

# **Gold Coast & District Rugby Union**



GOLD COAST DISTRICT  
RUGBY UNION

## **Senior Competition Rules**

### **2019**

Prepared by: Gold Coast and District Rugby Union

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# Definitions

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BJRU is Brisbane Junior Rugby Union

CLUB is the affiliate / body that is a participant of the competition

COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition.

GCDRU is Gold Coast and District Rugby Union

JUDICIARY is the Sub Committee as appointed by the Union

MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition

PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

QCRU is Queensland Country Rugby Union

QJRU is Queensland Junior Rugby Union

QRFSU is Queensland Rugby Football Schools Union

QRU is the Queensland Rugby Union Ltd

QSRU is Queensland Suburban Rugby Union

RA is Rugby Australia (formerly Australian Rugby Union "ARU")

UNION is the governing body of the competition

WR is World Rugby

# Preamble

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## 1 PREAMBLE

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> which include:

- (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. 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

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## 2 LAWS OF THE GAME

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

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

(a) [RA Under 19 Variations](#) /

2.2 [RA Kids Pathway U6 to U12](#) /

<http://www.rugbyau.com/participate/referee/laws>

2.3 [10-a-side Variations](#) / <http://laws.worldrugby.org/?variation=3>

2.4 [7-a-side Variations](#) / <https://laws.worldrugby.org/?variation=2>

# Regulations of the Game

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## 3 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

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## 4 RA AND QRU POLICIES

All games will also be played in accordance with all [RA Policies and QRU Policies](http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx) / <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>

# Law and Regulation Clarifications

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## 5 LAW AND REGULATION CLARIFICATIONS

### 5.1 Law 3 Number of Players – The Team

- (a) Senior Representative Rugby
  - 1. Includes QCRU Country Championships
  - 2. Nominated number of players is 23
  - 3. Law 3.33 applies with a maximum of 8 movements.

### 5.2 Under 19 Representative Rugby

- (a) Includes QRU Premier Colts and QCRU Country Championships
- (b) Nominated number of players is 23
- (c) Law 3.33 applies with a maximum of 12 movements)

### 5.3 Senior Non-representative Rugby – for Affiliates with more than two (2) or more grades

- (a) Includes Brisbane Premiership; CQRU; DR; FNQR; GCDRU; MRU; QSRU; SCRUI; and TDRU
- (b) That for its highest grade i.e. 1<sup>st</sup> / A Grade, that each Affiliate have the option of implementing:
  - (i) the aforementioned Laws; or
  - (ii) Nominating 15 players; or
  - (iii) Not nominating the number of players
    - 1. Regardless of which option is decided, the maximum number of replacement / substitute players is 8 with a maximum of 8 movements
  - (iv) The decided option is to be stated below at “Specific Union Requirements”
- (c) That for all other grades that the number of nominated players not be stated; however, that the maximum number of replacement / substitute players be 8



- (d) That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.
- 5.4 Senior Non-representative Rugby – for Affiliates with only one (1) grade and for Outside Providers
- (a) Includes CHRU; MIRU; RB and WQRU
    - (i) That the number of nominated players be 15 players; or
    - (ii) The number of players is not nominated
      - 1. Regardless of which option is decided, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements
    - (iii) The decided option is to be stated below at “Specific Union Requirements”
- 5.5 Under 19 Non-representative Rugby (includes all Women’s Competitions) and for Outside Providers
- (a) That the number of nominated players not be stated; however that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements
- 5.6 Junior – Representative Rugby (Under 15 – Under 18)
- (a) Includes QRU / QJRU State Championships and BJRU – Division 1 only
  - (b) Nominated number of players 23
  - (c) Law 3.33 applies with a maximum of 12 movements
- 5.7 Junior – Non Representative Rugby (Under 15 – Under 18)
- (a) That the number of nominated players be 15; or
  - (b) The number of players is not nominated
    - (i) Regardless of which option is decided, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements
  - (c) The decided option is to be stated below at “Specific Union Requirements”
- 5.8 Junior Rugby (RA Kids Pathway [Under 6 & 7; Under 8 & 9; Under 10 and 11; and Under 12]; Under 13 – Under 14)
- (a) RA Under 19 Law Variation to Law 3.33 be noted i.e. unlimited rolling substitutions for Under 14 and below
- 5.9 Refer also to Laws 3.20 – 3.23 (inclusive)

## 5.10 Scrums

- (a) The following Laws are to be noted as they are applicable:
  - (i) Law 3.13 – 3.19 (inclusive)
  - (ii) **NB** Law 3.16 only refers to 1<sup>st</sup> Grade
  - (iii) **NB** Law 3.26 and Law 3.32(c) do not apply at any level, whatsoever

## 5.11 [Rolling Substitutions](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf) /

<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf>

## 5.12 [Regulation 11 – Advertising Within The Playing Enclosure](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf) /

<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf>

## 5.13 Regulation 12 – Provisions Relating to Player Dress – RA has directed that this does not apply to females of any age; however, applies to males Under 15 and above

- (a) Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.”

## 5.14 Regulation 17 – Illegal and Foul Play

- (a) Temporary Suspensions (Yellow Card)
  1. The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.
  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 in the next round of scheduled fixture matches / finals match and be required to attend a Judicial Hearing..
  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 receives three (3) temporary suspensions together with the resultant suspension
  7. Clubs will receive notification once a player receives five (5) temporary suspensions together with a Notice to Appear for the player concerned
- (b) Send Offs (Red Card)
1. Match officials must, by 9.00 a.m. on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form, any player or players ordered off the field of play.
  2. Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.
  3. The Judicial Committee will meet as directed by the Management Committee 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 first business day following the match in which he 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 6:00pm on the evening of the first 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 of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
    7. RA's Disciplinary Rules are available <http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

5.15 Sanctions i.e. Suspensions – Foul Play

- (a) 17.19.10 Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:
1. be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the Game (or any form thereof) or be involved in any on-field Match day activities anywhere during the period of suspension;
  2. 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;
  3. apply and be served when the Player is scheduled to play;
  4. be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
  5. be effective immediately (subject to 17.19.11(b)).

# Standard Competition Rules

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## 6 STANDARD COMPETITION RULES

### 6.1 Rugby Xplorer

- (a) It is a mandatory requirement of RA that all players are registered via RA's [Rugby Xplorer System](http://www.rugbyaustralia.com.au/runningrugby/Registration.aspx) – <http://www.rugbyaustralia.com.au/runningrugby/Registration.aspx>
- (b) It is a mandatory requirement of QRU that the Competition Management System (CMS) attached to Rugby Xplorer is also used for all Sub Union Competition games, Senior and Junior.

### 6.2 How Ladder Positions Are Determined (for Competitions with Premierships)

- (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:
  - 1. Number of wins during the regular season; then if not resolved;
  - 2. Basis of the best ratio of points scored for and against; then if not resolved;
  - 3. The team that has scored the most number of tries in competition rounds; then if not resolved
  - 4. The matter shall be determined by a toss of a coin.

### 6.3 Postponed / Abandoned Matches

- (a) 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 must be contacted immediately the ground is considered unplayable or doubtful of being playable.
  - 1. The Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
  - 1. 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.

2. Where a match has been abandoned during half time or during the second half the result will be the result
- (c) 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).

#### 6.4 Playing Field

- (a) Clubs hosting matches played under these rules must comply with the [RugbyAU Medical and Safety Recommendations / http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx](http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx) 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 the ARU Medical and Safety Recommendations when seeking any clarification.
- (b) 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.
- (c) Goal Posts
1. All Goal posts within the playing enclosure must be padded.
- (d) Playing Enclosure
1. 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.
  2. Persons authorised to enter Playing Enclosure (Authorised Persons) are as follows:
    - Medically Qualified Person – maximum two (2) / team
    - Teams (2 x)
    - Referee
    - Assistant Referees / Touch Judges (2 x)
    - No. 4 and No. 5
    - Sports Trainer – maximum two (2) per team

- A maximum of 4 ball persons

#### 6.5 Restrictions for Authorised Persons

- (a) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.
- (b) Authorised Persons do not include a coach with the following exceptions:
  - Where the nominated coach is required to fulfil one of the listed roles in Clause 6.4(d). No coaching or technical instruction can take place while fulfilling one of the listed roles.

#### 6.6 Authorised Persons

##### (a) Process

1. It is intended that the Club nominate persons to become Authorised Persons.
  - No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
  - 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.
  - An Authorised (ex Ball Persons) must have completed a SmartRugby course or higher qualification.
  - All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be confirmed by searching Rugby Xplorer.
  - The home team shall appoint a field marshal who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee.
  - 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.

## 6.7 Schedule of Penalties

- (a) 1<sup>st</sup> Breach of any Competition Rule may include any or all of the following:
  - 1. Warning
  - 2. Loss of Competition Point(s)
  - 3. Issue of a Show Cause Notice
  - 4. Monetary Fine
  - 5. Expulsion from the Competition
- (b) 2<sup>nd</sup> or any Subsequent Breach of the same Competition Rule may include any or all of the following:
  - 1. Warning
  - 2. Loss of Competition Point(s)
  - 3. Issue of a Show Cause Notice
  - 4. Monetary Fine
  - 5. Expulsion from the Competition

## 6.8 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 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 Judicial 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.

#### 6.9 Extension of Time

- (a) 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.

#### 6.10 Uncontested scrums

- (a) It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at 1<sup>st</sup> Grade level. That to be successful in the competition at this level a team should have contested scrums.
  - (i) When 23 players are nominated in a team there must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in each front row position is required, the team can continue to play safely with contested scrums.
  - (ii) 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.
  - (iii) 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.
  - (iv) 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.

- (b) That to be successful in the competition at this level a team should have contested scrums.
- (c) It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible.
- (d) If a team commences the game with non-contested scrums as confirmed by the referee the Competition Committee shall require the team to provide an explanation and depending upon all of the circumstances the Competition Committee shall determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in clause 6.7.
- (e) No decision shall be made until such time as the club has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums.
- (f) (f) There is no appeal against the decision of the Competition Committee to the Judicial Appeals Committee or otherwise except against the decision to disqualify the team from participation in the competition.

# Specific Union Requirements

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## 7 SPECIFIC UNION REQUIREMENTS

### 7.1 Players Eligible to Play

Any player who is correctly registered that year with a Club affiliated with the GCDRU.

A player will be correctly registered once they have:

- (i) Registered as per the Rugby Xplorer Registrations.
- (ii) This must be done before the player participates in a match.

### 7.2 Team Participation

- (a) Team Nominations must list the name of the team and all information requested by the Competition Manager online for the purpose of placing the team in the most appropriate competition.
- (b) The Club must list the coaches for those teams and their accompanying Rugby Xplorer registration number so that their mandatory Smart Rugby compliance may be assessed.
- (c) A nomination fee and/or player levy must be paid within the timeframe as advised by the Management Committee.
- (d) A team will be considered accepted on approval of its nomination by the Competition Manager.
- (e) A Club which participates in a competition must be a member of GCDRU.
- (f) A Club can only participate in these competitions if that Club has signed the Participation Agreement submitted to them by the Management Committee within the specified time frame.

### 7.3 Draw

- (a) The competition will be conducted in accordance with a schedule of matches drawn up by the Competition Management Committee, prior to the start of the playing season and varied as necessary from time to time.
- (b) 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.

### **1.1 Law 3 Number of Players – The Team**

- (a) GCDRU 1<sup>st</sup> Grade, Phil Temperton Cup:
  - (i) Follows Law and Regulation Clarification 5.3 (a)
  - (ii) Nominated number of players is 23
  - (iii) Law 3.33 applies with maximum of 8 movements
- (b) GCDRU 2<sup>nd</sup> Grade, Dr Tom Nutttley Cup:
  - (i) Follows Law and Regulation Clarification 5.3 (c)
  - (ii) That for all other grades that the number of nominated players not be stated; however, that the maximum number of replacement / substitute players and movements be 8
- (c) GCDRU 3<sup>rd</sup> Grade, Col Macdonald Cup:
  - (i) Follows Law and Regulation Clarification 5.3 (d)
  - (ii) That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.

### **1.2 Competition Points**

- (a) Points for a win – four (4)
- (b) Points for a draw – two (2)
- (c) Points for a loss by seven points or less – One (1)
- (d) Points for scoring three tries, or more than three tries than your opponent – One (1)
- (e) 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 the awarding of the greater of 21 points or the maximum number of points (including competition points) scored by any team in fixture games in that round as points against.

- (iii) 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.
- (iv) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

### 1.3 Duration of Matches

1. All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations.
2. Any team not prepared to commence a match within 5 minutes after the designated kick off time shall forfeit the match (as determined by the referee)

Grade	Time	Injury Time	Half Time
1st Grade	2 x 40 minutes	Yes	5 minutes
2nd Grade	2 x 35 minutes	No	5 minutes
3rd Grade	2 x 30 minutes	No	5 minutes

### 1.4 Match Results and Team Sheets

- (a) All Grades:
  - (i) It is the responsibility of each team to:
    1. Print off two copies of their respective Team Sheets from rugby Xplorer and have them at the match. Once the team is confirmed, ideally, by no later than 15 minutes prior to commencement of match – allowing, of course, for injuries during the warm-up) then no later than 5 minutes after kick-off, they must provide a copy to the Opposition Team Manager and a copy retained by each Team as a record of the game.
    2. It is the responsibility of the **HOME TEAM** to enter online via Rugby Xplorer the full time score of all games including full details of point scorers within thirty (30) minutes of the completion of the game. Information must include:
  - (ii) Date
  - (iii) Grade i.e. Open or colts
  - (iv) Competing club(s)

- (v) Result of game
  - (vi) Point scorers (full names and details for both teams) i.e.
    - Tries
    - Conversions
    - Penalties
    - Dropped Goals
    - Penalty tries
- (b) 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 or cross their names out
  - (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) or suspected to have suffered a Concussion (blue card) are to be listed
  - (iv) The referee is to confirm the result of the game by signing where indicated – preferably in the presence
  - (v) A Copy of the Team Sheet is to be provided to the Competition Manager on request
  - (vi) All clubs must enter the results of all games on line via the RA Rugby Xplorer competition management system by no later than noon on the first working day, usually Monday following completion of the game.
- (c) 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 suspected to have suffered a Concussion (blue card) – both teams.
- (xi) Players sent from the field of play (red card) – both teams.
- (d) Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties Duration of Play.

1.5 1<sup>st</sup> Grade – Phil Templeton Cup:

- (a) For 1<sup>st</sup> Grade only (Trial in 2019) the Team Manger is to have access to the photo identification of the listed players on Rugby Xplorer. If requested by the Opposition Team for evidence of a player's identification, this is provided to the Opposition Team Manger only.
- (b) If a players identity is in doubt this is to be noted on the Team Sheet and formally brought to the attention of the Competition Manager no later than close of business on the following work day.

**2 Finals Series Matches**

2.1 Venues; times and duration

- (a) All semi-final and preliminary final matches in all grades will be played at the club venues, and commence at such times, as determined by the Management Committee.
- (b) The Grand Final will be played at a venue determined by the GCDRU and promulgated at the start of the competition.
- (c) In the event that the determined venue is unavailable for any reason, the matches will be offered to the participating clubs in the following order:
  - 1. Minor Premiers
  - 2. 2<sup>nd</sup> Place
  - 3. 3<sup>rd</sup> Place
  - 4. 4<sup>th</sup> Place
- (d) In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.
- (e) For a three (3) week finals series, the format will be as follows:
  - 1. Week 1 – 1st v 2nd (A) and 3rd v 4th (B)
  - 2. Week 2 – Loser A v Winner B (C)
  - 3. Week 3 – Winner A v Winner C

- (f) The format of semi-final for each competition will be determined before the commencement of the season.
- (g) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations

<b>Grade</b>	<b>Time</b>	<b>Injury Time</b>	<b>Half Time</b>
1st Grade	2 x 40 minutes	Yes	5 minutes
2nd Grade	2 x 35 minutes	Yes	5 minutes
3rd Grade	2 x 30 minutes	Yes	5 minutes

- (h) In the event of the scores being equal at full time in open men's semi-final, preliminary final and grand final matches, the following shall apply:
  - (i) For 1<sup>st</sup> Grade, Two (2) x ten (10) minute periods plus injury time to be played. For any lower grade, Two (2) x five (5) minute periods plus injury time to be played – with a one (1) minute interval – each period plus injury time will commence with a kick-off i.e. first period by the team that originally commenced the match etc.; then if no result
  - (ii) For 1<sup>st</sup> Grade, One (1) x maximum ten (10) minute plus injury time golden point period. For any lower Grade, One (1) x maximum five (5) minute plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result
  - (iii) Higher placed team from the regular season; then if no result
  - (iv) Most tries in the actual game; then if no result
  - (v) First try in the game: then if no result
  - (vi) Coin Toss

## **2.2 Finals Series Eligibility**

- (a) Management Committee requirements for players to be eligible to participate in the finals.
  - (i) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she has been in the run on team for the club at least one third (1/3) of the regular competition matches in that grade and/or any lower grades prior to the finals series i.e. Fifteen (15) match competition = 5 matches; Sixteen (16) match



competition + 6 matches; seventeen (17) match competition = six (6) matches; etc.

- (ii) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she qualifies under rule 8.2 and the club has all its senior grade teams playing in that final series
- (iii) A player will not be eligible to play in any grade in any semi-final, preliminary final or grand final in 2<sup>nd</sup> Grade if he has only participated in the minimum number of matches as per rule 8.2 and one half (1/2) or more of these matches have in been in the run on team in a higher grade, or if he/she has played i.e. been in the run on team a total of seven (7) of the competition matches in the 1<sup>st</sup> Grade competition
- (iv) For all other grades a player will not be eligible to play any semi-final, preliminary final or grand final if he/she has only participated in the minimum number of matches as per rule 8.2 and one half (1/2) or more of these matches have been played i.e. been in the run on team in a higher grade, or if he/she has played a total of eight (8) of the competition matches in a higher grade/s
- (v) A player will not be eligible to play any semi-final, preliminary final or grand final if he/she 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
- (vi) A player who satisfies the competition rules regarding eligibility to play in any semi-final, preliminary final or grand final has unqualified eligibility and such eligibility is provided that 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.
- (vii) The management committee reserve the right to appoint a sub-committee of the management committee for this purpose
- (viii) Eligibility shall be determined by the management committee at its discretion

### **2.3 Dispensation**

Management Committee requirements for applications of dispensation for players to participate in the finals.

- (a) 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 3.00 pm on the Monday prior to the match. The Competition Manager will

ascertain the eligibility of the players and submit to the Management Committee by 5.00 pm 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 where failure to be in the run-on team in six (6) matches has been caused by injury or forfeits.

- (b) Any further changes in teams (including reserves) must be advised in writing to the Competition Manager by 10.00 am on the Friday preceding the match. The Competition Manager will rule on the eligibility of the nominated player/s.
- (c) 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 will 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.

**NB** The following is to be noted:

- (d) Any request received outside the time-lines as detailed will not be considered and will be automatically denied by the Management Committee
- (e) To reiterate, the only discretionary power available to the Management Committee is in regards to injury to the player for whom dispensation is sought or forfeits i.e. 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
- (f) 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.
- (g) Once a player has played 9 games in the run-on team in a higher grade he is not eligible for dispensation for selection in a lower grade team for the semi-finals and finals.

## **1 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 by phone informing them of the forfeit. Where possible give the Registrar a reason.

2. Contact the GCDRRA (Referee Association) by both text and emailing:

**President: Rod Thompson – 0417 001 816** (identify your club and team/grade, time and venue)

**Email:** [admin@gcdrra.com.au](mailto:admin@gcdrra.com.au)

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

**Competition Manager: Joe McIvor – 0475825032** (identify your club and team/grade, time and venue)

**Email:** [newmcivorclan@gmail.com](mailto:newmcivorclan@gmail.com)

4. By following this procedure, we will not have teams or referees turn up unnecessarily to forfeited games.

### **3 Wet Weather Policy**

3.1 In evaluation of the playing surface from a safety viewpoint prior to a rugby event, Clubs are to utilise the Wet Weather Sporting Fields Closure Policy as detailed on the GCDRU Website. This Policy has been sanctioned by the Gold Coast City Council.

3.2 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.

3.3 The Management committee, after consultation with the clubs involved, will direct that

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

(b) 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.

(c) 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.

(d) 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.

- (e) In the case of all games in a Round and / or Grade are not played; all games will be declared nil all draws
- (f) For the avoidance of doubt, if the game due to be played in the last round is not played, subject to rule 9.2, 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

3.4 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.

#### **4 Club Championship**

The Club Championship shall be determined by adding the total weighted competition points gained by each Clubs' senior teams. The weighting shall be as follows:

- 4.1 First Grade Multiply by five (5)
- 4.2 Second Grade Multiply by three (3)
- 4.3 Third Grade Multiply by one (1)

In the event that two Clubs have equal points, joint winners shall be declared.

**12. Citing** – please also refer to the aforementioned RA Disciplinary Rules for the required procedures and documentation

Citing will incur the same process and cost as per the appeals process to cover the administrative costs and remove unnecessary citing, this is \$500.00 and if upheld will be reimbursed to the Club.