

COMPETITION RULES

2024



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Definitions

1 DEFINITIONS

For the purposes of these Rules, the following definitions shall apply:

“**Affiliated Union**” means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

“**Association**” means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments, and rugby programs.

“**Clearance**” means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

“**Codes, Policies and Procedures**” means the codes, policies, and procedures of Rugby Australia published and amended from time to time.

“**Game**” means rugby union.

“**Insurer**” means the insurance provider of the Rugby Australia National Risk Management and Insurance Programme.

“**International Union**” means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

“**Competition**” means any match played as part of a structured competition, series, or sanctioned event including a trial match, friendly match, or representative match involving a Rugby Body.

“**Competition Manager**” is the person deemed responsible by the Union for the day-to-day operational management of the competition.

“**Event Organiser**” means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

“**Judicial Committee**” means a tribunal convened under the Rugby Australia Disciplinary Rules.

“**Laws of the Game**” means the laws of the Game published and amended by World Rugby from time to time, including any variations authorised by World Rugby or Rugby Australia.

“**Management Committee**” means the committee appointed by the Union to oversee the management of the competition.

“**Member Union**” means an Australian State or Territory union in membership of Rugby Australia.

“**Participant**” means:

- (a) **Players** that are registered with or entitled to participate with a Relevant Organisation or in a rugby Activity;
- (b) **Coaches** appointed to train a Player or Team in a Relevant Organisation or in a rugby Activity;
- (c) **Administrators** that have a role in the administration or operation of a Relevant Organisation or in a rugby Activity, including owners, directors, committee members, employees or other persons;

- (d) **Officials** including referees, citing commissioners, television match officials, or other officials appointed by a Relevant Organisation, or any league, competition, series, Club or Team sanctioned by a Relevant Organisation;
- (e) **Support Personnel** that are appointed in a professional or voluntary capacity by a Relevant Organisation including, but not limited to, sports science / sport medicine personnel, Team managers, agents, selectors, and Team staff members; and
- (f) **Other individuals** that attend rugby Activities or facilities, including but not limited to, parents, guardians, spectators, and sponsors.

“**Player**” means an individual that plays the Game.

“**Registered**” means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

“**Regulations**” means the regulations published and amended by World Rugby and Rugby Australia from time to time.

“**Rugby Australia**” or “**Rugby AU**” or “**RA**” means Rugby Australia Ltd (ACN 002 898 544).

“**Rugby Body**” means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club or other body in membership with or affiliated with Rugby Australia, a Member Union or an Affiliated Union.

“**Rugby Club**” or “**Club**” means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the competition.

“**Rugby Xplorer**” means Rugby Australia’s online registration and competition management system.

“**Rules**” means the National Model Competition Rules and the Competition Rules of the Specific Union.

“**Sanctioned Event**” means an event, tournament, and/or matches conducted by an authorised Event Organiser that have received formal approval.

“**Specific Union**” means the governing body of the competition.

“**WR**” means World Rugby.

Preamble

2 PREAMBLE

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of Brisbane Junior Rugby Union Inc, are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (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. Brisbane Junior Rugby Union Inc and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

Laws of the Game

3 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

3.1 Tackle Height Law Variation (as part of 2024/2025) World Rugby Global Law Trial)

Law 9.13 A player must not tackle an opponent early, late, or dangerous. Dangerous tackling includes, but is not limited to, tackling, or attempting to tackle an opponent **above the line of the sternum** even if the tackle starts below the line of the sternum.

3.2 [WR Under 19 Variations](#)

(a) [Rugby AU Under 19 Variations](#)

3.3 [WR Sevens \(7-a-side\) Variations](#)

3.4 [WR 10s \(10-a-side\) Variations](#)

3.5 [WR Game On Variations](#)

(a) see later section in this document Game On Variations applied in a specific Competition

3.6 [WR Leisure Modified Formats](#) including Cross-Field (RugbyX), Beach 5s etc.

(a) [Rugby AU Cross-Field 7s](#)

3.7 [Rugby AU Touch 7s Laws](#) (refer BJRU Modified Touch 7s for u6 and u7 – Appendix E)

3.8 [Rugby AU Kids Pathway U6 to U12](#)

(a) BJRU Permanent Law Variation – The Ground - U6-U8: 60m x 25m (i.e. 1/3 field)

(b) BJRU U6-U7 Modified Touch 7s, U8-U12 – refer Game modification Summary in Appendix E

(c) BJRU Competition Rule inclusions re participation and skill development

3.9 [Rugby AU Veterans Rugby Laws](#)

3.10 Tri Tag Rugby Laws (from 2025)

Competitions may submit a request to a specific law variation to the *Law Advisory Group* by filling in the [Rugby Australia Law Variation Submission Form](#)

The Team Officials and not the referee, are responsible for interpreting the Competition Rules. If there is a dispute regarding the Competition Rules then the opinion of the Home Team will prevail and, if required, a protest may be lodged at the end of the Match and the Competition Manager will adjudicate on the matter within three days following the Match.

Governance of the Competition

4 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

Rugby AU Codes and Policies

5 RUGBY AUSTRALIA CODES AND POLICIES

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

5.1 [Safety & Welfare](#)

Rugby must be as safe, inclusive, and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) [Concussion Management](#);
- (b) [Serious Injury Protocol/Report](#);
- (c) [Welfare Initiatives](#);
- (d) [Player Dispensation](#);
- (e) [Match day Safety](#); and
- (f) [First Aid and Medical](#).

5.2 [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) [Child Safe Commitment Statement](#);
- (b) [Child Safeguarding Policy](#)
- (c) [Child Safeguarding Resources](#)
- (d) [Reporting](#);
- (e) Working with Children Checks.

5.3 [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair and inclusive sporting environment for all rugby participants in Australia. This includes the following:

- (a) [Rugby Australia Disciplinary Rules](#) - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) [Anti-Doping Code](#) - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) [Supplement Policy](#);
- (d) [Code of Conduct](#) – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- (e) [Medical Policy](#) - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) [Member Protection Policy](#) – ensures that all Participants feel included and safe in rugby; and
- (g) [Anti-Corruption and Betting Policy](#) – applies to all Participants and they need to be aware of its requirements.

5.4 Additionally, the following documents are included as part of these Competition Rules:

- (a) [Inclusion Policy](#);
- (b) [Safety Policy](#);
- (c) [Participation Policy](#)

- (d) [Registration Regulations](#);
- (e) [Registration Terms and Conditions](#); and
- (f) [Smart Rugby Policy](#).

Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).

National Standard Competition Rules

6 NATIONAL STANDARD COMPETITION RULES

6.1 Registration in Rugby Xplorer

- (a) All Players, Non-Playing Members and Match Officials are to be registered via Rugby Australia's [Rugby Xplorer System](#);

6.2 Draw

- (a) The Competition will be conducted in accordance with a schedule of matches drawn up prior to the start of the playing season and varied as necessary from time to time.
- (b) Where possible, all matches in a "round" are to be played in an ascending order i.e. lowest grade to highest grade. Where this is not possible, NO player who has started in a higher grade is permitted to participate (i.e. start / reserve) for a lower grade. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades.
- (c) In the event of matches in the same round being played on different days (e.g. rescheduled matches due to wet weather) the selection of players must be the same as if all matches in the same round were being played on the same day.

6.3 Match Team Lists, Scoring and Stats

- (a) In the Rugby Xplorer Match Day App, it is the responsibility of both teams to ensure that:
 - (i) All players and team officials (where required by the Competition) are selected in their respective team list for the match;
 - (ii) All details of point scorers are recorded;
 - (iii) All players who have been either temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded; and
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition).
- (b) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is permissible to have an independently appointed ground manager that does the scoring for both teams.
- (c) The referee is to confirm the result of the match (including Red, Yellow and Blue Cards) by confirming this on the Match Day App in the presence of both teams.
- (d) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match, or earlier per Member Union Rules or Specific Competition Rules herein.
- (e) Clubs/Teams failing to follow the procedures are liable to receive penalties per Member Union Rules or Specific Competition Rules (e.g. a penalty may be a deduction in Competition Points).

6.4 Competition Points

- (a) Unless otherwise detailed in Member Union Rules or Specific Competition Rules, matches where Competition points are awarded will use the following standard points:
 - (i) Points for a win – **four points.**
 - (ii) Points for a loss – **zero points.**
 - (iii) Points for a draw – **two points.**
 - (iv) Points for a bye – **zero points.**
- (b) Member Union Rules or Specific Competition Rules may also detail bonus points to be awarded in the following circumstances:
 - (i) Points for the losing team for loss by seven points or less

- (ii) Points for any team for scoring four tries or more in a match
- (iii) Points for the winning team for scoring three tries or more than the opponent

6.5 **Ladder Positions (for Competitions with Premierships)**

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition.
- (b) In the event of two or more teams being equal on Competition points (total match points) for any ladder position, the higher placed team will be determined on the ladder sorting options chosen and detailed by the Member Union Rules or Specific Competition Rules.

6.6 **Forfeits**

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) 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.
- (c) Unless otherwise detailed in the Member Union Rules or Specific Competition Rules, the result for a forfeit will be:
 - (i) Match score of 28 – 0 (28 points awarded to the non-forfeiting team);
 - (ii) Maximum Competition Points for a win (including Bonus Points) awarded to the non-forfeiting team;
 - (iii) 0 Competition Points awarded to the forfeiting team.

6.7 **Postponed / Abandoned Matches**

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management Committee, after consultation with the clubs involved, shall direct how the match will be dealt with.
- (b) Unless otherwise detailed in the Member Union Rules or Specific Competition Rules, in the event of a match having to be abandoned for any reason the following procedure shall apply:
 - (i) Where a match has been abandoned during the first half, the result will be declared a draw with 0 match points awarded to each team (regardless of if any points had been scored at the time) and Competition Points awarded for a Draw, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.
 - (ii) Where a match has been abandoned during half time or during the second half, the result will be declared as the match score at the time of the abandonment and Competition Points awarded accordingly.
- (c) Any match abandonment action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies, or rules etc.

6.8 **Playing Field**

- (a) Clubs/Teams hosting matches shall be responsible for ensuring the [RA Medical and First Aid Requirements are met](#).
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) The host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game ([Law 1 – The Ground](#)).

- (d) The host club shall be responsible for ensuring the venue (including playing field) is free from hazards, and will complete the [Match Day Inspection Checklist](#) prior to matches.
- (e) All Goal posts within the playing enclosure must be sufficiently padded.

6.9 **Playing Enclosure**

- (a) Entry to the playing enclosure must be restricted by a fence, barricade, or rope at a minimum of five metres, where practicable, from the playing area perimeter.
- (b) Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
 - (i) Medically Qualified Persons/Sports Trainer – maximum two per team
 - (ii) The Teams
 - (iii) Appointed match officials
 - (iv) Ground Marshalls
 - (v) Water carriers – maximum two per team (three allowed in 7s)
 - (vi) A maximum of 4 ball persons
- (c) All Authorised Persons permitted to enter the playing enclosure should have some distinguishing mark/bib e.g. high vis vest.
- (d) For the avoidance of doubt, Coaching Staff, Team Management and Reserve Players should be positioned outside of the playing enclosure where possible.
- (e) For the avoidance of doubt, the Head Coach cannot also occupy a role within the playing enclosure (e.g. medical or water carrier)
- (f) Where there is no room for Reserve Players to warm up outside the playing enclosure, they are permitted to warm up in the opposition in-goal area provided no equipment is used (e.g. balls, hit shields) and players retreat from in-goal when play is in the closest 22m area.

6.10 **Technical Zones**

- (a) Two Technical Zones will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play. Refer to [Law 1 – The Ground](#) for dimensions and position.
- (b) A Maximum of four persons (two medically qualified persons and two water carriers) are allowed in each respective technical zone.
- (c) Roles of personnel in the technical zones.
 - (i) Persons permitted in the technical zones may only communicate as required in their specific role. There must be no coaching or commentary to Match Officials or Players.
 - (ii) Medical Personnel must remain in the technical zone unless they
 - enter the field of play in accordance with the Laws of the Game at any time a player is injured to tend to the injured player;
 - are roaming the sideline (maximum 1 per sideline), but must stay back from the touch line and clear of the Assistant Referee;
 - (iii) Water Carriers must remain in the technical zone unless they
 - are taking water to players during stoppages in play for injuries or when a try has been scored.
 - one of the water carriers provides a kicking tee and one water bottle to the kicker for a penalty kick at goal (no water can be taken on for other players during a penalty kick).
 - (iv) Players may come to the touchline adjacent to the technical zone to receive water.
 - (v) Water bottles must not be thrown on the field of play.

6.11 **Schedule of Penalties**

- (a) A first breach of any of the Competition Rule may include any or all of the following:
 - (i) Warning;
 - (ii) Loss of Competition points;
 - (iii) Issue of a *Show Cause Notice*;

- (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
- (i) Warning;
 - (ii) Loss of Competition point(s);
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.

6.12 **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 the next business day after the alleged breach of the Competition Rules unless otherwise detailed in Member Union Rules or Specific Competition Rules;
- (c) All protests must specify the particular Competition Rule(s) that has been allegedly breached;
- (d) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties as soon as reasonably practicable after the alleged breach of the Competition Rules.
- (e) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (f) If the offending club is not satisfied with this decision, it has the right to appeal to an Appeals Committee of the Competition (typically made up of members of the Judicial Committee). Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than 7 days after the decision of the Management Committee is advised to the relevant club. The Appeals Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Appeals Committee has the sole discretion as to how it will deal with any appeal. There are no appeals to a decision of an Appeals Committee.

6.13 **Extension of Time**

- (a) Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

6.14 **Disqualified, unqualified or suspended person(s)**

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified or suspended person(s) take part in any match.

Law and Regulation Clarifications

7 LAW AND REGULATION CLARIFICATIONS

For the avoidance of doubt, the following provides clarity on Community Competitions in Australia.

7.1 Law 3 – Team - Numbers

- (a) Rolling Replacements
 - (i) Unlimited rolling replacements applies to all rugby aged U19s and below;
 - (ii) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the Competition, be 12.
- (b) Replacements due to blood injury, concussion or injury as a result of foul play do not count in the designated number of movements.
- (c) Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL OF THE COMMUNITY GAME** (including representative tournaments).

7.2 Uncontested Scrums

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:
 - (i) Law 3.13 – 3.20 (inclusive)

- (b) World Rugby allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums.

Note. This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

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 scrums.

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.

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.

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.

7.3 Regulation 4 – Player Status, Player Contracts and Player Movement

- (a) International Clearance
 - (i) A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.

- (ii) Players departing Australia to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
 - (iii) Players coming in to Australia are to contact their Home Union to understand their International Clearance process and obtain, complete and return an International Clearance.
- (b) Domestic Clearance
- (i) This relates to Club-to-Club player movements for currently registered players.
 - (ii) It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type.
 - (iii) The player cannot register unless clearance approval is granted by their 'from' Club and Association.
 - (iv) Players who do not have an active registration do not require clearance.

Member Union Rules

8 MEMBER UNION RULES

8.1 Number of Players, Reserves, Player Movements, Uncontested Scrums, Suspensions

- (a) **Number of Players / Reserves** – The Competition does not dictate the maximum number of registered players in a team, however, no more than the following replacement restrictions may be used in a u10 – u18 age group match. These maximum numbers are:

7s

U10 – U18 age groups - 12 players (7 players + 5 reserves)

10s

U12 – U18 age groups - 15 players (10 players + 5 reserves)

XVs

U10 – U11 age groups - 20 players (12 players + 8 reserves)

U12 – u18 age groups - 23 players (15 players + 8 reserves)

If a team has more than the above maximum number then only the maximum number players are allowed to wear playing jerseys for the game. Not adhering to this rule can get your team penalised by losing points gained for this match.

- (b) **Player Movements MUST Be Recorded / Player Dockets**

U15 – U18 are to record ALL Player Movements in Match Day App as part of the live match scoring process.

Player dockets need to be used for Finals. Every time a player is substituted or replaced a docket is to be handed to the 4th Referee when being used at the time of the change and before the player takes the field.

- (c) **Uncontested Scrums** (see *Appendix F*)

The following applies:

- (i) If a team cannot field a suitably trained front row, because players are either unavailable, injured or sent off, the referee must order uncontested scrums. ALL DIVISION 1 and 2 teams in U13-U18 must have a fully trained front row with sufficient replacements. PENALTY for not complying in these divisions, will be a drop in players, similar to Seniors but a modified version.
- (ii) The period/s of play during which uncontested scrums occurred must be noted on the teams' scorecard/match day app. The reason and team that called uncontested scrums are also to be noted.
- (iii) All matches played under the U19 Laws can commence with uncontested scrums without penalty (except ALL DIVISION 1 and 2 in U13-U18 age groups).
- (iv) Coaches or Teams are not to call for uncontested scrums when they have available, either on the field or as reserves, players who can play in those positions. This would be viewed as gaining an undue advantage over the opposing team.

- (d) **Temporary Suspension (Sin Bin)**

- (i) U6 – U12 (As per RA Pathway Laws)

- Time is Two (2) Minutes for U6 / U7 and Five (5) Minutes U8-U12
- Player is Replaced
- Time Served & Return To Play

A Player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until the time has expired.

(ii) U13–U18 (As per RA U19 Law Variations – Law 9 Foul Play)

- Time is Ten (10) Minutes
- Player is NOT Replaced
- Time Served & Return to Play

A Player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until permitted to do so by the referee.

1. The temporary suspension of a player must be recorded on the match day app / team sheet prior to the referee checking the match day app.
2. Should a player incur three (3) temporary suspensions in one season he/she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match.
3. Should a player incur five (5) temporary suspensions in one season he/she will automatically be suspended from playing and be issued with a Notice to Appear before the Judiciary Committee.
4. Temporary suspensions do not transfer to the next season.
5. Clubs may receive notification once a player receives two (2) temporary suspensions.
6. Clubs will receive notification once a player received three (3) temporary suspensions together with the resultant suspension.

(iii) Keeping Time

The Referee shall keep the time. Under NO circumstances shall the temporarily suspended player return to the field until given permission to do so by the Referee.

(iv) Recording Temporary Suspension

The temporary suspension of a player MUST BE recorded on the Match Day App prior to the referee submitting the result. Failure to do so could leave the player and the Club liable to suspension and/or penalty by the Competition Management.

(e) **Send Off – Player Ordered Off for Misconduct**

(i) U6-U12 (RA U6-U12 Pathway Laws)

Any player ordered off shall be replaced, providing there are replacements available. In any event, each team on field playing numbers must be equal at all times.

(ii) U13-U18

Any player ordered off WILL NOT be replaced. In any event, each team's numbers in the scrum must be equal at all times.

(iii) Player Club's Responsibilities

When a player is ordered off for any reason or any misconduct the Club must comply with the following:

1. Match Officials must by 9:00 am on the first business day the following day of the match, report in writing (can dispute the game and enter comments of player number and name and card applicable if not recorded in Match Day App) to the Competition Manager (or designated person) any player or players ordered off the field of play.
2. Any player ordered off the field (Red Card) will be suspended from playing until his/her case has been decided by the Judicial Chair / Committee.
3. The Judicial Committee will meet as directed by the Board 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 second business day following the match in which he/she 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 6:15 pm on the evening of the second working day following the weekend.

4. Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club.
5. In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
6. There will be a right to appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
7. RA's Disciplinary Rules are available here <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>

(f) **Sanctions i.e. Suspensions – Foul Play**

“Decisions on sanctions and suspensions imposed on Players under WR Regulation 17:”

- (i) must be applied universally such that the Player may not play the Game (or any form thereof) anywhere during the period of suspension;
- (ii) must 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) must apply and be served when the Player is scheduled to play;
- (iv) must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of Regulation 17.19;
- (v) shall be effective immediately.

8.2 **Penalties for playing Ineligible Players**

- (a) This could apply to unregistered players, players without dispensation, players without international clearance or others as deemed ineligible by competition rules or Member Union/RA codes and policies.
- (b) During Regular Season – 5 competition point deduction for offending team, to be imposed at an appropriate time by the Competition Manager. Result of game does not change under this ruling.
- (c) During Finals – Offending team to be deemed to have forfeited fixture in which offending player participated. Competition Manager to determine impact and next steps on remaining finals series (i.e. team that lost to offending teams progresses or a bye is inserted into the finals series.
- (d) Potential Code of Conduct breaches to be considered for non-playing staff involved such as coaches, managers, directors of rugby etc.

8.3 **Breach of Playing Enclosure and/or Technical Zone**

- (a) This would apply to any person/s who breach the Playing Enclosure or Technical Zone rules.
- (b) This is the recommendation around sanction for a breach of the above only (i.e. coach standing on deadball line rather than outside playing enclosure). Other factors such as abusive language or inappropriate behaviour whilst in breach of the playing enclosure or technical zone may increase this recommended sanction.

- (c) During Regular Season or Finals – 1st Instance – Warning Minimum (either given in person at time of breach and followed up formally, or formal post the event/match in question)
- (d) During Regular Season or Finals – 2nd Instance – 2 game suspension from all rugby activity for participants. 2 game exclusion order from rugby venues for spectators

8.4 Failure to Provide Visible Ground Marshal

- (a) Host clubs must provide a minimum of one (1) Ground Marshal per field in operation. These Grounds Marshals must be clearly identifiable at all times whilst on duty and within close proximity to their field of responsibility.
- (b) Failure to meet this standard will result in the below sanctions:
 - (i) 1st Breach - \$250 fine to club that failed to provide a Ground Marshal
 - (ii) 2nd Breach - \$500 fine to club that failed to provide a Ground Marshal
 - (iii) 3rd Breach – Show Cause. Potential to lose future home competition matches for failure to provide a safe environment

8.5 Failure to Enter Team Lists and Match Detail in Rugby Xplorer

- (a) The Specific Competition Rules will have the minimum requirements around the data to be entered through the Match Day App. This data is used for a variety of reasons such as judiciary, stats, record keeping, finals eligibility etc. and plays a key role in ensuring the integrity of the competition.
- (b) Failure to meet the requirements of the competition will result in the below:
 - (i) 1st Breach – Warning (Unless breach is deemed malicious by competition manager)
 - (ii) 2nd Breach – Loss of two (2) competition points to offending team
 - (iii) 3rd Breach – Loss of five (5) competition points to offending team

8.6 Non-Smart Rugby Accredited Coaches Participating

- (a) It is a requirement for all coaches to hold a current Smart Rugby before participating in a match.
- (b) Smart Rugby is an integral part of keeping the game safe and whilst already mandatory, many coaches and clubs still fail to meet this standard.
- (c) A breach of this mandatory requirement will see the below sanctions imposed:
 - (i) 1st Breach - 2 match suspension for coach that is imposed immediately but can only be served post them showing a completed and current Smart Rugby Accreditation to the Competition Manager.
 - (ii) Notification should be made to the offending coach's club to ensure they also follow-up with the coach to complete their Smart Rugby
 - (iii) 2nd Breach - Code of Conduct hearing for a breach of the expected standards and behaviours by the coach.
 - (iv) Potential to issue Code of Conduct breach to Coach's club if notification was made to them after the 1st breach.

8.7 Competition Points

Places in the various 7s, 10s and XVs competitions, U12-U18 age groups will be determined by competition points, for this purpose:

- (i) Points for a win – **four points**
- (ii) Points for a draw – **two points**
- (iii) Points for a loss – **zero points**
- (iv) Points for a forfeit – **four points** to the non-forfeiting team plus a for and against awarded of 28 – 0 to the non-forfeiting team
- (v) Points for a bye (where applicable) – zero points

Where a game has been abandoned by the referee due to misconduct by one or both teams, the allocation of competition points will be determined by the Management Committee.

8.8 Ladder Position Determinations

- (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) Total Match Points
 - (ii) Points Difference
 - (iii) Matches Won
- (b) Ladder Position Sorting Options
 - (i) Total Match Points
 - (ii) Points Difference
 - (iii) Matches Won

8.9 Protests - Reportable Incidents

There are two (2) types of reportable incidents:

- (a) **Protest Report** – A Club may also report in the form of an online report to the Unions Competition Manager by 12 noon Monday following the fixture, any breach of these rules – as per rule 6.12 (see Appendix C)
- (b) Any **Code of Conduct** or **Member Protection Breaches** are to be reported online at <https://australia.rugby/about/codes-and-policies/reporting-a-concern>

Specific Competition Rules

9 SPECIFIC COMPETITION RULES

9.1 **Team Nominations**

Participation and, or, competitions shall be initiated by the calling for nominations for each age group, as shown in the BJRU Calendar for that year, or as otherwise directed by the Competition Manager.

(a) **Team Nominations**

Club Teams are to be created through the Rugby Xplorer system and final team nominations are to be submitted via email by the advertised date for each competition and must list the age group and name of the team and all information requested by the competition manager, for the purpose of placing the team in the most appropriate competition.

(b) **Condition of Entry**

As a condition of entry into the competition:

- (i) Clubs are to appoint a qualified Coach and Manager in accordance with Annexure E for each team
- (ii) Club are to ensure the Coach and Manager are registered to their club as such in Rugby Xplorer and assigned to the team via squad management.
- (iii) Coaches must be smart rugby compliant
- (iv) Managers must have completed the Rugby Xplorer Team Manager Program through the Rugby Learning Centre.
- (v) Coaches and Team Management are to read and sign the “Coaches & Team Management Agreement Form” (see Annexure A) each season before they commence training. This includes Coaching Co-ordinators / Directors and Assistant Coaches, Managers, Team Officials, team appointed Assistant Referees and Sports Trainers, where appointed.
- (vi) A Team must accept the obligation to ensure that one (1) accredited Assistant Referee (where required) is available for all Club matches played by that team.

The Team Nomination Form will be the record of the teams’ acceptance of this condition of entry.

(c) **Team Squad Lists**

Team Squad Lists nominate players to a Team at the beginning of each competition and are used for eligibility purposes. The criteria for submitting Team Lists are:

- (i) **Team Squad List** – Players must be assigned to their competition team in Rugby Xplorer by the advertised competition commencement date for each competition.
- (ii) **Coach and Manager** – Must be assigned to the Team Squad List as non-playing members and selected each week, before a team can be submitted via the Match Day App.

(d) **Certifying**

Players must have their eligibility (in respect of age and gender) to play in that age group certified by the Club Registrar of the Club generating the Team Squad List.

9.2 **Age Eligibility & Determining Age Group**

(a) **Determining Age Group** as per RA Participation Policy

The Player’s Age Group is determined according to the age the player turns in that calendar year. That is, if a player turns 10 years of age between 1 January and 31 December (inclusive), then they shall be graded as Under 10 for that season.

- (b) Minimum Age
A player MUST turn five (5) years of age before playing in any match under the control of the Union. Three (3) or Four (4) year old's may be registered as part of club Little Rugby Groups but CANNOT PLAY until they have turned five (5) years of age.
- (c) Currency of Registration
No person shall be eligible to play with a Club within the Union unless:
- (i) The player is registered to the club as a player for the correct registration type via Rugby Xplorer; and
 - (ii) The player has provided PROOF OF AGE to the Club Registrar; and
 - (iii) The Club is satisfied that the player is not currently registered with another Team / Club and that they are eligible to play in the team and or competition; and
 - (iv) He / She has been assigned to a team for the current season.
 - (v) Every registration, which is accepted by the Club, shall be effective for the current season only.
- (d) Clearance of Players
- (i) Permissions within the Union. A player wishing to move to another club will not be granted permission to play for their new club until the player clearance has been completed and rule 9.1 (c) is met.
 - (ii) Refund of any club fees is a matter between the two clubs.
- (e) Eligibility to Play
For players to be eligible to play in competition rounds in a team they must:
- (i) As per 9.1 (c) and (d) where applicable; or where filling in another team due to lack of players;
 - (ii) Be registered with a lower graded; or younger aged team; or be an appropriately aged player who is voluntarily playing one year above their correct age group, provided that there are insufficient eligible players in the competition team and they comply with Rugby Australia Safety and Participation Policies.
 - (iii) Where a player falls outside the Size for Age Guidelines for their relevant age group, they must have completed the Size for Age Assessment; and provided that Level 1 Coach Assessor assessment to their club; and the Association; and assigned to their assessed age group.

9.3 The Competition

- (a) Competitions will be organised as follows:
- (i) Competitions will be organised, as the Competition Manager considers appropriate to the number of nominations received; and
 - (ii) Where insufficient nominations are received in an age group that age group may be combined with another age group considered appropriate by the Competition Manager; and
 - (iii) Where more than one division/group is necessary, before the start of the main competition, a grading round of rounds, consisting of one or more matches, may be used where considered appropriate to facilitate grading; and
 - (iv) Competition rounds as appropriate to the number of team nominations received shall be conducted.
- (b) Allocation of Teams U6-U9
Teams in these age groups are ungraded and will play predominately in geographical clusters. Where there are uneven number of teams available to play, three-way games will be utilised to ensure teams play each week.

- (c) Grading U10 – U18
- (i) Club Grading
1. U10-U11 Age Grades – Clubs teams are NOT to be internally graded. Teams may be balanced. Balancing is the allocation of players between teams to ensure the even distribution of forwards and backs, to ensure proper and safe game structure can take place. This distribution is not based on the best players being placed in one team.
 2. U12 – Clubs may grade their teams, HOWEVER, where a club has internally graded their teams, they MUST nominate a Division 1 side.
 3. Clubs choosing not to grade their teams, teams should be balanced to ensure the ability to contest scrums and have an even distribution of forwards and backs to teams to ensure proper and safe game structure can take place.
 4. U13 – U18 – Grading Optional.
- (ii) Competition Grading – U10-U18 occurs as follows:
Each Club shall be asked to nominate teams with detailed information on the name of the team & player numbers in the previous season, any player changes to the team from the previous season and a prediction of a win / loss ratio should the team play every other team in the age group, including the preferred division.
- Teams from the previous season shall be ranked. Where the previous season was an ungraded age group, for/against totals shall be used to place teams in an initial order. Where the previous season was graded, the final order shall be used in order of divisions, and usually the top two teams in each lower division shall have grading matches against teams in the division immediately above it.
- Using detailed information provided on the Team Nomination, the rank order shall be adjusted to increase or decrease the rank accordingly.
- The rankings will be used for arrangement of any skill development / grading matches. The results of these matches will be used to further adjust rankings in an age group.
- During grading matches, club registrars are to inform the Competition Manager of any factors that would affect the result e.g. the team was deficient in numbers, and/or missing key players, etc.
- (d) Allocation to Divisions
Where division are to be played, the appropriate number of divisions shall be determined on the basis of:
- (i) The number of teams nominated;
 - (ii) The number of weeks available for competition;
 - (iii) The relative strengths of teams (e.g. where there would appear to be a significant break between two teams of adjacent rank, this would constitute a divisional break); and;
 - (iv) Where it is not possible to create a division with the required number of matches, non-competition and double point matches can be used to ensure each team plays every other team an equal number of times. HOWEVER, the number of such matches shall be kept to a minimum.

9.4 **Premierships**

Premierships are awarded as follows:

- (i) **U6-U9** – there will be no premiership competitions held in the Under 6 to Under 9 age groups, therefore there are no Points Ladders.

- (ii) **U10-U11** – there will be no premierships competition held in the Under 10 to Under 11 age groups, therefore there are no Points Ladders.
- (iii) **U12** – there will be no finals series with the premierships awarded on a “First Past the Post” basis, as provided for in rule 8.8. Points Ladders are shown.
- (iv) **U13-U18** – premierships shall be awarded after a finals series as provided for in the Rule Final Series of Matches. Points Ladders as shown.

9.5 **Wet Weather Procedure, Lightning Safety Code & Alternate Arrangements**

(a) **Wet Weather Procedure**

This procedure is to be strictly followed to ensure everyone is notified of any changes to matches due to Wet Weather:

- (i) **DAY / NIGHT PRIOR** – The Club whose field is unavailable is to inform the Competition Manager (if not available the Board Region Representative) as soon as possible and the procedure for “Field Unavailability” is to apply.
- (ii) **MORNING of MATCH** - The following procedure will occur on the morning of the scheduled match:

6:00 – 6:25am Club Representative (e.g. President) to notify Competition Manager by phone and text message that fields are unavailable after recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.

6:25 – 6:50am After direction from the Competition Manager, the Club Representative is to contact opposition Club Contacts to notify them of field closure, or alternate arrangement. Field closure should be posted on clubs facebook and sent via Rugby Xplorer communications to club members.

6:50 – 7:00am Competition Manager will notify the Referee Representative of any field closures and/or alternate arrangements.

Clubs effected notify their Team Managers (youngest age group first) of field closures or alternate arrangements as directed by the Competition Manager. Field closure should be posted on clubs facebook and sent via Rugby Xplorer communications to club members.

7:00am onwards Team Manager notifies Team Members.

(b) **Lightning Safety Code** [WR - Lightning Safety Guideline](#)

- The Lightning Safety Code applies to all Matches, Tournaments, Carnivals and Training.
- Statistics have shown that people participating in sports are at risk of being struck and killed by lightning.
- The Australian Standard on Lightning Protection is based on the 30/30 rule which recommends that:
 - Play is stopped when the lightning/thunder ratio reaches 30 seconds or less. (i.e. the time between when the lightning is seen, and the thunder is heard is 30 seconds or less) as this means that the lightning is 10km away and the next strike has a “significant risk” of hitting the people who have seen the lightning and heard the thunder.
 - Play should not commence until 30 minutes after the last time lightning is observed or thunder is heard. Each time lightning is observed, or thunder is heard, the 30-minute clock should be re-started.

- The BJRU recommends the following Lightning Safety Code to avoid being hit by lightning while playing rugby or training for rugby. If there is thunder and lightning the Match Officials and Team Officials must:
 - Ensure that the safety of the players, match officials, team officials and team affiliates is paramount at all teams; and
 - Not recommence a Match or Training until it is safe to do so considering the 30/30 rule, the weather conditions and the condition of the ground and venue.
- The Referee has the ultimate decision as to whether or not it is safe to start a Match or to continue to play a Match or stop a Match or to resume a Match.

(c) **Changes to Scheduled Matches – Competition Manager**

The Competition Manager reserves the right to alter the time, date and venue of any match due to special circumstances, i.e. wet weather, unplayable surface, or for a special purpose, i.e. - selection trials, special promotion, etc and may, where it sees fit, cancel all matches on a particular date, and make such direction as to alternative arrangements as it sees fit including:

- (i) Playing on a different date, or
- (ii) Removal of matches from the competition, or
- (iii) Declaration of all matches as draws.

(d) **Changes to Scheduled Matches – Clubs Mutual Agreement**

Clubs may only reschedule matches once a draw is set by mutual written agreement from both Clubs' Registrars, stating the agreed, date, time and venue. This request must be received by the Competition Manager no later than 9:00AM Friday, one week prior to the original scheduled game time.

9.6 **Forfeits**

There are a number of reasons that a forfeit may be declared:

(a) **Time**

Any team not able to commence a match at the allocated venue within fifteen (15) minutes of the prescribed commencement time, will automatically forfeit the match as determined by the referee.

(b) **Minimum Numbers before the Match**

- (i) As per Rugby Australia Pathway Laws – age U6 – U12 teams must provide players to opposition team if the team has insufficient numbers to field a complete starting side.
- (ii) For U12 upwards refer WR Law 3 and Under 19 Variations and RA Under 19 Law Variations re less than 15 players requirements.
- (iii) U13 upwards – a team may choose to forfeit a game if they feel that they do not have sufficient numbers to safely play.

NOTE: Whilst a forfeit may be called due to the above, it is encouraged that a friendly game be played with teams either sharing players or matching numbers.

(c) **Minimum Numbers After the Match Has Commenced**

For U13 upwards, if the player numbers fall below 15 players **after** the match has commenced, the match may proceed, however if disparity is so great that safety of players is a concern, the Coach of the team with the lesser numbers should do the following:

- (i) Have the Team Captain notify the Referee STOP the match, and
- (ii) FORFEIT to the opposition, and in conjunction with the other Coach, even up the numbers and give the players a game.

(d) **Finals Series**

For any Final, Semi-Final, Preliminary Final or Grand Final, if a team is not ready to take the field by the scheduled start time as notified by the Competition Manager and as determined by the Referee, that team shall forfeit the match and the non-offending team will be declared the winner.

Where a team has forfeited a match for any of the above reasons, twenty-eight points (28) to Nil will be awarded FOR the non-forfeiting team and AGAINST the forfeiting team. A win and four competition points (4) will be awarded to the non-forfeiting team.

9.7 Duration of Play (includes ball sizes)

(a) **Playing Times & Ball Sizes**

Matches shall be played (where possible) at the times indicated, as set out by the Board.

Start times may vary due to field space availability. Times and ball sizes as follows:

BOYS STANDARD COMPETITION					
Day	Age	Start Time	Each Half	Half Time	Ball Size
SATURDAY	Under 6	08.20am	7 minutes (x 4) or 15 minutes	2 minutes	2
	Under 7	09.10am	7 minutes (x 4) or 15 minutes	2 minutes	2
	Under 8	10:00am 10:40am	15 minutes Reset Fields	5 minutes	3
SUNDAY	Under 9	10.50am	20 minutes	5 minutes	3
	Under 10	08:30am	20 minutes	5 minutes	4
	Under 11	09:20am	20 minutes	5 minutes	4
		10:10am	Reset Fields		
	Under 12	10:20am	25 minutes	5 minutes	4
	Under 13	11:20am	25 minutes	5 minutes	5
	Under 14	12:20pm	25 minutes	5 minutes	5
	Under 15	01:20pm	25 minutes	5 minutes	5
Under 16-18	02:20pm	30 minutes	5 minutes	5	
Lightning Series	Under 17/18	10:20am – 02:30pm	20 minutes for multiple games on the day	5 minutes	5
GIRLS 7s					
Day	Age	Start Time	Each Half	Half Time	Ball Size
SUNDAY	Under 10	13:30pm	7 minutes	2 minutes	4
	Under 11 - 12	12:30pm	7 minutes	2 minutes	4
	Under 13 - 14	11:00am	7 minutes	2 minutes	5
	Under 15 - 16	09:30am	7 minutes	2 minutes	5
	Under 17 - 18	08:30am	7 minutes	2 minutes	5
GIRLS 10s/12s/XVs					
Day	Age	Start Time	Each Half	Half Time	Ball Size
SUNDAY	Under 10	12:20pm	20 minutes	5 minutes	4
	Under 11 - 12	11:20am	20 minutes	5 minutes	4
	Under 13 - 14	10:20am	25 minutes	5 minutes	5
	Under 15 - 16	9.20am	25 minutes	5 minutes	5
	Under 17 - 18	8.30am	25 minutes	5 minutes	5

- (b) **Maximum Playing Time**
The maximum playing time in any one day for a team, under 19 years of age is to be 90 minutes (Refer RA Under Law Variation – Law 5 – Time; Law 5.1 - players). No matter what the match is called (a trial, or competition match or a knockout match or tournament), the total amount of team playing time in any one day is to be no more than 90 minutes.
- (c) **Time Lost Before Commencement**
Where a Junior match (not being a semi-final, final or grand-final) begins after the appointed time, and there is a match scheduled immediately after (where another field is not available), the referee must shorten playing time in the delayed start match by a period equal to the time lost between the appointed and the actual starting time. If a Referee shortens the time under the Rule, the referee shall nevertheless cause two equal halves to be played e.g. - If play starts 10 minutes late, in an Under 11 match, playing times will be reduced to 15 minutes each way for that match.
- (d) **Time Off**
Time-off is NOT permitted in competition matches except:
- (i) Where there is no match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a maximum of one (1) minute. The match will restart as though there were no break in play and the stoppage time shall not be included in the playing time; and
 - (ii) Where there is a match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a maximum of one (1) minute. The match will restart as though there were no break in play and the stoppage time shall be included in the playing time.
 - (iii) Finals
Time-off shall be allowed for “permitted delays” as provided by the laws of the game, in semi-finals, preliminary finals, finals and grand finals only where scheduling of matches will allow for extra time to be played i.e. that the playing time all up does not exceed seventy (70) minutes.
- (e) **Extra Time (Draws)**
Extra Time is only allowed as follows:
- (i) Competition Matches - there is no extra time allowed.
 - (ii) Semi-Finals, Preliminary Finals, Finals - Equal Points and Extra Time in Finals is determined as follows:
 - 1. XV-a-side**
There is no extra time allowed. If points scored by the teams are equal at the end of play, then the team which entered the match with higher competition place on the points table shall be declared the winner.
 - 2. 10s and 7s**
Golden point extra time will be played for Semi-Finals, Preliminary Finals, Finals only. It will be capped at five (5) minutes. If points scored by teams are equal after playing extra time, no further extra time shall be played and the team to progress will be determined by BCR 6.3 **Ladder Positions Determination.**

(iii) **Grand Finals** - Equal Points and Extra Time in Grand Finals is determined as follows:

1. XV-a-side

If the points scored by the teams in a Grand Final are equal at full time, an extra five (5) minutes each way shall be played to determine the winner. One minute shall be allowed to change ends at full time and after the first period of extra time. The restart will be by kick off. The team that kicked off at the commencement of the final will restart the first period of extra time and then be alternated for the second period. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared JOINT PREMIERS. In the case of joint Premiers one team will be issued with the Trophy and their pennants will be issued once the subsequent order has been received. The other team shall receive the Premier pennants. Teams are to mutually agree on retaining the trophy for an equal amount of time each.

2. 10s and 7s

Golden point extra time will be played for Grand Finals. It will be capped at five (5) minutes. One minute shall be allowed to change ends at full time and after the first period of extra time. The restart will be by kick off. A coin toss will determine who will kick off at the commencement of the final will restart the period of extra time. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared JOINT PREMIERS. In the case of joint Premiers one team will be issued with the Trophy and their pennants will be issued once the subsequent order has been received. The other team shall receive the Premier pennants. Teams are to mutually agree on retaining the trophy for an equal amount of time each.

9.8 Player Attire and Equipment

Players Clothing is governed by WR Law 4 and Regulation 12 and reference should be made to the current editions when seeking any clarification.

(a) **Player Strip**

A player is to play in the Clubs playing strip or jersey, shorts and socks, which has been authorised by the Competition Manager. Restrictions on jerseys are:

- (i) **U6 – U9 Designated Scrum Half** is to be identified by either a different coloured jersey / bib or their jersey turned inside out.
- (ii) **Identical / Similar Colours** - In the event of the opposing team has identical or similar colours, the home team shall supply and wear alternative jerseys; and
- (iii) **Numbers** - Jerseys shall have a distinguishing number on the back and the number is to be of a minimum length of 150mm and of such colour to be discernible within a reasonable distance; and
- (iv) **Duplicate Numbers** - No two (2) players, including reserves, in the same team shall wear the same jersey number (Jersey swapping can be overcome by using for instance, tape to change the number from a 9 to 29 etc); and
- (v) **Rugby Xplorer** - The distinguishing number shall correspond with the information supplied by the Club on the Match Day App and to the fourth referee if appointed for that match.

(b) **Mouthguards**

It is highly recommended that a mouthguard should be worn at all times whilst playing, during warm-ups and during training.

9.9 **Playing Fields & Venue Control**

The set up and control of playing fields and a venue are critical to the safety and enjoyment of all participants including spectators. The word Union is to replace the word Club in its context as the authority, when the Union is conducting the matches at a venue and a Club has not been appointed to conduct the activity.

(a) **Club Appointed Officials**

At all matches Clubs are responsible for providing the following:

- (i) A Club Official / Ground Marshall / Game Day Manager must be available and identifiable (wear a high visibility Vest/Shirt marked Club Official), and their duties and responsibilities are:
 1. The Supervision of the venue and all appointed officials; and
 2. Point of contact for all enquiries; and
 3. Responsible for the venue
 4. Responsible for the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Member Protection Policy and/or Code of Conduct; and
 5. Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 6. Having access to a phone and the Emergency Phone List: and
 7. Have access to Rugby Australia Protocol for Serious Injury; and
 8. If necessary, a Club Official / Ground Marshall may also carry out the duties of a Field Marshall when only one field is in use; and
 9. Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action.

- (ii) Field Marshall/s (identifiable by wearing an Orange Vest/Shirt marked Field Marshall) is to be appointed for each full-size field and their duties and responsibilities are:
 1. Set up, maintenance of and patrolling the Playing Enclosure; and
 2. Preventing the illegal entry of any person into the playing enclosure; and
 3. Assisting the officials (Medical Person, Managers, Assistant Referees and Referee) perform their respective duties; and
 4. Ensuring Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure; and
 5. Assisting the Club Official implement emergency access: and
 6. Assisting the Club official in the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Code of Conduct; and
 7. Report any irregularities or breaches of the rules that they are unable to resolve to the Club Official for further action.

- (iii) Suitably Qualified Medical Person/s, as per accreditation requirements – Annexure E is available, identifiable (wearing a clearly marked Vest/Shirt with “MEDICAL’ or the medical uniform of a professional contracted medical service) and be in a prominent position visible to the field. Medics must be appointed to a minimum of one medic per full size field. For U10 and up games they should be located adjacent to the centre of the field, between the areas set aside for reserves. Their duties and responsibilities are:
 1. Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
 2. Ensure the Club has a means of communication and contact for Ambulance: and
 3. That the Club has an Emergency List of contacts and addresses for:
 4. After hours doctor;
 5. Nearest public hospital and/or emergency facility;
 6. Local Medical Centre and /or facility;

7. Local Police; and
8. Be familiar with and have available a copy of Rugby AU Safety Directives and Concussion Management Guidelines as a reference when seeking any clarification; and
9. Have on hand copies of the:
 - a. RA Head Injury Fact Sheet
 - b. Concussion Referral & Return Form
10. Checking with each Team, to establish who is going to attend to players who appear injured in the first instance, and if a Team is using qualified Sports Trainers, then only attend when called for by the Team or Referee, or when the Trainer is not available to attend to the player (regardless common sense must prevail, and the players' safety comes first); and
11. To have read the BJRU on the policy for attending players:
*Where the attending medical person in the **first instance** (either home or visiting), **seeks assistance** from another qualified medical person/s, the person with the senior qualification (i.e. Doctor overrides Paramedic, Paramedic overrides Qualified Sports Trainer, Qualified Sports Trainer overrides First Aid, First Aid overrides Trainer) shall have precedence in any decisions made. (Amendment 14 July 05)*

(b) **Restrictions for Coaches, Managers, Team Officials & Trainers to Enter Playing Enclosure**

Restrictions on Pathway Coaches, Managers, Team Officials and Trainer/s to enter the enclosure are outlined below:

(i) Under 6 and Under 7:

- a. Coach: On the field.
- b. Manager & Team Official: Behind the barrier.
- c. Trainer x 1: Seated just inside the barrier.

(ii) Under 8:

- a. Coach: On the field.
- b. Manager & Team Official: Behind the barrier.
- c. Trainer x 2: Seated just inside the barrier.

(iii) Under 9:

- a. Coach: On the field for 50% matches scheduled by the Committee, otherwise behind the barrier.
- b. Manager & Team Official: Behind the barrier.
- c. Trainer x 2: Seated just inside the barrier.

(iv) Under 10 – Under 18:

- a. Coach: Behind the barrier. The Coach or Assistant Coach CANNOT act as trainer in any match.
- b. Manager & Team Official: Behind the barrier.
- c. Trainer x 2: Seated just inside the barrier.

(c) **Communication between Team Management and Referees**

Team Management may not engage a referee in relation to the match played, other than to confirm the score and any cards issued and to thank them for refereeing.

(d) **Co-location of Managers and Reserves**

Both Team Managers and reserves must be co-located on the same side of the field whilst the match is in progress, preferably, near the Medic, in the place designated by the Host Club. The Managers are to be close enough that they can without delay consult each other when necessary. The Coach and remaining team management (excluding trainers) are

not restricted on their location outside the 5-metre barrier, except where one of them is performing the role of manager.

(e) **Playing Surface**

The following applies to the playing surface:

In terms of Law 1.11 and 1.12. the Referee may elect to abandon or not start a match where the ground safety standards, in the Referee's opinion are not met. In the event of such action being taken by the Referee, the procedure for 9.5 Wet Weather Procedures and Alternate Arrangements is to apply and the matter reported to the Competition Manager.

9.10 Match Day App & Results

It is the responsibility of each team manager to:

- (i) Provide via the Rugby Match Day App the results and player statistics for all matches played; and
- (ii) Submit via the Rugby Match Day App any red, yellow or blue cards for all matches, no later than the times specified.
- (iii) Notify their club/registrar of any players whose names are not appearing as available for selection.

(a) **Online Results Must Include:**

- (i) All players' details including substitutes and correct jersey numbers;
- (ii) Team Coach and Team Managers details
- (iii) Result of the match;
- (iv) Point scorers;
- (v) Tries;
- (vi) Conversions;
- (vii) Penalties;
- (viii) Drop Goals;
- (ix) Penalty tries;
- (x) All players temporarily suspended (yellow card);
- (xi) All players sent from the field of play (red card);
- (xii) Players who have a suspected concussion (blue card).

(b) **Viewing of Opposition Match Day app**

Prior to, during and/or at the completion of each match team managers shall have the opportunity to view the other team's scoring app.

At the end of the match each team manager is to check and come to an agreement that the result and player information is true and correct. All yellow, red and blue cards are to be completed and checked. Once this is done, the match referee is to check the team managers scoring app, confirm the score and submit the result via the scoring app.

(c) **Match Results - Responsibility**

It is the responsibility of the BOTH teams to ensure that the match results have been submitted via the app. Managers should not leave the field without agreement of the score.

9.11 Match Officials

(a) **Appointment Of Referees**

Referees in the Union are appointed as follows:

- (i) Under 6 to 9 - The Committee delegates this authority to the home Club who shall appoint a referee from its pool of suitably accredited Club referees. See Annexure E

– BJRU Accreditation Requirements. Qualified referees are required to wear their pathway referee vest; and

(ii) Under 10 and Older - The Appointment Board of the QRRA (Brisbane) where requested shall have authority to appoint referees to all matches (including semi-finals, finals, grand finals, and representative matches) played under the control of the Competition; and

(iii) Finals - For all Semi-Finals, Preliminary Finals, Finals, Grand Finals and Representative Matches the Appointment Board of the QRRA (Brisbane) shall also appoint Assistant Referees and a Fourth Referee. Where this is not feasible the Competition Manager is to arrange accredited Assistant Referees and a Committee Member, or a person authorised by the Competition Manager to act as the Fourth Referee where possible.

(b) **No Appointed Referee**

When there is no appointed referee present the procedure is:

(i) In the event of a Referee not attending within ten (10) minutes of the scheduled start of a match, a substitute shall be appointed by mutual consent of the opposing coaches. The substitute Referee must be qualified and will assume control of the match until the appointed Referee arrives; or

(ii) Failing such an agreement between the two coaches being reached, the host club shall nominate an individual to Referee (preferably fully qualified - the minimum requirement is that the person must be Smart Rugby current). On arrival, the appointed Referee shall assume control during the next break in play.

(c) **Referee Unable to Continue**

In the event of the Referee appointed being unable to continue through illness or injury, a substitute shall be appointed for the remainder of the match by such Referee, if this injury or illness is of a nature as will enable this to be done. Where this process will not be able to be followed, then the two team coaches will appoint a Referee to control the remainder of the match, or appoint two Referees, one nomination per team, each controlling half of the remaining time each. If the teams do not agree; the home team appoints the Referee. In all circumstances the Referee must be qualified or at a minimum Smart Rugby current.

(d) **Assistant Referees**

(i) Club Requirements

Clubs are required to appoint an Assistant Referee for every match a team played, except finals. Qualifications are as follows:

1. Under 6 – 7 Teams - This person would normally be an adult and does not have to be accredited;
2. Under 8 – 12 Teams - Be no younger than 13 years of age; and have completed an Assistant Refereeing Kids Rugby U8-U12 certification;
3. U13 and Older - Accredited Level 1 Assistant Referee.

(ii) Age Requirements

Assistant Referees are to be no younger than thirteen (13 years of age) and at least 2 years older than the age group playing;

(iii) Reporting to the Referee

All Assistant Referees shall report to the Referee prior to the start of the match, stating whether they are accredited or not and ask the referee if he has any special requirements of them.

(iv) Dress

Every **accredited** Assistant Referee supplied by a Union Club must be distinguishable as an Assistant Referee, wearing either: An Assistant Referee Vest, or a QRRR Referees or Assistant Referee shirt, or display a Referee or Assistant Referee badge. They shall be equipped with a flag and are to be appropriately dressed including suitable footwear.

(v) Assistant Referee Vests

Clubs are responsible for issuing each of their teams with an Assistant Referee Vest and retain enough spare vests at the Club for temporary issue to any teams that fail to bring their vest. Assistant Referee Vests are Sky Blue with "ASSISTANT REFEREE" on the back and are to **only be worn by qualified Assistant Referees**.

(e) **Coach and Manager as Referee, Assistant Referee, Or Trainer**

The following restrictions apply to the Coach or Manager in respect to being a referee, Assistant Referee or trainer when their team is playing:

- (i) Refereeing - the coach or manager is not to referee their own team without prior approval of the opposition coach except where there is a referee no show and no other qualified person is available. Preference should be to the manager (if accredited).
- (ii) Assistant Referee or Trainer - coaches are not to act as Assistant Referees or trainers for their team. Managers are not to act as an Assistant Referee or trainer for their own team, except in exceptional circumstances where no other person is available to perform this task and before being an Assistant Referee ask the opposition if they can appoint one.

9.12 **Finals Series Matches**

(a) **Premierships & Determining Finals Series**

Premierships may be determined by either First Past the Post and/or finals series. For the purposes of determining First Past the Post Premierships and teams to play in the Final Series, the Competition Ladder as at 5.00 pm the Tuesday following the last competition fixture will be used. The points for any match results subsequently received will be applied to the Competition Table only at the discretion of the Committee.

(b) **Final Series**

The Premiership team will be determined by conducting either:

1) **Semi-Finals, Preliminary Finals and Grand Finals:**

- (i) Minor Semi-Final - team third in the overall competition ladder to play team fourth in the overall competition ladder table; and
- (ii) Major Semi-Final - team first in overall competition ladder to play team second on overall competition ladder table;
- (iii) Preliminary Final – winner of Minor Semi-Final to play loser of Major Semi-Final; and
- (iv) Grand Final - winner of (ii) to play winner of (iii).

2) **5 team Semi-Finals and Grand Finals:**

- (i) Minor Semi-Final - team fifth in overall competition ladder to play team fourth in overall competition ladder table; and
- (ii) Major Semi-Final - team third in overall competition ladder to play team second on overall competition ladder table;
- (iii) Minor Premiers – have bye the first week of finals
- (iv) Minor Preliminary Finals – winner of Minor Semi-Final to play winner of Major Semi-Final; and

- (v) Major Preliminary Final – loser of major semi-final to play Minor Premiers
- (vi) Grand Final - winner of (iv) to play winner of (v).

3) **Semi-Finals and Grand Finals:**

- (i) First Semi-Final - team fourth in overall competition ladder to play team first in overall competition ladder table; and
- (ii) Second Semi-Final - team second in overall competition ladder to play team third on overall competition ladder table; and
- (iii) Grand Final - winner of (i) to play winner of (ii).

4) **Finals and Grand Finals:**

- (i) Team first on points table goes straight into grand final; and
- (ii) Teams placed second and third on the overall competition ladder play each other;
- (iii) Winner of (ii) plays (i) in Grand-Final.

5) **Grand Finals Only** - Top two teams placed on overall competition ladder become Grand Finalists.

6) **First Past the Post** - As per 9.4

(c) **Times And Venues**

All semi-final, preliminary final, final and grand final matches in all divisions will be played at the venues, and commence at such times, as determined by the Board.

9.13 Finals Directive

A Finals Directive may be issued by the Competition Manager for each finals series and will set out actions and conditions to be met by a team. Failure by a Team or its Management to conform to the Finals Directive may result in the Team forfeiting the match and any other penalties on the Club, Team, or Team Management that the Committee considers appropriate.

9.14 Player Eligibility for Finals

The Competition Manager may issue an eligibility list for each team and from this, dispensation can then be submitted if required. If this is to occur notification will normally be included in the Finals Directive.

Eligibility for finals requires the submission of lists and certain criteria to be met by players, these are set out below.

(a) **Eligibility Lists**

By 6:00pm on the Friday preceding the last set of scheduled matches, or as requested, all teams participating in the finals must submit to the Competition Manager:

- (i) Any submissions for player dispensations, including medical certificates if applicable.

(b) **Player Eligibility Criteria**

The criteria necessary for a player to play in a final series is:

- (i) Be registered with that team and appear on the team match list as available to play in at least 50% of all premierships matches scheduled for that team in that competition;
- (ii) Where the competition has five or less games excluding the finals; be registered with the team and appear on the Team match list and have been available to play in at least three of the premierships matches scheduled for that team in that competition; or
- (iii) Have received dispensation from the Committee.

- (c) **Eligible to Play in More than One Team**
 No player registered in a higher graded team are allowed to back up/play for the club's lower graded teams in the same age group.
 Where a player is registered to a lower graded or aged team but has played 50% of all the Unions scheduled matches in the higher graded or aged team, that player shall be deemed to be registered in the higher graded or aged team.
- (d) **Game Count Eligibility**
 For a game to count for finals eligibility a player must have met the "availability to play a match" criteria. Availability to play is determined by either:
- (i) Named on the Match Day app and having been part of the starting team or substitutes (maximum player numbers as per Competition Rule 9.1).
 - (ii) Named on the Match Day app in the case of a Forfeit as available to play; or
 - (iii) A Player who has is injured or ill; a medical certificate stating the duration a player was unavailable due to illness or injury is held by the club registrar and provided for dispensation; or
 - (iv) Dispensation request based on representative duties (BJRU, QRU, RUGBY AU, QRFSC Representation only); and
 - (v) **Suspension or Disqualification** – does not count towards eligibility.
- (e) **Cleared Players**
 Eligibility for cleared players is determined as follows:
- (i) **Within the Union.** Where a player has played matches for another Club within the union, and a clearance has been granted, matches played for the previous Club will be counted towards eligibility.
 - (ii) **From Another Union.** Where a player has played matches for a Club from another union and a clearance has been granted, correspondence is required from the losing union stating the number of matches played for that other Club in an equivalently graded team for them to be counted towards eligibility.

9.15 **Dispensation Requests for Finals**

Dispensation may be applied for in writing to the Competition Manager, by the Club President to enable their Club team to field a full side with at least three (3) reserves; or for players who require dispensation as per 9.14 (b) or 9.14 (e).

The Dispensation Committee will comprise the Competition Manager, BJRU GM, BJRU President and one other BJRU Committee Member to deal with any dispensations not granted by the Competition Manager.

(a) **Granting Dispensation**

Dispensation applications will be granted under the following criteria:

- (i) The Competition Manager may grant dispensation for:
 1. In the case of sickness or injury, a medical certificate accompanies the application. Dispensation will only be granted on medical grounds if the player has played at least one current competition game; or
 2. Player eligibility based on player clearance from another club or region; or
 3. The player is registered with an equivalently or lower graded or younger aged team under Rule 8.2 (e) if there are insufficient eligible players in the finals team, up to 18 total players; or
- (ii) With approval of the Dispensation Committee:
 - a. be registered with a higher graded team under rule 8.2 (e) if there are insufficient eligible, suitable and available players in the finals team qualified under (1) above and in the case of reserves, take the field only in the case of injury; or
 - b. Allowance for a player who is a prop or hooker to be included as a 19th player to allow for scrums to be contested; or

- c. In the opinion of the Committee there are extenuating circumstances beyond the control of the player or Club concerned.

(b) **Right of Appeal**

The decision of the Dispensation Committee may be appealed by the club requesting the dispensation, to the Appeals Committee upon receipt of the appeal within 24 hours of the Dispensation Notice being issued.

(c) **Dispensation Outcome**

The outcome of the dispensation request will be provided on a form issued by the Competition Manager with the dispensation outcome being either:

- Condition 1: Player is granted dispensation to play in the run-on team or as a reserve.
- Condition 2: NOT granted dispensation to play.

Affiliation Fees / Player Levies / Other Payments & Insurance

10 AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE

10.1 Affiliation Fee

This fee is applicable to affiliated members of the Union (not Satellite Clubs) and an invoice for the Union Affiliation Fee will be forwarded from the Treasurer to each Club that enters the competition at the beginning of each season (March). A club is not entitled to vote at a general meeting if the member's annual subscription is in arrears at the date of the meeting.

10.2 Player Levy

The player levy is paid for as part of their online registration and applied as follows:

- (a) **Once Per Player.** A player is required to pay the QRU and BJRU Association Player Levy only once in any one year. That is, if the player plays in the Under 18 Junior Colts Lightning series and then plays Term 2 XV's Season, the levy need only be paid once for that player.
- (b) **Player Insurance.** Player insurance is convertible if registering to multiple competitions within the same registration type e.g. XV's, however, is chargeable if registering to different game format types of competitions with different registration types i.e. XV's and 7s.
- (c) **Multiple Competitions.** Where a player participates in more than one type of rugby competition format i.e. 15s, 7s and or 10s, there may be a conversion amount charged to the player upon registration to any additional competition to cover any additional insurance or specific competition fee requirements e.g. referees, medical etc.

10.3 Player Clearances

- (a) **Clearance to another Union.** Once a player has played any game, the player levy will not be reimbursed; and
- (b) **Clearance into the Union (BJRU).** The player may incur a stakeholder player levy. The player will not be charged another insurance levy.

Policies & Procedures

11 POLICIES & PROCEDURES

Policies and Procedures that are current for the BJRU are shown below.

11.1 **BJRU / QRU / RA Directives**

From time to time, it is necessary for the BJRU MC and/or QRU and/or RA to issue directives to the member Clubs. Once a directive is passed it is to have the force of Rule. That is, any breach of a directive will be deemed a breach of RULE and can be dealt with under Rule Penalties.

11.2 **Carnivals & Tournaments & Trial Games**

- (a) Clubs are encouraged to run Carnivals and tournaments and Trial Games, but they must comply with the following:
- (i) **Notification to BJRU.** The BJRU is to be informed in writing that a Carnival or Tournament is being conducted and are to be sent a copy of the Instructions / Handout specifying how it is to be conducted.
 - (ii) **Sanctioning.**
 1. The Host Club must complete the Rugby Australia Event Sanctioning Form (when applicable) available through <http://www.rugbyau.com/participate/rugby-administration/insurance> and have written approval prior to any carnival/tournament or trial game being conducted.
 2. **Rugby Australia Special Event Guidelines** provides detailed information about the requirements for sanctioning, what is required to satisfy the guidelines and how an Event Organiser goes about meeting these standards. <http://www.rugbyau.com/participate/rugby-administration/insurance>
 3. The BJRU / QRU reserve their right to amend the conduct of the Carnival / Tournament, or not to sanction it if the Carnival / Tournament does not comply with the Rules, and / or directives of the BJRU or QRU.
 - (iii) **Rules.** Carnivals and Tournaments conducted by BJRU Clubs must have in the Instructions / Handout for the conduct of the Carnival, or Tournament, a statement that it is being conducted using the BJRU Rules and is to also specify length of matches, field size and so forth, if they differ from anything contained in these Rules.
- (b) **BJRU Representative Teams & Development Carnivals.** Representative teams' documents covering the procedures and management of BJRU Representative Teams can be found on the BJRU Web Site: www.bjru.com.au
- (c) **Club Organised Games, Tours and Visits**
The following applies to any club organised game, tour or visit:
- (i) Any game conducted outside the normal competition parameters requires Rugby AU Event Sanctioning to be completed by the host club and approved prior to the game being played. Refer to <https://australia.rugby/participate/rugby-administration/insurance> for guidelines.
 - (ii) Notifying.
 - a. **Within the BJRU.**
For games between affiliates of the Union (BJRU), clubs must complete the online Game Sanction Form *at least two weeks* prior to the scheduled match/es - [BJRU Game Sanction Request Form](#) Or <https://form.jotform.com/240290649132049>
- The Competition Manager is required to sanction the game before it can be played.

- b. Within the State, including Schools. For games between affiliates of the QRU, Host clubs must send the Event Sanctioning Form to the Competition Manager, who may sanction the game, provided the other team has had the game sanctioned by their Union. The QRU is to be informed.
 - c. Interstate. For games Interstate, Host clubs must send the Event Sanctioning Form to the Competition Manager, who may give initial sanctioning, provided the other team has had the game sanctioned by their Union. The BJRU then informs the QRU, and / or RA) of any tours, and / or visits, either to, or from Teams / Clubs that are based interstate or overseas. Visiting Teams must have the game sanctioned by their Home Union.
 - d. Overseas. For tours, and / or visits, either to, or from Teams / Clubs that are based overseas, visiting Teams must have their Tour and game(s) sanctioned by their Home Union prior to request for BJRU Sanctioning. The BJRU may give initial sanctioning, and forward to the QRU, and RA to confirm approval.
- (iii) **Guidelines.** Clubs are to also read the current policy documents in relation to Rugby Tours – found at - <https://australia.rugby/participate/rugby-administration/tour-applications> that deals with Tours to ensure they comply with the current guidelines.
- (iv) **Laws.** Visiting Clubs / Teams are to conform to the Laws of the Game and U19 variations as directed by RA and for pathway Under 6 - 12 must conform to RA Relevant Pathway Laws for that age group including the BJRU 2024 U6 – U9 Law Variation. (refer Appendix F)
- (v) **Competition Rules.** All games played within the Union are to be played under the BJRU Competition Rules and the opposition teams are to be informed of such. When visiting a Team outside of the Union the Competition Rules of that Union would apply.
- (vi) **Sanctioning.** No game which has not been programmed by the Competition Manager (BJRU) is to proceed without the appropriate Event Sanctioning Form / RA Tour Approval being completed and full sanction being granted by the required governing Rugby bodies.
- (vii) **Referees.** The BJRU will assist in organising QRRR referees for any games which are not programmed by the BJRU once approval has been granted for any U10 and upwards games. Any recompense required is a matter between the Club and the QRRR (Brisbane). For any U6 to U9 games, clubs are to ensure that an appropriate Referee is appointed.

11.3 **Entry of New Clubs Into The BJRU Competition**

Enquiries regarding the entry of new clubs into the BJRU Competition should be directed to: secretary@bjru.com.au.

11.4 **Forfeit Procedure**

PLEASE follow the procedure listed below when forfeiting a game.

The team that is forfeiting is to:

1. Contact their own AND opposition Club Registrar by phone informing them of the forfeit. Where possible give the Registrar a reason.
2. Contact the QRRR (Referee Association) by both text and emailing:
Scott Chapman – 0407 388 138 (identify your age, club and team name, time and venue)
Email - juniorappts@qrra.com.au

3. Contact the Competition Manager by text or phone and follow up with an email informing him/her of the forfeit.

By following this procedure, we will not have teams or referees turn up unnecessarily to games that won't happen!

11.5 Medical Policy

SPORTS TRAINERS AND MEDIC PROCEDURE

As per the BJRU competition rules, each home club is to appoint a suitably qualified medic to each full-sized field being used. The appointed medic is to be clearly visible and identifiable in the green/yellow medics vests or Sports Med shirt.

Sports trainers appointed by teams who hold Rugby AU accreditation, a current senior first aid certificate or its equivalent can run as medical for their teams. They must be clearly identified by wearing the sports trainer's vest. However, the procedure is as follows:

1. Prior to the commencement of the game, the sports trainer must notify the home clubs appointed medic that they will attend their teams' injuries for that game AND will call for assistance if required.
2. A sports trainer or medic is to enter the field of play to attend an injured player when it is safe to do so and at an entry point that does not interfere with the run of play.
3. During the game, if more than one player becomes injured at the same time, the home club appointed medic will attend to one of the players. This places the decision regarding injury into the medics' hands.
4. Where assistance has been called for, by the sports trainer, the higher medically qualified person makes the call on the player treatment. If this means that the player is called injured, this **CANNOT BE OVERRULED BY THE TEAM MANAGEMENT**. Please also refer to Law 3.20; 3.21 and 3.22.
5. Parents are **NOT TO ENTER** the field of play for an injury unless invited by the referee (who should check with the medical attendees prior to making this call).
6. Sports Trainers who **DO NOT HAVE MEDICAL QUALIFICATIONS ARE NOT TO TREAT INJURED PLAYERS**. They are to call for medical assistance immediately.
7. The QRRA referees have been advised of the following:
 - a. *If possible, all referees should advise medical attendants / team runners / team management (depending on availability of those personnel at any game) prior to the game of the situation to apply in the event of an injury to a player.*
 - b. *If they (medics/sports trainers) note that a player is down with an apparent injury, they should immediately go to the player to assess the injury - they should not wait to get the permission of the referee to enter the field of play.*
 - c. *If the injury appears to be serious or play is continuing in reasonably close proximity to the injured player, they (medics/sports trainers) should then get the attention of the referee to stop the play so that the injury can be dealt with. All referees should be aware that the safety of the injured player is paramount in these circumstances (particularly in comparison to game continuity).*

- d. *The referee should act in such a manner that the trainer or medical attendant is enabled to carry out their role safely and efficiently. The referee should not offer medical advice under any circumstances, but simply facilitate the treatment of the injured player.*

Please be reminded that host club appointed medics number one concern is player care and as such base their decisions for treatment and determination of a player's injury status on this. They are not interested in the outcome of the rugby game and do not determine a players' injury based on giving a team an advantage.

11.6 PHOTOGRAPHY & VIDEOING POLICY

The BJRU policy on game photography or videoing is that it is the club/venues right to make policy on such matters. Players are fully clothed, so concerns such as those in Surf Lifesaving are not applicable.

When making any policy a commonsense approach needs to be instituted and clubs are to include the following:

1. The BJRU will authorize persons to take photographs & videos at BJRU sponsored events such as Finals & the U12 Carnival, and at times general competition games. These persons may be given permission to be inside the barrier, but under no circumstances are they to be within 3 metres of the Touch or Dead Ball lines.
2. The BJRU may authorize persons to take photographs and video games for media, training, selection, and memorabilia purposes.
3. If a Parent or Guardian wishes that a photograph or video of their child not be used for media purposes, they are to inform the club or official at the venue and follow it up in writing.
4. The club/venue can restrict anyone (except the BJRU) from taking Photographs or Videos.
5. For any game, any person who is not a parent, guardian, team member or member of the Team Management or member of the BJRU management committee, must inform the Club Official or Field Marshall that they are going to video or photograph the game.
6. To avoid any misunderstandings, it is recommended that anyone who is going to video or photograph a game comply with 5 above.
7. The following should not be restricted:
 - a. Persons authorized by the club responsible for the venue;
 - b. Parents/guardians/relatives and teams who take photographs as memorabilia or for team/club history;
 - c. Parents/guardians/relatives who video games as keepsakes;
 - d. Teams who video their games for training purposes, and even video their potential opposition leading into finals;
 - e. Referees who take photographs and video games for training purposes and as a means of recording history and for memorabilia purposes; and
 - f. Representative Team Management or their authorized representative who takes videos for training and selection purposes.
8. EXCEPTION to 7 – Where a parent/guardian has safety concerns with family court matters, can request that their child not be videoed or photographed, and then this will take precedence over photo and video permission.
9. Concerned about someone, tell a committee member or official at the club or an official at the venue.

11.7 DRONE USE AT JUNIOR RUGBY MATCHES

General Advice - Drone Use at Junior Rugby Matches While the BJRU is not a policing or enforcement organisation in relation to use of Drones, several incidents have alerted us to a need for guidance relating to the issue. This communication is to assist club officials in managing safety issues at their club and understanding the Drone flight rules sufficiently to enable respond to people flying during match days.

This is not a guide for drone operators on how to carry out drone operations in any circumstances. The authority for managing Drone used in Australia is the Civil Aviation Safety Authority (CASA). <https://www.casa.gov.au/>

Disagreements between drone operators and the public have the potential to escalate quickly and are an emotive issue. Some Drone operators often claim authority by saying they have a license, and others claim a right to privacy. But neither of these things may matter in relation to this issue.

Can Drones be flown around above or near a junior rugby game? The simple answer is No, However, in rare situations it may be approved with the permission of the club/lease holders and owners of the land (e.g. BCC)

Points that can help you manage the situation and provide basic knowledge of the topic:

- The BCC has regulated Drone Take-off and Landing from land they own and designated specific areas (none of these are rugby grounds) <https://www.brisbane.qld.gov.au/things-to%20see-and-do/council-venues-and-precincts/parks/using-council-parks/launching-drones%20from-council-parks>
- Unlicensed operators can only fly Drones in isolated locations where no people are around.
- Rugby Match Days are considered Sporting Events, and the club's boundaries will be considered "Populous Areas" which are excluded areas for unlicensed operators.
- Licensed Operators can fly in Populous Areas under strict guidelines, which will be obvious to anyone observing the situation and will need permission of the club/leaseholder and owner of the land (e.g. Brisbane City Council)
- Operators following these guidelines will have:
 - (i) high visibility clothing / vests.
 - (ii) a large piloting and landing area marked out.
 - (iii) movement corridors (60M wide) for the Drone to operate.
 - (iv) a spotter to manage and monitor the area.
 - (v) a documented safety review/checklist at hand.

To protect the club, the operator needs insurance covering them for accidents should they occur.

Reporting an Incident

If you have a concern about improper use of a drone at a club, you will require photo/video evidence and details of the person flying the drone, which you can report to CASA via their website. Operators using a drone improperly could lose their license and face fines of more than \$1000, and if an accident were to occur, risk a lawsuit for damages that occur to people or property. If an operator wants to argue about their ability to fly, ask for their licence and name details so you can send it to CASA and they can justify it to them.

This is an insurance and safety risk that must be managed by clubs, and as with any situation of that nature you are within your rights to contact the police if offenders are non-compliant, violent, or abusive with your requests as the lease holder. Lodging a code of conduct complaint can also be done via Rugby Australia in relation to behaviour and compliance with Club Officials requests.

Make a complaint to CASA - <https://www.casa.gov.au/about-us/contact-us/drone-complaints>
Make a Rugby Australia Code of Conduct Complaint - <https://australia.rugby/about/codes-and-policies/reporting-a-concern>

11.8 MERCY RULE

- (i) Mercy Rule In U10 – U12 Age Groups
- a. If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the losing Team may call to stop the Match and declare the Match completed, irrespective of normal time remaining.
 - b. For recording purposes, the Match shall be declared a victory to the winning team with the appropriate Competition points and for and against points awarded to both Teams at the time the Match is stopped.
 - c. Team officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on “friendly game” initiatives e.g. sharing of players to equal up the game and continue to play the remainder of game minutes.
 - d. The failure of any Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition Points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
 - e. The maximum For and Against differential recorded in any match is 50 points.
- (ii) Mercy Rule In U13 – U16 Age Groups (Not Applicable to U17/U18s)
- a. If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the winning team MUST reduce the number of players on the field by one (1). However, if the difference reduces the score to less than 40 points then the player can return to the field.
 - b. If the difference in score between two Teams during Regular Season Matches reaches 50 points or more then the winning Team MUST reduce the number of players on the field by another player so that the Team is two (2) players short. However, if the difference reduces to less than 50 points then one (1) of the players can return to the field.
 - c. In relation to the minimum number of players is waived while applying this Competition Rule.
 - d. Teams who are required to reduce players in accordance with this Competition Rule MUST NOT remove front row players so as to cause the Team to play uncontested scrums. Teams must have sufficient front row players to play at hooker, tight-head prop, and loose-head prop.
 - e. In applying this Competition Rule when a Team has less than fifteen (15) players then the Team with the least number of suitably trained players for its scrum determines the number of players in the scrum.
 - f. The failure of any Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
 - g. The maximum For and Against differential recorded in any match is 50 points.

**BRISBANE JUNIOR RUGBY UNION
COACHES & TEAM MANAGEMENT AGREEMENT FORM**

Introduction

1. The aim of this form is to ensure that Coaches & Team Management are aware of their responsibilities when coaching or working with a Junior Rugby Union Team and that through their knowledge, behaviour and guidance ensures the game can be enjoyed by all participants, including parents and spectators.

Administration

1. All Coaches, including Assistant Coaches, Coaching Co-ordinators / Directors, Managers & Assistant Managers, Team Officials, Assistant Referees, Team Sports Trainers, Club Appointed Referees are to complete this form.
2. Original to Club Secretary, if required a photocopy can be produced for the Coach / Manager.
3. This form is to be retained by the Club for a period of 12 months.
4. A new form is to be filled out for each calendar year.

Presidents Responsibilities

1. Presidents are to make available to the Coach / Team Management the documents listed below and ensure they allow a reasonable time for them to digest the information before this form is signed.
2. The Club President is to witness the signing of the form by the Coach / Team Management; this also signifies that the above paragraph has been complied with.

Coaches / Team Management Responsibilities

1. Ensure you have read the documents listed below and are familiar with their contents. Ensure that they are current for this year.
2. Be currently smart rugby accredited, registered in Rugby Xplorer as a coach or manager.
3. The President should be able to answer or direct you to a source, to any questions that may arise.
4. Sign the form in front of the Club President and maintain the duplicate copy for your records.

Documents

1. Brisbane Junior Rugby Union Competition Rules.
2. Laws of the Game including U19 Variations (for Under 12 upwards Coaches)
3. Game Management Guidelines as issued yearly by Rugby AU.
4. Annex B & E, relating to Pathway Laws (for Pathway personnel) and Annex F for Uncontested Scrums.
5. Rugby AU Code of Conduct.
6. Member Protection Policy
7. Child Safeguarding Policy
8. Concussion & Serious Injury Management Guidelines

AGREEMENT

As the _____

(Insert position held i.e. Coach, Asst Coach, Coaching Director, Age Co-ordinator, Manager, Team Official, Touch Judges, Sports Trainer etc)

of _____

(Insert full name of Team and /or Club (i.e. Pine Rivers U12 RED))

having read the current documents listed above, I am now aware of the responsibilities pertaining to my role in the Brisbane Junior Rugby Union Competition and my Club. I am also aware that failing to diligently implement those responsibilities will be a breach of this agreement and contrary to the ethos of Junior Rugby Union.

Signature: _____

Print Name: _____

Date: _____

Witnessed by:

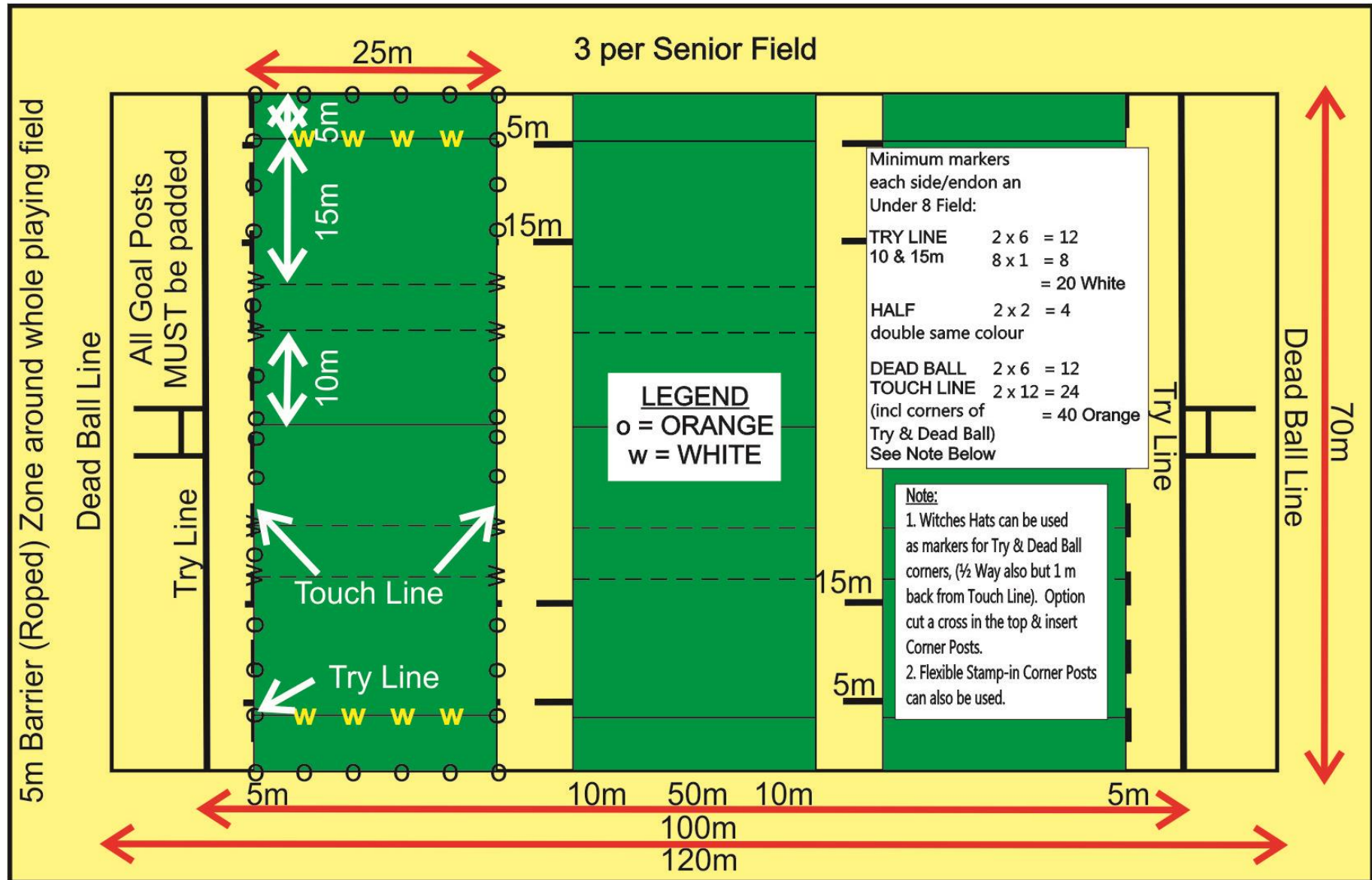
Signature: _____

Print Name: _____

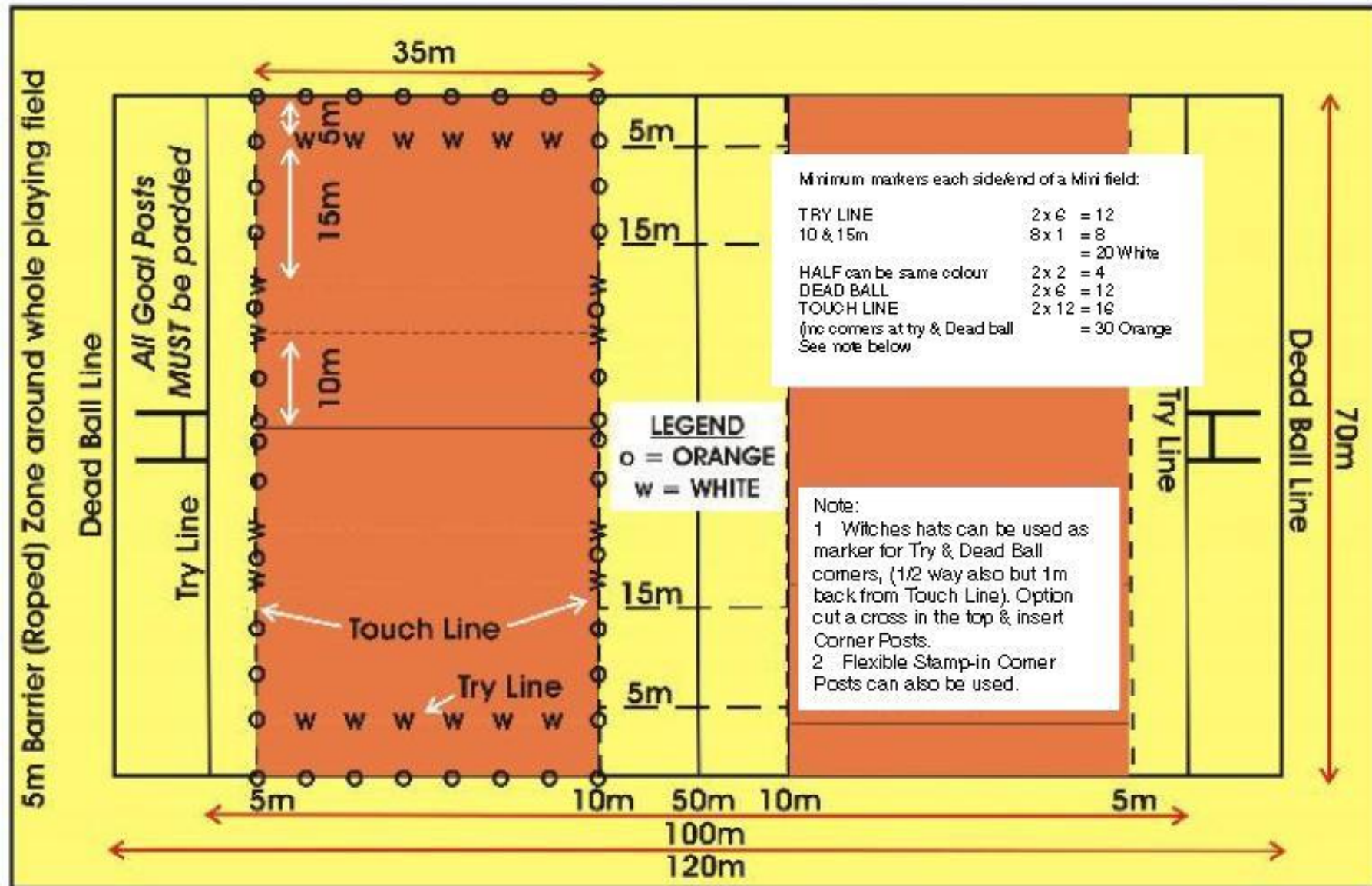
President of _____

Date: _____

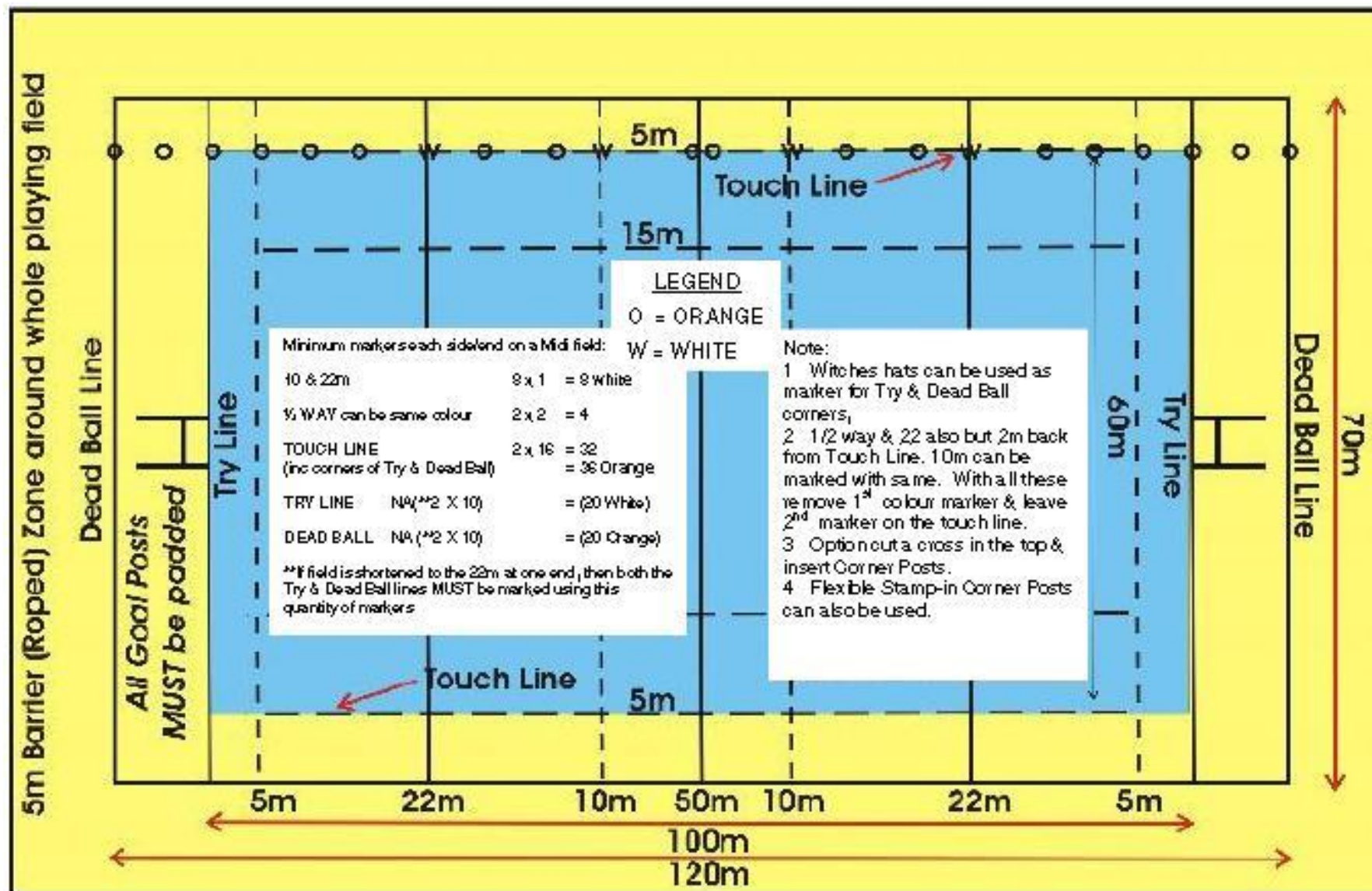
U6, U7 & U8 FIELD MARKING DIAGRAM



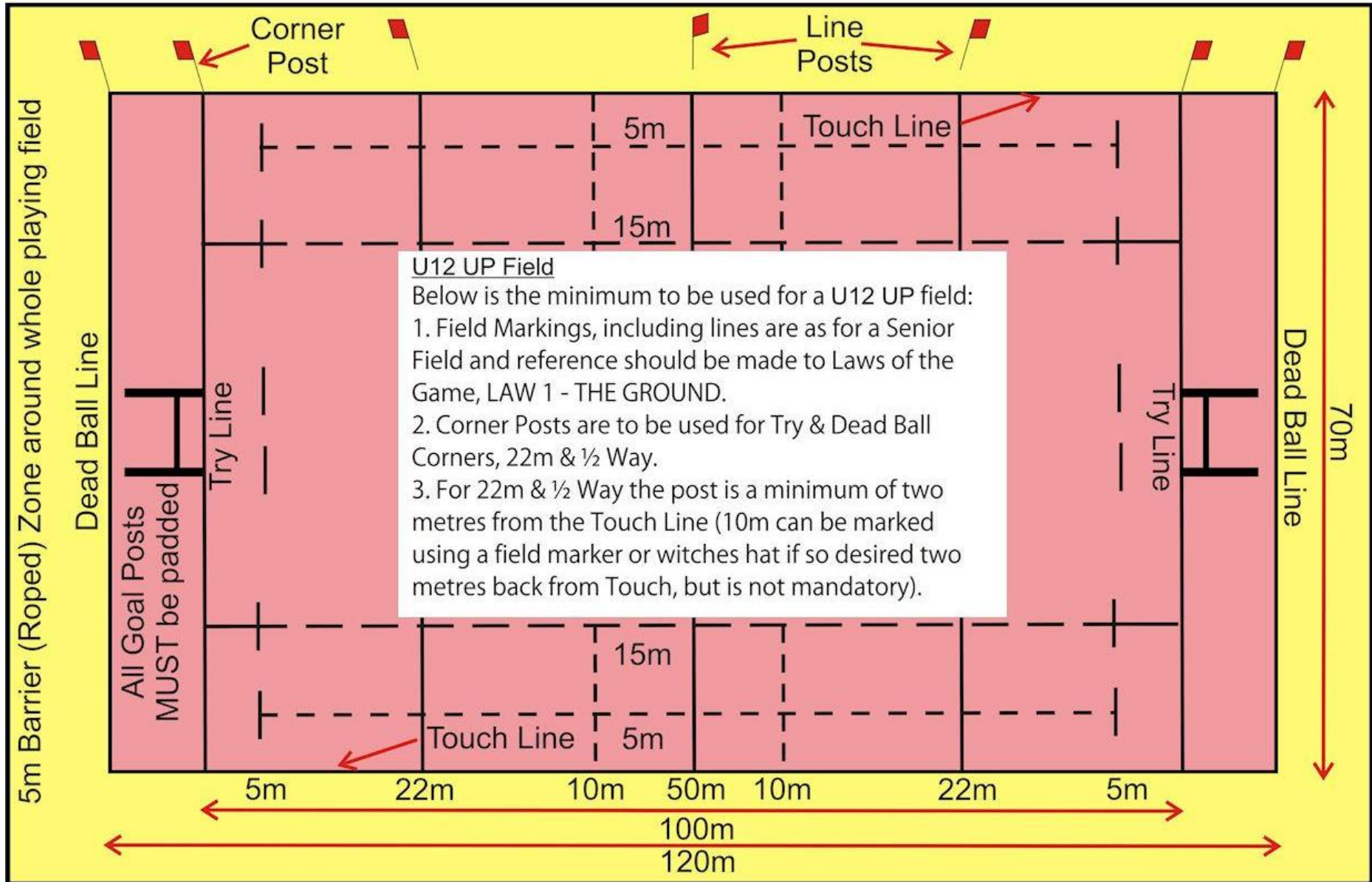
U9 FIELD MARKING DIAGRAM



U10 & U11 FIELD MARKING DIAGRAM



U12 & UP FIELD MARKING DIAGRAM



**BRISBANE JUNIOR RUGBY UNION INC
PROTEST REPORT**

1.	Full Name of Person Submitting Report:				
2.	Position Held:		Organisation:		
3.	Full Name of the Person / Team / Club Named in Report				
	Surname:		First Name:		
	Club:		Team:		
	Position at Club (player, manager, official, spectator, etc.):				
4.	Where it Occurred:		Date:		Time:
5.	Describe precisely the grounds on which the Report is being made, including reference to the Laws of the Game, and/or the BJRU Competition Rules that have been breached (please attach other pages if insufficient room to describe incident). <i>This form is not to be used for reporting Code of Conduct or Member Protection Policy breaches:</i>				
6.	List Accompanying Statements & Documentation (signed Statutory Declaration Forms):				
7.	I agree that the events mentioned above are true and correct.				
	Details of Person Submitting Report:				
	Full Name:	President / Secretary Name			
	Signature:	President / Secretary Signature			
<p>This form and accompanying documentation can be forwarded to Competition Manager by 5:00pm on the first business day after the match to: E-mailed: as a scanned PDF document to bjruadmin@bjru.com.au <i>This form is not to be used for reporting Code of Conduct or Member Protection Policy breaches. Please use the following link: Code of Conduct RA</i></p>					

BRISBANE JUNIOR RUGBY UNION INC
ACCREDITATION REQUIREMENTS
CLUBS, TEAM OFFICIALS & MATCH OFFICIALS

CLUB REQUIREMENTS	ACCREDITATIONS					
				Child Safeguarding (Other Accreditation – Integrity)	Member Protection and Inclusion	Code of Conduct (Integrity)
MEMBER PROTECTION CONTACT Program (All clubs need to identify a designated MPC)						
All Clubs & Age Groups				✓	✓	✓

- These courses can be done as standalones or are included in Staff Integrity Lvl 1 Program (includes Anti-Corruption & Betting Policy, Child Safeguarding Policy, Anti-Doping Code, Code of Conduct, Member Protection and Inclusion and Social Media Policy)

GROUND MARSHALL REQUIREMENTS	ACCREDITATIONS					
						Ground Marshall Program
Age Group						
All Age Groups and Codes						✓

REGISTRAR REQUIREMENTS	ACCREDITATIONS					
		Concussion & Serious Injury Management	Code of Conduct (Integrity)	Child Safeguarding (Other Accreditation – Integrity)	Rugby Explorer Club Admin Program	Rugby Explorer Team Manager Program
Age Group						
Under 6 – Under 18		✓	✓	✓	✓	✓
Rugby 7s, 10s, Carnivals		✓	✓	✓	✓	✓

FIRST AID REQUIREMENTS	ACCREDITATIONS					
		First Aid Attendant Kids Rugby u6-u12 Program	First Aid Attendant Lvl 1 Program	First Aid in Rugby (WR Online)	Senior First Aid / Sports Trainer Certificate	Concussion & Serious Injury Management
Age Group						
Under 6 – Under 12		✓	✓	✓	✓	✓
Under 13 +			✓	✓	✓	✓
Rugby 7s, 10s, Carnivals			✓	✓	✓	✓

Age Group	ACCREDITATIONS									
	Game Management Guidelines 2024 (Online / Face to Face)	Season Ready Coach (2024) (Includes Child Safeguarding)	Smart Rugby Course (Online / Face to Face) (Never done Smart Rugby)	Smart Rugby Refresher (2024) (Smart Rugby Expired)	Smart Tackle (Online / Face to Face)	Child Safeguarding (Other Accreditation - Integrity)	Coaching Kids Rugby U8-U12	Level 1	Level 2	Code of Conduct (Integrity)
Under 6 – Under 7	✓	✓	✓	✓	✓	✓				✓
Under 8 – Under 12	✓	✓	✓	✓	✓	✓	✓			✓
Under 13 – U15	✓	✓	✓	✓	✓	✓		✓		✓
Under 16+	✓	✓	✓	✓	✓	✓			✓	✓
Rugby 7s	✓	✓	✓	✓	✓	✓		✓		✓

Age Group	ACCREDITATIONS									
	Member Protection & Inclusion	Rugby Explorer Team Manager Program (Includes Concussion and Serious Injury & Code of Conduct) (Other Accreditation – Administration)	Child Safeguarding (Other Accreditation - Integrity)							
Under 6 – Under 7	✓	✓	✓							
Under 8 – Under 12	✓	✓	✓							
Under 13 – U18	✓	✓	✓							
Rugby 7s	✓	✓	✓							

Age Group	ACCREDITATIONS								
	Game Management Guidelines 2024 (Online / Face to Face)	Referee Ready 2024 (Includes Smart Rugby)	Smart Rugby Course (Online / Face to Face) (Never done Smart Rugby)	Smart Rugby Refresher (2024) (Smart Rugby Expired)	Smart Tackle (Online / Face to Face)	Referee Level 1 Accreditation	Referee Level 2 Accreditation		
Under 6 – Under 7	✓	✓	✓						
Under 8 – Under 12	✓	✓	✓	✓	✓				
Under 13 – U15	✓	✓	✓	✓	✓	✓			
Under 16+	✓	✓	✓	✓	✓		✓		
Rugby 7s & 10s	✓	✓	✓	✓	✓			✓	

Age Group	ACCREDITATIONS								
	Game Management Guidelines 2024 (Online / Face to Face)	Smart Rugby Course (Online / Face to Face) (Never done Smart Rugby)	Smart Rugby Refresher (2024) (Smart Rugby Expired)	Smart Tackle (Online / Face to Face)	Assistant Referee Level 1 Program 2023	Assistant Referee -Kids Rugby U8-U12 - 2023			
Under 6 – Under 7	✓	✓				✓			
Under 8 – Under 12	✓	✓	✓	✓		✓			
Under 13 – U15	✓	✓	✓	✓	✓				
Under 16+	✓	✓	✓	✓	✓				
Rugby 7s & 10s	✓	✓	✓	✓	✓				

LAWS SUMMARY FOR U6 TO U12 (BJRU UPDATES)

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7			10	12		15
Playing Area	1/3 field L:60m, W:25m			1/2 field L:60m, W:35m	Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	4 x 7min quarters OR 2 x 15min halves	2 x 15min halves	2 x 15min halves	2 x 20min halves	2 x 20min halves		2 x 25min halves
Game Style	7-a-side BJRU Modified Touch 7 rules		7-a-side tackle	10-a-side tackle	12-a-side tackle		15-a-side tackle
Skills Focus	Evasion and Tag Catch and Pass Running Scoring Tries Enjoyment		Tackle Ruck Maul Ball Security	Attack Defence	Kick in General Play Contested Scrum and Lineout		Positional Awareness
Ball Size	Size 2 or 2.5		Size 3		Size 4		Size 4
Conversions	No		In front, 10m back (Optional)		Yes Not past 15m line		Yes Not past 15m line
Kick-Off	Punt 5m Exclusion zone		Punt or Drop 5m Exclusion zone		Drop		Drop
Restart after score	Tap on hallway by non-scoring team		Tap on hallway by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts. Ball place (Preferred) or Pass		Yes		Yes		Yes
Lineout	Quick throw in No contest	Quick throw in No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout receiver	Must pass		Must pass		All options		All options
Scrum	Turnover	Turnover	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half	Pass restart	Pass restart	Must pass		All options #8 moves illegal		All options
When is the Lineout and Scrum over?	Ball received by first receiver		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Pass restart Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

COMMON PATHWAY LAWS FOR U6 TO U12

Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.		
Scrum	Scrum engagement sequences is CROUCH – BIND – SET . When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. Defending scrum-half can't go past midline and cannot leave the scrum.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Slinging tackles, fending to the head and squeeze ball illegal
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	Foul Play	Yellow card = (U6 & U7) 2 mins Yellow card = (U8 – U12) 5 mins A player given a Yellow card or Red card may be replaced.

Competition Rule Adjustments U6-U9

U6-U7

1. A minimum of one (1) player per half is to be a designated scrum half / half back. Identifiable by a different coloured jersey/bib or their jersey turned inside out.
2. The player may only play the position of scrum half / half back for a maximum of half a game only. The position of half back / scrum half should be rotated through the entire team during the season.
3. The designated half back or first support attacking player can pick up the ball (preferred option is for designated half back to pick up the ball). Pick and drive are not allowed in U6 and U7.
4. The Scrum half **MUST** pass the ball from the ball place and pass a second time before game continues.
5. **NO** Mauling.

U8-U9

1. The scrum half **MUST** pass from set piece or ruck. Once the scrum half has passed the ball cleanly to the first receiver, the opposition can move up and defend.
2. **NO** Counter rucking in U8 – focus on teaching the players to secure the ball.

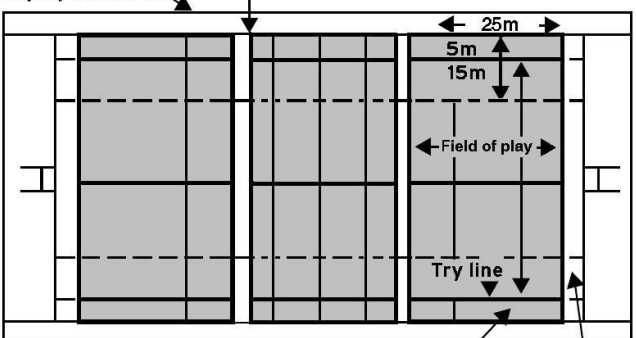
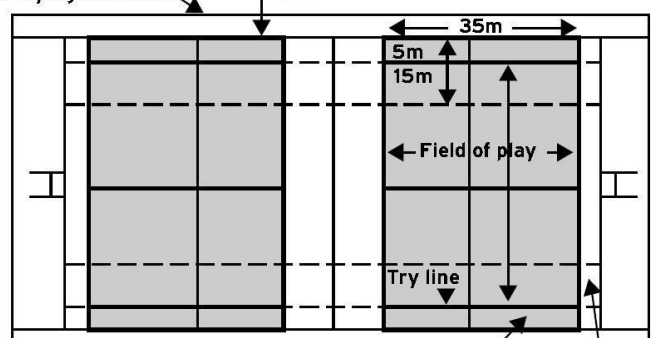
Under 6 and U7 Modified Touch 7s 2024	
Competition	<ul style="list-style-type: none"> ◆ No finals series, no competition ladders and no premierships allowed ◆ Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> ◆ The field size is a third of a field which is 60m x 25m. <div style="text-align: center;"> <p>U6 / 7 / 8 Field Setup (1/3 field) Playing enclosure</p> <p style="font-size: small;">In-goal area 5m Field of play 60m x 25m In-goal area Touch line</p> </div>
The Ball	<ul style="list-style-type: none"> ◆ Size 2 or 2.5
Number of Players	<ul style="list-style-type: none"> ◆ 7 players ◆ Teams must match numbers on the field during play. ◆ If either team has fewer than 7 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserves players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team’s squad be 10 players. ◆ A player being substituted must cross the touch line and tag their replacement player (slap hands) before the replacement player can enter the field of play. ◆ If a player is injured the referee may signal to allow a replacement player to enter the field of play before the injured player has left the field ◆ If there is a serious injury, the referee should stop play so that the player can be treated.
Timings	<ul style="list-style-type: none"> ◆ U6 (4 x 7min quarters OR 2 x 15min halves), U7 (2 x 15min halves) with a 2min break between each quarter or 5min break between each half. ◆ There is no time off for injury or other stoppages. ◆ If time expires and the ball is still in play, the match finishes upon the next Ball Place or Turnover, or when the ball is next dead.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Conversions, Drop Goals and Penalty Goals are not permitted.
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ All Kick-offs to begin each half / quarter are punt kicks. ◆ The receiving team at a kick-off must be at least 10m back from halfway. ◆ If a kick-off is unsuccessful in any way (e.g. wrong kick, doesn’t go 5m, goes dead etc.), another chance is provided until the kick is successfully taken. ◆ There is a 5-metre radius circle ‘exclusion zone’ around a player attempting to field the ball after a kick-off where the ball is kicked above head height on the full. No opposing player can enter this zone until the receiving player has played the ball or the ball bounces (penalty). ◆ After a try, the non-scoring team do a tap restart from the centre of the halfway line.

<p>The ‘Touch’</p>	<ul style="list-style-type: none"> ◆ A touch is when the player with the ball is touched by an opposing player with two hands in u6 and u7 - on the shorts only. ◆ The player making a touch has the option to call “Touch!” as they make a successful touch if they think the touch may not be recognised. ◆ Touches are not permitted above the sternum (Penalty). ◆ Touches with force are regarded as dangerous play (Penalty). ◆ When a player is touched: U6: Go to Ground – Ball Place (prawn position) U7: Player has two options: Go to Ground, Ball Place (prawn position) or Go to Ground, Offload Immediately. ◆ The referee will keep count of how many times a team has been touched.
<p>The “Ball Place”</p>	<p><u>Attacking Team</u></p> <ul style="list-style-type: none"> ◆ After a player has been touched, they can turn and face their own goal-line (prawn position preferred) and place the ball on the ground. (Go to Ground) ◆ A Ball Place must take place at or directly behind the mark where the touch occurred. ◆ Designated scrum half or a support attacking player passes the ball (pass one) and needs to pass a second time for play to continue. <p><u>Defending Team</u></p> <ul style="list-style-type: none"> ◆ If a touched player opts for a Ball Place, defending players must move back behind an offside line 5 metres from the mark of the Ball Place. ◆ Defending players cannot move forward until the ball has been passed twice (designated halfback = pass once, first receiver = pass two) (Penalty). ◆ A defending player who is offside at a Ball Place can only take part in play after retreating behind the 5 metres line from the previous Ball Place (Penalty).
<p>The “Offload”: Defending Team</p>	<ul style="list-style-type: none"> ◆ After a player has been touched, they can pass the ball to a teammate. ◆ This must happen within 2 seconds of the touch. ◆ The player can take a maximum of 2 steps before passing. ◆ If the player offloads the ball, there is no offside line for defending players and general play continues. ◆ If a player takes longer than 2 seconds or runs further than 2 steps, the referee will blow the whistle and order a Ball Place. ◆ The third time the referee needs to intervene to order a Ball Place during a set of six touches, a Turnover will be awarded to the defending team. ◆ If a player is touched within 2 meters of their opponents’ goal line, they may Offload or Ball place (on the 5m line), but will not be able to score a try themselves. They may score if their foot is on the goal line when touched.
<p>The ‘Turnover’</p>	<ul style="list-style-type: none"> ◆ Once a team has been “touched” six times, the referee should immediately award a turnover to the other team. The touch count restarts at zero. ◆ That team restarts play with an offload at the place of the 6th touch. ◆ The opposing team must stand back 5m from this offload.
<p>Knock-on and Forward Pass</p>	<ul style="list-style-type: none"> ◆ A knock-on or forward pass by either team results in a Turnover. ◆ If the referee judges that the non-infringing team may gain an advantage from play continuing, the referee should allow play to continue, but call out the infringement and reset the touch count to zero as play continues.

	<ul style="list-style-type: none"> Any intentional contact with the ball from the defending team where the ball is re-gathered by the attacking team results in the touch count being reset to zero.
Tap Restart	<ul style="list-style-type: none"> The opposing team must run back at least 10 metres from mark. At a tap restart the ball must be either kicked out of the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
Throw in	<ul style="list-style-type: none"> When the ball or a player with the ball goes into touch, play is restarted by a throw in. The team who did not last touch the ball before it went into touch will take the throw in. <p><u>Attacking Team</u></p> <ul style="list-style-type: none"> The throw-in may be taken anywhere from where the ball crossed the touch line into touch, back to the goal-line of the team throwing in. If the ball is kicked out over the touch line on the full, the throw in may be taken anywhere from the place in line with where the ball was kicked, back to the goal line of the team throwing in. A throw-in must travel straight or towards the throwing team's own goal-line. The throw-in must travel 5 metres before being caught or played by a teammate of the thrower. The thrower cannot throw-in to themselves. <p><u>Defending Team</u></p> <ul style="list-style-type: none"> Defending players at a throw-in must be behind an offside line 5 metres from the place where the throw-in is taken. Defending players cannot move forward until the ball is thrown in. A defending player who is offside at a throw-in can only take part in play after retreating behind the 5 metres line from the throw-in (Penalty).
Kicking	<ul style="list-style-type: none"> No kicking in general play allowed If a player kicks the ball, the referee awards a Turnover to the non-infringing team, at the place where the ball was kicked.
Penalties and Advantage	<ul style="list-style-type: none"> If the referee stops play for a Penalty infringement, play restarts with an Offload by the non-infringing team. The infringing team must stand back 5m from this Offload. The touch count is reset to zero. If the infringement occurs before the first touch of a set of 6, the referee may advance the mark for a Penalty 5 metres up the field from the place of the first infringement. The referee will manage the infringing team back 5 metres from the new mark before allowing the Offload to be taken. When a Penalty infringement occurs, and the referee judges that a team may gain an advantage from the play continuing, the referee should allow play to continue, but call out the infringement and reset the touch count to zero as play continues.
In Goal	<ul style="list-style-type: none"> If the ball becomes dead in-goal, (except when kicked dead from in the field of play), play restarts with a Ball Place to the defending team, 5m out from their goal line. If a team kicks the ball through their opponents' in-goal and it goes dead, the defending team chooses to have a Ball Place either 5m from the defending team's goal line, or at the place where the ball was kicked. If a player is touched inside their own in-goal, play restarts with a Ball place to the team in possession, 5m out from their goal line. If a player is touched inside their opponents' in-goal (at least one foot on the goal line), they may ground the ball to score a try.
Foul Play	<ul style="list-style-type: none"> No tackling allowed - any action intended to bring an opponent to the ground is considered dangerous play (Penalty) No fending allowed (Penalty) When the ball is loose on the ground and being contested, there is to be no heavy contact. This includes bumping, pushing or driving another player from the ball. The primary responsibility for this is with the team who last played the ball.

	<ul style="list-style-type: none">◆ A yellow card = 2min temporary suspension and if the time period has not expired when half-time or full-time is called, the temporary suspension ends.◆ When a yellow or red card is issued, the player may be replaced.◆ Dangerous play, dissent, or any act contrary to good sportsmanship, will not be tolerated (Penalty). A Yellow Card may be appropriate.◆ Kicking and throwing the ball into an opponent intentionally is considered foul play (Penalty). A Yellow Card is appropriate.◆ Time wasting is considered foul play and player who intentionally waste time (including by intentionally or repeatedly infringing) should be strongly sanctioned. A Yellow Card may be appropriate.
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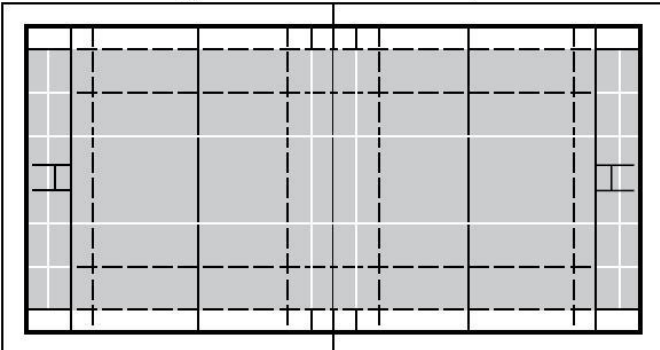
Under 8 and Under 9 Game Modifications 2024

Competitions	<ul style="list-style-type: none"> ◆ No finals series allowed ◆ Competition ladders and premierships are actively discouraged ◆ Coaches are not allowed on the field beyond the first half of the season in the U9 age group.
The Ground	<ul style="list-style-type: none"> ◆ Under 8: 60m x 25m (ie 1/3 field – Permanent Law Variation) ◆ Under 9: 60m x 35 m (ie 1/2 field) <div style="margin-top: 10px;"> <p>Under 8 Field Setup (1/3 field) 5m clear area from playing area to boundary Playing enclosure</p>  <p style="font-size: small;">In-goal area 5m Field of play 60m x 25m In-goal area Touch line</p> </div> <div style="margin-top: 10px;"> <p>Under 9 Field Setup (1/2 field) 5m clear area from playing area to roped boundary Playing enclosure</p>  <p style="font-size: small;">In-goal area 5m Field of play 60m x 35m In-goal area Touch line</p> </div>
The Ball	<ul style="list-style-type: none"> ◆ Size 3
Number of Players	<ul style="list-style-type: none"> ◆ Under 8: 7 players ◆ Under 9: 10 players ◆ Teams MUST match numbers on the field during play. ◆ A minimum of one (1) player per half is to be a designated half back. Identifiable by a different coloured jersey or their jersey turned inside out. ◆ The player may only play the position of scrum half for half (½) a game only. The position of scrum half should be rotated through the entire team during the season. ◆ If either team has fewer players than the standard number of players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead.

	<ul style="list-style-type: none"> ◆ It is recommended that the maximum size of a team's squad be 10 players for Under 8 and 14 players for Under 9.
Time	<ul style="list-style-type: none"> ◆ Under 8: 2 x 15 min halves, 5 min half time. ◆ Under 9: 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions, if allowed by the competition organiser, can be either a drop kick or a place kick, and are taken on a line through the centre of the goal posts from 10m away. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ No kicking allowed in general play (scrum). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks or drop kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If a kick-off is unsuccessful in any way (e.g. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line. ◆ Where a drop-out would normally occur under Law, the team entitled to the drop out will restart play with a tap restart at the centre of the 15-metre line.
Tackle/Ruck	<ul style="list-style-type: none"> ◆ Referees are reminded to encourage players to only play for the ball when they are on their feet. After the tackled player has passed or released the ball, no player may play the ball while on their knees. ◆ Once the scrum half has passed the ball cleanly to the first receiver, that player must pass the ball again to another teammate. (2 pass from breakdown). ◆ Defence cannot move forward until the first receiver has passed the ball. (This call may be made by the defensive coach) ◆ NO Counter Rucking in U8 (teach your players to secure the ball not just stand next to the ball – first team to seal the ball off, wins the ball)
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players (in Under 8s) or 4 players (in Under 9s) from each team stand as catchers 1 metre from the opposition players in a single line 4 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout.

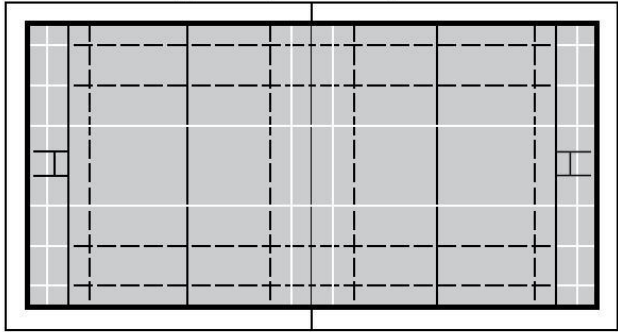
	<ul style="list-style-type: none"> ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a team mate. That player must pass the ball again to another teammate. (2 pass from Lineout). ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Lineout Offside	<ul style="list-style-type: none"> ◆ The lineout does not end until the ball is either passed by a team mate (2 pass), or touches the ground, after being passed by the receiver. ◆ Opposition backline players must stay onside and lineout players must stay in the lineout until the lineout is over. (This may be called by the defensive coach) ◆ If players are offside, the referee awards a Penalty Kick.
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players (in Under 8s) or 5 players (in Under 9s) from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ There is no pushing in the scrum and the team throwing in the ball must win it. ◆ After gathering the ball, the scrumhalf must pass it to a team-mate. ◆ If the scrumhalf doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a teammate, or touches the ground, after being passed by the receiver. ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.
Tap Restarts	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands, or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.

Under 10 and Under 11 Game Modifications 2018

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed. (No premierships in BJRU competitions)
The Ground	<ul style="list-style-type: none"> ◆ 100m x 60m (ie full field minus 10m width) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 60m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 12 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 12 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 17 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line (i.e. 10 metres from the touch line). ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks.

	<ul style="list-style-type: none"> ◆ If a kick-off or drop kick is unsuccessful in any way (e.g. wrong kick, goes dead etc), another chance is provided, and if the second kick is also unsuccessful, then a scrum is awarded at the centre of the halfway line or 22m line with the throw in to the non-infringing team.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 5 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the line-out. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the line-out must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ If the throw is incorrect (e.g. not straight), the referee awards another lineout with the same team throwing in, so the players can get it right. If the second attempt is also incorrect, a scrum is awarded to the non-infringing team. ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 6 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ A team must not push the scrum more than 1 metre (FK). ◆ No Number 8 moves allowed (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrumhalf has hands on the ball, it is not out). ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.

Under 12 Game Modifications 2018

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed.
The Ground	<ul style="list-style-type: none"> ◆ 100m x 70m (i.e. usually full field) <div style="margin-left: 20px;"> <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p style="margin-left: 20px;">Field of play 100m x 70m In-goal area 10m</p> </div>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 15 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 15 players during play, teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If one team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 20 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 25 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ No second chances for incorrect kick-offs or drop-outs.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 7 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line.

	<ul style="list-style-type: none"> ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower’s immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the lineout must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ No second chance if the throw is incorrect (i.e. not straight). ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 8 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players’ heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between ‘bind’ and ‘set’. ◆ A team must not push the scrum more than 1 metre (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrumhalf has hands on the ball, it is not out). ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.

IN THE EVENT OF UNCONTESTED SCRUMS DOES THE TEAM LOSE A PLAYER?

Player Numbers 19 and ABOVE		SECOND EVENT					
		Foul Play Injury	Blood Injury	Head Injury	Contact Injury	Yellow Card	Red Card
FIRST EVENT	Foul Play Injury	NO	NO	NO	NO	YES 13	YES 13
	Blood Injury	NO	NO	NO	NO	YES 13	YES 13
	Head Injury	NO	NO	NO	NO	YES 13	YES 13
	Contact Injury	NO	NO	NO	YES 14	YES 13	YES 13
	Yellow Card	NO	NO	NO	YES 13	YES 12	YES 12
	Red Card	NO	NO	NO	YES 13	YES 12	YES 12

Foul Play injury: An injury as a result of foul play that the referee has sanctioned with Penalty Advantage, Penalty Kick, Yellow Card, or Red card

Blood injury: A blood bin replacement signalled by the referee (on their own, or on medic advice)

Head injury: A head injury where a blue card has been given by the referee

Contact injury: Any other injury

IF A TEAM HAS LESS THAN 19 PLAYERS THEY DO NOT DROP A PLAYER WHEN CALLING FOR UNCONTESTED SCRUMS.

If a player is removed for Injury he/she can't take the field again

1. All UNCONTESTED scrums must be 8v8
2. CONTESTED scrums must have even numbers
 - If a forward has been yellow or red carded, scrums are played with reduced numbers (7v7, 6v6 etc)
 - If a back has been yellow or red carded, scrums are played 8v8
 - If a back has been subbed off to allow a front row replacement, scrums should be 8v8 (as there are 8 trained forwards on the field)
3. Any front row substitutions made due to uncontested scrums are made at next first scrum, not beforehand or at a lineout.

Guiding principle: We should never ask a player to join a CONTESTED scrum if they have not been trained to play there.

ALL Team Managers MUST inform the Referee and Opposition Manager BEFORE the GAME start on their Team Numbers – NO UPDATED TEAM LISTS WILL BE ALLOWED after.

ALL DISCREPANCIES IN TEAM NUMBERS MUST BE TAKEN UP WITH THE FIELD MARSHALL ON DUTY AND NOT THE REFEREE OR COACH REFEREE.