

Gold Coast & District Rugby Union



GOLD COAST DISTRICT
RUGBY UNION

Competition Rules- Juniors

2018

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DEFINITIONS

BDRU is Bundaberg and District Rugby Union

BJRU is Brisbane Junior Rugby Union

CHRU is Central Highlands 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.

CQRU is Central Queensland Rugby Union

DR is Downs Rugby

FNQR is Far North Queensland Rugby

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

MDRU is Mackay and District Rugby Union

MIRU is Mt Isa Rugby Union

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

QRFSU is Queensland Rugby Football Schools Union

QRU is the Queensland Rugby Union Ltd

QSRU is Queensland Suburban Rugby Union

RA is Rugby Australia Ltd

SCRU is Sunshine Coast Rugby Union

TDRU is Townsville and District Rugby Union

UNION is the governing body of the competition

WQRU is Western Queensland Rugby Union.

WR is World Rugby (formerly International Rugby Board (iRB))

PREAMBLE

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.

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.

LAWS OF THE GAME

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) / <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) / <http://laws.worldrugby.org/index.php?variation=1>

(a) [ARU Under 19 Variations](http://www.rugby.com.au/Portals/22/2015%20Laws/ARU%20U19%20Laws%202015.pdf) / <http://www.rugby.com.au/Portals/22/2015%20Laws/ARU%20U19%20Laws%202015.pdf>

2.2 [ARU Kids Pathway U6 to U12](http://www.rugby.com.au/Portals/22/2015%20Laws/ARU%20Kids%20Rugby%20Laws%202015.pdf) / <http://www.rugby.com.au/Portals/22/2015%20Laws/ARU%20Kids%20Rugby%20Laws%202015.pdf>

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

2.4 [7-a-side Variations](http://www.rugby.com.au/sevens/PlaySevens/SevensOverview.aspx) / <http://www.rugby.com.au/sevens/PlaySevens/SevensOverview.aspx>

REGULATIONS OF THE GAME

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

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

5 LAW AND REGULATION CLARIFICATIONS

5.1 Law 3 Number of Players – The Team

- (a) Senior Representative Rugby
 - 1. Includes QRU Premier and QCRU Country Championships
 - 2. Nominated number of players is 23
 - 3. Law 3.15 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 3.15 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; MDRU; QSRU; SCRU; and TDRU
- (b) That for its highest grade i.e. 1st / A Grade, that each Affiliate have the option of implementing:
 - (a) the aforementioned Laws; or
 - (b) Nominating 15 players; or
 - (c) 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
- (d) 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 movements be 12.

5.4 Senior Non-representative Rugby – for Affiliates with only one (1) grade and for Outside Providers

- (a) Includes BDRU; CHRU; MIRU; and WQRU
 - (a) That the number of nominated players be 15 players; or
 - (b) 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
- (c) 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 3.15 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
 - (a) 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 (ARU Kids Pathway [Under 6 & 7; Under 8 & 9; Under 10 and 11; and Under 12]; Under 13 – Under 14)
- (a) ARU Under 19 Law Variation to Law 3.14 be noted i.e. unlimited rolling substitutions
- 5.9** Law 3.8 states: “A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match. The replacement of an injured player must be made when the ball is dead and with the permission of the referee.”
- 5.10** Scrums
- (a) The following Laws are to be noted as they are applicable:
 - (a) Law 3.5; 3.6(b); (c); (d); and 3.14
 - (b) **NB** Law 3.6(d) does not apply to those Competitions that do not nominate the number of players or nominates 15 players
- 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 – ARU 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. Following this suspension the matter is deemed to have been heard and the players’ temporary suspensions count shall revert to nil.
 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
- (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. QRU's Rules for Judicial Hearings are available [here](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU016%20-%20QRU%20Judicial%20Procedures.pdf) / <http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU016%20-%20QRU%20Judicial%20Procedures.pdf>

5.15 Sanctions i.e. Suspensions – Foul Play

(a) “17.14.6 Decisions on sanctions and suspensions imposed on Players under IRB Regulation 17:

1. must be applied universally such that the Player may not play the Game (or any form thereof) anywhere during the period of suspension;
2. must not allow Players to avoid the full consequences of their actions by, for example, playing in Matches prior to the commencement of their suspension, or playing in Matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly Matches;
3. must apply and be served when the Player is scheduled to play;
4. must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of Regulation 17.14.7(c);
5. shall be effective immediately.

STANDARD COMPETITION RULES

6 STANDARD COMPETITION RULES

6.1 RugbyLink

- (a) It is a mandatory requirement of ARU that all players are registered via ARU's RugbyLink System - <http://www.rugby.com.au/runningrugby/Registration.aspx>
- (b) It is a mandatory requirement of QRU that the Rugby link (CMS) attached to RugbyLink 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 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 [ARU Medical and Safety Recommendations](http://www.rugby.com.au/runningrugby/PolicyRegister/WorkplaceHealthSafety.aspx) / <http://www.rugby.com.au/runningrugby/PolicyRegister/WorkplaceHealthSafety.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:
 - 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 attendants

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.
1. Note: that authorised persons does not include a coach with the following exceptions:
 - Where the nominated coach is required to fulfil one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.

6.6 Accredited Persons

(a) Background

1. There has been a problem in relation to the control and disciplining of persons entering the playing enclosure. It is intended for the 2016 season

to extend the 2011 trial for the accreditation of persons entering the playing enclosure.

(b) Process

1. It is intended that the Club nominate persons to become Accredited Persons.
 - No one other than the Teams, Match Officials, ball boys and girls and Accredited Persons shall be permitted in the playing enclosure during a match.
 - Clubs seeking accreditation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to accredit a person at its absolute discretion.
 - An Accredited Person must have completed a SmartRugby course or higher qualification.
 - All Accredited Persons entering the playing enclosure must have ready access to their ARU issued RugbyLink Card which details their respective Accreditation.
 - 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.
 - A coach of the team playing cannot be an Accredited Person for that match.
 - Accredited 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) 1st 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) 2nd 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 Premier level.
- (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) 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

7 SPECIFIC UNION REQUIREMENTS

7.1 Code Of Conduct – this is addition to and not in place of ARU’s Code of Conduct as adopted by QRU

A player, coach, official, parent / guardian, spectator or any other Club affiliate is bound by the Code of Conduct and shall not at any time act in a manner detrimental towards the game or spirit of Rugby Union. All, especially Club Committees, are reminded of the following:

- (a) All Clubs must take all reasonable steps to ensure that Club affiliates do not act in a manner detrimental towards the game or the spirit of Rugby Union.
- (b) Each affiliated Club is responsible for the distribution and education of the Junior Rugby Code of Conduct to players, coaches, officials, parents / guardians, spectators or any other member of the Club. The Code of conduct is to be emphasised at Sign On of any player or member.
- (c) During the course of, before, or any time after a match under the jurisdiction of the Union, a member, player, coach, official, supporter, spectator, and or any other person associated with a Club of the Union, shall not abuse or address a Referee or Assistant Referee in insulting terms, or act in an intimidating manner towards a Referee or Assistant Referee.

7.2 Team Nominations

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

(a) Team Nomination Forms

Team Nomination Forms (Annexure A) are to be submitted by the advertised date for each competition and must list the age group and name of the team and all information requested by the competition manager on the nomination form for the purpose of placing the team in the most appropriate competition.

(b) Condition of Entry

As a condition of entry into the competition:

- (i) Clubs are to appoint a Manager for each team and ensure that the Coach is accredited in accordance with Annexure F or undergoing the accreditation process, and
- (ii) A Team must accept the obligation to ensure that one (1) accredited Assistant Referee (where required) is available for all Club matches played by that team.

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

(c) Team Lists

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

- (i) Team List Forms Players must be assigned to their competition team in rugby link by the advertised date for each competition including the assignment of the coach and manager to the squad list.
 - (ii) Minimum Number of Players for Team List. Unless there are extenuating circumstances and the Competition Manager approves otherwise, Team List Forms must have the minimum number of players shown below, or, that Teams Nomination will be withdrawn:
 - a. Under 6 - 6 players;
 - b. Under 7 - 6 players;
 - c. Under 8 - 6 players;
 - d. Under 9 - 7 players;
 - e. Under 10 to 11 - 10 players;
 - f. Under 12 upwards - 12 players; or
 - g. Less than above if directed by the Committee for a particular competition (eg Sevens – 10 players)
- (d) **Certifying**
 Players must have their eligibility (in respect of age and gender) to play in that age group certified by the Club Registrar of the Club submitting the Team List.

7.3 AGE ELIGIBILITY & DETERMINING AGE GROUP

(a) **Determining Age Group**

- (i) The age group is determined as per the ARU Junior Age Policy.
<http://www.rugby.com.au/tryrugby/Administration/JuniorAgeLimits.aspx>
- (ii) There is an exception to the two-year age window as per [ARU policy - Age Grade Two-Year Window \(COM009\)](#). Copies of which must be provided to the BJRU and a copy held by the club.
- (iii) Players, who have played in an age group older than 18, or an open grade side, are not eligible to play for any Club or team in the BJRU competition except with the written permission of the Competition Manager.
- (iv) No player is permitted to play in a team whose age group is younger than the player's determined age group. Note: **The only exemption to this rule is as per the QRU020 Junior Rugby Disability Inclusion Policy.**

(b) **Minimum Age**

A player MUST turn five (5) years of age before playing in any match under the control of the Union. Four (4) year olds may be registered but cannot play until they have turned five (5) years of age.

(c) **ARU's Mixed Gender Policy**

ARU allows females to play with males up to and including Under 12s, but under no circumstances is a female to play in an Under 13 team or older that has males or will have a male team as its opposition and vice-versa.

7.4 REGISTRATION OF PLAYERS

(a) **Currency of Registration & Eligibility to Play**

No person shall be eligible to play with a Club within the Union unless:

- (i) The player has completed the current online Registration Form or current Registration Form offline and had it signed by a Parent or Legal Guardian (this form is retained by the Club Registrar); and
- (ii) The player has provided PROOF OF AGE (see rule 7.4 (b)) to the Club Registrar; and

- (iii) The Club is satisfied that the player is not currently suspended to play or under sanctioning by the union; and
- (iv) Details on the Registration Form have been input into the rugby link; and
- (v) He or she has been assigned to a team for the current season.
- (vi) Every registration, which is accepted by the Club, shall be effective for the current season only.

(b) Proof Of Age

It is the responsibility of the appointed Registrar of the Club to ensure that their players have supplied authentic documentary evidence of their birth dates of which a registered number or Reference is to be entered into the rugby link. This evidence must consist of an original of either:

- (i) A birth certificate; or
- (ii) An extract of entry of birth; or
- (iii) A current passport; or
- (iv) Drivers Licence.

Once proof of age has been produced and the document id has been input into Rugby Link, players do not need to reproduce this documentation unless changing clubs or unions.

(c) Parent or Legal Guardian

For the purposes of registration, any actions required to be taken by the player are to be taken to mean actions by the player's parent or legal guardian where the player is not legally competent to sign or complete any document required for registration.

(d) Clearance of Players

- (i) Permission – Union to Union. No permission to play will be granted to a registered player of another Union unless the player clearance has been completed and Rule 7.4 (a) has been met.
- (ii) Permission - Within the Union. No permission to play will be granted to a registered player of a club within the Union to play for another club within the union unless the player clearance has been completed; Specifically, if a player has not completed a transfer in Rugby Link prior to 1200 Friday the day before your game they will be deemed ineligible and that team will not be able to accrue competition points for that game. and Rule 7.4 (a) has been met.

Payment of Fees etc. is a matter for the player and the two Clubs concerned.

7.5 THE COMPETITION

(a) Eligibility To Play

For players to be eligible to play in competition rounds in a team they must:

- (i) As per 7.4 (a)
- (ii) Be registered with an equivalently or lower graded or younger aged team provided that there are insufficient eligible players in the competition team and they comply with the two-year age window.

(b) The Draw

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

(c) Competitions

Competitions will be organised as follows:

- (i) Competitions will be organised, as the Competition Manager considers appropriate to the number of nominations received; and
- (ii) Where insufficient nominations are received in a particular age group that age group may be combined with another age group considered appropriate by the Competition Manager; and
- (iii) Where more than one division is necessary, before the start of the main competition, a grading round or rounds, consisting of one or more matches, may be used where considered appropriate to facilitate grading; and
- (iv) Competition rounds as appropriate to the number of team nominations received shall be conducted.

(d) **Withdrawal of a Team**

Should a team be withdrawn after the First Competition Match the following penalties shall apply:

- (i) Loss of all fees payable to the governing bodies of Player Levies & Fees,
- (ii) Loss of Insurance, and
- (iii) Failure to comply with this Rule will leave the Committee with no option, but to rule that all players listed with that Club are unregistered and the prescribed ruling regarding unregistered players will apply.
- (iv) If players cease to play it will be a club decision as to the component refund they may issue.

7.6 PREMIERSHIPS & COMPETITION POINTS

(a) **Premierships**

Premierships are awarded as follows:

- (i) **Under 6 to 9** - there will be no premiership competitions held in the Under 6 to Under 9 age groups, therefore there are no Points Ladders.
- (ii) **Under 10, 11** - there will be no premiership competition held in the Under 10 to Under 11 age groups – results tables will show wins, losses and draws.
- (iii) **Under 12** - there will be no finals series with the premiership awarded on a “First Past the Post” basis, as provided for in rule 6.2.
- (iv) **Under 13 and older** - premierships shall be awarded after a finals series as provided for in the Rule Final Series of Matches.

(b) **Competition Points**

Places in the competition Under 12 and older age groups will be determined by competition points, for this purpose:

- (i) A Win shall be awarded four (4) competition points.
- (ii) A Forfeit shall be as for a Win, except, the winning team will receive 21 points in the ‘for’ column & nil points in the ‘against’ column).
- (iii) A Draw shall be awarded two (2) competition points.
- (iv) A Loss by seven (7) points or less shall be awarded one (1) point.
- (v) A Loss by more than seven (7) points shall earn nil points
- (vi) A Win by scoring 3 or more tries than your opponent shall be awarded 5 points (4 points for the win and 1 extra bonus point
- (vii) A Competition BYE, shall be awarded four (4) points and ; no ‘for’ & ‘against’ points scored for that match will be added
- (viii) Penalty shall be a deduction of competition points for penalties applied for any breaches of the competition rules as determined by the competition manager, MC or Judiciary.

7.7 WET WEATHER PROCEDURES & ALTERNATE ARRANGEMENTS

(a) **Changes to Scheduled Matches**

The Competition Manager reserves the right to ALTER THE TIME, DATE AND VENUE of any match due to circumstances beyond its control, i.e. wet weather, or for a special

purpose, i.e. - selection trials, special promotion, etc and may, where it sees fit, cancel all matches on a particular date, and make such direction as to alternative arrangements as it sees fit including:

- (i) Playing on a different date, or
- (ii) Removal of matches from the competition, or
- (iii) Declaration of all matches as draws, and
- (iv) Different arrangements may be made for each age group and division.

(b) **Wet Weather Procedure**

When the weather conditions might interfere with playing, clubs are to follow the Wet Weather Procedure Policy – see 12.6.

7.8 FORFEITS

There are a number of reasons that a forfeit may be declared and these plus the penalties for forfeits are outlined below.

(a) **Time**

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

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

A team will claim a forfeit where the opposition team does not have the minimum numbers to commence a match. In such cases the teams should be balanced in numbers and the match proceeds without recording the score. Minimum numbers where a forfeit is claimed are:

- (i) less than 12 players in age groups 12 and older, or
- (ii) less than 10 players in age groups 10 and 11, or
- (iii) less than 7 players in age group 9,
- (iv) less than 6 players in age group 8 or
- (v) less than 6 players in age group 6 and 7

NOTE: As per ARU Pathway Laws – age U6 – U12 teams must provide players to opposition team if the team has insufficient numbers to field a complete starting side.

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

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

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

(d) **Finals Series**

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

- (a) Where a team has forfeited a match for any of the above reasons, twenty one (21) points (21) to Nil will be awarded FOR the non-forfeiting team and AGAINST the forfeiting team. A win and five (5) competition points (4 for the win +1 bonus point) will be awarded to the non-forfeiting team.

7.9 Duration Of Play (includes ball sizes)

All matches are to be played in accordance with Law 5 and the U19 Variations, including the Pathway Laws. This process is not negotiable and cannot be exceeded, including the criteria below:

Playing Times & Ball Sizes

Matches shall be played at the times and grounds indicated, as set out by the Committee. Match times and ball sizes as follows:

<u>Age</u>	<u>Each Half</u>	<u>Half Time</u>	<u>Ball Size</u>
Under 6	10 minutes	5 minutes	2
Under 7	15 minutes	5 minutes	2
Under 8	15 minutes	5 minute	3
Under 9	20 minutes	5 minute	3
Under 10	20 minutes	5 minute	4
Under 11	20 minutes	5 minute	4
Under 12	25 minutes	5 minute	4
Under 13	25 minutes	5 minute	5
Under 14	25 minutes	5 minute	5
Under 15	25 minutes	5 minute	5
Under 16	30 minutes	5 minute	5
Under 17/18	30 minutes	5 minute	5

(a) **Maximum Playing Time**

The maximum playing time in any one day for a team, under 19 years of age is to be 90 minutes (Refer ARU Under Law Variation – Law 5 – Time; Law 5.1 - players).

No matter what the match is called (a trial, or competition match or a knockout match or tournament), the total amount of team playing time in any one day is to be no more than 90 minutes.

(b) **Time Lost Before Commencement**

Provided that where a Junior match (not being a semi-final, final or grand-final) begins after the appointed time, and there is a match scheduled immediately after (where another field is not available), the referee **must** shorten playing time in the delayed start match by a period of time equal to the time lost between the appointed and the actual starting time. If a Referee shortens the time under the Rule, the referee shall nevertheless cause two equal halves to be played.

Eg - If play starts 10 minutes late, in an Under 11 match, playing times will be reduced to 15 minutes each way for that match.

(c) **Time Off**

Time-off is NOT permitted in competition matches except:

- (i) Where there is **no** match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a suitable break in play for a maximum of five (5) minutes. The match will restart as though there were no break in play and the stoppage time shall not be included in the playing time; and
- (ii) Where there **is** a match following, and where in the opinion of the referee, the weather conditions (i.e. the heat and/or humidity) may cause undue stress on participants in the match, the referee may stop the match once in each half at a

suitable break in play for a maximum of one (1) minute. The match will restart as though there were no break in play and the stoppage time shall be included in the playing time.

(iii) **Finals**

Time-off shall be allowed for “permitted delays” as provided by the laws of the game, in semi-finals, preliminary finals, finals and grand finals only where scheduling of matches will allow for extra time to be played i.e. that the playing time all up does not exceed seventy (70) minutes.

(d) **Extra Time (Draw)**

Extra Time is only allowed as follows:

(i) **Competition Matches** - there is no extra time allowed.

(ii) **Semi-Finals, Preliminary Finals, Finals and Grand Finals refer Rule 8.4**

7.10 PLAYER ATTIRE AND EQUIPMENT

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

(a) **Player Strip**

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

(i) **Identical / Similar Colours** - In the event that the opposing team has identical or similar colours, the home team shall supply and wear alternative jerseys; and

(ii) **Numbers** - Jerseys shall have a distinguishing number on the back and the number is to be of a minimum length of 150mm and of such colour to be discernible within a reasonable distance; and

(iii) No two (2) players, including reserves, in the same team shall wear the same jersey number (Jersey swapping can be overcome by using for instance, tape to change the number from a 9 to 29 etc); and

(iv) **Team Sheet** - The distinguishing number shall correspond with the information supplied by the Club on the team sheet and to the fourth referee if appointed for that match.

(b) **Mouthguards**

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

7.11 PLAYING FIELDS & VENUE CONTROL

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

(a) **Club Appointed Officials**

At all matches Clubs are responsible for providing the following:

(i) A **Club Official** must be **available** and **identifiable** (wear a high visible Vest/Shirt marked Club Official), and their duties and responsibilities are:

a. The Supervision of the venue and all appointed officials; and

b. Point of contact for all enquiries; and

c. Responsible for the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Code of Conduct; and

d. The implementation of this Rule; and

- e. Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - f. Having access to a phone and the Emergency Phone List; and
 - g. Have access to the ARU Protocol for Serious Injury; and
 - h. If necessary a Club Official may also carry out the duties of a Field Marshall when only one field is in use; and
 - i. Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action.
- (ii) **Field Marshall/s** (identifiable by wearing an Orange Vest/Shirt marked Field Marshall) is to be appointed for each full size field and their duties and responsibilities are:
- a. Set up, maintenance of and patrolling the Playing Enclosure; and
 - b. Preventing the illegal entry of any person into the playing enclosure; and
 - c. Assisting the officials (Medical Person, Managers, Assistant Referees and Referee) perform their respective duties; and
 - d. Ensuring Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure; and
 - e. Assisting the Club Official implement emergency access: and
 - f. Assisting the Club official in the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club and that they comply with the Code of Conduct; and
 - g. Report any irregularities or breaches of the rules that they are unable to resolve to the Club Official for further action.
- (iii) **Suitably Qualified Medical Person/s**, (minimum requirement is a current Sports First Aid Certificate) is available, identifiable (must wear a clearly marked Vest/Shirt with "MEDICAL" marked on the Back in Red, or Red and yellow SMA polo's with Sports medicine written on back), and be in a prominent position visible to the field, is appointed to a minimum of one per full size field. For U10 and up games they should be located adjacent to the centre of the field, between the areas set aside for reserves. **Their Duties and Responsibilities are:**
- a. Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
 - b. Ensure the Club has a means of communication and contact for Ambulance: and
 - c. That the Club has an Emergency List of contacts and addresses for:
 - After hours doctor;
 - Nearest public hospital and/or emergency facility;
 - Local Medical Centre and /or facility;
 - Local Police; and
 - d. Be familiar with and have available a copy of the ARU Safety Directives and Concussion Management Guidelines as a reference when seeking any clarification: and
 - e. Checking with each Team, to establish who is going to attend to players who appear injured in the first instance, and if a Team is using Trainers, then only attend when called for by the Team or Referee, or when the Trainer is not available to attend to the player (regardless common sense must prevail and the players safety comes first); and
 - f. To have read the GCDRU on the policy for attending players:
 - (i) Where the attending medical person in the **first instance** (either home or visiting), **seeks assistance** from another qualified medical person/s, the person with the senior qualification (i.e. Doctor overrides Paramedic, Paramedic overrides Qualified Sports Trainer, Qualified Sports Trainer overrides First Aid, First Aid overrides trainer) shall have precedence in any decisions made.

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

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

(i) **Under 6 and Under 7:**

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

(ii) **Under 8:**

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

(iii) **Under 9:**

- a. Coach: On the field for 7 matches scheduled by the Committee, otherwise behind the barrier.
- b. Manager & Team Official: Behind the barrier.
- c. Trainer x 2: Seated just inside the barrier.

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

Both Team Managers and reserves must be co-located on the same side of the field whilst the match is in progress, preferably, near the Medic, in the place designated by the Host Club. The Managers are to be close enough that they can without delay consult each other when necessary. The Coach and remaining team management (excluding trainers), are not restricted on their location outside the 5 metre barrier, except where one of them is performing the role of manager.

(d) **Playing Surface**

The following applies to the playing surface:

- (i) The Referee may elect to abandon or not start a match where the ground safety standards, in the Referee's opinion are not met. In the event of such action being taken by the Referee, the procedure for Postponed Matches is to apply and the matter reported to the Competition Manager.

(e) **Player Replacements, Player Movement Dockets, Reserves, Uncontested Scrums**

- (i) The Competition does not dictate the maximum numbers of registered players in a team. However, no more than 8 replacement players may be used in a U10 – U18 age group match. These maximum numbers are:

U10 – U11 age groups – 20 players

U12 age group – 23 players

U13 – U18 age group – 23 players

(ii) Player Movement Dockets

U15s and up are to use Player Movement Dockets in all games. Every time a player is substituted or replaced a docket is to be filled out and handed to the opposition Manager or person acting in this role, or 4th Referee when being used at the time of the change and before the player takes the field.

(iii) Uncontested Scrums

The following applies:

- (i) If a team cannot field a suitably trained front row, because players are either unavailable, injured or sent off, the referee must order uncontested scrums.

- (ii) The period/s of play during which uncontested scrums occurred must be noted on the teams' score sheet and be signed by the referee. The reason and team that called uncontested scrums are also be noted on team sheet.
 - (iii) All matches played under the U19 Laws can commence with uncontested scrums without penalty.
 - (iv) Coaches or Teams are not to call for uncontested scrums when they have available, either on the field or as reserves, players who can play in those positions. This would be viewed as gaining an undue advantage over the opposing team.
- (f) **Temporary Suspension (Sin Bin)**
- (i) Under 6 – Under 12 (As per ARU Pathway Laws)
 - Time is Five (5) Minutes
 - Player is Replaced
 - Place Served & Return to Play

A player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until the time has expired.
 - (ii) Under 13 – U18 (As per Australian U19 Law Variations Law 10 Foul Play)
 - Time is Ten (10) Minutes
 - Player is NOT Replaced
 - Place Served & Return to Play

A player sent off as a temporary suspension, shall sit in the prescribed Temporary Suspended Player Area. This area is to be located at the half way line, just inside the players' enclosure, between the co-located managers.
 - (iii) Keeping Time
The Referee shall keep the time period. Under no circumstances shall the temporarily suspended player take the field until given permission to do so by the Referee.
 - (iv) Recording Temporary Suspension
The temporary suspension of a player **must** be recorded on the result sheet prior to the signing by the referee. Failure to do so could leave the player and the Club liable to suspension and / or penalty by Competition Management.
- (g) **Send Off - Player Ordered Off For Misconduct**
- (i) Under 6 – U12 (Australian Under 19 Law Variations Law 10 Foul Play),
Any player ordered off shall be replaced, providing there are replacements available. In any event, each team's on field playing numbers must be equal at all times.
 - (ii) Under 13 – U18 (Australian Under 19 Law Variations Law 10 Foul Play).
Any player ordered off WILL NOT be replaced. In any event, each team's numbers in the scrum must be equal at all times.
 - (iii) Players Club's Responsibilities
When a player is ordered off for any reason or any misconduct the Club must comply with the following Rule 6.14(b).

7.12 TEAM SHEETS & MATCH RESULTS

It is the responsibility of each team to furnish, on official forms, via their Club to the Competition Manager, the results for all matches played, no later than the times specified.

(a) **Team Sheets**

Team Sheets will be completed by each team for both home and away matches, this includes Forfeits.

(i) Prior to the Match – U6 – U18

- (a) Each team shall provide a printed team sheet from Rugby Link for their team for each match. In the event that a team sheet is not available, then a blank team sheet is to be made available by the host club.
- (b) Any player unavailable to play is NOT to be included on the sheet (or have been excluded by a line through their name and a DNP beside it).
- (c) If a player is unavailable due to injury, an INJ is to be placed next to their name.
- (d) No player is allowed to compete in a match without firstly complying with Rule 7.4 (a)
- (e) In the event that a team is short players and requires players who are eligible to play with a lower graded or aged team (1 year younger) to allow the game to commence, the following shall apply:
 - (i) Assisting players' names, date of birth and their regular team will be recorded at the bottom of the team sheet, below the printed team members.

(ii) During the Match. Fill out the following detail:

- (a) Record for each player the number of tries, conversions, penalty goals & field goals and at the bottom any penalty tries.
- (b) Record any Temporary Suspensions (Sin Bins) & Send Offs for both teams in the box provided, includes club, player's name, jersey number and reason for suspension.
- (c) Uncontested scrums including time, team called by and reason for.

(iii) Completion of the Match. Ensure the following is carried out;

- (a) Total number of points scored by each team & winning team name.
- (b) Check all detail is correct
- (c) Meet with opposition manager & agree on score
- (d) The team sheet is to be signed by the referee in the space provided. Referee to Verify Score, Temporary Suspensions & Send Offs (including reason) and sign. (Verification of Score - It shall be the duty of the Referee to verify such points recorded thereon and in the event that team sheets, duly signed by the referee, record different scores; the winning team's team sheet will be the recorded result).

(iv) After the Match. Ensure the following is complied with:

- (a) As per the Club's direction submit the result online and provide the Team Sheet to the club;
- (b) Report any Send Offs to the Club by 6pm.

(vi) Opposition Viewing Team Sheets.

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

(vii) Storage of Team Sheets

All Team Sheets are to be returned to their respective Club Registrars for scanning and filing. The original team sheet copies are to be held by the club and must be made available to the Competition Manager upon request.

(b) **Match Results - Responsibility**

It is the responsibility of the BOTH Teams to submit or confirm/dispute the results for the day.

- (i) **Submitting Results**
 - (a) Results are to be entered into the rugby link by 6.00pm on the evening of the game.
 - (b) Player Statistics details are to be entered into the rugby link no later than 12.00 noon the first business on the day after the match is played.

8 FINALS SERIES MATCHES

8.1 PREMIERSHIPS & DETERMINING FINALS SERIES

Premierships may be determined by either First Past the Post and/or finals series. For the purposes of determining First Past the Post Premierships and teams to play in the Final Series, the Competition Ladder as at 5pm the Tuesday following the last competition fixture will be used. The points on any Team Sheets subsequently received will be applied to the Competition Table only at the discretion of the Committee.

8.2 DETERMINING PREMIERS

The Premiership team will be determined by conducting either:

- (a) **Semi-Finals, Preliminary Finals and Grand Finals:**
 - (i) Minor Semi-Final - team third in competition points to play team fourth in competition points table; and
 - (ii) Major Semi-Final - team first in competition points to play team second on competition points table;
 - (iii) Preliminary Final – winner of Minor Semi-Final to play loser of Major Semi-Final; and
 - (iv) Grand Final - winner of (b) to play winner of (c).
- (b) **5 team Semi-Finals and Grand Finals:**
 - (i) Minor Semi-Final - team fifth in competition points to play team fourth in competition points table; and
 - (ii) Major Semi-Final - team third in competition points to play team second on competition points table;
 - (iii) Minor Premiers – have bye the first week of finals
 - (iv) Minor Preliminary Finals – winner of Minor Semi-Final to play winner of Major Semi-Final; and
 - (v) Major Preliminary Final – loser of major semi-final to play Minor Premiers
 - (vi) Grand Final - winner of (d) to play winner of (e).
- (c) **Semi-Finals and Grand Finals:**
 - (i) First Semi-Final - team fourth in competition points to play team first in competition points table; and
 - (ii) Second Semi-Final - team second in competition points to play team third on competition points table; and
 - (iii) Grand Final - winner of (a) to play winner of (b).
- (d) **Finals and Grand Finals:**
 - (i) Team first on points table goes straight into grand final; and
 - (ii) Teams placed second and third on points table play each other;
 - (iii) Winner of (b) plays (a) in Grand-Final.
- (e) **Grand Finals Only** - Top two teams placed on points table become Grand Finalists.
- (f) **First Past the Post** - As per 6.2 (a).

8.3 TIMES AND VENUES

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

8.4 EQUAL POINTS & EXTRA TIME IN FINALS

Equal Points and Extra Time in Finals is determined as follows:

- (a) **Semi-Finals, Preliminary Finals & Finals** - there is no extra time allowed. If **points scored by the teams are equal at the end of play, then the team which** entered the match with higher competition place on the points table shall be declared the winner.
- (b) **Grand Finals** - if the points scored by the teams in a Grand Final are equal at full time, an extra five (5) minutes each way shall be played to determine the winner. One minute shall be allowed to change ends at full time and after the first period of extra time. Method of restart for each period will be a scrum at halfway, team feeding the scrum decided by a toss of the coin and then alternated for the second period. If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared JOINT PREMIERS. In the case of joint Premiers one team will be issued with the Trophy and their pennants will be issued once the subsequent order has been received. The other team shall receive the Premier pennants. Teams are to mutually agree on retaining the trophy for an equal amount of time each.

8.5 SCHEDULED START TIME - FORFEIT OF MATCH

For any Final, Semi-Final, Preliminary or Grand Final, if a team is not ready to take the field by the scheduled start time as notified by the Competition Manager, that team shall forfeit the match.

8.6 FINALS DIRECTIVE

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

8.7 PLAYER ELIGIBILITY FOR FINALS

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

(a) Eligibility Lists

By 5:00pm on the Monday following the 2nd last set of scheduled matches, or prior to if requested, all teams participating in the finals must submit to the Competition Manager:

- (i) A list of all eligible players in alphabetical order, including Last Name, First Name and Date of Birth; and
- (ii) Submissions for player dispensations, including medical certificates if applicable.
Exception: The Competition Manager may issue an eligibility list for each team and from this, dispensations can then be submitted if required. If this is to occur notification will normally be included in the Finals Directive.

(b) Player Eligibility Criteria

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

- (i) Be registered with that team and have played in at least 50% of all premierships matches scheduled for that team in that competition;
- (ii) For Under 15 - 18 competitions that have five or less games excluding the finals be registered with the team and appear on the Team List Form or Supplementary Team List Form and have been available to play in at least two of the premierships matches scheduled for that team in that competition; or
- (iii) Have received dispensation from the Committee.

- (c) **Eligible to Play in More than One Team**
Where a player is registered to a lower graded or aged team, but has played 50% of all the Unions scheduled matches in the higher graded or aged team, that player shall be deemed to be registered in the higher graded or aged team.
- (d) **Game Count Eligibility**
For a game to count for finals eligibility a player must have met the “availability to play a match” criteria. Availability to play is determined by either:
- (i) Named on the Team Sheet and having been part of the starting team or reserve bench
 - (ii) Named on the Team Sheet in the case of a Forfeit as available to play; or
 - (iii) Noted on the paper Team Sheet as injured or ill with reference to a medical certificate held by the club registrar and provided for dispensation; or
 - (iv) Notes on the Team Sheet as on representative duties (GCDRU, QJRU, QRU, ARU Representation only); and
 - (v) **Suspension or Disqualification** – does not count towards eligibility.
- (e) **Transferred Player**
Eligibility for transferred players is determined as follows:
- (i) **Within the Union.** Where a player has played matches for another Club within the union, and a clearance has been granted, matches played for that other Club in an equivalently graded team will be counted towards eligibility.
 - (ii) **From Another Union.** Where a player has played matches for a Club from another union and a clearance has been granted, a letter is required from the losing union stating the amount of matches played for that other Club in an equivalently graded team in order for them to be counted towards eligibility.

8.8 DISPENSATION

Dispensation may be applied for in writing to the Competition Manager), by the Club President to enable their Club team to field a full side with at least three (3) reserves. The Dispensation Committee will comprise the Competition Manager, Qld Competition Manager and 1 other, to deal with any dispensations not granted by the Competition Manager.

- (a) **Granting Dispensation**
Dispensation applications will be granted under the following criteria:
- (i) The Competition Manager may grant dispensation for:
 - a. In the case of sickness or injury, a medical certificate accompanies the application; or
 - b. The player is registered with an equivalently or lower graded or younger aged team under Rule 7.2 provided that there are insufficient eligible players in the finals team, up to 18 total players; or
 - (ii) With approval of the Dispensation Committee:
 - a. be registered with an higher graded team under rule 7.2 provided that there are insufficient eligible, suitable and available players in the finals team qualified under (i) above and in the case of reserves, take the field only in the case of injury; or
 - b. In the opinion of the Committee there are extenuating circumstances beyond the control of the player or Club concerned.
- (b) **Right of Appeal**
The decision of the Dispensation Committee may be appealed to the appeals committee upon receipt of the appeal within 24 hours of the Dispensation Notice being issued.
- (c) **Dispensation Conditions**

Granting of dispensation will be on a form issued by the Competition Manager and one or more of the dispensations conditions that may be granted depending on circumstances are:

- Condition 1: Player is granted dispensation to play in the run on Team or as a reserve.
- Condition 2: Player is granted dispensation to be a reserve and IS ONLY PERMITTED to take the field in place of an INJURED player. The injured player is NOT to take the field again.
- Condition 3: Player is granted dispensation to play providing that: a player who was available and played during the season, who is able to play in that position, is not displaced from the run on team, or, if a reserve, as the first replacement.
- Condition 4: Is NOT granted dispensation to play.

9 TEAM MANAGEMENT

Team Management are responsible for the actions of their team, and they are also to be conversant with the applicable Laws, Competition Rules and GCDRU, QJRU, QRU & ARU Policies and Procedures.

9.1 REGISTRATION

All Team Management are to have current registrations in Rugby Link.

9.2 COACH & TEAM MANAGEMENT DETAILS

Clubs are to ensure that the Coach and Manager are assigned to their appropriate squad list in Rugby Link.

9.3 COACHES

Coaches are to:

- (a) Be registered in Rugby Link
- (b) Hold the required coaching accreditation for their age group. See Annex G – GCDRU Coaching & Refereeing Accreditation Minimum Requirements.
- (c) Have read the current WR Laws of the Game, WR U19 Variations, ARU U19 Variations and Game Management Guidelines and BJRU Competition Rules.

9.4 MANAGERS

Managers are to:

- (a) Be registered in Rugby Link.
- (b) Be conversant with the Competition Rules.

9.5 COACHES & TEAM MANAGEMENT AGREEMENT FORM

Coaches and Team Management are to read and sign the “Coaches & Team Management Agreement Form” (see Annex C) each season before they commence training. This includes Coaching Co-ordinators / Directors and Assistant Coaches, Managers, Team Officials, team appointed Assistant Referees and Sports Trainers where appointed.

9.6 COACH & MANAGER AS REFEREE, ASSISTANT REFEREE, OR TRAINER

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

- (a) Refereeing - the coach or manager is not to referee their own team without prior approval of the opposition coach. Preference should be to the manager (if accredited)..
- (b) Assistant Referee or Trainer - coaches are not to act as Assistant Referees or trainers for their team. Managers are not to act as an Assistant Referee or trainer for their own

team, except in exceptional circumstances where no other person is available to perform this task and before being an Assistant Referee ask the opposition if they can appoint one.

10 REFEREES & ASSISTANT REFEREES

10.1 APPOINTMENT OF REFEREES

Referees in the Union are appointed as follows:

- (a) **Under 10 and Older.** The Appointment Board of the GCDRRA (Gold Coast) shall have sole authority to appoint referees to all matches (including semi-finals, finals, grand finals and representative matches) played under the control of the Competition; and
- (b) **Under 6 to 9.** The Committee delegates this authority to the home Club who shall appoint a referee from its pool of suitably accredited Club referees. See Annexure K – GCDRU Coaching & Refereeing Accreditation Minimum Requirements. Qualified referees are required to wear their pathway referee vest; and
- (c) **Finals.** For all Semi-Finals, Preliminary Finals, Finals, Grand Finals and Representative Matches the Appointment Board of the GCDRRA (Gold Coast) shall also appoint Assistant Referees and a Fourth Referee. Where this is not feasible the Competition Manager is to arrange accredited Assistant Referees and a Committee Member or a person authorised by the Competition Manager to act as the Fourth Referee.

10.2 NO APPOINTED REFEREE

When there is no appointed referee present the procedure is:

- (a) In the event of a Referee not attending within ten (10) minutes of the scheduled start of a match, a substitute shall be appointed by mutual consent of the opposing coaches. The substitute Referee must be qualified and will assume control of the match until such time as the appointed Referee arrives; or
- (b) Failing such an agreement between the two coaches being reached, the host club shall nominate an individual to Referee (preferably fully qualified - the minimum requirement is that the person must be SmartRugby current). On arrival the appointed Referee shall assume control during the next break in play.

10.3 REFEREE UNABLE TO CONTINUE

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

10.4 REPORTABLE INCIDENTS

There are two (2) types of reportable incidents:

- (a) **Player Ordered from the Field** – As per 6.5 (b) (i)
- (b) **Misconduct/Protest Report** - A Referee may also report in the form of a written signed report to the Unions Competition Manager by 12 noon Monday following the fixture, any breach of these rules or, any other misconduct of Junior players or officials, or supporters IN OR ABOUT a Junior match under their control. These reports will be dealt with by the Committee and if required forwarded to the Judicial Committee.

10.5 ASSISTANT REFEREES

- (a) **Club Requirements**

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

- (i) Under 6 - 9 Teams. This person would normally be an adult and does not have to be accredited;
- (ii) Under 10 and Older. Accredited Assistant Referee.

(b) **Age Requirements**

Assistant Referees are to meet the following age requirements:

- (i) Under 6 – 9 Matches. At least twelve (12) years of age; and
- (ii) Under 10 and Older. To have attained the age of fifteen years and/or hold their Level 1 Assistant Referee; or
- (iii) The exception to this is an accredited Referee who may Assistant Referee any match.

(c) **Reporting to the Referee**

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

(d) **Dress**

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

(e) **Assistant Referee Vests**

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

11 AFFILIATION FEES / PLAYER LEVIES / OTHER PAYMENTS & INSURANCE

11.1 AFFILIATION FEE

This fee is applicable to affiliated members of the Union (not Satellite Clubs) and an invoice for the Union Affiliation Fee will be forwarded from the Treasurer to each Club that enters the competition at the beginning of each season (March).

11.2 PLAYER LEVY

How the player levy is applied and invoiced is as follows:

- (a) Once Per Player. Unless otherwise stipulated by the Competition Management, a player is required to pay the Player Levy only once in any one year. That is, if the player plays in the Under 16 Season 1 and Season 2 Competitions, the levy need only be paid once for that player.
 - (i) Invoices. Any outstanding player levies (those not paid online) will have invoices sent to the club from the various stakeholders for each of the player levy components.

11.3 PLAYER TRANSFERS

- (a) **Transfer to another Union**. The player levy will not be reimbursed; and
- (b) **Transfer into the Union (GCDRU)**. The player may incur a stakeholder player levy. The player will not be charged another insurance levy.

12 POLICIES & PROCEDURES

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

12.1 GCDRU / QJRU / QRU MANAGEMENT COMMITTEE DIRECTIVES

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

12.2 CARNIVALS & TOURNAMENTS

- (a) Clubs are encouraged to run Carnivals and tournaments, but they must comply with the following:
- (i) **Notification to GCDRU.** The GCDRU is to be informed in writing that a Carnival or Tournament is being conducted and are to be sent a copy of the Instructions / Handout specifying how it is to be conducted.
 - (ii) **Sanctioning.**
 - a. The Host Club must complete the [ARU Event Sanctioning Form](#) and have written approval prior to any carnival/tournament or trial game being conducted.
 - b. The QRU reserve their right to amend the conduct of the Carnival / Tournament, or not to sanction it if the Carnival / Tournament does not comply with the Rules, and / or directives of the GCDRU / QJRU or QRU.
 - (iii) **Rules.** Carnivals and Tournaments conducted by GCDRU Clubs must have in the Instructions / Handout for the conduct of the Carnival, or Tournament, a statement that it is being conducted using the GCDRU Rules and is to also specify length of matches, field size and so forth, if they differ from anything contained in these Rules.
- (b) **GCDRU Representative Teams & U12 Skills Development.** Representative teams Documents covering the procedures and management of GCDRU Representative Teams can be found on the GCDRU Web Site: www.GCDRU.com.au
- (c) **Club Organised Games, Tours and Visits**
The following applies to any club organised game, tour or visit:
- (i) Any game conducted outside the normal competition parameters requires the ARU Event Sanctioning Form to be completed by the host club and approved prior to the game being played.
 - (ii) **Notifying.**
 - a. Within the GCDRU.
For games between affiliates of the Union (GCDRU), clubs must inform the Competition Manager, who may sanction the game.
 - b. Within the State, including Schools. For games between affiliates of the QJRU, clubs must send the Event Sanctioning Form to the Competition Manager, who may sanction the game, provided the other team has had the game sanctioned by their Union. The QRU is to be informed.
 - c. Interstate. For games Interstate, clubs must send the Event Sanctioning Form to the Competition Manager, who may give initial sanctioning, provided the other team has had the game sanctioned by their Union. The GCDRU then informs the QRU, and / or ARU) of any tours, and / or visits, either to, or from Teams / Clubs that are based interstate or overseas. Visiting Teams must have the game sanctioned by their Home Union.
 - d. Overseas. For tours, and / or visits, either to, or from Teams / Clubs that are based overseas, clubs must send the Event Sanctioning Form to the Competition Manager for initial sanctioning. Visiting Teams must have the game sanctioned by their Home Union prior to request for GCDRU

Sanctioning. The BJRU may give initial sanctioning, and forward to the QRU, and ARU for final sanction.

- (ii) **Guidelines.** Clubs are to also read the current policy documents in relation to rugby Tours – found under <http://www.gcdru.com.au/index.php/grass-roots-rugby/information/policies-procedures> of the GCDRU website, that deals with Tours to ensure they comply with the current guidelines; and ARU's Event Sanctioning guidelines found under <http://www.rugby.com.au/tryrugby/Administration/PolicyRegister/EventSanctioning.aspx>
- (iii) **Laws.** Visiting Clubs / Teams are to conform to the Laws of the Game and U19 variations as directed by the ARU and for pathway Under 6 - 12 must conform to the ARU Relevant Pathway Laws for that age group.
- (iv) **Competition Rules.** All games played within the Union are to be played under the GCDRU Competition Rules and the opposition teams are to be informed of such. When visiting a Team outside of the Union the Competition Rules of that Union would apply.
- (v) **Sanctioning.** No game which is not programmed by the Competition Manager (GCDRU) is to proceed without the appropriate Event Sanctioning Form completed and full sanction being granted by the required governing Rugby bodies.
- (vi) **Referees.** The GCDRU does not organise referees for any games which are not programmed by the GCDRU. Clubs are to ensure that an appropriate Referee is appointed to such games. For U11 upwards the club is to approach the GCDRRA (Gold Coast) after the game is sanctioned and any recompense is a matter between the Club and the GCDRRA (Gold Coast).

12.3 ENTRY OF NEW CLUBS INTO THE GCDRU COMPETITION

The document formerly named "New Club Action Plan" can be found on the GCDRU Web Site: [www.GCDRU.com.au / resources / administration / Setting up a new club](http://www.GCDRU.com.au/resources/administration/Setting%20up%20a%20new%20club)

12.4 GRADING POLICY – U10 AND UP

(a) **U10 and Up Grading occurs as follows:**

- (i) Each Club shall be asked to nominate teams with detailed information on the name of the team & player numbers in the previous season, any player changes to the team from the previous season and for Under 10 upwards the prediction of a win / loss ratio should the team play every other team in the age group, including the preferred division.
- (ii) Teams from the previous season shall be ranked. Where the previous season was an ungraded age group, for / against totals shall be used to place teams in an initial order. Where the previous season was graded, the final order shall be used in order of divisions, and usually the top two teams in each lower division shall have grading matches against teams in the division immediately above it.
- (iii) Using detailed information provided on the Team Nomination, the rank order shall be adjusted to increase or decrease the rank accordingly.
- (iv) The rankings will be used for arrangement of any pre-season / grading matches. The results of these matches will be used to further adjust rankings in an age group.

- (v) During grading matches, teams are to indicate on the match Team Sheet if the team was deficient in numbers, and/or missing key players, be specific, as this allows the Competition Manager to take these vagaries into account.
- (b) **Allocation to Divisions**
 The appropriate number of divisions shall be determined on the basis of:
- (ii) The number of teams nominated;
 - (iii) The number of weeks available for competition;
 - (iv) The relative strengths of teams (e.g. where there would appear to be a significant break between two teams of adjacent rank, this would constitute a divisional break); and
 - (v) Where it is not possible to create a division with the required number of matches, non-competition and double point matches can be used to ensure each team plays every other team an equal number of times, HOWEVER the number of such matches shall be kept to a minimum: and

12.5 WET WEATHER PROCEDURE POLICY

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

- (i) **DAY / NIGHT PRIOR** – The Club whose field is unavailable is to inform the Competition Manager and the procedure for “Field Unavailability” is to apply.
- (ii) **MORNING of MATCH** - The following procedure will occur on the morning of the scheduled match:

Please Note:

- (a) Whilst the procedure below is taking place all others should stay off the phone.
- (b) Remember if it just raining and has not been heavy for more than one day, matches will generally be still on.
- (c) **Golden Rule** - if you have not received a phone call the match is still on.

6.00 — 6.25am	Club Representative (e.g. President) to notify competition manager that fields are unavailable after recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.
6.25 — 6.50am	Club Representative is to contact opposition Club Contacts to notify them of field closure.
6.50 — 7.00am	Clubs effected notify their Team Managers (youngest age group first) of field closures
7.00am onwards	Manager notifies Team Members.

12.6 FORFEIT PROCEDURE

PLEASE follow the procedure listed below when forfeiting a game

The team that is forfeiting is to:

1. Contact their own AND opposition Club Registrar by phone informing them of the forfeit. Where possible give the Registrar a reason.
2. Contact the GCDRRA (referees association) by both text and emailing:

Rod Thomson – 0417 001 816 (identify your age, club and team name, time and venue)

Email – president@gcdrdra.com.au

3. Contact the Competition Manager by text or email informing him/her of the forfeit.

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

12.7 MEDICAL POLICY SPORTS TRAINERS AND MEDIC PROCEDURE

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

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

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

- c. *If the injury appears to be serious or play is continuing in reasonably close proximity to the injured player, they (medics/sports trainers) should then get the attention of the referee to stop the play so that the injury can be dealt with. All referees should be aware that the safety of the injured player is paramount in these circumstances (particularly in comparison to game continuity).*
- d. *The referee should act in such a manner that the trainer or medical attendant is enabled to carry out their role safely and efficiently. The referee should not offer medical advice under any circumstances, but simply facilitate the treatment of the injured player.*

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

12.8 PHOTOGRAPHY & VIDEOING POLICY

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

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

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

AMENDMENTS TO THESE RULES

Amendments to the Competition Rules do not take effect until 28 days after notification of the amendment has been issued to the Clubs, except if that Rule was passed at any General Meeting of the GCDRU Inc.

Clubs may apply to the GCDRU MC for amendments, alterations or interpretations of these competition rules from time to time as is necessary.

The Committee may at any time amend, repeal or add to these Competition Rules.