**QSRU Standard Requirements**

**7 QSRU STANDARD REQUIREMENTS**

 **7.1 Nominated Players & Number of Movements**

**(a) 1st Division “A Grade” Barber Cup:**

(i) In reference to Law 3, the nominated number of players is 15;

(ii) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 8 movements.

(iii) There shall only be 2 Fresh replacement/Substitute player eligible to play

(iv) The remainder of reserves must come from 1st Div “B Grade” Pegg Cup

 **(b) 1st Division “B Grade” Pegg Cup:**

(i) In reference to Law 3, the nominated number of players is not stated;

(ii) In 1st Division “B Grade” Pegg Cup, when a team has fewer than 15 players (including at least 3 players who are trained to play in front row positions) the game will proceed in accordance with Game On Principles (shown below) without any consequence to the match result or competition points.

(iii) Law 3.34 applies with a maximum of replacement/substitute players that is 8 with unlimited movements.

 **(c) 2nd Division Women's 12's Cup:**

(i) In reference to Law 3, the nominated number of players is not stated;

(ii) when a team has fewer than 12 players (including at least 3 players who are trained to play in front row positions) the game will proceed in accordance with Game On Principles without any consequence to the match result or competition points.;

(iii) If both teams have enough numbers to play 15 aside then this is encouraged if both teams agree in consultation with the referee;

(iv) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with unlimited movements.

**(d) 3rd Division Normanby Cup:**

(i) In reference to Law 3, the nominated number of players is not stated;

(ii) In 3rd Division Normanby Cup, when a team has fewer than 15 players (including at least 3 players who are trained to play in front row positions) and both teams have a minimum of 10 players, the game will proceed in accordance with Game On Principles without any consequence to the match result or competition points.

(iii) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 8 movements.

 **(e) Game On Principles**

(i) Maintain 15-a-side laws, but both teams play with reduced numbers, with no penalty for the team who was unable to field 15 players.

(ii) Matching numbers is mandatory, and the sharing of players is allowed to fulfil the game agreement.

**8.7 Duration of Play**

(a) All matches are to be played in accordance with the Laws of the Game and Game On Principles, specifically Law 5.

**Competition Game On Principles Time Injury Time Halftime**

1st Div “A Grade” - Barber Cup 2 X 40 Mins Yes 5 Min

1st Div “B Grade”- Pegg Cup Yes 2 X 25 Mins No 5 Min

2nd Div- Women’s Cup Yes 2 x 25 Mins No 5 Min

3rd Div - Normanby Cup Yes 2 X 30 Mins No 5 Min

**(b) Length of Match – Reduced Team Numbers (Game On Principles)**

(i) In the event teams are playing with reduced numbers the match may be shortened (40 minutes minimum. 60 minutes maximum for adult matches). Any variations which are permissible in a competition would need to be agreed upon between opposing team officials (coach and/or manager) and the match officials before kick-off. If no agreement is reached, the match duration will be based on team size, as follows:

• 10-a-side (or less) – 2 x 20 minute halves. 40 mins max.

• 11-a-side – 2 x 25 minute halves. 50 mins max.

• 12-a-side – 2 x 25 minute halves. 50 mins max.

• 13 / 14-a-side – 2 x 30 minute halves. 60 mins max.

 (c) 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).

**8.16 Uncontested Scrums**

(a) Law 3.12 specifies that it is a team's responsibility to ensure that all front row players and front row replacements are trained

(b) For 1st Division “A Grade” Barber Cup, there must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested.

(c) For 1st Division “A Grade” Barber Cup, should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

(d) 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.

(e) 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.

(f) Any Club which plays uncontested scrums in two or more consecutive matches in 1st Div “A Grade” Barber Cup during a season, shall receive a written warning from the Union and may be called to appear before, or give a written submission to the QSRU Management Committee as a matter of urgency at a time notified by the Competition Manager. The QSRU Management Committee may determine appropriate action be taken against the Club in the form of Rule 5.11.

(g) For all other Grades, when a team is unable to field a sufficient number of players who are trained to play in front row positions for a match, the match will proceed with uncontested scrums.

(h) For 3rd Div Normanby Cup, all matches will played with uncontested scrums.

**8.19 SUMMARY OF WOMEN'S (12's) CUP RUGBY COMPETITION RULE VARIATIONS**

(a) All Laws of Rugby and Competition Rules remain consistent with the Men's Competition, the following is a summary of the rule variations permitted for Women's 12's Rugby.

(b) All games are played with RA “Game on Principles” described below:

(i) Includes matching player numbers and sharing of players between teams, if required to complete the match.

(ii) Can commence uncontested with no penalties.

 (iii) Adjustment of game time with respect to player numbers as per competition rules.

(iv) No minimum player numbers

(c) If both teams have sufficient numbers to play 15 aside then this is encouraged as long as both teams agree in consultation with the Referee.

(d) Games will be played for 25 Minute Halves with 5 minutes for Half time

(e) Rolling substitutions (refer to Rule 6.3), with unlimited movements will be implemented for Women's Cup Minor competitions

(f) Scrums shall consist of 6 players for 12's and reduce down to 3 for 7's

(g) Women's 12's games are able to be commence and be played with uncontested scrums with no penalty to the team that caused the uncontested scrum, however if both teams wish to contest scrums then this is encouraged.

(h) Women's teams may have dual registered players (Premier and QSRU), for finals no more than 2 can take the field at any time and must be identified to the QSRU officials prior to the game commencing.

**8.20 SUMMARY OF UNCONTESTED SCRUM RULES**

(a) Follow scrum rules as per Para 8.17 and the Laws of Rugby.

(b) For 1st Div “A Grade” Barber Cup, if a team does not have enough players to start a game contested, then they shall drop one of the Front Rowers from the team and play with one less player (i.e. if you have 15 players on the field you will play with 14, if you have 14 players on the field you will play with 13 and so on).

(c) For 1st Div “A Grade” Barber Cup, if a front row player is injured during a game and the team does not have another player to replace them, then they will reduce their on-field player numbers by one (1) for the remainder of the game.

(d) For 1st Div “A Grade” Barber Cup, a player that is injured and causes the game to be played with uncontested scrums MUST leave the field of play.

(e) For 1st Div “A Grade” Barber Cup, a team that has gone uncontested, and is reduced to 14 or less players must have 8 players in a scrum as per the Law 3.15

 (f) Where both teams are uncontested then a match may start with the full complement of players.

(g) For 1st Div “A Grade” Barber Cup final series, if a team does not commence the game with contested scrums then they shall forfeit the game.

(h) All other Grades matches may be played with uncontested scrums with no penalty.