

Rugby Gold Coast Ltd.

Senior

Competition Rules

2010



Contents

- 1. DEFINITIONS** Defines the terms used in the Rules.
- 2. LAWS OF THE GAME**
- 3. TEAM NOMINATIONS** Sets out the requirements for nomination of teams.
- 4. REGISTRATION OF PLAYERS** Sets out what must be done for all players, coaches, managers and volunteers to be registered and insured
- 5. COMPETITION** Describes how the competition is to be conducted.
 - 5.1 The Draw
 - 5.2 Competition Points
 - 5.3 Postponed/Abandoned Matches/ Wet Weather Policy
 - 5.4 Forfeits
 - 5.5 Duration of Play
 - 5.6 Player's Attire and Equipment
 - 5.7 Playing Field. Medics
 - 5.8 Replacements, Reserves, Uncontested Scrums
 - 5.9 Temporary Suspensions
 - 5.10 Players Ordered Off The Field
 - 5.11 Match Results and Team Sheets
- 6. FINALS SERIES MATCHES** Describes how the finals will be conducted and any restrictions on participation.
 - 6.1 Venues, Times and Duration
 - 6.2 Drawn Semi/Preliminary Final
 - 6.3 Drawn Grand Final
 - 6.4 Finals Series Player Eligibility
- 7. REPRESENTATIVES PLAYERS** Outlines criteria for selection.
- 8. PROTESTS** Describes how complaints are lodged against breaches of the rules.
- 9. APPENDIX** Contains pro-forma for Applications, plus RGC Registration and Transfer Policy, QRU Age Policy and RGC Code of Conduct.

1. DEFINITION OF TERMS

For the purposes of this document:

- (a) **ARU** is the Australian Rugby Union Ltd.
- (b) **QRU** is the Queensland Rugby Union Ltd.
- (c) **RGC** is Rugby Gold Coast Ltd.
- (d) **SENIOR MANAGEMENT STEERING COMMITTEE (SMSC)** is the Committee nominated by the RGC Board to oversee the management of the Senior Competition.
- (e) **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the Senior Competition.
- (f) **CLUB** is the rugby body that is affiliated with RGC and is a participant in the Competition.
- (g) **JUDICIARY** is the Sub Committee as appointed by the RGC Board.
- (h) **MyRugbyAdmin** is the Administrative system set up by the ARU to facilitate the online Registration of Rugby players Australia-wide.
- (i) **Playing Enclosure** is the area within a boundary of five (5) metres outside the perimeter of the playing field.
- (j) **Competition** is the RGC Senior Competition
- (k) **International Rugby Board (IRB) Laws of the Game** are the Laws under which the RGC Senior Competition Rules are derived.
- (l) **GCCC** is the Gold Coast City Council.
- (m) **ECMS; Electronic Competition Management System.** A sub-system of MRA which allows RGC and individual Clubs to electronically enter, monitor and record their teams and results.

2. LAWS OF THE GAME

Matches must be played in accordance with the Laws of the Game of Rugby Football and the rulings thereon, as published by the International Rugby Board (IRB) including 7 a side variations, together with all by-laws and directives of both the ARU and QRU.

3. TEAM NOMINATIONS

- i) Participation in the Competition shall be initiated by RGC calling for nominations for each grade by the 12th February 2010.
- ii) Team Nominations must be lodged by the 19th February and must list the name of the team and all other information requested by RGC.
- iii) Team Nominations must also identify the Coach for that team and their accompanying MyRugbyAdmin Registration Number, so that mandatory SmartRugby compliance can be assessed. **All** coaches must hold **ARU Level 1 Coaching Accreditation**. All Club coaching data must be forwarded to RGC by the **26th March 2010**.
- iv) A team will be considered accepted on approval of its nomination by the Senior Management Steering Committee. **(SMSC)**
- v) All teams nominated to participate in the RGC Competition, must be insured with the ARU-nominated Insurer, Failure to do so will result in that team being excluded from the Competition until insured. (See Appendix 3)
- vi) No Club holding a debt to RGC will be permitted to compete in any Finals Series, unless a Repayment Schedule has been approved by the RGC Board.
- vii) Any Club with a Colts Team, (U20) must ensure that all players are a minimum age of eighteen (18) years by the commencement of the U20 Competition. Any player who turns 18 during the course of the season may apply, through their club to the SMSC, for approval to join the Colts Competition. The QRU's Movement Between Dispensated and Non-Dispensated Rugby Policy which covers this area must also be adhered to.
See **Appendix 4** for QRU Policy.

4. REGISTRATION OF PLAYERS

Please see the RGC Registration and Clearance Policy at Appendix 3 of this document.

- i) A player may play for the club of his choice.
- ii) No player shall be eligible to play or train with a Club within RGC unless that player has signed a Registration Form. The player must be then registered by the Club, via MyRugbyAdmin (MRA), by 12:00 noon the following **working** day. Every registration form is to be retained by the club and produced on demand.

Penalty: Unregistered Players; First Occurrence may result in the loss of Four (4) Competition Points, or a Suspended sentence with a Warning. Second Occurrence will result in the loss of Double Points (ie. Eight (8) Points), and reversal of result.

- iii) Player Registrations **must** be entered on MRA by the Club **prior** to that player participating in **any** further rugby fixture or training once the time frame in **para ii)** above has expired. Clubs must be satisfied by way of either Birth Certificate or Official Passport only, the eligibility of players to participate in their nominated age group.

NOTE: Proper registration of players will ensure that the Club Administration has fulfilled their responsibilities under Duty of Care to the players as prescribed by SmartRugby.

Penalty : Four (4) Competition Points.

- iv) All players in open grade competitions must be eighteen (18) years of age or more by the commencement of the competition to be eligible to play Senior Rugby. The ARU's 'Exception to the Senior Rugby Policy' exists to allow players of exceptional development, skill level and experience, to play Senior Rugby while younger than

18 years of age. This policy and process needs to be followed prior to a player younger than 18 playing Senior Rugby and is available from www.rugby.com.au or on request from RGC.

The maximum age for U20 Colts is turning twenty (20) in 2010.

Penalty : Clubs found in breach of this Rule may incur a penalty of Four (4) Competition Points and reversal of match results.

5.0 THE COMPETITION

5.1 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 playing season and **varied as necessary from time to time.**

5.2 COMPETITION POINTS

(i) Position on the Competition Table will be determined by Competition Points.

Win **Four (4) Points**

Win by Forfeit **Five (5) Points**

Loss **Zero (0) Points**

Draw **Two (2) Points**

Bye **Zero (0) Points**

Bonus Points :

4 or more tries **One (1) Point**

Loss by 7 points or less **One (1) Point**

(ii) In the event of two or more teams being equal on Competition Points at the completion of the season proper, the higher placed team shall be determined on the basis of the team with the **best For and Against ratio** of points. In the event of further calculation being required, the higher placed team shall be determined by the number of games **won** during the competition, followed by the **most** tries scored and then the **fewest** Red Cards for the season.

(iii) Club Championships.

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;

First Grade	Multiply by five (5)
Under 20 Colts	Multiply by four (4)
Second Grade	Multiply by three (3)
Third Grade	Multiply by one (1)
Fourth Grade	Multiply by one (1)

In the event that two Clubs have equal points, Joint Winners shall be declared.

Note: Fourth Grade will compete for the **Bob Sinclair Cup** and these matches will be played on Friday evenings.

5.3 POSTPONED/ABANDONED MATCHES

(i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the **"Home"** club to advise the Opposition teams, the Referees Association and the RGC Competition Manager immediately the ground is considered unplayable or in doubt of being playable. The **SMSC**, after consultation with the Competition Manager and the Clubs involved, will direct how the abandoned match will be dealt with. **See Wet Weather Policy below.**

Penalty. Each matter will be dealt with on a case-by-case basis; however, previous infractions will be taken into account when penalties are imposed.

(ii) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

- 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.
- Where a match has been abandoned after the completion of the first half, the score at that point will be the result.

(iii) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the **SMSC** will determine if any penalties will be imposed on 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 protocols).

Penalty: To be determined by the RGC Judiciary Committee.

(iv) Wet Weather Policy. Following inclement weather and a GCCC directive to close Gold Coast playing fields, the following process shall be activated at 9:00am Saturday, for **1st Grade only**;

- if the "Home" field is unplayable, then the "Away" field will be considered,
- if the "Away" field is unplayable and an alternative is unsuitable, then,
- the matches will be scheduled for play the following Tuesday evening at 8:00pm at the Draw venues. Should the grounds remain unplayable at that point, a further two Tuesdays will be scheduled by RGC.
- if this cannot be achieved, the points will be split with no for or against being recorded.

Note: For 2nd Grade and Colts, washed out matches will transfer to Tuesday evening at 6:30pm, 3rd Grade at 8:00pm, and if a result is not achievable, the points split above will be applied. For Bob Sinclair Cup matches, a match will be recorded, but the points split will apply. The venues for all matches will be at the discretion of the Competition Manager and the applicable Club President to ensure necessary field lighting.

5.4 FORFEITS

(i) 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 a forfeit, would have been played. The **highest** points scored in that grade, on that day, to Nil shall be awarded **TO** the non-forfeiting team and **AGAINST** the forfeiting team.

Penalty. The non-forfeiting team will be awarded five (5)

Competition points (4 Competition points plus 1 Bonus point).

The forfeiting team will lose two (2) Competition Points.

(ii) The forfeiting team will automatically cause a club to forfeit any matches of a lower grade in that Round, even though they may have been played.

Note: This penalty does **not** apply to Colts or 4th Grade.

(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 Club Competition points shall be cancelled.

(iv) The **SMSC** may impose further penalties for withdrawing teams from the competition.

(v) All forfeits for Saturday matches must be declared by 9:00am on the Friday immediately prior to the match. The minimum notice for all other matches is thirty-six (36) hours prior to the match. Notification should be made to the Opposition Club, Referees Association and the RGC Administration Manager.

Penalty: Four (4) Competition Points.

5.5 DURATION OF MATCHES

(i) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 as below;

First Grade	2 x 40 minute halves. Plus injury time.
2 nd and 3 rd Grade	2 x 35 minute halves. (No injury time)
4 th Grade (Sinclair Cup)	2 x 30 minute halves (No injury time)
Under 20 Colts	2 x 35 minute halves. (No injury time)

Note: Injury time shall be added to all Finals matches.

(ii) Any team not prepared to commence a match within five (5) minutes of the designated starting time, without the permission of the Referee, shall forfeit the match.

(iii) Any time lost in commencing a game for whatever reason will, if necessary, be deducted from that match so that the following matches may commence at the scheduled time.

5.6 PLAYERS ATTIRE AND EQUIPMENT

(i) Every player taking part in a match shall wear the approved Club jersey, shorts, boots and socks. Each player shall wear on the back of their jersey a distinguishing number, which shall be a minimum length of 150 millimetres and of such a colour as to be easily discernible from the line of touch.

(ii) No two players shall wear the same number jersey.

Penalty: Two (2) Competition Points.

(iii) The distinguishing number must correspond with the information supplied by the club on the Electronic Team Sheet for that match.

Penalty: Two (2) Competition Points.

(iv) The designated match ball for the competition will be a KooGa Match-Quality ball. Each Home Club will provide two (2) match-quality balls for all 1st Grade matches.

5.7 PLAYING FIELD

(i) Clubs hosting matches played under these Competition Rules **must** comply with the ARU Safety Directives 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 Safety Directives when seeking any clarification. (See rugby.com.au / community rugby/ policies and procedures /ARU policy register /occupational health and safety/safety directives.)

Penalty: Non-adherence to this policy will be dealt with by the Competition Manager in consultation with the SMSC and may include Club Suspension.

(ii) For all Competition games the Host club shall be responsible for ensuring that the field of play is correctly marked and set up in accordance with the Laws of the Game. Technical Zones are to be incorporated and enforced for **all** games. All Goal posts within the playing enclosure must be padded. See RGC Operations Handbook: Field Setup.

Penalty. As in Rule 5.7.(i)

(iii) Playing Enclosure:

Entry to the playing enclosure must be restricted by a fence, barricade or rope and be a minimum of five (5) metres from the playing area perimeter. The Technical Zones (2 metres x 10 metres) shall be within the Playing Enclosure, positioned five (5) metres either side of the half-way line and backing on to the 5 metre perimeter fence, barricade or rope. See RGC Operations Handbook: Field Setup.

Penalty. As in Rule 5.7.(i)

(iv) Persons authorised to enter Playing Enclosure:

- a) Medically Qualified Person.
- b) Teams (x 2)
- c) Referee
- d) Touch Judges (x 2)
- e) No. 4 Referee
- f) Sports Trainer: within the Technical Zone (maximum 2 persons per team).
- g) Team Coach; seated within the Technical Zone.
- h) Team Manager; seated within the Technical Zone.
- i) Team Reserves; seated within the Technical Zone

Note: i) If no Technical Zone is marked, g), h) and i) must remain outside the Playing Enclosure, as previously defined.

ii) None of the above persons are to Barrack or Coach from inside the Playing Enclosure.

Restrictions for Authorised Persons

- The sports trainer is a person or persons from each team who is / are responsible for immediately attending to a player who may appear to be injured, or who provides water to the players. Water may only be provided during a break in play and then at the discretion of the Referee. **An awarded Penalty does not constitute a break in play.**

- NOTE: "authorised persons" does not include a coach with the following exceptions:
 - i) 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.
 - ii) A Technical Zone is defined.

Penalty. As in Rule 5.7.(i)

5.8 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS

Rugby Laws 3.1 to 3.13 are Applicable

(i) Nominated number of players:

For the purposes of this Competition the **SMSC** has not specified a number of nominated players for **Third and Fourth Grade** Competitions. For **First Grade, Second Grade and the Under 20 Colts**, the nominated number of players shall be **twenty-two (22)** to allow for both Front Row and Competition integrity. For the **Finals Series**, the nominated number of players for **ALL** grades shall be **twenty-two (22)**.

(ii) Replacements/ Substitutions:

When the number of players is not nominated or is fifteen (15), any number of players, up to seven (7), may be replaced due to illness or injury at any time during the match, as per the Laws of the Game (3.4). A player who has been replaced due to his injury is not to participate further in the game; Blood Bin replacements excepted, with a fifteen (15) minute time limit applicable.

Penalty: Four (4) Competition Points during the Competition or Disqualification during the Finals Series.

(iii) Uncontested Scrums:

If a team cannot sustain a suitably trained front row because players are either not available, are injured or sent off, the Referee must order uncontested scrums. The period/s of play during which uncontested scrums occurred must be noted on both teams' score sheets and signed by the Referee. A coach cannot call for

uncontested scrums if he has players on the field or on the bench, capable of playing in the front row.

(iv) Commencing with Uncontested Scrums:

In accordance with QRU / ARU Directives; “**ALL** matches are permitted to commence with uncontested scrums”.

Note:- Ideally each team will have twenty two (22) players; however, if it is considered by the Team Management that they cannot field two (2) players who are suitably trained and experienced to play in the front row as part of the seven (7) reserves, then that team may play the game with a reduced reserve bench. That is, only one (1) suitably trained and experienced front row player reserve = a total of six (6) reserves. With nil (0) suitably trained and experienced front row player reserves = a total of five (5) reserves.

Should a team not be able to field the full complement of reserve players; then that club must advise both the Match Officials and Opposition of this situation prior to commencement of the game.

(v) In the event of a team creating the need for uncontested scrums in three (3) matches in any one season, that club must report to the **SMSC** on the reasons for the shortage of suitably trained front rowers.

5.9 TEMPORARY SUSPENSION

(i) The temporary suspension of a player must be recorded on the Team Sheet prior to post-match signing by the referee and must be recorded into the **ECMS by both teams.**

Penalty: Four (4) Competition Points.

(ii) Should a player incur three (3) temporary suspensions during the season, he will automatically be suspended from playing in the next round of scheduled matches.

Following this suspension, the matter is deemed to have been heard and the player’s temporary suspension count shall revert to nil.

Temporary suspensions do not transfer to the next season.

(iii) Clubs will receive notification of two suspensions against a player, or three suspensions together with the resultant suspension.

(iv) The suspended player will sit in the designated area for such players and must be divorced from his team for the period of the suspension (10 minutes of **playing** time). Hydration and/or injuries may be attended to by the Sports Injury Medic only; **no Coach/Manager inter-action with the player is permitted.**

(v) Two temporary suspensions in one match will result in that player taking no further part in that game and will be required to appear before the next Judiciary hearing. **Two Yellows equals a Red.**

Note: Abuse of any Official during a match will result in an immediate Red Card being issued.

5.10 PLAYERS ORDERED OFF FOR MISCONDUCT

(i) Match officials will, by midday on the Monday following the day of the match, report in writing to the Competition Manager, via the Referee Liaison Officer, on the approved form, any player or players ordered off the field of play. For a non-weekend match the Report shall be submitted within 48 hours, or prior to that team's next match.

(ii) Any player ordered off the field will be suspended from playing until his case has been decided by the Judicial Committee.

(iii) The Judicial Committee will meet as directed by the **SMSC** or when the Judicial Committee deems necessary throughout the season to hear cases. Any player ordered off the field **will** attend the next meeting of the Judicial Committee, unless otherwise advised. The player's Club must contact the Competition Manager on the first business day following the match in which he was ordered off. Unless otherwise advised, the Judicial Committee will meet on each Tuesday at 6:00pm, at RGC Headquarters, Varsity Lakes.

(iv) Should a player be unable to attend a regular meeting of the Judicial Committee, he may give written (signed) permission to be represented by an official of his club, or request a layover until the

next week. The player shall remain suspended from play unless otherwise advised.

(v) There is a **Right of Appeal** against decisions of the Judicial Committee, to the Judicial Appeals Committee. Notification of such an appeal must be made in writing, within forty-eight (48) hours of the Judiciary Decision, to the RGC Administration Manager.

(vi) The final Right of Appeal for any decision by an Affiliate or Member rests with the QRU. Such appeals will be heard against the current Competition Rules maintained by the QRU for that Affiliate or Member. All other versions will be regarded as null and void for the purpose of Competition Management

NOTE: (i) All matches conducted under the auspices of RGC and under the control of an accredited Referee, are subject to the RGC Senior Rules of Competition, Expectations of Behaviour and agreed Code of Conduct as detailed in the RGC Operations Handbook and at Appendix 5 of these RoC. All normal Judicial Procedures will apply and all penalties will remain in force. This edict covers International and Friendly matches as well as Trials and Postponed matches.

(ii) RGC retains the right to request a Show Cause from any Coach, Official, parent or spectator who acts outside the published RGC Code of Conduct. (Appendix 5)

5.11 MATCH RESULTS

(i) It is the responsibility of each team manager to enter the Team results into the **ECMS** by **12:00 pm the following business day.**

The results should include, but are not limited to;

- correct entry of correlating names/jersey numbers (inc. reserves)
- only players who take the field are to be entered
- correct scorers
- correct entry of Yellow and Red Cards for **both** teams

Penalty : First occurrence; Two (2) Competition Points.

Second occurrence; Four (4) Competition Points

Third occurrence; Four (4) Competition Points and reversal of positive result.

(ii) Repeated failure to register correct results will result in further penalty.

Subsequent Offences : As determined by the Competition Manager, in consultation with the SMSC.

6. FINALS SERIES MATCHES

6.1 VENUES, TIMES AND DURATION

(Not Applicable to 4th Grade / Bob Sinclair Cup)

All Semi-final, Preliminary Final and Grand Final matches in all grades will be played at the venues, and commence at such times, as determined by the **SMSC**. The top four (4) teams determined by Competition Points in each grade, will participate in the final series.

The formula for the final series will be as follows:-

Week One	Major Semi-Final	First V Second
	Minor Semi-Final	Third V Fourth
Week Two	Preliminary Final	Loser of Major Semi-Final V Winner of Minor Semi- Final.
Week Three	Grand Final	Winner of Major Semi-Final V Winner of Preliminary Final.

4th Grade / Bob Sinclair Cup Format.

Week One	Semi-finals	i) First V Fourth
		ii) Second V Third
Week Two	Grand Final	Winner of i) V Winner of ii)

6.2 DRAWN SEMI / PRELIMINARY FINAL .

In the event that the scores are equal in any Semi- or Preliminary final at the completion of normal time, there will be a one minute break, followed by an extra ten (10) minutes each way, (five [5] minutes 4th Grade) with

no interval. If, after the completion of extra time the scores are still equal, then the team which finished higher on the Competition Ladder shall be deemed the winner of the match and progress in the Finals Series.

6.3 DRAWN GRAND FINAL.

In the event of equal scores at the completion of normal time, there will be a one minute break, followed by an extra ten (10) minutes each way (five [5] minutes 4th Grade) with no interval. If, after the completion of extra time the scores are still equal, the Teams shall be declared Joint Premiers.

6.4 FINALS SERIES PLAYER ELIGIBILITY.

(i) To be eligible to play in a final series a player must have played **seven (7) Rounds** for his Club during the season. Fourth Grade players are to have played **five (5)** matches **in** 4th Grade to be eligible for 4th Grade Finals. All players must be registered no later than 7weeks prior to the Finals. The Competition Manager, in consultation with the **SMSC** shall have the discretionary power to approve applications from players not fulfilling this requirement where this has been caused by:-

- a. injury,
- b. absence from the area due to work or education reasons,
- c. forfeiture of matches by other Teams,
- d. Representative duties,

(ii) Dispensation shall be granted on a **weekly basis** for each player.

e.g. If Bill is injured this weekend, dispensation must be applied for, the week following the game. This must be repeated for each week that Bill misses. A Medical Certificate, or similar must be sighted by RGC.

(iii) Players who have played **eight (8)** or more **run-on matches** for a team, shall not qualify for a lower grade team: that is, Tom, who has started 8 First Grade matches for a Club is therefore not eligible for Second Grade or lower.

EXCEPTION: If a club has two grades in the final series, a player who has played 8 or more matches in a higher grade may play in a lower grade, i.e., Bill has played 8 First grade matches and the Club has First

and Second grade in the Finals; Bill may be selected in the Second grade team. This exception only applies between two consecutive grades; that is, First and Second grade, or Second and Third grade. If the finals are on different days, that is, Saturday and Sunday, the player may be a substitute but is to be the last player used as a substitute unless he is a front-row player. This exception only applies as long as the higher grade team remains in the Finals series.

6.5 DISPENSATIONS

Note: See **Appendix 1** for Finals Series Dispensation Application Form. Applications must be received by RGC Administration no later than **seven (7)** days prior to the applicable Finals match being applied for.

No late applications will be accepted.

These will be dealt with by the Competition Manager in consultation with the SMSC, on a case by case basis.

7. REPRESENTATIVE PLAYERS

(i) Only players registered with a RGC Affiliated Club are eligible to be selected for Representative Teams.

(ii) All players are deemed to be available for selection at Representative level unless the selectors have been advised otherwise.

(iii) Two Representative pre-season squads will be selected and trimmed to twenty two (22) players each. One Squad for the Emerging Players and one for the Breakers' Season proper. Players in these Squads may be interchangeable.

(iv) Any player selected in a Representative Team who withdraws for any reason, is not eligible to play for their Club on the weekend in which they should have been on Representative duties, without the permission of the coach and selectors for that team.

(v) Players selected for Representative Teams are not permitted to play for their Club within three (3) days prior to the next Representative fixture, unless the coach and selectors have given permission to do so.

(vi) Players in Representative Teams who miss scheduled Club matches, under **Rule 6.4 (i)**, are to be credited with playing in that Club's First Grade (for Senior Rep. Teams) or Colts (for U19 Rep. Teams) match with regards to eligibility for Finals Series games.

(vii) Any player with a disciplinary record shall only be considered for Representative duties at the discretion of the RGC Board.

(viii) Any player breaching the Code of Conduct of RGC (**Appendix 5**) shall be removed from the Representative side and have action taken against them at the discretion of the RGC Board.

8. PROTESTS

(i) ALL protests must be made in writing.

(ii) Protest must be received by the Competition Manager within forty-eight (48) hours of the alleged breach of the Competition Rules.

(iii) All protests must specifically nominate the Competition Rule (by number) under which the breach occurred.

(iv) All witness statements must be tendered on a signed Statutory Declaration form.

(v) Protests shall be heard by the Senior Management Committee at their discretion.

9. APPENDIX

Appendix 1. Competition Finals Series Dispensation Request Form.

Appendix 2. Representative Team Nomination Form.

Appendix 3. RGC Registration and Transfer Policy

Appendix 4. QRU Policy Movement between Age Grade and Senior Rugby.

Appendix 5. RGC Code of Conduct

Appendix 1.

Competition Finals Series Dispensation Request Form.

Date.

Club.....

Player's Name

ARU Registration No.

Team for which Dispensation requested.....

Number of games played for that Team

Date Player joined Club.

- Reason for Dispensation request:(please tick)**
- i) Medical**
 - ii) Employment**
 - iii) Education**
 - iv) Family**
 - v) Other**

Supporting Evidence (Medical Certificate, Employers Letter, Other)

Team Sheet Evidence; notations made during player absence.....

Other comments or attachments.....

.....

Appendix 2.

Representative Team Nomination Form.

Date

Club

Player's Name

ARU Registration No.

Years with Club

Games played for Club

In First Five Rounds (2008)

Any Dispensations Current ? Y / N

Details (if applicable)

.....

Judiciary Appearances in last Two (2) Years

Agreement to Play in all Representative Matches as declared

by RGC and QRU, regardless of Date and Time. Y / N

Representative Team Nominated for

Previous Representative Duties

Sponsorship Details (if any)

Supporting Comments

.....

Appendix 3.

RGC Registration and Transfer Policy.

ARU Insurance

To enable all members of your club to come under the annual ARU Insurance scheme, it is a requirement of both ARU, QRU and RGC that all members of a club i.e. players, coaches, team management and volunteers:

1. Complete and sign an ARU Registration Form for 2010
2. That all members are registered for 2010 on the ARU Registration System (currently MyRugby)
3. That all premiums are paid to ARU Insurers by no later than Monday 30th June 2010

For more information on ARU Insurance, please refer to the following link: http://aru.rugby.com.au/community_rugby/policies_and_procedures/insurance,598.html.

Registration

In tandem with the aforementioned ARU Insurance, it is a further requirement of both ARU, QRU and RGC that all members of a club i.e. players, coaches, team management and volunteers are registered, that year, on MyRugby.

Please note that this covers all players regardless if they are professional or amateur i.e. all players in Queensland **MUST** be registered with a club in 2010.

For more information on Registration, please refer to the following link: http://aru.rugby.com.au/community_rugby/policies_and_procedures/registration,599.html.

PlayerTransfers (part of the aforementioned Registration process)

1. As at 1st January 2010, all players are required to complete an ARU Registration form and be registered on MyRugby should they be participating in a 2010 competition.
2. Clubs **MUST** follow the following process:
 - a. Ask the player where they last played rugby
 - i. If for the same club (regardless of when) the player may be renewed – **no player transfer is required**
 - ii. If for a different club in the same union as exemplified below:
 1. Player played for Nerang in 2009 and wishes to play for Helensvale in 2010 – **no player transfer is required**
 - iii. If for a club in the same Union (IN THE SAME YEAR) as exemplified below:

1. Player played for Palm Beach in 2010 and now wishes to play for Colleges in 2010 – **a player transfer is required (refer # 1 below)**
- iv. If for a club in a different Union within Queensland (regardless of year) as exemplified below
 1. Player played for Bowen (MDRU) in 2006 and now wishes to play for Surfers (RGC) in 2010
 2. Player played for Wests (Brisbane) in 2008 and now wishes to play for Nerang (RGC) in 2010 – **a player transfer IS required (refer # 2 below)**
- v. If for a club in a different Union outside Queensland, but within Australia (regardless of year)
 1. Player played for Randwick (NSWRU) in 2006 and now wishes to play for Bond (RGC) in 2010 – **a player transfer IS required (refer # 2 below)**
- vi. If for an overseas club Union (regardless of year)
 1. Player played for Saracens (RFU) in 2005 and now wishes to play for GC Eagles (RGC) in 2010 – **a player transfer IS required (refer # 3 below)**

All transfers must be completed prior to that player participating in a game with his / her new club.

To further assist and in further explanation, please refer below and to the attachments (4):

1. Application for clearance to play with another club within the same Union
2. Domestic Transfer Application
3. International Rugby Board Clearance
4. ARU clearance to another International Union

To avoid any unnecessary delays, clearances must be initiated by the player in question prior to them leaving their current club / union.

The procedure for each clearance is detailed below:

1. **Application for clearance to play with another Club within the same Union**
 - a. Player completes as required and forwards to current club management
 - b. Current club completes as required and forwards to new club management
 - c. New club management complete as necessary and forwards to its Union
 - d. Union advises new club

2. Domestic Transfer Application

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union
- c. Current Union completes as required and forwards to the new Union
- d. New union will advise new club

3. International Rugby Board Clearance

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union (RGC)
- c. Current union (RGC) will complete as required and forward to ARU
- d. ARU will forward to QRU
- e. QRU will advise new club / Sub Union (as applicable)
- f. New Sub Union will advise new Club

4. ARU Clearance to another International Union

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union (RGC)
- c. Current union (RGC) will complete as required and forward to QRU
- d. QRU will forward to ARU
- e. ARU will complete and forward to the International Union
- f. International Union will advise their respective new club / Sub Union (as applicable)

To obtain contact details for Australian based clubs, please use the following link:

http://www.rugby.com.au/community_rugby/find_a_club/find_a_club,1049.html

To obtain contact details for International Unions / Provincial Unions / Clubs, please utilise the following link <http://www.irb.com/> and the go to "Pick Your Union" (top right) and proceed to Provincial Unions / Clubs etc.

Each Union is to maintain a register to record player transfers both in and out of their respective Union.

For further information on Player Transfers, please refer to the following link:

http://www.rugby.com.au/community_rugby/policies_and_procedures/player_transfers,594.html

Appendix 4



QUEENSLAND RUGBY UNION POLICY

QRU Functional Area: Community Rugby

Policy Title: Movement between Age Grade (U19 laws) and Senior Rugby

Policy Reference 090429 – Movement Between Dispensated (Age Grade – U19) and Non-Dispensated (Senior Rugby) Policy

Policy: A player of 18 years of age shall be eligible to move between the Age Grade Rugby and Senior Rugby environments freely except where the movement is to a position in the Senior Rugby "tight 5" positions (Front row and 2nd row).

A player who is 17 years of age shall only be conditionally eligible to move between the Age Grade Rugby and Senior Rugby environments if he/she has received a Senior Rugby Policy exception.

When a player of 18 years of age wishes to move to a "tight 5" position in Senior Rugby environment they will be required to abide by the following conditions which will also apply to players who have received a Senior Rugby Policy exception in any/all position(s).

- The above player may move to a competition played within a Senior Rugby environment, if it is believed the player is capable of playing within this new environment. If subsequently, it is believed, that in the best interests of the player, he/she should return to the Age Grade environment, then he/she will be permitted to do so upon application to the competition manager. This will only be permitted once, within the same competition structure, during a calendar year.
- The player will be subject to the current requirements for eligibility to participate in finals as set out in the competition rules.
- Any player eligible by age, regardless of the environment they are playing within, may be chosen for an Age Grade representative team as long as that team is a recognised team of the controlling union in which the player is registered or a State representative team.

Policy Objective and Rationale

- Definition: A dispensated (Age Grade) environment is one in which the game is played under the iRB Laws of the Game, including Under 19 Variations and ARU Under 19 Law Variations and the ARU Safety Directives.
- The purpose of Age Grade competitions is to provide a transitional environment for players from Junior or School participation to Senior Rugby participation, relative to their social and physical maturation, the most significant differences between the Age Grade and Senior Rugby environments occur in the front row and second row positions.
- This policy allows for "tight 5" 18 year olds and eligible 17 year old Senior Rugby Policy exception players to transfer to Senior Rugby and return once to a Age Grade competition at any time rather than at the start of the season therefore better supporting the individual and specific nature of player development and maturation.
- Age Grade representative rugby involves a significant screening process therefore is exempt from this policy including the "tight 5" positions.

Impacted Parties: Affiliated members and their affiliates, clubs and players, coaches and match officials

Contributors: QRU Community Rugby & Performance Rugby Departments

Communications Strategy Outline: General Manager – Community Rugby to communicate to affiliates

Related Policies: IRB Regulation 3 Domestic Regulations

Approved By: QRU Board – June 2009

Appendix 5

RGC CODE OF CONDUCT

A Behavioural Code is vital for the safe and enjoyable conduct of Rugby Union matches and is applicable to players, coaches, managers, parents and spectators in general.

The following Code of Conduct must be read and signed by all players, coaches, managers, club officials and parents, prior to any player taking the field. The abuse and vilification of Referees and Officials will not be tolerated under any circumstances, and persons ignoring this edict will find themselves in breach of this agreement and subject to a Code of Conduct Violation Hearing before the RGC Judiciary.

For Players and Captains; I agree

- to play by the Laws of the Game, including RGC Rules of Competition
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official
- to not show unnecessary, obvious dissension, displeasure or disapproval to a Referee or other official, following a decision on Law or Rule.
- to not use crude or abusive language or gestures towards Referees, other match officials, opposition players or spectators
- to not intimidate, offend, insult or humiliate other participants on the grounds of religion, race, colour, or National or ethnic origin of the person
- to not bring the game of rugby into disrepute, with any behaviour that would impair public confidence in the honest and orderly conduct of matches and the Competition, or of the participants within them.

For Coaches, Managers and Club Officials; I agree

- to teach and coach by the Laws of the Game, including RGC Rules of Competition
- to not publicly question the Referee's decisions, ability or honesty
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official
- to encourage team respect for the opposition, officials and spectators
- to take all means to discourage crude and offensive language, abuse of officials, opposition players and spectators, by all players.
- to present a good example to players for the enjoyment and progress in their sport

For Parents and Spectators; I agree

- to insist that the players abide by, and play within, the Laws of the Game, including the RGC Rules of Competition
- to display high standards of language, behaviour and respect for Referees and other officials
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official, or any opposition player, coach or parent
- to insist on a disciplined player attitude and discourage crude or offensive language, intimidatory or offensive behaviour, or any actions that would reflect poorly on the Game

Signed..... Name.....

Date.....