

SENIOR COMPETITION RULES

Gold Coast District Rugby Union Inc.

Competition Rules 2023



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Date: 10/04/2023

Revision: 2023.01



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Definitions

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

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

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

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

“Codes, Policies and Procedures” means the codes, policies and procedures of Rugby Australia

“Insurer” means the insurance provider of the Australian Rugby Insurance Plan.

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

“Competition” means any match played as part of either (i) a structured competition or series including a trial match, a friendly match, or representative match involving a Rugby Body; or (ii) a Sanctioned Event.

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

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

“Judiciary” is the Sub Committee as appointed by the Union.

“Laws of the Game” mean the laws of Rugby as published by World Rugby, including any variations authorised by World Rugby or Rugby Australia.

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

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

“Participant” means a Player, match official, selector, coach, trainer, manager, team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, officer or employee of a Rugby Body.

“Player” means a player of the game of Rugby.

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

“Regulation(s)” means the World Rugby and Rugby Australia Regulations, as amended from time to time.

“Rugby” means rugby union football.

“Rugby Australia” or “Rugby AU” means Rugby Australia Ltd.

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

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

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

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

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

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

“WR” means World Rugby.

Preamble

1 PREAMBLE

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

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

- (a) [Principles of the Game](#)
- (b) [Principles of the Laws](#)

All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser e.g. Gold Coast District Rugby Union and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

Laws of the Game

2 LAWS OF THE GAME

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

- 2.1 [Under 19 Variations](#)
 - (a) [Rugby AU Under 19 Variations](#)
- 2.2 [Rugby AU Kids Pathway U6 to U12](#)
- 2.3 [10-a-side Variations](#)
- 2.4 [7-a-side Variations](#)
- 2.5 [Rugby AU Touch 7s Laws](#)
- 2.6 [Rugby AU Veteran Rugby Laws](#)

Governance of the Competition

3 GOVERNANCE OF THE COMPETITION

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

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

Rugby AU Codes and Policies

4 RUGBY AUSTRALIA CODES AND POLICIES

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

4.1 [Safety & Welfare](#)

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

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

4.2 [Child Safety](#)

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

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

4.3 [Integrity](#)

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

- (a) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;

- (e) *Medical Policy* - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

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

- (a) Inclusion Policy;
- (b) Safety and Participation Policy;
- (c) Registration Regulations;
- (d) Registration Terms and Conditions; and
- (e) Smart Rugby Policy.

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

National Standard Competition Rules

5 NATIONAL STANDARD COMPETITION RULES

5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

5.2 Draw

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

Where possible, all matches 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. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

5.3 Match Team Lists, Scoring and Stats

- (a) It is the responsibility of both teams to ensure that:
 - (i) All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
 - (ii) All details of point scorers are to be recorded;
 - (iii) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
 - (v) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their

OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;

- (vi) The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and
- (vii) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than 30 minutes after the end of the match. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.

(b) Information entered must include:

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

(c) Information entered may include:

- (i) Player's movements for injury (blood or otherwise) or tactical reasons.

PLEASE NOTE: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.

5.4 Competition Points

Refer to Gold Coast Rugby Union Specific Requirements section 1.2

5.5 Ladder Positions (for Competitions with Premierships)

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:
 - (i) Total Match Points (#1 option)
 - (ii) Points difference
 - (iii) Points for
 - (iv) Points against

- (v) Matches won
- (vi) Matches played
- (vii) Matches lost
- (viii) Matches drawn
- (ix) Byes
- (x) Result of game
- (xi) Bonus points (total)
- (xii) Bonus points (4T)
- (xiii) Bonus points (+3T)
- (xiv) Bonus points (-7P)
- (xv) Bonus points (AR)
- (xvi) Total tries
- (xvii) Try difference
- (xviii) Score ratio
- (xix) Points ratio
- (xx) Match win ratio %
- (xxi) Number of forfeits
- (xxii) Number forfeits (win)
- (xxiii) Number forfeits (loss)

5.6 Forfeits

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit may be the loss of Competition points, up to a maximum of two, no points for, and the awarding of twenty-eight match points against.
- (c) A Club that forfeits two games in the same grade in the same season will be issued a *Show Cause Notice* to explain the reasons why its team should remain in that grade.
- (d) In the case of a club withdrawing a team(s) from the Competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any Competition points shall be cancelled.
- (e) The Management Committee may impose further penalties on Clubs for withdrawing teams from the Competition.

5.7 Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management

Committee, after consultation with the clubs involved, shall direct how the abandoned match will be dealt with.

- (b) In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following procedure shall 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) if the match cannot be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.
 2. Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final 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 shall determine if any penalties will be imposed on the competing teams.

It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

5.8 Playing Field

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
- (d) Goal Posts
1. All Goal posts within the playing enclosure must be padded.
- (e) Playing Enclosure
1. Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.

2. Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
 - Medically Qualified Persons/Sports Trainer – maximum two per team
 - The Teams
 - Appointed match officials
 - Ground Marshalls
 - Water carriers – maximum of two per team (3 in 7s)
 - A maximum of 4 ball persons
 3. All Authorised Persons permitted to enter the playing enclosure must have some distinguishing mark/bib e.g. high vis vest.
- (f) Technical Zones - where Competition matches require technical zones, two will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.
1. Personnel permitted in the technical zone differs between the XVs and 7s game format.
 - XVs - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
 - 7s – maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person and five reserve players. One additional person who is either a medical or a coaching member of the team and whose responsibility has previously been notified to the ground marshal.
 - The Technical Zone rules will be strictly enforced.
 2. Roles of personnel in the technical zones.
 - The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
 - Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
 - The water carriers are not permitted in the playing area during penalty kicks at goal.
 - The water carriers must always remain in the technical zone unless they enter the playing area to

provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.

- The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
- Players may come to the touchline adjacent to the technical zone to receive water.
- Water bottles must not be thrown on the field of play.

3. Personnel outside the technical zone

- The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure (except in the 7s game format).
- If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.

5.9 Restrictions for authorised persons

- (a) A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) Authorised persons do not include a coach or team manager with the following exceptions:
 - Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.8(e)2. No coaching or technical instruction can take place while fulfilling one of the listed roles.
 - Where the nominated coach or team manager is part of a Kids Pathway U6-U9 match.

5.10 Authorised Persons

- (a) Process
 1. It is intended that the Club nominate persons to become “Authorised Persons”.
 - No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.

- An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.
- All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
- The home team shall appoint a ground marshal who shall ensure that this requirement is complied with, and the ground marshal shall report any breach to the Match Committee.
- Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.

5.11 Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
1. Warning;
 2. Loss of Competition points;
 3. Issue of a *Show Cause Notice*;
 4. Monetary Fine; and
 5. Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
1. Warning;
 2. Loss of Competition point(s);
 3. Issue of a *Show Cause Notice*;
 4. Monetary Fine; and
 5. Expulsion from the Competition

5.12 Protests

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the Competition Manager by the close of business on the number of business day/s (as specified by the Union) after the alleged breach of the Competition Rules;
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;

- (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 notified to the parties by no later than close of business on the number of business day/s (as specified by the Union) after the alleged breach of the Competition Rules.
- (f) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the number of business days (as specified by the Union) after the decision of the Management Committee is advised to the relevant club. The Judicial Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

5.13 Extension of Time

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

5.14 Disqualified, unqualified or suspended person/s

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

5.15 Impact of COVID-19: Competition Rules

Competition Managers are encouraged to implement the Game On Principles within their Competition Rules in the event matches are impacted by COVID-19.

Law and Regulation Clarifications

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 - Number of Players – The Team (number of replacement / substitute players).

Rolling Replacements - World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia:

- (a) Unlimited rolling replacements applies to all rugby aged U19s and below;
- (b) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

N.B. Unions may submit a request to the *Law Advisory Group* to play standard Law 3 (at any level of the game). Requests must be submitted on the [Local Law Submission form](#).

6.2 Uncontested Scrums

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

N.B. Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominate 15 players

- (b) If circumstances determine that the match should have uncontested scrums, Member Unions may determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in paragraph 5.11 above;
- (c) World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. **Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

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

(a) International Clearance

(i) The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:

1. A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.
2. Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
3. For or Incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.

(b) Domestic Clearance

This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. Restricted at XV's, 10s, 7s and Veterans registration

types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association

No player is to take to take part in any game without the formal clearance procedure being followed and approved by their outgoing Club and Association approval on Rugby Xplorer.

Gold Coast Rugby Union Specific Requirements

7 SPECIFIC UNION REQUIREMENTS

7.1 Players Eligible to Play

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

A player will be correctly registered once they have:

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

7.1a Junior Players entering the Senior Competition

In order for Players to participate in both Junior and Senior Competitions in 2023, the following must be adhered to and the Senior Rugby Dispensation Procedure must be followed.

- (i) In 2023, players, if they meet the following criteria, may be permitted to register in both Senior and Junior Competitions in the same year. Players are to register as a player in Senior Competition first to ensure full insurance, state and union coverage. After registering in Seniors, a player can register the Junior Competition in the same year subject to the following criteria:
- (ii) Players born in 2007 (turning 16 in 2023) are ineligible to play in the Senior Competition.
- (iii) Players born in 2006 (turning 17 in 2022). If the participant is turning 17 during the calendar year and the player is NOT playing in the Front Row (Hooker or Prop), then the Senior Rugby Assessing Coach Report must be completed including an assessment by a Qualified Assessing Coach. Please Note: Players who wish to utilise the Senior Rugby Dispensation process to play in the Front Row (prop or hooker) must also apply for approval from Rugby Australia, prior to participation in rugby, as outlined in Dispensation Schedule B - Exception for Front Row.
- (iv) Players born in 2005 (turning 18 in 2022) but have not yet reached 18 years of age, require written parental consent to play in the Senior Competition in 2023.
- (v) Players born in 2004 (who have turned 18 prior to the Competition Commencement in 2022) do not require consent.
- (vi) The Senior Rugby Dispensation Consent Form and the Senior Rugby Assessing Coach Report (and Schedule B where required) are forwarded to the competition manager (or other designated State or Territory Union representative). Players turning 18 in the calendar year may be required to undergo an assessment at the discretion of the competition manager (or other designated State or Territory Union representative) may, at their discretion, require that the Senior Rugby Assessing Coach Report (and /or Schedule B) be completed by a Qualified Assessing Coach for any player turning 18 during the calendar year (that has not yet turned 18). This may be utilised for instance where a player turns 18 late in the calendar year or the player requests to play in the Front Row.
- (vii) Duty of Care – It is up to each Club and Senior Coaching Staff to ensure the welfare of any player is taken into consideration on Game Days. If a player has played in the GCDRU Junior Competition on the same day at an earlier time, it is the Club and Coaches responsibility to ensure the player is duly rested, assessed and deemed fit for play in any Senior Grade Game. All Players U19 and below are only allowed to play 90 minutes game time in any given day.

7.2 Player Check in Prior to Games – All Senior Grades

A need has been established by the district that all players from all senior grades, check in upon arrival to their Games.

Procedure –

- (a) No more than 1 hour and no less than 40 Minutes prior to kick off of each grade's respective kick off time, players are to present themselves to the opposition manager and state their name and number for sign off. The player should be in playing jersey to confirm number.
- (b) The Manager of the opposition team will need to have a list of players names from the Team List their opposition has already put into Rugby Xplorer by 9am on the day before the scheduled game.
- (c) There should be no reason that a Senior Players identity would be hidden from public viewing and all Senior players are to have their settings in Rugby Xplorer, under "Make my name private on public team sheets and live results" set to NO. This ensures the Managers can see the names of players from both sides. Exceptions to this can be granted on a case-by-case basis and would need to be requested to the Rugby Manager no less than 48 hours prior to kick off.

To set the player profile to Public – go into RX, click on More, then My Profile. Under "Make my name private... Select NO.

7.3 Team Participation

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

7.4 Draw

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

- (b) All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

7.5 Law 3 Number of Players – The Team

(a) GCDRU 1st Grade, Phil Temperton Cup:

- (i) Follows Law and Regulation Clarification 53
- (ii) Nominated number of players is 23
- (iii) Law 3.33 applies with maximum of 8 movements

(b) GCDRU 2nd Grade, Dr Tom Nutley Cup:

- (i) Follows Law and Regulation Clarification 5.3 (c)
- (ii) Nominated number of players is 23
- (iii) Law 3.33 applies with maximum of 8 movements

(c) GCDRU 3rd Grade, Col Macdonald Cup:

- (i) Follows Law and Regulation Clarification 5.3 (d)
- (ii) That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.

7.6 Competition Points

- (a) Points for a win – four (4)
- (b) Points for a draw – two (2)
- (c) Points for a loss by seven points or less – One (1)
- (d) Points for a bye – four (4)
- (e) Points for scoring more than three tries than your opponent – One (1)
- (f) Forfeits
 - (i) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round

- (ii) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit shall be loss of two (2) competition points, no points for, and the awarding of the greater of 21 points or the maximum number of points (including competition points) scored by any team in fixture games in that round as points against.
- (iii) In the case of a club withdrawing a team(s) from the competition, match points (“for and against”) in all matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (iv) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

7.7 Duration of Matches

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

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

8 Finals Series Matches

8.1 Venues; times and duration

- (a) 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 Management Committee.
- (b) In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.

The Premiership team will be determined by conducting

- (i) Semi-Finals, Preliminary Finals and Grand Final:
- (ii) Minor Semi-Final - team third in competition points to play team fourth in competition points table; and
- (iii) Major Semi-Final - team first in competition points to play team second on competition points table.

- (iv) Preliminary Final – winner of Minor Semi-Final to play loser of Major Semi-Final; and
- (v) Grand Final - winner of (b) to play winner of (c).
 1. Week 1 Major/Minor – 1st vs 2nd and 3rd vs 4th
 2. Week 2 Preliminary – Loser Major vs Winner Minor
 3. Week 3 – Winner Major vs Winner Preliminary
- (c) The format of semi-final for each competition will be determined before the commencement of the season.
- (d) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations

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

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

8.2 Finals Series Eligibility

- (a) Management Committee requirements for players to be eligible to participate in the finals.
 - (i) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she has been in the run on team for the club at least one third (1/3) of the regular competition matches in that grade and/or any lower grades prior to the finals series i.e. Twelve (12) match competition = 4 matches, Fifteen (15) match competition = 5 matches.

- (ii) A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he/she qualifies under rule 8.2 and the club has all its senior grade teams playing in that final series
- (iii) A player will not be eligible to play in any grade in any semi-final, preliminary final or grand final in 2nd Grade if he has only participated in the minimum number of matches as per rule 8.2 and one half (1/2) or more of these matches have in been in the run on team in a higher grade, or if he/she has played i.e. been in the run on team a total of seven (7) of the competition matches in the 1st Grade competition
- (iv) For all other grades a player will not be eligible to play any semi-final, preliminary final or grand final if he/she has only participated in the minimum number of matches as per rule 8.2 and one half (1/2) or more of these matches have been played i.e. been in the run on team in a higher grade, or if he/she has played a total of eight (8) of the competition matches in a higher grade/s
- (v) A player will not be eligible to play any semi-final, preliminary final or grand final if he/she is registered less than sufficient weeks prior to the start of the finals series to meet the minimum number of matches required for that grade
- (vi) A player who satisfies the competition rules regarding eligibility to play in any semi-final, preliminary final or grand final is eligible to play and such eligibility is subject to no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series except if that player is replacing an injured player or coming into play from a bench replacement position in a higher grade.
- (vii) The management committee reserve the right to appoint a sub-committee of the management committee for this purpose
- (viii) Eligibility shall be determined by the management committee at its discretion

8.3 Dispensation

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

- (a) Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 3.00 pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 5.00 pm on Tuesday, the names of

players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application where failure to be in the run-on team in six (6) matches has been caused by injury or forfeits.

- (b) Any further changes in teams (including reserves) must be advised in writing to the Competition Manager by 10.00 am on the Friday preceding the match. The Competition Manager will rule on the eligibility of the nominated player/s.
- (c) Any club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The club concerned will lose the match for which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

NB The following is to be noted:

- (d) Any request received outside the timelines as detailed will not be considered and will be automatically denied by the Management Committee
- (e) To reiterate, the only discretionary power available to the Management Committee is in regard to injury to the player for whom dispensation is sought or forfeits i.e. consideration for a player who has played in a higher grade in place of a player who has been selected / played in any representative team is not included within this discretionary power
- (f) An injury or suspension of a different player in a higher grade is not the basis for dispensation for a different player who has played in a higher grade because of his injury or suspension.
- (g) Once a player has played 7 games in the run-on team in a higher grade he is not eligible for dispensation for selection in a lower grade team for the semi-finals and finals.

8 Forfeit Procedure

PLEASE follow the procedure listed below when forfeiting a game

The team that is forfeiting is to:

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

President: Laga Taylor – 0418 219 086 (identify your club and team/grade, time and venue)

Email – president@gcdrra.com.au

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

Competition Manager: Trent MaChong – 0412 599 295 (identify your club and team/grade, time and venue)

Email: rugbymanager@gcdru.com.au

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

9 Weather Policies

- 9.1 The Wet Weather Sporting Field Closure Policy provides clubs within Gold Coast & District Rugby Union a means of evaluating the playing surface from a safety viewpoint prior to a rugby event, following City of Gold Coast recommendations. **refer to the GCDRU website 'Wet Weather Sporting Field Closure Policy' this policy has been sanctioned by the Gold Coast City Council.*
http://www.goldcoast.qld.gov.au/documents/bf/Sporting_Field_Closure_Policy.pdf

Notice to be given on Weather field closures by no later than 10am on game day of senior fixtures. Host club to contact the Rugby Manager to advise their ground is unavailable.

- 9.2 Notwithstanding any of the provisions contained in these rules, the referee has the right to declare the match will not be played and therefore any of the provisions of these rules is subject to the referee's final say pursuant to the Laws of the Game on whether the match will be played.
- 9.3 In the event of bad weather the match official has the right to refer the Lightning Policy. As found on the World Rugby website.
<http://www.worldrugby.org/>
- 9.4 When weather conditions are exceptionally hot/and or humid, the match official has the discretion to allow for a water break. This one-minute break should be taken midway through the half, after a score or when the ball is near the half-way line.
- 9.5 The Management committee, after consultation with the clubs involved, will direct that
 - (a) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) or;
 - (b) The match or matches be postponed to a date to be fixed. The date to play the postponed game must be agreed by the two clubs by no later than the Friday after the date of the original game. If no agreement has been reached by that time, the game will be played at a place and date determined by the management committee. Where the postponement is in the last

round, the management committee will make the decision without reference to the clubs.

- (c) If either party refuses to play the game on the date determined by the Management Committee, then the match will be forfeited and the rules which apply to forfeits shall apply. It is understood that players and teams have work, study, commitments and are subject to injuries and unavailability. In the circumstances none of these shall be deemed to be a sufficient reason for not playing the game on the date determined by the Management Committee.
- (d) If a match is unable to be played in the last round of competition, then the Management Committee will make a determination as to whether or not the match must be played before the commencement of the semi-finals. The determination will be based upon whether these games will impact upon the final composition of the points table in each Grade, affecting semi-final participation and positioning.
- (e) In the case of all games in a Round and / or Grade are not played; all games will be declared nil all draws
- (f) For the avoidance of doubt, if the game due to be played in the last round is not played, subject to rule 9.2, it will not be regarded as a draw. If the game is not played and no forfeit has been recorded, no competition points will be allocated for that match

9.6 In all cases, the home club retains the responsibility of the Matchday requirements e.g., Medical, Ball Boys etc. Arrangements may be with the away club should the match be played at the away club's venue.

10 Club Championship

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

- (i) First Grade Multiply by five (5)
- (ii) Second Grade Multiply by three (3)
- (iii) Third Grade Multiply by one (1)

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

11 Citing

Please also refer to the aforementioned RA Disciplinary Rules for the required procedures and documentation.

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

12 Compliance of Coaches, Managers, Medical and Support Staff

It is the responsibility of each Gold Coast and District Rugby Union Accredited Club to ensure all Coaches, Managers, Medical and Support Staff are to be accredited with the minimum accreditation requirements as found on the Rugby Australia Website: <https://australia.rugby/about/codes-and-policies>

HOME 1	HOME 2
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HOME 3	HOME 4
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HOME 5	HOME 6
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HOME 7	HOME 8
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HOME 9	HOME 10
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HOME 11	HOME 12
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AWAY 1	AWAY 2
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AWAY 3	AWAY 4
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AWAY 5	AWAY 6
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AWAY 7	AWAY 8
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AWAY 9	AWAY 10
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AWAY 11	AWAY 12
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