

Queensland Premier Rugby

2024 Competition Rules



**QUEENSLAND
PREMIER
RUGBY**

Version 1: APRIL 4, 2024

Queensland Rugby Union
Authored by: Connor Ellis
Rugby Services Manager



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Definitions

1 Definitions

- 1.1 **CLUB** is the rugby body that is a participant of the competition.
- 1.2 **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the Competition or the organisation to who the person responsible reports into. For the purposes of Queensland Premier Rugby this would be Queensland Rugby Union (QRU).
- 1.3 **JUDICIARY** is the Sub Committee as appointed by Queensland Rugby Union.
- 1.4 **PARTICIPANT(S)** includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; Ground Marshals and Volunteers
- 1.5 **QRU** is the Queensland Rugby Union Ltd
- 1.6 **RA** is Rugby Australia
- 1.7 **UNION** is the governing body of the competition
- 1.8 **WR** is World Rugby

Preamble

2 Preamble

2.1 This Competition as are all competitions played under the auspices of QRU are amateur competitions. All participants in the Competition are to be made aware of the [WR Playing Charter](#); / <http://laws.worldrugby.org/?charter=all> all which include:

(I) Principles of the Game

(II) Principles of the Laws

2.2 All participants are to be made aware that by virtue of the acceptance of a team into this competition the Match Organiser e.g. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the QRU Affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

Laws of the Game

3 Laws of the Game

All games will be played in terms of the [WR Laws of the Game](http://laws.worldrugby.org/?law=showallbynumbers) / <http://laws.worldrugby.org/?law=showallbynumbers> including / not including, as applicable, the following variations:

3.1 [Under 19 Variations](http://laws.worldrugby.org/index.php?variation=1) / <http://laws.worldrugby.org/index.php?variation=1>

3.2 [RA Under 19 Variations](https://www.rugbyau.com/participate/referee/laws) / <https://www.rugbyau.com/participate/referee/laws>

Regulations of the Game

4 Regulations of the game

All games will also be played in accordance with the [WR Regulations of the Game / http://www.worldrugby.org/regulations](http://www.worldrugby.org/regulations)

RA and QRU Policies and Regulations

5 RA and QRU Policies

All games will also be played in accordance with all [RA and QRU - Codes and Policies](#)

Law and Regulation Clarifications

6 Law and Regulation Clarifications

6.1 Law 3 Number of Players – the team – 1st Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) Law 3.34 does not apply i.e. **NO rolling substitution**

6.2 Law 3 Number of Players – the team – Colts 1

- (I) In reference to Law 3, the nominated number of players is 15
- (II) The maximum number of replacement/substitute players is 8 with a maximum of 8 movements

6.3 Law 3 Number of Players – the team – 2nd, 3rd, 4th, 5th Grades, Colts 2, Colts 3 and Premier Women

- (I) In reference to Law 3, the nominated number of players is 15 for 2nd Grade through 5th Grade, Colts 2 and 3 and Premier Women
- (II) The maximum number of replacement / substitute players is 8 with a maximum of 12 movements.

NB: Law 3.27 – i.e. Temporary Replacement – Head Injury Assessment (HIA), DOES NOT APPLY WHATSOEVER AT ANY LEVEL – Recognise and Remove Protocols are to be observed

6.4 Scrums

- (I) Law 3(17) only applies to 1st Grade

6.5 Rolling Substitutions – excludes 1st Grade

Please refer to [Schedule 1](#)

6.6 Regulation 17 – Illegal and foul play - <https://australia.rugby/about/codes-and-policies/integrity>

Standard Competition Rules

7 Standard Competition Rules

7.1 How ladder positions are determined (for competitions with premierships)

In the event of two (2) or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:

- (I) Number of wins during the regular season; then if not resolved:
- (II) Basis of the best ratio of points scored for and against; then if not resolved:
- (III) The team that has scored the greatest number of tries in competition rounds: then if not resolved:
- (IV) Team that upon countback (starting in last round and work towards first round) was the last between the two teams to lose a game
- (V) That matter shall be determined by a toss of a coin.

7.2 Postponed / Abandoned Matches

- (I) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager immediately the ground is considered unplayable or doubtful of being playable and the Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (II) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
 - (i) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
 - (ii) Where a match has been abandoned during the second half the result will be the result
- (III) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

7.3 Match and Team Medical Requirements

- (I) Clubs hosting matches played under these must comply with RA's Safety and Welfare Policies: <https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare> with respect to medical requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to RA's Safety and Welfare Policies when seeking any clarification.

Medical Doctor (MD)

Any Club hosting games Hospital Cup, 2nd Grade Men, Colts 1 and/or Premier Women is required to have a qualified **MD** present at the ground for all of these games.

The **MD** must be available to treat any incident or injury sustained by players from either Club. The **MD** must be clearly identified by wearing a bib / vest.

The **MD** is permitted to enter the field of play, as is permitted under WR Law 6.20, 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.

Team Medical Staff

(I) Hospital Cup, 2nd Grade Men, Colts 1 and Premier Women

To be on the FOP as a team medic, the person/s must be a current medical doctor, physiotherapist, nurse or hold at minimum a Level 2 Sports Trainer accreditation. These people must have also completed the RA First Aid Attendant Level 1 Accreditation.

It is recommended that at least one team medic from each competing club holds a current Immediate Care in Rugby (ICIR) certification.

(II) All Other Grades (3rd Grade, 4th Grade, 5th Grade, Colts 2 and Colts 3)

To be on the FOP as a team medic, the person/s must hold a current Rugby AU First Aid Level 1 Program Accreditation

Clubs may wish to provide additional medical services in addition to that outlined above to assist external to the playing enclosure during time on

Medical Facilities

- i. Any club hosting games in Hospital Cup, 2nd Grade Men, Colts 1 and/or Premier Women is required to have a dedicated medical room equipped with, as a minimum, the following medical equipment:

First Aid Kit	Ice
Scoop Stretcher	Defibrillator – batteries / pads
Examination Table	Crutches
Examination Light	Esky
Lockable Cupboard	Suture Instruments
Sink	Local Anaesthetic
Hot & Cold Water	Green Whistles
Hard and Soft Collars	Dressings
Resuscitation Equipment	Sling/Splints
Oxy Viva – bag	Sharps Container
Head Block	
Contaminated Waste Bin	

- ii. For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.
- iii. Clubs may wish to provide additional medical facilities in addition to that outlined above

7.4 Playing Field and Venue

a. Goal Posts

- i. All Goal posts within the playing enclosure must be padded.

b. Playing Enclosure

- i. Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.
- ii. Persons authorised to enter the playing enclosure (**Authorised Persons**):

Ground Marshal – readily identifiable -game is not to proceed until identified by the Referee i.e. a Grand Marshal / Field

Medically Qualified Persons – As outlined in these Competition Rules

Teams (2)

Match Officials, including:

Referee

Assistant Referee(s) / Touch Judge(s) (2x) / Substitution Controller(s)

Approved QRU Staff

Sports Trainer(s) – maximum (2) / Team – See Clause 7.7

A maximum of 4 ball attendants.

Note: A Breach of 7.6 (II) may incur penalties/sanctions under these competition rules and/or Rugby AU Code of Conduct. It is the responsibility of all clubs and members to ensure they are familiar with the requirements of this competition as it relates to the Playing Enclosure

- iii. Technical Zone

WR Technical Zone / Water Carriers Protocol

Note: Contained within World Rugby Law 6 and World Rugby Regulations

Personnel permitted in the Technical Zone

No more than two (2) medically trained persons (who meet the minimum requirements as outlined in these Rules) and two (2) water carriers (who may not be the Head Coach or Director of Coaching but may be an Assistant Coach), a total of four (4) per Team are permitted to operate from the Technical Zones.

No other person (including Team officials or players) is permitted in the Technical Zones.

Pursuant to WR Regulation 17, no player who has been sent off (Red Carded) or currently under suspension may be involved in any match day activities including running water.

One (1) of the medically trained personnel permitted to operate from the Technical Zone, as listed in above, may be positioned on the far side of the playing area on the

touch line opposite the Technical Zone and may move along the touch line.

The second medically trained person permitted to operate from the Technical Zone as listed above may be positioned on the near side of the playing area on the touchline, and may move along the touchline. The two (2) medically trained personnel may not be together on the same touchline.

The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere or aim comments at match officials.

Roles of personnel in the Technical Zone

Water may only be taken onto the field during stoppages in play for injuries in the playing area and when a try has been scored.

A person carrying only a kicking tee and one water bottle, (solely for the kicker's use) after a team has indicated they intend to kick at goal, or a try has been scored.

The water carriers must remain in the Technical Zone at all times unless they enter the playing area to provide water or when ONE (1) enters to provide a kicking tee to a kicker at a penalty kick. Water carriers must not obstruct, interfere or aim comments at Match Officials.

Players may come to the touchline adjacent to the Technical Zone to receive water.

Water bottles must not be thrown on to the field of play.

Management of the Technical Zone

All personnel permitted in the Technical Zone will be required to wear bibs to clearly identify them and their role when in and around the Field of Play. Each Club will be responsible for the manufacture of these bibs. It is the responsibility of the Team manager to ensure their four personnel permitted in the Technical Zone wear these bibs at all times during the game.

In the first instance the Substitution Controller(s) will manage the Technical Zones. If there is a dispute this will be resolved by the Ground Marshal. Continued non-compliance will be reported to the Referee.

The Referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.

Any breach of the protocol may be reported to the Competition Manager who shall be entitled to undertake investigations and impose sanctions as outlined under these Rules and/or Rugby AU Code of Conduct.

Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the Referee to the Competition Manager who shall be entitled to undertake investigations and impose sanctions as outlined under these Rules and/or Rugby AU Code of Conduct.

Personnel outside of the Technical Zone

All coaches unless a Water Runner NB this cannot be the Head Coach as per above must be located outside of the playing enclosure for the duration of the match.

If replacements require to warm-up and there is not an area outside the playing

enclosure, they may warm-up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in-goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure.

Players warning up in the opposition in-goal area must be wearing bibs to identify them as non-players. Those players are not to have physical contact with the players on the field including congratulating them after scoring a try. We encourage the referees to issue a warning where such conduct occurs and to penalise teams from the kick off if that behaviour continues.

c. Match Ball Protocol

The purpose of this protocol is to inform Clubs as to what arrangements have been made with regard to Match Balls for their home competition matches.

Pre-Match Delivery

QRU will liaise with the Clubs for the collection / delivery to the Club of the approved number of QRU Match Balls for mandatory use in their home matches. Three (3) Match Balls are required to be provided by the Home Club at each home match.

In 2024, mandatory branded match balls are only required for Storelocal Hospital Cup and all QPR Finals Series.

Match Day

The Match Balls are to be inflated to the required psi of 9.5-10.0 lbs per square inch (psi) as required by Law 2 of the WR Laws of the Game.

Match Day Management

In the lead up to the match the Match Balls are to be checked for pressure and be available for inspection by Match Officials or Teams if required.

At no time during the match should a ball other than an approved Match Ball be used in the match. This will require instruction to all ball persons to be vigilant.

At the conclusion of the match all Match Balls are to be collected and returned to the designated person from the Home Club.

d. Authorised Persons

- i. It is intended that the club nominate persons to become authorised persons.
- ii. No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
- iii. Clubs seeking authorisation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to authorise a person at its absolute discretion.
- iv. An Authorised Person (except Players and Ball Persons) must have completed a SmartRugby course or higher qualification. Additionally, Ground Marshals must have completed and maintained RA's Ground Marshal Accreditation
- v. All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be confirmed by searching Rugby Xplorer.

- vi. The home team shall appoint a Ground Marshal who shall ensure that this rule is complied with, and the Ground Marshal shall report any breach of these rules to the Competition Manager.
- vii. Host Clubs shall appoint a Match Manager for all Hospital Cup matches, to assist with broadcast requirements of this competition. The Match Manager will also assist the Ground Marshal and may report any breach of the rules to the Competition Manager
- viii. Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.
- ix. Unauthorised access will be treated as a breach of the RA Code of Conduct. Clubs and/or Individuals will be charged under the Code should they fail to adhere to the guidelines listed above.

e. Host Club Requirements

It is the responsibility of each club hosting a Hospital Cup match to provide the below items to each away team:

- Water – 24 minimum
- Isotonic – 24 minimum
- Ice – 3 x 5kg Bags
- Hit Shields – 8 minimum

If the Host Club fails to provide any of the above items, they will be liable to sanction under these Rules.

If a visiting club causes damage to the hit shields provided they will be liable for the cost to replace these items. Reasonable wear and tear from acceptable use is not accepted as damage.

7.5 Penalties and Protests

a. Schedule of penalties

Any breach of these competition Rules may include any combination of or all of the following:

1. Warning
2. Education or reaccreditation for individuals or clubs
3. Loss of competition point(s)
4. Issue of show cause notice
5. Monetary fine
6. Expulsion from the competition

b. Protests

- a. All protests of these Competition Rules must be made in writing and signed by either the Club President or Club Secretary.

7. Note: Appeals or protests made in regard to a matter relating to the

National Disciplinary Rules, Code of Conduct or Member Protection Policy must be made under the process and procedures outlined in those documents

- b. Protests must be received by the Competition Manager by the close of business (5pm AEST) on the first business day after the alleged breach of the competition rules.
- c. All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- d. All witness statements must be tendered on a signed statutory declaration form.
- e. The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- f. The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
- g. The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

c. Extension of Time

Notwithstanding any of the time limits stated in these rules, the competition manager may in special circumstances exercise his discretion to allow reasonable extensions of time.

d. Uncontested scrums

- h. Hospital Cup will follow the World Rugby Guidelines in regard to uncontested scrums

Regular Season

- (I) 2nd Grade through 5th Grade, Colts 1 through Colts 3 and Premier Women will abide by the below rules:
 - (i) If a game starts contested and then goes uncontested, then a reduction in players will occur except in the circumstances outlined here: <https://www.world.rugby/the-game/laws/guidelines/16>. There will no competition point penalty applied
 - (ii) If a game starts uncontested, then the team that called uncontested scrums will face the below sanctions:
 - i. Game 1: Uncontested Scrum is noted through the Match Day App by opposition and a 2 competition point penalty is applied
 - ii. Game 2: Uncontested Scrum is noted through the Match Day App by opposition and a 2 competition point penalty is applied. Club is given a show cause as to why they have gone uncontested in a 2nd match
 - iii. Game 3: Uncontested Scrum is noted through the Match Day App by opposition and a 2 competition point penalty is applied. Club will be directed to undertake and complete a Front Row Passport Management Plan
- (II) Competition Point penalties will be taken from the amount of competition points the team that called uncontested scrums received for that match. The team will not receive less than 0 points for the match, unless they also meet the conditions of a forfeit

- (III) Should both teams start the match uncontested then they will both be subject to the above penalties.

Finals Series

- (I) 2nd Grade through 5th Grade, Colts 1 through Colts 3 and Premier Women will abide by the following rules:
- (i) If a game is called uncontested (prior to or during the match), then a number of penalties will be imposed on the team that has called uncontested scrums:
- Removal of one (1) player from the playing field (Offending team reduced to 14 players)
 - Forfeiture of the higher ranked/finishing team status in the event of the draw
 - Reduction in the player movements to a maximum of five (5). If the offending team has already exceeded five (5) movements in the game, then movements will automatically cease
- (II) There is no appeal against the decision of the Competition Committee in regards to the application of this rule to the Judicial Committee or Appeals Committee

e. Integrity

- (I) It is a requirement that all players who play 1st Grade have completed the RA Player Integrity Module Level 1 (the Module).
- (II) It is a requirement that each club declare their 30 person 1st Grade team and that all of these players complete the Module prior to the first round of the competition.
- (III) If a player outside of the squad plays 1st grade during the year, they must complete the Module preferably before they play, but in any event within one week of playing 1st Grade.
- (IV) If clubs fail to comply with this rule, the penalty provisions as set out in clause 7.11 shall apply.
- (V) The Competition Manager may exercise discretion with respect to the imposition of penalties under this Rule. The Competition Manager reserves the right to audit the Club compliance with this Rule at any time.
- (VI) It is important and fundamental to the compliance with this rule that each individual player completes the Module and that the Module is not completed by any third party for and on behalf of the player. Breach of this requirement will be deemed a serious breach of the Rules.

Specific Union Requirements – Premier Rugby

8 Specific Union Requirements

8.1 Players Eligible to play

Any player who is correctly and currently registered that year with a club affiliated with the QRU / an affiliated club of a QRU affiliate.

- (I) 1st Grade specific – Subject to a written request for dispensation from the QPR Competition Manager and subsequent approval; players who are defined as Professional Players under the Collective Bargaining Agreement (including Core Playing Squad, Wider Training Squad and Injury Cover Contracts) through any Super Rugby Pacific or Super W franchise; cannot participate in any game lower than 1st Grade (Men or Women)
- (II) Subject to a written request for dispensation from the QPR Competition Manager and subsequent approval; players who have an Elite Developing Squad contract cannot participate in any game lower than 1st Grade: or if age eligible, Colts 1 (Under 20)

8.2 1st Grade and Colts 1 Participation

- (I) Participation and, or competitions shall be initiated by invitation by the QRU Board. The club must respond to the invitation in a timely manner
- (II) The Club must list the coaches for those teams and their accompanying RA registration number so that their mandatory SmartRugby compliance may be assessed.
- (III) All nomination fees and/or player levies must be paid in accordance with RA's Registration Policy, through the Rugby AU nominated registration system (Rugby Xplorer)

8.3 Competition and Grades

Participating clubs:

Club Name
Bond University Rugby
Brothers Rugby Club
Easts Rugby Union Club
GPS Rugby Union Club
Norths Rugby Union Football Club
Souths Rugby Union Club
Sunnybank Senior Rugby Club
University of QLD Rugby Union Football Club
Wests Bulldogs Rugby Club

Grades (in rating order):

1 st Grade - Men		1 st Grade - Women
2 nd Grade	Colts 1	
3 rd Grade	Colts 2	
4 th Grade	Colts 3	
5 th Grade		

8.4 Draw

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

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. 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. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

If a match or matches, for any reason, cannot be played at the drawn date / time / venue, the match or matches may be postponed to a date to be fixed. The date to play the postponed match or matches must be agreed by the two clubs by no later than the Tuesday after the date of the original match or matches. If no agreement has been reached by that time, the game will be played at a place and date determined by the management committee. Where the postponement is in the last round, the management committee will make the decision without reference to the clubs.

If either party refuses to play the game on the date determined by the Management Committee, then the match will be forfeited and the rules which apply to forfeits shall apply. It is understood that players and teams have work, study, commitments and are subject to injuries and unavailability. In the circumstances none of these shall be deemed to be a sufficient reason for not playing the game on the date determined by the Management Committee.

If a match is unable to be played in the last round of competition, then the Management Committee will make a determination as to whether or not the match must be played before the commencement of the semi-finals. The determination will be based upon whether these

games will impact upon the final composition of the points table in each Grade, affecting semi-final participation and positioning.

8.5 Competition Points

Points for a win – four (4)

Points for a draw- two (2)

Points for a bye (where applicable)- Zero (0)

Points for loss by seven points or less – One (1)

Points for scoring four (4) tries – One (1)

Points for giving forfeit – Minus 2 (-2)

Points for receiving forfeit – Five (5)

8.6 Forfeits

- (I) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (II) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit shall be loss of two (2) competition points, no points for, and a minimum of the awarding of the greater of 28 points against. The points awarded against will be increased should a result from the same competition (i.e 4th Grade) in the same round exceeds a 28-point differential. The club receiving the forfeit will be awarded five (5) competition points (win plus bonus point).
 - i. Example of point differential increase - Round 1 of 4th Grade, Team 1 forfeits to Team 2 whilst Team 3 defeats Team 4 50-0. Team 2 would receive a 50-0 BP win rather than a 28-0 BP win.
 - ii. If no match's point difference exceeds 28, this would still be the minimum positive and negative PD result given to the teams involved in the forfeit.
- (III) A Club that forfeits two (2) games in the same grade in the same season will be issued a Show Cause Notice for why its team should remain in that grade.
- (IV) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (V) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

8.7 Duration of Matches

- (I) All matches are to be played in accordance with the laws of the game, specifically Law 5 and the appropriate Under 19 variations.

Grade	Time	Injury Time	Half Time
Hospital Cup	2 x 40 minutes	Yes	10 minutes (Subject to change)

All other Grades including Colts and Women	2 x 35 minutes	No	5 minutes
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- (II) Any team not prepared to commence a match within five (5) Minutes after the designated kick off time shall forfeit the match (as determined by the referee).

8.8 Team Announcements

- (I) 1st Grade and Colts 1 specifically and if possible, all teams are to be listed on Rugby Xplorer by no later than 9:00am AEST Friday immediately prior to each game or one day prior to any match that does not fall on a weekend
- (II) All teams are to be updated on Rugby Xplorer by no later than 7:00pm AEST on the Friday immediately prior to each game

8.9 Match Results and team sheets

It is the responsibility of EACH TEAM to:

(A) 1st Grade

- (I) Enter their respective Team Sheet i.e. 23 players on Rugby Xplorer no later than 1 hour prior to kick-off
- (II) Once the team is confirmed (**NB** for 1st Grade, this is no later than fifteen (15) minutes (actual) after the commencement of the game) – advise the opposition, Match Officials and Ground Announcer.

(B) All other Grades

- (i) Enter their respective Team Sheet on Rugby Xplorer no later than 1 hour prior to kick-off
- (ii) Once the team is confirmed advise the opposition.
- (III) It is the responsibility of the EACH TEAM to:
- (i) Live Score the match via the Match Day App
- (ii) Enter the full time score and finalise the match via the Match Day App
- (iii) Enter online via Rugby Xplorer, or via the Match Day App, the full time score of both games including full details of point scorers. Both teams to be entered within thirty (30) minutes of the completion of the game.
- (IV) Information must include:
- (i) Date
- (ii) Grade i.e. 1st or Colts 1
- (iii) Competing club(s)
- (iv) Result of game

- (v) Point scorers (full names and details for both teams) i.e.
 - Tries
 - Conversions
 - Penalties
 - Dropped Goals
 - Penalty tries
- (V) It is the responsibility of both teams to act in terms of the following instructions:
 - (i) All players who took the field are to be listed on the respective Team Sheets i.e. **DO NOT** list the reserves who did not play / delete names of players listed who did not play
 - (ii) All details of point scorers are to be listed
 - (iii) All players (both teams) who have either been temporarily suspended (yellow card) / sent from the field of play (red card) / have a suspected concussion (blue card) are to be listed
 - (iv) The referee is to confirm the result of the game by confirming on the Match Day App for both teams in the presence of both teams
 - (v) All clubs must confirm the results of all games on line via Rugby Xplorer or the Match Day App by no later than noon on the first working day, usually Monday following completion of the game.
- (VI) Information entered must include:
 - (i) All players who played / reserved i.e. took the field
 - (ii) Result of game
 - (iii) Point scorers
 - (iv) Tries
 - (v) Conversions
 - (vi) Penalties
 - (vii) Dropped Goals
 - (viii) Penalty tries
 - (ix) Players temporarily suspended (yellow card) – both teams.
 - (x) Players sent from the field of play (red card) – both teams.
 - (xi) Players who have a suspected concussion (blue card)
 - (xii) Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties
- (VII) Smart Rugby Compliance
 - (i) It is a requirement within Rugby Xplorer that all coaches listed for any

competition hold a current Smart Rugby accreditation. If a coach does not hold a current Smart Rugby accreditation, they will not be eligible to be added to the team list

- (ii) If a club fails to list a Smart Rugby accredited coach on their team list, they may be penalised by the Competition Manager (Queensland Rugby Union) under section 7.11 – Schedule of Penalties

Training & Support

9 Training & Support

9.1 QRU will advise all participating clubs of a dedicated point of contact for assistance in complying with these Competition Rules

(I) For the 2024 Season, the dedicated point of contact will be the QRU Rugby Services Manager (Connor Ellis)

9.2 QRU may provide additional items of support to clubs. These may consist of items such as;

(I) Posters

(II) Ground Announcer Scripts

(III) Videos/Photos

It is expected that any items produced by the QRU and distributed to clubs are displayed and shared as requested by the QRU

Final Series Matches and Eligibility

10 Final Series Matches and Eligibility

10.1 Venues; times and duration

- (I) All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by Queensland Rugby Union.
- (II) If not at Ballymore, all finals matches will be played at venues to be determined by Queensland Rugby Union following a tender process, which is to be confirmed with all clubs at a date determined by the QRU.
- (III) For a three (3) week finals series, the format will be as follows:
 - Week 1 – 1st v 2nd (A) and 3rd v 4th (B)
 - Week 2 – Loser A v Winner B (C)
 - Week 3 – Winner A v Winner C (Higher placed Team to be listed as the “Home Team)
- (IV) The format of semi-final for each competition will be determined before the commencement of the season.
- (V) All matches are to be played in accordance with the Laws of the Game, specifically Law 5

Grade	Time	Injury Time	Half Time
Hospital Cup	2 x 40 minutes	Yes	10 minutes (Subject to change)
All other Grades, Colts and Women	2 x 35 minutes	Yes	5 minutes

- (VI) In the event of a Club forfeiting any game in the finals series, that Club’s respective team will have no further involvement in the finals series and will be fully withdrawn with immediate effect with the corresponding non-forfeiting Club’s team progressing. If team forfeits a major semi-final, that team is not entitled to play in the preliminary final.
- (VII) In the event of the scores being equal at full time in a 1st Grade semi-final, preliminary final and grand final matches, the following shall apply:
 - One (1) x maximum ten (10) minute plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result. For the avoidance of doubt golden point means the first scorer during this period is declared the winner
 - Higher placed team from the regular season; shall be declared the winner
- (VIII) In the event of the scores being equal at full time in all other grade semi-finals or preliminary finals, the following shall apply:
 - Higher placed team from the regular season shall be declared the winner

- (IX) In the event of the scores being equal at full time in any grades Grand Final applicable in 10.1 (IX), the higher placed team from the regular season shall be declared the winner

10.2 Finals series player eligibility

Management Committee requirements for players to be eligible to participate in the finals.

- (I) A contracted Super Rugby Pacific player must be registered by no later than 11:59pm Friday 1st of March. Contracted players do not have to have played the minimum number of matches as per 10.2 (III). Contracted players must be registered for a season registration and will not be considered eligible if they only register for a weekly registration.
- (II) All non-contracted players (anyone not covered by 10.2 (I)) must be registered under a **season** registration prior to 11:59PM Friday 5th of July to be eligible for finals in conjunction with 10.2 (III). This means that players who are registered as weekly registrations post Friday 5th of July will be ineligible for finals, unless dispensation is granted by the QRU.
- (III) All non-contracted players must have played a minimum number of games in separate fixture rounds for the club in that season. That minimum number of games is one third (1/3) of the number of rounds in the competition in that grade for which eligibility is being sought for the player. The fact that a player has met this criteria does not necessarily make them eligible to play in finals in any particular grade, but it is the first criteria which must be met before determining eligibility pursuant to other criteria contained in this clause 10.2.
- (IV) A player will be eligible to play in any semi-final, preliminary final or grand final if he has taken to the field, for the club in at least one third (1/3) of the regular competition matches in that grade and/or lower grade prior to the finals series. In an instance in which a competition is not divisible by three then the amount of games required will be rounded up i.e seventeen (17) match competition = six (6) matches
Note: Taking the field of play means that the player has been in the run-on side or been utilised as a replacement during the match for any period of time. Being an unused substitute does not count towards a player's finals eligibility in that division. If a team fails to list movements (for applicable grades) in Rugby Xplorer then all players listed on the team lists when the match is finalised in Rugby Xplorer will be deemed to have taken to the field of play.
- (V) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he qualifies under rule 10.2 and the club has all its senior grade teams or Colts teams playing in that final series
- (i) This concept is also applied when the club has consecutive grades e.g.. 2nd and 3rd Grades, or Colts 2 and 3, until of course the higher graded team is knocked out of the Finals Series – the spirit of these rules must still apply
- (ii) This rule also applies when as per the grade table in section 8.3, a club has consecutive levels participating in the Finals Series e.g. Colts 1 and 3rd Grade, Colts 2 and 4th Grade, Colts 3 and 5th Grade
- (VI) A player will not be eligible to play in any semi-final, preliminary final or grand final in a Grade if he has only participated in the minimum number of matches as per this rule and one half (1/2) or more of these matches have been in the starting XV team or as a fresh reserve, in a higher Grade.
- (i) Note: If a player has played one half or more of their matches in a higher Grade

as a reserve/substitute, having taken the field of play in a lower division on the same day, they will not be restricted by this rule, unless QRU determines in their sole discretion, that a club/player has deliberately gone against the spirit of this rule.

- (ii) Note: If a player plays 2 or more games as a substitute on a given match day without starting any of these games, it will count as a start in the highest grade the player benched in that day
- (VII) A player will not be eligible to play any semi-final, preliminary final or grand final in a Grade if he has played one half (1/2) or more of the total number Competition matches played have been in a higher Grade(s).
- (VIII) A player will not be eligible to play any semi-final, preliminary final or grand final if he is registered less than sufficient weeks prior to the start of the finals series to meet the minimum number of matches required for that grade.
 - (i) **NB** A Bye will be considered to be a match in this instance – excludes weekly registered players who are not registered at the time of the bye and/or registered players who were suspended at the time of the bye
- (IX) A player who satisfies the competition rules regarding eligibility to play in any semi-final, preliminary final or grand final is eligible to play and such eligibility is subject to no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series excepting if that player is replacing an injured player in a higher grade.
- (X) The management committee reserve the right to appoint a sub-committee of the management committee for this purpose of considering eligibility.
- (XI) Eligibility shall be determined by the management committee at its discretion.

10.3 Dispensation:

- (I) Competition Manager requirements for applications of dispensation for players to participate in the finals.
- (II) Dispensation is at the discretion of the Competition Manager
- (III) All applications, in the prescribed format must be received in accordance with the direction issued by the Competition Manager.
- (IV) management committee requirements for applications of dispensation for players to participate in the finals.
 - (i) Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 1500 AEST on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 1700 AEST on Tuesday, the names of players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application for dispensation.
 - (ii) Any club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The club concerned may lose the match for

which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

10.4 Specific Guidelines on Dispensation

The following is to be noted:

- (I) Any player who is not actually registered as at 1500 AEST on the Monday prior to the game in question will not receive dispensation.
- (II) Any request received outside the time-lines as detailed will not be considered and will be automatically denied by the Management Committee
- (III) Discretionary power available to the Competition Manager is in regards to injury to the player for whom dispensation is sought or forfeits and is only considered if the player is actually registered at that time. Consideration for a player who has played in a higher grade in place of a player who has been selected / played in any representative team is not included within this discretionary power
- (IV) An injury or suspension of a different player in a higher grade is not the basis for dispensation for a different player who has played in a higher grade because of his injury or suspension.
- (V) Because a contracted player for the Reds or any other Super Rugby team plays or has played with the Club is not a basis for dispensation for another player. For clarity what this means is that if you contend that a Super Rugby player would otherwise have been playing in your team had he not been on Super Rugby duty, this is not the basis for dispensation for another player who has played in a higher grade as a result of this occurrence.
- (VI) If a Club wishes to put forward an argument for dispensation based on safety grounds, detailed and specific evidence must be submitted in respect of other players who might be eligible to play if it is contended that those players are unavailable because of injury. Specifically medical evidence will be required to be provided. The issue of safety is not to be confused with the issue of ability.
- (VII) Dispensation may be sought for players who are contracted Super W, Wallaroos or Rugby AU 7s registered players and have failed to play the minimum games as required under these Rules, due to factors directly related to their commitments to Super W, Wallaroos or the Rugby AU 7s program.

Wet Weather Policy

11 Wet Weather Policy – Hospital Cup, Colts 1 and Women

11.1 Notwithstanding any of the provisions contained in these rules, the referee has the right to declare the match will not be played and therefore any of the provisions of these rules is subject to the referee’s final say pursuant to the Laws of the Game on whether the match will be played.

11.2 As the top QRU Competitions, Hospital Cup, Colts 1 and Women’s Matches – should be given every opportunity to be played.

11.3 Hospital Cup and Premier Women’s matches must be played on the main ground of the home team. Colts 1 and 2nd Grade matches may be played on another ground. The subsequent rules therefore are subject to that pre-condition. The Management Committee must approve a change of venue. Where the game is transferred to the opposing team’s home ground, this does not constitute a swap of home games and the game is deemed to have been played at the ground as per the draw.

11.4 Dependent upon the Draw, there may be no spare weekends available for “catch up” games.

11.5 Procedure:

(I) By no later than 1000 AEST on game day, the Host Club contacts the Competition Manager (RSM) to advise their ground is unplayable¹

(II) Home Club advised they have access to an alternative venue:

(i) Home Club advises its participants that the match will be played at the Home Club’s alternate venue

(ii) RSM advises Away Club that the match will be played at the Home Club’s alternate venue – the Away Club advises its participants

(iii) RSM advises QRRRA (Brisbane) Inc., (QRRRA) that the match will be played at the Home Club’s alternate venue – QRRRA advises its participants

(iv) RSM advises other relevant stakeholders (broadcast, filming, Rugby AU etc.)

(III) Home Club advise they do not have access to an alternative venue

RSM then contacts the Away Club to ascertain the availability of its ground

If Away Club’s Ground is available, then:

Away Club advises its participants that the match will be played at the Away Club’s ground

RSM advises Home Club that the match will be played at the Away Club’s ground – the Home Club advises its participants

RSM advises QRRRA (Brisbane) Inc., (QRRRA) that the match will be played at the Away Club’s ground – QRRRA advises its participants RSM advises other relevant

stakeholders (broadcast, filming, Rugby AU etc.)

(IV) If Away Club’s Ground is unavailable, then:

The above process is repeated for firstly for the next day i.e. Sunday; and if not resolved

The above process is repeated for the immediate Tuesday following the weekend – this may then involve the utilisation of Ballymore

(V) If none of the above is not achieved, then

The process will continue for the following Tuesdays up to and including the Tuesday immediately prior to the last fixture round; and if this is not achieved, then

Match will be declared a draw with each Club receiving two (2) Competition Points. No points will be awarded for “for / against” totals.

11.6 If a number of matches on the same weekend are like affected, then this may involve a number of matches needing to be re-scheduled.

(I) **NB** In the case of all games in a Round and / or Grade are not played; all games will be declared nil all draws.

(II) If the whole final round is washed out, then the round will not be replayed and no competition points will be allocated for the whole round.

(III) For the avoidance of doubt, if the game due to be played in the last round is not played it will not be regarded as a draw. If the game is not played and no forfeit has been recorded, no competition points will be allocated for that match

11.7 The RSM shall be the sole arbiter in the event of a dispute under any aspect of the wet weather rule. The decision of the RSM shall not be subject to appeal. The RSM must make a decision on the basis of common sense on the information available to them at the time.

11.8 In all cases, the Home Club retains the responsibility of the Match Day requirements e.g. Medical, Ball Boys etc. Arrangements may be made with the Away Club should the match be played at the Away Club’s venue.

11.9 All other Grades

(I) The Management committee, after consultation with the clubs involved, will direct that

(i) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) or;

(ii) The match or matches be postponed to a date to be fixed. The date to play the postponed game must be agreed by the two clubs by no later than the Friday after the date of the original game. If no agreement has been reached by that time, the game will be played at a place and date determined by the management committee. Where the postponement is in the last round, the management committee will make the decision without reference to the clubs.

(iii) If either party refuses to play the game on the date determined by the Management Committee, then the match will be forfeited and the rules which apply to forfeits shall apply. It is understood that players and teams have work, study, commitments and are subject to injuries and unavailability. In the circumstances none of these shall be deemed to be a sufficient reason for not

playing the game on the date determined by the Management Committee.

- (iv) If a match is unable to be played in the last round of competition, then the Management Committee will make a determination as to whether or not the match must be played before the commencement of the semi-finals. The determination will be based upon whether these games will impact upon the final composition of the points table in each Grade, affecting semi-final participation and positioning.
- (v) In the case of all games in a Round and / or Grade are not played; all games will be declared nil all draws.
- (vi) If the whole final round is washed out, then the round will not be replayed and no competition points will be allocated for the whole round.
- (vii) For the avoidance of doubt, if the game due to be played in the last round is not played it will not be regarded as a draw. If the game is not played and no forfeit has been recorded, no competition points will be allocated for that match
- (viii) In all cases, the home club retains the responsibility of the Match day requirements e.g. Medical, Ball Boys etc. Arrangements may be with the away club should the match be played at the away club's venue.

It should also be noted that in terms of Laws 1 (11) and (12), the declaring of an unplayable ground may occur a lot closer to the scheduled kick off time

²³ Not all Clubs have grounds that meet the minimum 200 lux average, [as is required for Semi-Professional Competition games](#). The Match Day Doctor would also need to be available.

Rolling Substitutions

12.1 Rolling Substitution - Procedural Guidelines for the Administration and Control

- (i) Sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by the Union to all clubs in advance of the first match in which rolling substitutions are permitted.
- (ii) Each club will then be responsible for providing its own supply of cards for each match in which its teams compete, preferably with different colour cards for each team.
- (iii) Each team shall appoint its responsible person (e.g. team manager, coach or parent) who shall be required to hand the appropriate substitution card in the correct sequence to the relevant official before each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.
- (iv) The Union responsible for the match will determine who the relevant official to receive the substitution cards should be. This may be:
 - i. The Field Marshal in charge of the ground
 - ii. An accredited Assistant Referee
 - iii. The Referee
 - iv. A designated representative from the opposition.
- (v) The relevant official shall receive and retain the cards during the match and shall monitor each team's use of its substitutes. He / she is not required to record any information but shall simply retain the submitted cards until after the end of the match. The cards shall not be returned to the appropriate team (or discarded) until the referee is satisfied of the final number of substitutes used by each team.
- (vi) The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.

HOME 1	HOME 2
----------------------	----------------------

HOME 3	HOME 4
----------------------	----------------------

HOME 5	HOME 6
----------------------	----------------------

HOME 7	HOME 8
----------------------	----------------------

HOME 9	HOME 10
----------------------	-----------------------

HOME 11	HOME 12
-----------------------	-----------------------

AWAY	AWAY
1	2

AWAY	AWAY
3	4

AWAY	AWAY
5	6

AWAY	AWAY
7	8

AWAY	AWAY
9	10

AWAY	AWAY
11	12

Ground Marshal

13.1 Ground Marshall Policy

It is a competition requirement that each home team must provide a Ground Marshall for control of the playing field surrounds during their game.

The Ground Marshall must not hold any other roles relating to the game (coach, manager etc.)

Their primary responsibility is to ensure the inappropriate actions of a few don't ruin the overall sporting experience for everyone.

13.2 Resources

- Vest (Easily distinguishable from other spectators and players)
- 2 Way Radio (if possible)
- Mobile Phone with image recording capacity (camera and video)

13.3 Reporting

Venue/Facility Manager or alternative club management official

13.4 Responsibilities

- Ensure that the playing enclosure is clear of non-authorized persons
- Observation of sideline (off field) behaviour
- You are a complaints receiver, a listener and a facilitator
- You make people aware of expected behaviours the first time a person breaches a code of conduct on the sideline
- You report off-field inappropriate behaviour that contravenes the codes of conduct using formal incident recording and reporting processes where behaviour is not corrected after initial contact or event is of such a nature as to possibly warrant further disciplinary action by the BJRU
- Assist in facilitating the removal of people where appropriate
- With the assistance of committee members/referees the Police may be required to be involved if the situation escalates beyond your control.

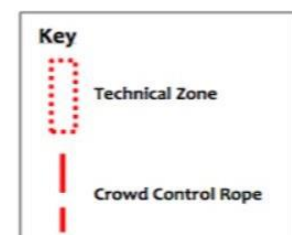
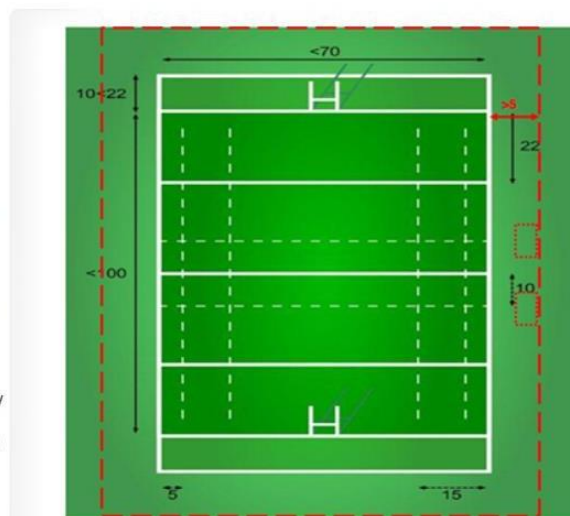
13.5 Set Up

Ensure the ground is set as per the diagram below.

Ground Set-up

Competitions may have their own set-up requirements, this is an example of a common ground set-up, your competition may not include the team technical zones, or they may be outside the crowd control rope.

- Set out the Crowd Control Ropes at least 5 meters from both sidelines
- In the case of 2 or more fields being side-by-side; if the spacing between the fields is <10m, **NO-ONE** is allowed between the 2 fields
- Put goal post pads, corner posts and flags in specified positions
- Mark out Team Technical Zones;
 - 1 on each side of the half-way line
 - Zones start a min. 5m from the half-way line
 - Each zone must be <10m in length and <3m in width
 - Must be >2m from the touch line



Check for compliance with:

- Goal post pads
- Flag Posts
- The field is free from debris including cans and glass
- All sprinkler heads are covered

13.6 Pre-Match

Introduce yourself to the people on the Key Relationships list

For the duration of the allocated game your sole responsibility is to complete the role of the Ground Marshal. You should wear the "Ground Marshal" fluorescent vest as an outer garment for the duration of your appointment in the role.

13.7 During the Match

Interaction with Match Officials

Only team captains may address the referee to seek clarity on rulings or misunderstandings. No coach or team manager can approach the referee at half time.

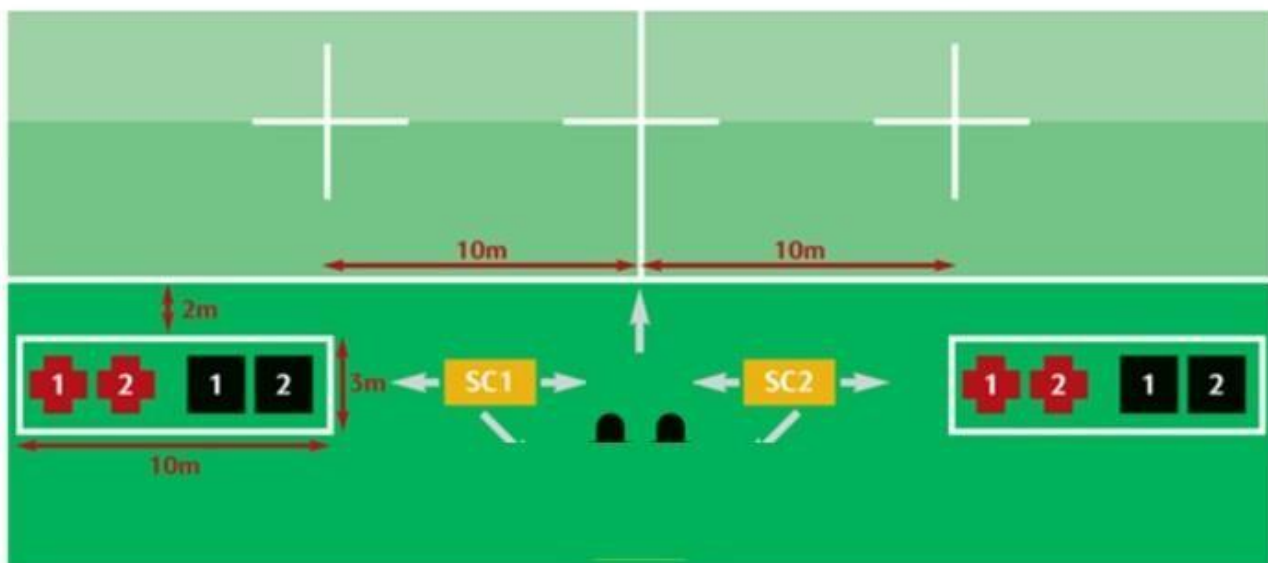
Field of Play

Keep everyone except the Match Officials and authorised persons (who should be wearing bibs), outside the playing enclosure.

Coaches are required to be outside of the playing enclosure.

Fifteens Technical Zones

Maximum of four persons allowed in the TZ



Key:



Medic



Water carrier



Temporary Suspension chair



Substitution Controller

Facilities and Ground Setup

ITEM	STATE/REGIONAL	CLUB	STATE REGIONAL	CLUB	
Amenities (Toilets/ Showers)	Shower Area 15-20m ² Toilets 10m ²	Shower Area 10-25m ² Toilets 10m ²	C	C	Each changing room requires its own shower and toilet area. State/regional facilities must have a minimum of six shower heads with hot and cold in each shower area. At Club level a minimum of 4 shower heads is required in each shower area. Separate cubicles are recommended where possible for use by males or females. Each change room should have a minimum of 2 toilets.
Change Rooms	30-45m ² x 4 (2 home and 2 away)	30-45m ² x 2 (4 is preferred)	C	C	Each change room must be separate from the others with secure entry from toilets and other change rooms. Four change rooms allows 2 men's and 2 women's teams to play/change at the same time. Change rooms must have capacity fit 28 people and include clothing/bag hooks and seating (bench) around the perimeter of the room.
First Aid/ Medical Room	15-20m ²	15-20m ²	C	C	Must include sink, wash basin, hot and cold taps, space for examination bench, sharp disposal container, disposal unit for bloodied dressings, soap dispenser, hand towel dispenser. The room must be regularly cleaned, have adequate lighting (angle poise light/s), telephone (for use in emergency), first aid kit, emergency contacts for nearest hospital, doctor, dentist, etc. Compliance with Rugby AU Medical & Safety Recommendations Compliance with Safe Work Australia's Model WHS Act.
Referees Change Room	15-30m ²	12-20m ²	C	C	Minimum of one shower with lockable cubicle (to accommodate both genders), one toilet, one hand basin, bag storage and clothing hooks - Preference is for unisex change rooms.
Strapping Room	10-12m ²	8-10m ²	P	P	Two massage tables provided within a room immediately adjacent to each change room
Meeting Room/ Administration	15-20m ²	15m ²	C	P	Room to include table, chairs, internet connection, computer, printer, telecommunications and file storage.

					At State/Regional facilities such a room can be utilised for competition management at larger scale events.
Club Social Room	150-300m ²	75 - 250m ²	C	C	Facilitates opportunities for social interaction, community use, fundraising events and club financial sustainability. Spaces should be tailored to Club membership numbers, usage and local factors. Should include bar facilities and/or access to appropriate kiosk/ canteen/kitchen.
Kiosk/ Canteen	30 - 40m ²	15-30m ²	C	C	Design will require local government (council) approval and must comply with state health standards. Internal/external serving options is preferred. Access to storage adjacent to the kitchen/kiosk is required.
Cleaner's Storeroom	5m ²	5m ²	C	O	Lockable storage for cleaning supplies.
Ground Maintenance Storage	-	-	C	C	Storage for ground maintenance equipment.
External Public Toilets	Male, Female and Accessible	Male, Female and Accessible	C	C	Must be separate to change room toilets, preferably unisex.
Car Parking	75+ spaces desirable	50+ spaces desirable	C	C	There should be adequate car parking spaces to cater for anticipated attendance with designated disabled car parking space/s provided. Car parking may be sealed or unsealed.
Utility Room	5m ² +	5m ² +	C	C	Sink, hot and cold water, shelving, hooks and drainage
Internal Storage	15-30m ²	12-20m ²	C	C	Internal storage to provide space for storage of club equipment and support flexible use.

External Storage	15-30m ²	15-30m ²	C	C	External storage for training and match day equipment.
Venue Fencing	-	-	C	O	Fencing is required around the perimeter of the grounds with a central access point/s for crowds. This is required to control crowd access and management for such activities as collecting entrance fees.
Spectator Seating	Grandstand or tiered structure for 300+ is desirable	Grandstand or tiered structure for 50-100 is desirable	P	O	Grand stand for events such as intra-state matches or grand finals and club matches. Seating areas should be positioned to allow viewing of entire pitch and avoid looking into sun and should be covered to provide sufficient protection from weather. Exact sizing is determined on a case by case basis with regards to the standard of competition/event and the anticipated attendance. Disabled seating and access are required.
Recording Facilities	-	-	P	P	Set position for recording games. Position should be elevated off the ground and have an unobstructed view of the pitch.
PA System	-	-	P	P	
Water Harvesting	-	-	O	O	Inclusion of facilities and infrastructure on the site that facilitates water harvesting and re-use for amenities (e.g. toilets) and/or ground irrigation.

C = Compulsory

O = Optional

P = Preferred

Alec Evans Medal Calculation

15.1 Statement

The Alec Evans Medal is, historically, the award for the best and fairest player in the Hospital Cup Rugby Competition.

15.2 Coverage

- a) That the Referee award points for each game for the best and fairest player in each Hospital Cup Competition game on the following basis 3, 2; and 1.
- b) That the player(s) with the highest number of points after the conclusion of the Competition games be declared the winner.
- c) That any player sent from the field of play i.e. Red Card be automatically excluded from winning this award.
- d) That any player Cited (and the Citing is subsequently upheld) be automatically excluded from winning this award.
- e) That any player who receives three (3) or more Temporary Suspensions i.e. Yellow Cards be automatically excluded from winning this award.
- f) That any player found to breach of any of the following Rugby Australia Policies be automatically excluded from winning this award:
 - a. Code of Conduct
 - b. Anti-Doping
 - c. Anti-Corruption and Betting

Selena Worsley Medal Calculation

16.1 Statement

Introduced in 2022, the Selena Worsley Medal is awarded to the best and fairest player in the Premier Women's Rugby Competition.

16.2 Coverage

- a) Each Premier Women's Head Coach provides a 3-2-1 vote mid-season and at the conclusion of the season from players across the competition, excluding members of their own team
- b) That the player(s) with the highest number of points after the conclusion of the Competition games be declared the winner.
- c) That any player sent from the field of play i.e. Red Card be automatically excluded from winning this award.
- d) That any player Cited (and the Citing is subsequently upheld) be automatically excluded from winning this award.
- e) That any player who receives three (3) or more Temporary Suspensions i.e. Yellow Cards be automatically excluded from winning this award.
- f) That any player found to breach of any of the following Rugby Australia Policies be automatically excluded from winning this award:
 - a. Code of Conduct
 - b. Anti-Doping
 - c. Anti-Corruption and Betting

Doughty Shield Calculation

17.1 Statement

Named for businessman Hector R. Doughty, a former Queensland rugby representative, boxer and rower, the Doughty Shield was awarded to the Brisbane A Grade Rugby Union Premiers from 1931 to 1941 inclusive.

The Doughty Shield was later resurrected as a Premier Grade knock-out competition from 1946 to 1951 inclusive.

Since 1957, the shield has been awarded for the club championship in Brisbane, where every team from each club contributes to an overall points tally. In 2007 Premier Rugby was not included in calculations, but this change only lasted for one season.

The champion club is determined by the total accumulation of competition points from all teams (Hospital Cup – 1st Grade up to and including 5th Grade, Colts 1-3 and Women)

Hospital Cup

18.1 Statement

Preservation of the Cup due to it being irreplaceable

18.2 Coverage

That the Hospital Challenge Cup (Cup) be held by QRU at all times.

Exception: When requested by the current Premiers for use by their Club / Sub Union (Club) away from Ballymore and if approved by QRU, the Cup must be collected from QRU; transported to and from the Club and returned to QRU – accompanied at all times by a Security Firm as selected by QRU.

All costs of this Security and any repair required to the Cup – performed by a repairer as selected by QRU will be borne by the Club.