussion taking place until the player may play again. (This means the player will miss three weeks of competition.)
- 11.1.6.16. Open cuts and abrasions should be treated immediately. If bleeding cannot be controlled completely, the player should not be allowed to return to the field of play. All clothing, equipment and surfaces contaminated by blood should be treated as potentially infectious.
- 11.1.6.17. Students should not return to playing after injury until it is clear that the injury has been managed. If there is any doubt, the student should not play until medically cleared.

## 11.2. TAS Rugby By-Laws

### 11.2.1. GRADES

- 11.2.1.1. Grades catered for in both Divisions shall be:

Under 18 First XV  
 Under 18 Second XV,  
 Under 15 A,  
 Under 15 B,  
 Under 13 A  
 Under 13 B.

- 11.2.1.2. In accordance with Australian Rugby Union Directions, a “two-year-window” exists for Rugby players in all grades of competition under the following formula:

- 11.2.1.3. All TAS age groups will be calculated from July 1<sup>st</sup>.

<u>Grade</u>	<u>Accepted Age</u>	<u>Eligible Playing Ages</u>	<u>Year of Birth for 2020</u>
Year 7	Under 13	12 & 13 years	July 2008-2007
Year 8	Under 13	12 & 13 years	2007-June 2006
Year 9	Under 15	14 & 15 years	July 2006-2005
Year 10	Under 15	14 & 15 years	2005-June 2004
Open	Under 18	16 & 17 years	July 2004 – June 2002

- 11.2.1.3.1. (Any player wishing to play outside his window of eligibility must have a 2 year window exemption to play in the competitions outside their eligibility)

▪ **Note: All ages as at 00.00am on July 1<sup>st</sup> in the year of competition.**

- 11.2.1.4. Schools requiring younger players than the above formula, must provide the Executive Officer with completed Disclosure Forms, signed by a Level 2 Coach, the student’s Parent or Guardian, and the school Rugby Coordinator **before the player takes the field.**
- 11.2.1.5. This form must also be signed by the player’s parents/guardians and then sent to the competition manager (Executive Officer) for a countersigning.

11.2.1.6. The Australian Rugby Union require these forms to be completed prior to any student being allowed to play in a match where they may play against players outside their allowed two year window as outlined in the appendix noted in the Association Policy manual.”

### **11.2.2. MINIMUM NUMBER OF PLAYERS**

- 11.2.2.1. A minimum of twelve (12) players is required to constitute a team. A school having less than twelve players by fifteen (15) minutes after the scheduled start time shall forfeit the match, notwithstanding the guidelines outlined in By-Law 3.13, “Late Starts”.
- 11.2.2.2. Should player numbers fall below twelve (12) after a match has commenced, the match shall continue.
- 11.2.2.3. When teams in the small cohort (year 9 in 2016 and year 10 in 2017) cannot play with full team numbers, opposition teams must match numbers to the school with the fewer numbers.
- 11.2.2.4. In situations where a team does not have the players available to contest a scrum notice of this should be made to the opposing school as soon as possible.

### **11.2.3. GROUNDS**

#### **11.2.3.1. VENUE FOR GAMES**

11.2.3.1.1. All competition games shall be played at the grounds of the home school.

#### **11.2.3.2. SPECTATOR CONTROL**

11.2.3.2.1. Sufficient provision shall be made in all grades to keep spectators at a safe distance from the touch-line or outside enclosed grounds. (5m minimum is recommended)

11.2.3.2.2. Schools should provide a designated player/official area.

#### **11.2.3.3. PROVISION OF EQUIPMENT**

11.2.3.3.1. The following equipment shall be provided in all games:

- kicking tee for conversions/penalties
- pads on goal posts
- ice

11.2.3.3.2. refer to safety aspects for minimum first aid requirements

#### **11.2.3.4. GROUND / TEAM OFFICIALS**

11.2.3.4.1. All officials will be required to wear coloured vests to indicate the role being undertaken.

- TOUCH JUDGES Pale Blue
- TEAM TRAINERS/WATER RUNNERS Yellow
- TEAM MANAGERS Maroon
- GROUND OFFICIAL Orange

#### **11.2.4. DURATION OF GAMES**

11.2.4.1. There shall be two periods of play of the following duration:

First XV = 35 minutes

All other Grades = 25 minutes

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

11.2.4.2. **Injury Time**

11.2.4.2.1. Injury time shall **not be allowed** in any grade.

#### **11.2.5. STARTING TIMES**

11.2.5.1. The following starting times shall apply:

TIME	FIELD 1	TIME	FIELD 2
8.00 am	15B		
9.00 am	15A	9.00 am	13B
10.00 am	2 <sup>ND</sup> XV	10.00 am	13A
11.15 am	1 <sup>ST</sup> XV		

11.2.5.2. Variations to the above times may be decided by mutual agreement, however it is the responsibility of the "Home" school to advise official referees in any matches to be controlled by QRRR officials.

11.2.5.3. In all games at a particular venue, the lower grade teams shall commence their games before, or at the same time as, higher-grade teams of the same grade/age group.

#### **11.2.6. COMPETITION POINTS**

Win = 4 points

Draw = 2 points

Washout = 2 points

A loss by 7 or less = 1 point

scoring four tries = 1 point

Bye = 0 points

#### **11.2.7. SELECTION OF TEAMS**

11.2.7.1. Schools shall select fully the players of all higher grade teams before selecting those of lower grade teams, whether the higher grades are engaged or not.

11.2.7.2. No student shall play in more than one team in the same round unless he replaces an injured or absent player in a higher age or grade, subject to By-Law 3.4 specifically, by-laws 3.4.1.5 and 3.4.1.6. Strategic replacements may be made in 1sts Rugby, provided By-Law 3.4 is not contravened.

#### **11.2.8. REPLACEMENTS**

11.2.8.1. **INJURED PLAYERS**

11.2.8.1.1. Injured players in all games may be replaced at any time during a game. They may not return to the field in any grade on that day. It is important to note that injured players are replaced for injury and not substituted.

**11.2.8.1.2. Note:** IRB rules state that "**A player who has suffered definite cerebral concussion and loss of consciousness should not participate in any match or training session for a period of at least three weeks from the time of the injury, and only subject to being cleared by proper neurological examination.**"

**11.2.8.1.3. Note:** If a head knock occurs during training, it is the school's responsibility to ensure students take no further part in training once a head knock has been sustained, even if a concussion has not yet been diagnosed.

#### **11.2.8.2. SUBSTITUTIONS**

**11.2.8.2.1.** Years 7, 8 and 9 shall be permitted unlimited substitutions from maximum squads of 23 players.

**11.2.8.2.2.** Year 10 and 1sts and 2nds shall be permitted 12 substitutions in total.

**11.2.8.2.3.** The 12 total substitutions should be in keeping with the substitution policy of the Brisbane Junior Rugby Union for teams of 15 years or older.

**11.2.8.2.4.** Total playing time for **any one team** shall not exceed 90 minutes on any one day.

#### **11.2.9. WEATHER**

**11.2.9.1.** A washout may occur at any time the referee deems the field to be unsafe. Consultation between coaches / coordinators from both schools may assist referees with this call. Should the field be questioned as playable or unplayable, and the referees not agree, the 'existing state of affairs' will exist.

**11.2.9.1.1. Existing state of affairs:** This phrase is used in competition rules to clarify situations in which a difference of opinion concerns the progress of the match.

**11.2.9.1.2.** If a match has not started and the Umpires/Coaches do not agree, then the match does not start.

**11.2.9.1.3.** If a match is in progress, and if agreement cannot be reached, then the match is to continue.

**11.2.9.2.** If a wash out occurs prior to half time, the points will be shared between both teams.

**11.2.9.3.** If a wash out occurs at any point at half time or later the leading team will be declared the winner.

**11.2.9.4.** In keeping with TAS policy there will be no rescheduled matches for wet weather.

**11.2.9.5.** Any bonus points already accrued will stand.

#### **11.2.10. BALLS**

**11.2.10.1.** Each team shall provide one size 5 match ball

**11.2.10.2.** A high quality standard of ball should be used for all matches regardless of age.

#### **11.2.11. LAW MODIFICATIONS**

**11.2.11.1.** The Laws of Rugby apply to all year levels.

**11.2.11.2. Uncontested Scrums:**

11.2.11.2.1. When a team elects to not contest scrums, during a game they may not select a scrum as a penalty or free kick option.

## **11.2.12. REFEREES**

### **11.2.12.1. QRRRA REFEREES**

11.2.12.1.1. QRRRA officials shall be asked to control all grades of matches.

### **11.2.12.2. REFEREES NOT TURNING UP**

11.2.12.2.1. Where the appointed referee does not turn up within 15 minutes of the agreed starting time of the game (including Q.R.R.A. referees), or where Q.R.R.A. referees are unavailable, the home team shall have the right to provide a qualified referee. If such a referee is not available through the home school, the visiting team shall have the right to provide a qualified referee, PROVIDED THAT:

- In no game shall the coach of either team be the referee unless the opposing team agrees;
- No student, unless he/she is suitably qualified, and unless no other qualified adult is available, shall be appointed to referee a TAS competition game where the players are less than 2 years younger than the appointed referee.

## **11.2.13. TOUCH JUDGES AND BALLBOYS**

### **11.2.13.1. TOUCH JUDGES**

11.2.13.1.1. Q.R.R.A. officials **may** be appointed to act as Touch Judge for First XV matches.

11.2.13.1.2. For every other grade, each school shall supply one Touch Judge who shall be correctly dressed and carry at least one flag. School or other unqualified linesmen shall only officiate on ball in-and-out of play situations.

### **11.2.13.2. BALLPERSONS**

11.2.13.2.1. Each school shall provide one correctly dressed ball person for the First XV game.

## **11.2.14. PLAYERS DRESS**

11.2.14.1. The dress (jersey and socks) of each player in all grades shall conform to colours of his school. All players in each team should wear shorts and socks of a uniform colour.

11.2.14.2. When a TAS representative team is selected, those players chosen to represent the Association shall be presented with a jersey in the Association's colours (viz: sky blue with red cuffs, red monogram, white collar, red numbers) and shall wear white football shorts, socks of the school they represent. When a second representative team is chosen, reverse coloured jerseys shall be worn.

## **11.2.15. MISCONDUCT**

### **11.2.15.1. TEMPORARY SUSPENSION**

As per Law 26 1991 variations, a player may be temporarily suspended at the discretion of the referee. In TAS competition, the normal area for this is behind the defending goal posts; however, if at the discretion of the home team's Director of Sport the area on a particular field is deemed unsuitable, then the home school has the right to establish an alternative area for this purpose. It is the responsibility of the home team's Director of Sport to inform visiting referees and coaches of these alternative arrangements should they exist.

#### 11.2.15.2. **DISMISSAL**

In the case of the player being sent from the field, the referee shall be requested to communicate in writing to the Executive Officer of the Association ([contact@theassociatedschools.com.au](mailto:contact@theassociatedschools.com.au)).

TAS policy is for any player sent from the field to miss at least one competition round. (A BYE is not considered missing a competition round.) Note: This applies equally to Junior TAS matches.

### **11.2.16. DRAW CONSIDERATIONS**

11.2.16.1. With TAS no longer providing a representative team for Queensland Schoolboy trials, and students now required to trial through their 'Region', it is probable that clashes with the Association's Draw will occur.

11.2.16.2. In these instances, refer to By-Law 3.15 regarding the rescheduling of matches from the date of the trials.

## **11.3. Junior TAS Rugby**

### **11.3.1. Starting Times**

11.3.1.1. Starting times for matches should be determined by the host school

11.3.1.2. The host school is responsible for giving the opposing school sufficient notice regarding time and venue

### **11.3.2. Timing of Games**

11.3.2.1. All matches are to be played in two 20 minutes halves with a five minute break between the halves

11.3.2.2. Injury time does not apply to matches

### **11.3.3. Balls**

11.3.3.1. The home team is responsible for supplying a suitable, regulation size ball for each match:

- Under 10 (Mini): size 3
- Under 11 and 12 (Midi): size 4

### **11.3.4. Premiership**

11.3.4.1. No premiership points are kept. Students are playing for the enjoyment of the game, to improve their skills and sense of sportsmanship

### **11.3.5. Teams**

- 11.3.5.1. The number of players for teams are as follows:
- Under 10 and Under 11: 10 players (Five backs and five forwards)
  - Under 12: 12 players (Six forwards and six backs)
- 11.3.5.2. The scrum formations are as follows:
- Under 10 and Under 11: 3 – 2
  - Under 12: 3 – 2 - 1
- 11.3.5.3. There are unlimited substitutions at this level. Substitutions should be made at breaks in play. These being scrums, lineouts or tries - not at penalties nor during the run of play.
- 11.3.5.4. Students may play in year levels provided their chronological age does not exceed the ages listed here. (In Junior TAS ages are calculated from midnight on January 1 of year of birth listed.)

<u>Grade</u>	<u>Accepted Age</u>	<u>Eligible Playing Ages</u>	<u>Year of Birth for 2020</u>
Year 4	Under 10	9 & 10 years	2011-2010
Year 5	Under 11	10 & 11 years	2010-2009
Year 6	Under 12	11 & 12 years	2009-2008

### **11.3.6. Dress**

- 11.3.6.1. All players are to wear their school rugby uniform
- 11.3.6.2. Mouthguards are required by all players. No mouthguard, no game
- 11.3.6.3. Rugby boots are to be worn by all players
- 11.3.6.3.1. Boots with metal studs are acceptable. Studs will not exceed 18mm
- 11.3.6.3.2. Boots with plastics studs must be filed back if burred. This is the responsibility of coaches and referees to monitor

### **11.3.7. Referees**

- 11.3.7.1.1. All schools must ensure that at least two people from each school (or representative of the school) are Smart Rugby qualified Level 1 referees (minimum). Details of course dates can be obtained from the Queensland Rugby Union website [www.qru.com.au](http://www.qru.com.au)
- 11.3.7.1.2. Coaches must ensure that the relevant safety procedures are discussed prior to the match with the referee and players (“Mayday” call, scrum engagement sequence)
- 11.3.7.1.3. Host schools are responsible for the appointment of a qualified referee.
- 11.3.7.1.4. The referee is the sole judge of time and score.
- 11.3.7.1.5. The current laws are based on the ARU laws for Mini & Midi Rugby.

Use the following table for the basic rule variations.

	<b>Under 10 (Year 4)</b>	<b>Under 11 (Year 5)</b>	<b>Under 12 (Year 6)</b>
<b>Player Numbers</b>	10	10	12
<b>Playing area</b>	70m x 35m	70m x 35m	100mx60m (5m in from touchlines)
<b>Playing time</b>	2x20mins	2x20mins	2x20mins
<b>Ball size</b>	Size 3	Size 4	Size 4
<b>Conversions</b>	Yes, in front 10m back	Yes, in front 10m back	Yes, not wider than 15m line
<b>Initial Kick Off</b>	drop or punt 5m exclusion zone	drop kick 5m exclusion zone	drop kick 10m exclusion zone
<b>Restart after scoring</b>	tap at halfway by non scoring team	tap at halfway by non scoring team	Drop kick at halfway by non scoring team
<b>Kicking in general play</b>	No	No	Yes
<b>Tackle</b>	Yes	Yes	Yes
<b>Line out</b>	4 man no contest	4 man contested. No lifting	5 man contested. No lifting
<b>Line out acting half</b>	must pass	all options except kick	all options
<b>scrum</b>	5 man no contest	5 man contested. 1m push maximum	6 man contested. 1m push maximum
<b>scrum half</b>	must pass	all options except kick	all options #8 moves illegal
<b>when is a scrum or line out over?</b>	ball is played by fly half or bounces	when the ball leaves the line out/scrum	when the ball leaves the line out/scrum
<b>Penalty and free kicks</b>	tap only. Opp 5m back	tap only, Opp 5m back	all options. Opp 10m back

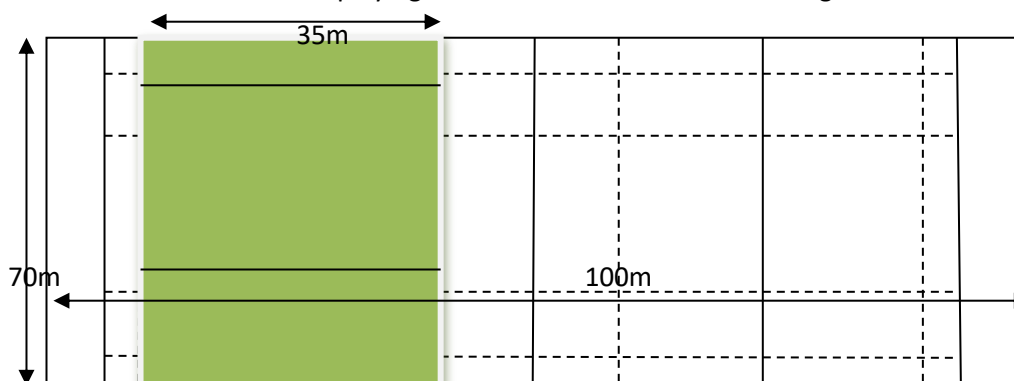
11.3.7.1.6. In the event the assigned referee is not present/available, the two coaches are to reach a decision as to who will referee that match.

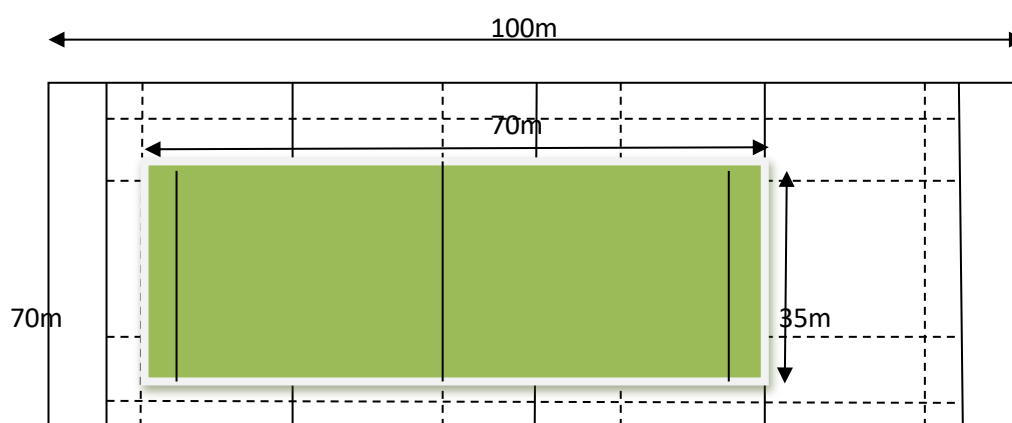
### 11.3.8. *Field*

11.3.8.1. All matches for Years 4, 5 & 6 are played on modified fields as per ARU guidelines.

The field sizes are as follows:

- Year 4 & 5 (Under 10 and 11): Mini Rugby Field. That is 35m wide and 70m in length including in-goals. A Mini Rugby Field can be marked **across** a full sized field or from 5m line to 22m line as shown. It is important to realise that not all of our fields are the full size, so please check your markings and ensure our year 4s are playing on a field 35m wide and 70m long.





- Year 6 (Under 12): Full field with the touch lines being the 5m lines

11.3.8.2. Fields are to be clearly marked including goal post protectors. Modified fields are to be marked using collapsible markers

11.3.8.3. A ground is unfit for play when it is too wet to grip the surface safely. The decision concerning the state of the ground is the responsibility of the host school. This decision should be conveyed to the Director of Sport of the opposing school by no later than 6:30am on the day of play

11.3.8.4. GROUND / TEAM OFFICIALS

11.3.8.4.1. All officials will be required to wear coloured vests to indicate the role being undertaken.

- TOUCH JUDGES Pale Blue
- TEAM TRAINERS/WATER RUNNERS Yellow
- TEAM MANAGERS Maroon/Red
- GROUND OFFICIAL Orange

### **11.3.9. First Aid**

11.3.9.1. The host school is responsible to ensure a qualified level 2 First Aid trainer or equivalent is present for all matches. This individual must be suitably equipped with relevant materials including ice

11.3.9.2. Any player who sustains a bleeding wound will be sent from the field of play and will not be permitted to return until the bleeding has ceased and the wound covered. Any blood on the player's uniform must be completely removed or uniform replaced

11.3.9.3. Any student that sustains a knock to the head should not continue to take part in training activities until he has been seen by a medical professional. Further, if a concussion is diagnosed, that student should take no part in training or matches for three weeks from the date of the concussion being sustained.

**NOTE:** Much of the information in this document has been sourced from Australian Rugby Union guidelines Kids' Pathway Laws. Unless specified in this document, Junior TAS Laws for year 4 are equivalent to Under 9. And Laws for year 5 and 6 are equivalent to under 10 and 11.