

JUNIOR COMPETITION RULES

Gold Coast District Rugby Union Inc.

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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 noon on the first working day following

completion 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

- (a) Where matches are awarded Competition points the following standard points shall be used:

Points for a win or forfeit – **four points.**

Points for a draw- **two points.**

Points for a loss – **zero points.**

Points for a bye (where applicable)- **zero points.**

N.B. Unions may choose to amend the standard points based on the game format and/or structure of the Competition.

- (b) Bonus points may also be awarded as follows:

Points for loss by seven points or less – **one point.**

Points for scoring four tries, or points for scoring three tries or more than your opponent – **one point.**

- (c) Competition points may also be awarded as determined and documented by the Union for the competition e.g. for supplying an Assistant Referee for a Junior age-grade match; and
- (d) Competition Points may also be deducted as determined and documented by the Union for the competition e.g. a player not added to the team list that played in a match.

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 may be declared as a draw and no points for or against will be awarded, or the match may 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 two per team (three allowed 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.
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 allowed.

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

Gold Coast Rugby Union Specific Union Requirements

7.1 Code of Conduct – this is in addition to and not in place of RA’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 Nominations

Club teams are to be created through the Rugby AU system and final team nominations are to be submitted via email 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, 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 qualified Manager for each team and ensure that the Coach is accredited in accordance with Annexure E 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 Squad Lists

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

- 1 Team Squad List - Players must be assigned to their competition team in the Rugby AU Competition System by the advertised date for each competition including the assignment of the coach and manager to the squad list.

- (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 generating the Team Squad List.

7.3 AGE ELIGIBILITY & DETERMINING AGE GROUP

(a) **Determining Age Group**

- (i) The age group is determined as per RA Participation Policy.
<https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/player-dispensation>
- (ii) **Exceptions:**
As per RA Policies where applicable:
[RA Safety Policy](#); and [RA Concussion Policy](#)

(b) **Minimum Age**

A player MUST turn five (5) years of age before playing in any match under the control of the Union. Three (3) to Four (4) year old's may be registered as part of club Little Rugby Groups but cannot play until they have turned five (5) years of age.

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 registered online and paid; 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 registered with another Team / Club and that they are eligible to play in the team and or competition; and
(iv) He or she has been assigned to a team for the current season.
(v) 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 RA Registration System. 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 documentation check box id has been ticked in the RA Registration System, players do not need to reproduce this documentation unless changing clubs or unions.

(c) **Parent and/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 - 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 and Rule 7.4 (a) has been met.

Refund of any club 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); or where filling in in another team due to lack of players.
- (ii) Be registered with a lower graded; or younger aged team; or be an appropriately aged player who is currently playing one year above their correct age group, provided that there are insufficient eligible players in the competition team and they comply with RA Safety and Participation Policies.

(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.

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.

(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 an 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/group 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) Allocation of Teams U6 – 9

Teams in these age groups are ungraded, except potentially for one or more of the U9 Divisions and the following guidance is given when Clubs are nominating these age groups:

- (i) Where possible Club teams with the same Colour / Name designator, i.e. "BLUE" will be allocated to the same division/group prefix (i.e. U6, 7, 8, & 9 BLUE to a specific Division/group and so forth). Siblings should be assigned to the same team name (e.g. colour/name) where possible.

Note: Sibling Alignment is not possible for all teams and is dependent upon ALL clubs assigned to a single division/group being able to supply teams in U6 – U9 groupings.

(e) Competition Grading Under 10 Up

Grades U10 and up are competition graded as per GCDRU Grading Policy see 12.5. Refer 12.5 for restrictions on club grading ages.

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 – therefore there are no Points Ladders.

- (iii) **Under 12 and older** - premierships shall be awarded after a finals series as provided for in the Rule Final Series of Matches. Points Ladders are shown.
- (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 Competition BYE, shall be awarded four (4) points and no 'for' & 'against' points scored for that match will be added
 - (vii) An Abandoned Match, due to weather or exceptional circumstances shall result in split points (2 points to each team) except where the game has been abandoned for foul play or injury at or after halftime.
 - (viii) Where a game has been abandoned by the referee due to misconduct by one or both teams, the allocation of competition points will be determined by the management committee.

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 special circumstances, i.e. wet weather, unplayable surface, 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.

(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 able 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

- (i) As per RA Pathway Laws – age U6 – U12 teams must provide players to opposition team if the team has insufficient numbers to field a complete starting side.
- (ii) For U12 upwards refer WR Law 3 and Under 19 Variations and RA under 19 Law Variations re less than 15 players' requirements.
- (iii) U13 upwards – the minimum number of players required to commence a match is 12 players, of which all players must be registered to the club team squad list. A team may choose to forfeit a game if they feel that they do not have sufficient numbers to safely play.

- (iv) Where a team is required to utilise players from another club or another team the match will be deemed a Forfeit.

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

For U13 upwards, if the player numbers fall **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.

NOTE: Where a team has forfeited a match for any of the above reasons, twenty-one points (21) to Nil will be awarded FOR the non-forfeiting team and AGAINST the forfeiting team. A win and four competition points (4) 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 (Time) and the WR and RA 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. Start times and ball sizes as follows:

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

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 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.

E.g. - 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 one (1) minute. 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 been authorised by the Competition Manager. Restrictions on jerseys are:

- (i) **Identical / Similar Colours** - In the event of 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 Scorecard** - The distinguishing number shall correspond with the information supplied by the Club on the team scorecard 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 warmups 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 / Ground Marshall** must be **available** and **identifiable** (wear a high visibility 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 Member Protection Policy and/or 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 RA Protocol for Serious Injury; and
 - h. If necessary, a Club Official / Ground Marshall 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**, as per accreditation requirements – Annexure E is available, identifiable (wearing a clearly marked Vest/Shirt with “MEDIC/AL” or the medical uniform of a professional contracted medical service), and be in a prominent position visible to the field. One medic must be appointed to a minimum of one medic 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 Rugby AU Safety Directives and Concussion Management Guidelines as a reference when seeking any clarification; and
- e. Have on hand copies of the:
 - (i) RA Head Injury Fact Sheet
 - (ii) Concussion Referral & Return Form
- f. 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 qualified Sports 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
- g. 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 over rides First Aid, First Aid overrides trainer) shall have precedence in any decisions made. (Amendment 14 July 05)

(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.
- (iv) **Under 10 – Under 18:**
 - a. Coach: Behind the barrier. The Coach or Assistant Coach CANNOT act as trainer in any match.
 - 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 is them is performing the role of manager.

(d) **Playing Surface**

The following applies to the playing surface:

- (i) In terms of Law 3.11 and 3.12. 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 7.7 Wet Weather Procedures and Alternate Arrangements 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 – U18 age group – 23 players

(ii) Player Movement Dockets

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) Where the live scoring app is being used, player movement is to be recorded as part of the live match scoring process.

(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' scorecard. The reason and team that called uncontested scrums are also be noted.
- (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 RA 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 and 14 (As per RA U19 Law Variations Law 9 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 halfway line, just inside the players' enclosure, between the co-located managers.

(iii) Under 15 - 19 (As per RA U19 Law Variations Law 9 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 halfway line, just inside the players'

(iv) Keeping Time

The Referee shall keep the time. Under no circumstances shall the temporarily suspended player return to the field until given permission to do so by the Referee.

(v) Recording Temporary Suspension

The temporary suspension of a player **must** be recorded on the Match Day scoring app prior to the referee submitting the result.

Failure to do so could leave the player and the Club liable to suspension and / or penalty by Competition Management.

(i) Send Off - Player Ordered Off for Misconduct

(i) Under 6 – U12 (RA Under 19 Law Variations Law 9 Foul Play),

Any player ordered off shall be replaced, providing there are replacements available. In any event, each team on field playing numbers must be equal at all times.

(ii) Under 13 – U18 (RA Under 19 Law Variations Law 9 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 5.8 (b)

7.12 MATCH DAY APP & RESULTS

It is the responsibility of each team manager to:

- i. Provide via the Rugby Match Day App the results and player statistics for all matches played; and
- ii. Submit via the Rugby Match Day App any red, yellow or blue cards for all matches, no later than the times specified.

(a) **Online Results Must Include:**

- (i) All players who participated either as a starting player or reserve for the match
- (ii) Correct jersey numbers worn by players
- (iii) All Yellow, Red and Blue Cards including jersey number, name (for players team), and exclusion reason
- (iv) All player statistics – try, conversion, drop goal, penalty goal, penalty try
- (v) Any suspected serious injury, Blue Cards or suspected concussions.

- (vi) Recording of any periods of play where scrums were uncontested and the reason for this.
- (b) **Viewing of Opposition Match Day app.**
Prior to, during and/or at the completion of each match team managers shall have the opportunity to view the other team's scoring app.

At the end of the match each team manager is to check and come to an agreement that the result and player information is true and correct. All yellow, red and blue cards are to be completed and checked. Once this is done, the match referee is to check the team managers scoring app, confirm the score and submit the result via the scoring app.
- (c) **Match Results - Responsibility**
It is the responsibility of the BOTH teams to ensure that the match results have been submitted via the app. Managers should not leave the field without agreement of the score.
 - (i) **Submitting Results**
Results, uncontested scrums, player statistics, player incidents and injury/suspected concussion details are to be entered must be entered via the Match Day App by 9.00pm on the evening of the game.

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 5.00 pm the Tuesday following the last competition fixture will be used. The points for any match results 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:

- (a) **Semi-Finals and Grand Finals:** *Approved finals series for GCDRU 2023 Junior Competition (with the exception of a 4-team competition)
 - (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).

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. The restart will be by kick off. The team that kicked off at the commencement of the final will restart the first period of extra time and then be 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 and determined by the Referee, that team shall forfeit the match.

8.6 FINALS DIRECTIVE

A Finals Directive may 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

The Competition Manager may issue an eligibility list for each team and from this; dispensation can then be submitted if required. If this is to occur notification will normally be included in the Finals Directive.

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 6:00pm on the Friday preceding the last set of scheduled matches, or as requested, all teams participating in the finals must submit to the Competition Manager:

- (i) Any submissions for player dispensations, including medical certificates if applicable.

(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 been available to play in at least 50% of all premierships matches scheduled for that team in that competition.
- (ii) Where competition has five or less games excluding the finals be registered with the team and appear on the Team List Squad 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 Match Day app and has been part of the starting team or reserve bench.

- (ii) Named on the Match Day app in the case of a Forfeit as available to play; or
- (iii) A Player who has is injured or ill; a medical certificate is held by the club registrar and provided for dispensation; or
- (iv) Dispensation request based on representative duties (GCDRU, QRU, RUGBY AU, QRFSC Representation only); and
- (v) **Suspension or Disqualification** – does not count towards eligibility.

(e) Cleared Players

Eligibility for cleared 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 the previous Club 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, correspondence is required from the losing union stating the number of matches played for that other Club in an equivalently graded team 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; or for players who require dispensation as per 8.7.d.iii or 8.7.e. The Dispensation Committee will comprise the Competition Manager, GCDRU President and one other GCDRU Committee Member 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. Dispensation will only be granted on medical grounds if the player has played at least one current competition game; or
 - b. Player eligibility based on player clearance from another club or region; or
 - c. The player is registered with an equivalently or lower graded or younger aged team under Rule 7.2 if 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 a higher graded team under rule 7.2 if 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. Allowance for a player who is a prop or hooker to be included as a 19th player to allow for scrums to be contested; or
 - c. 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 by the club requesting the dispensation, to the Appeals Committee upon receipt of the appeal within 24 hours of the Dispensation Notice being issued.

(c) Dispensation Outcome

The outcome of the dispensation request will be provided on a form issued by the Competition Manager with the dispensation outcome being either:

Condition 1: Player is granted dispensation to play in the run on team or as a reserve.

Condition 2: 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, Variations, Competition Rules and GCDRU, QRU & RA Policies and Procedures.

9.1 REGISTRATION

All Team Management are to have current registrations in RA Registration System.

9.2 COACH & TEAM MANAGEMENT DETAILS

Clubs are to ensure that the Coach and Manager are assigned to their appropriate squad list in RA's Registration System.

9.3 COACHES

Coaches are to:

- (a) Be registered in RA's Registration System
- (b) Hold the required coaching accreditation for their age group. See Annex E – GCDRU Accreditation Requirements.
- (c) Have read the current WR Laws of the Game, WR U19 Variations, RA U19 Variations, Pathway Laws, any other variation*, Game Management Guidelines and GCDRU Competition Rules. *Permanent field size variation – U8s.

9.4 MANAGERS

Managers are to:

- (a) Be registered in RA's Registration System.
- (b) Hold the required managers accreditation for their age group. See Annex E – GCDRU Accreditation Requirements.
- (c) Be conversant with the Competition Rules, and Player Safety Guidelines.

9.5 COACHES & TEAM MANAGEMENT AGREEMENTMENT FORM

Coaches and Team Management are to read and sign the "Coaches & Team Management Agreement Form" (see Annex A) 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 except where there is a referee no show and no other qualified person is available (refer 10.2.b). 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 GCRRA (Gold Coast) where requested shall have 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 E – GCDRU Accreditation 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 GCRRA (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 where possible

10.2 NO APPOINTED REFEREE – please also refer to Law 6.2

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 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 Smart Rugby 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 5.9 (b)
- (b) **Protest Report** - A Club 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. These reports will be dealt with by the Committee and if required forwarded to the Judicial Committee.
- (c) Any Code of Conduct or Member Protection Breaches are to be reported via the online <http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister.aspx>

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 – 7 Teams. This person would normally be an adult and does not have to be accredited.
 - (ii) Under 8 – 12 Teams. Be no younger than 13 years of age; and have completed an Assistant Refereeing Kids Rugby U8-U12 certification.
 - (iii) U13 and Older. Accredited Level 1 Assistant Referee.
- (b) **Age Requirements**
Assistant Referees are to be no younger than thirteen (13 years of age).
 - (d) **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.

(e) **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 GCRRA 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.

(f) **Assistant Referee Vests**

Clubs are responsible for issuing each of their teams with an Assistant Referee Vest and 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). A club is not entitled to vote at a general meeting if the member's annual subscription is in arrears at the date of the meeting.

11.2 PLAYER LEVY

The player levy is paid for as part of their online registration and applied as follows:

- (a) **Once Per Player**. A player is required to pay the Player Levy only once in any one year. That is, if the player plays in the Under 13 Boys XVs Season and Summer 7s Competitions, the levy need only be paid once for that player.
- (i) **Multiple Competitions**. Where a player participates in more than one type of rugby competition format i.e. 15s, 7s and or 10s, there may be a conversion amount charged to the player upon registration to any additional competition to cover any additional insurance or specific competition fee requirements e.g. referees, medical etc.

11.3 PLAYER CLEARANCES

- (a) **Clearance to another Union**. Once a player has played any game, the player levy will not be reimbursed; and
- (b) **Clearance 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 / QRU / RA DIRECTIVES

From time to time it is necessary for the GCDRU MC and/or MC and/or QRU and/or RA 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 & TRIAL GAMES

- (a) Clubs are encouraged to run Carnivals and tournaments and Trial Games, 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 RA Event Sanctioning Form available through <http://www.rugbyau.com/participate/rugby-administration/insurance> and have written approval prior to any carnival/tournament or trial game being conducted.
 - b. The GCDRU / 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 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 Carnival.** 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 Rugby AU 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 complete and send the Event Sanctioning form to the Competition Manager, who may sanction the game.
 - b. Within the State, including Schools. For games between affiliates of the GCDRU, Host 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, Host 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 RA) 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, visiting Teams must have their Tour and game(s) sanctioned by their Home Union prior to request for GCDRU Sanctioning. The GCDRU may give initial sanctioning, and forward to the QRU, and RA to confirm approval.
 - (ii) **Guidelines.** Clubs are to also read the current policy documents in relation to Rugby Tours – found at - <http://www.rugbyau.com/participate/rugby-administration/tour-applications> that deals with Tours to ensure they comply with the current guidelines.
 - (iii) **Laws.** Visiting Clubs / Teams are to conform to the Laws of the Game and U19 variations as directed by RA and for pathway Under 6 - 12 must conform to RA 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 has not been programmed by the Competition Manager (GCDRU) is to proceed without the appropriate Event Sanctioning Form / RA Tour Approval being 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 U10 upwards the club is to approach the GCRRA (Gold Coast) after the game has been sanctioned and any recompense is a matter between the Club and the GCRRA (Gold Coast).

12.3 PRESIDENTS TROPHY

In each calendar year, the President of the GCDRU MC may award one of the competing Clubs in the competition the President's Trophy. The basis of this award shall be decided by a majority vote of the GCDRU MC. Points are added or deducted for aspects of club management that include:

- Met all Accreditation requirements
- registration of players,
- submission of Match Scorecards - App,
- reporting of weekly results to Competition Manager - app,
- payment of affiliation fees,
- game forfeits,
- team withdrawals,
- send offs and sin bins,
- game day procedures – submission of match day reports,
- competition rule breaches
- MPP / COC breaches,
- percentage increase in player numbers,
- attendance at President meetings.

12.4 ENTRY OF NEW CLUBS INTO THE GCDRU COMPETITION

Enquiries regarding the entry of new clubs into the GCDRU Competition should be directed to: secretary@gcdru.com.au

12.5 GRADING POLICY – U10 AND UP

(a) Club Grading

- (i) **U10 – U11** – Club teams are NOT to be internally graded. Teams may be balanced. Balancing is the allocation of players between teams to ensure the even distribution of forwards and backs, to ensure proper and safe game structure can take place.
- (ii) **U12** –
 - a. Clubs may grade their teams, however, where a club has graded their teams; they MUST nominate a Division 1 side.
 - b. Clubs choosing not to grade their teams, teams should be balanced to ensure the ability to contest scrums and have an even distribution of forwards and backs to teams to ensure proper and safe game structure can take place.
- (iii) **U13 and Up** – Grading optional

(b) Competition Grading – U10 and Up 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.
 - a. Using detailed information provided on the Team Nomination, the rank order shall be adjusted to increase or decrease the rank accordingly.
 - (iii) The rankings will be used for arrangement of any skill development / grading matches. The results of these matches will be used to further adjust rankings in an age group.
 - (iv) 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.
- (c) **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 play every other team an equal number of times; HOWEVER the number of such matches shall be kept to a minimum.

12.6 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 (if not available the MC Region Committee Representative) 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 by phone and text message 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 | After direction from the Competition Manager, the Club Representative is to contact opposition Club Contacts to notify them of field closure, or alternate arrangement. |
| 6.50 — 7.00am | Competition Manager will notify the Referee Representative of any field closures and/or alternate arrangements. |
| | Clubs effected notify their Team Managers (youngest age group first) of field closures or alternate arrangements as directed by the Competition Manager. |
| 7.00am onwards | Manager notifies Team Members. |
- (iii) 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/>
- (iv) 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.

12.7 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 GCRRRA (Referee Association) by both text and emailing:
Laga Taylor
Email - president@gcdrarra.com.au
Phone – 0418 219 086
3. Contact the Competition Manager by text or phone and follow up with an email informing him/her of the forfeit.
Trent Ma Chong
Email – rugbymanager@gcdraru.com.au
Phone – 0412 599 295

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

12.8 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 Rugby AU accreditation, 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 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**. Please also refer to Law 3.20; 3.21 and 3.22.
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 TREAT INJURED PLAYERS**. They are to call for medical assistance immediately.
7. The GCRRA 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 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 host 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 players' injury based on giving a team an advantage.

12.9 PHOTOGRAPHY & VIDEOING POLICY

The GCDRU policy on game 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 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 & the U12 Carnival, and at times general competition games. 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 may authorize persons to take photographs and video games for media, training, selection, and memorabilia purposes.
3. 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.
4. The club/venue can restrict anyone (except the GCDRU) from taking Photographs or Videos.
5. 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.
6. To avoid any misunderstandings, it is recommended that anyone who is going to video or photograph a game comply with 6 above.
7. 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. EXCEPTION to 8 – Where a parent/guardian has safety concerns with family court matters, can request that their child not be videoed or photographed, and this will take precedence over photo and video permission.
10. Concerned about someone, tell a committee member or official at the club or an official at the venue.

14 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>



GOLD COAST JUNIOR RUGBY UNION COACHES & TEAM MANAGEMENT AGREEMENT FORM

Introduction

1. The aim of this form is to ensure that Coaches & Team Management are aware of their responsibilities when coaching or working with a Junior Rugby Union Team and that through their knowledge, behaviour and guidance ensures the game can be enjoyed by all participants, including parents and spectators.

Administration

1. All Coaches, including Assistant Coaches, Coaching Co-ordinators / Directors, Managers & Assistant Managers, Team Officials, Assistant Referees, Team Sports Trainers, Club Appointed Referees are to complete this form.
2. Original to Club Secretary, if required a photocopy can be produced for the Coach / Manager.
3. This form is to be retained by the Club for a period of 12 months.
4. A new form is to be filled out for each calendar year.

Presidents Responsibilities

1. Presidents are to make available to the Coach / Team Management the documents listed below and ensure they allow a reasonable time for them to digest the information before this form is signed.
2. The Club President is to witness the signing of the form by the Coach / Team Management; this also signifies that the above paragraph has been complied with.

Coaches / Team Management Responsibilities

1. Ensure you have read the documents listed below and are familiar with their contents. Ensure that they are current for this year.
2. The President should be able to answer or direct you to a source, to any questions that may arise.
3. Sign the form in front of the Club President and maintain the duplicate copy for your records.

Documents

1. Gold Coast Junior Rugby Union Competition Rules.
2. Laws of the Game including U19 Variations (for Under 12 upwards Coaches)
3. Game Management Guidelines as issued yearly by Rugby AU.
4. Annex B & F, relating to Pathway Laws (for Pathway personnel).
5. Annex E Accreditation Requirements
6. Rugby AU Code of Conduct.
7. Member Protection Policy
8. Concussion & Serious Injury Management Guidelines

AGREEMENT

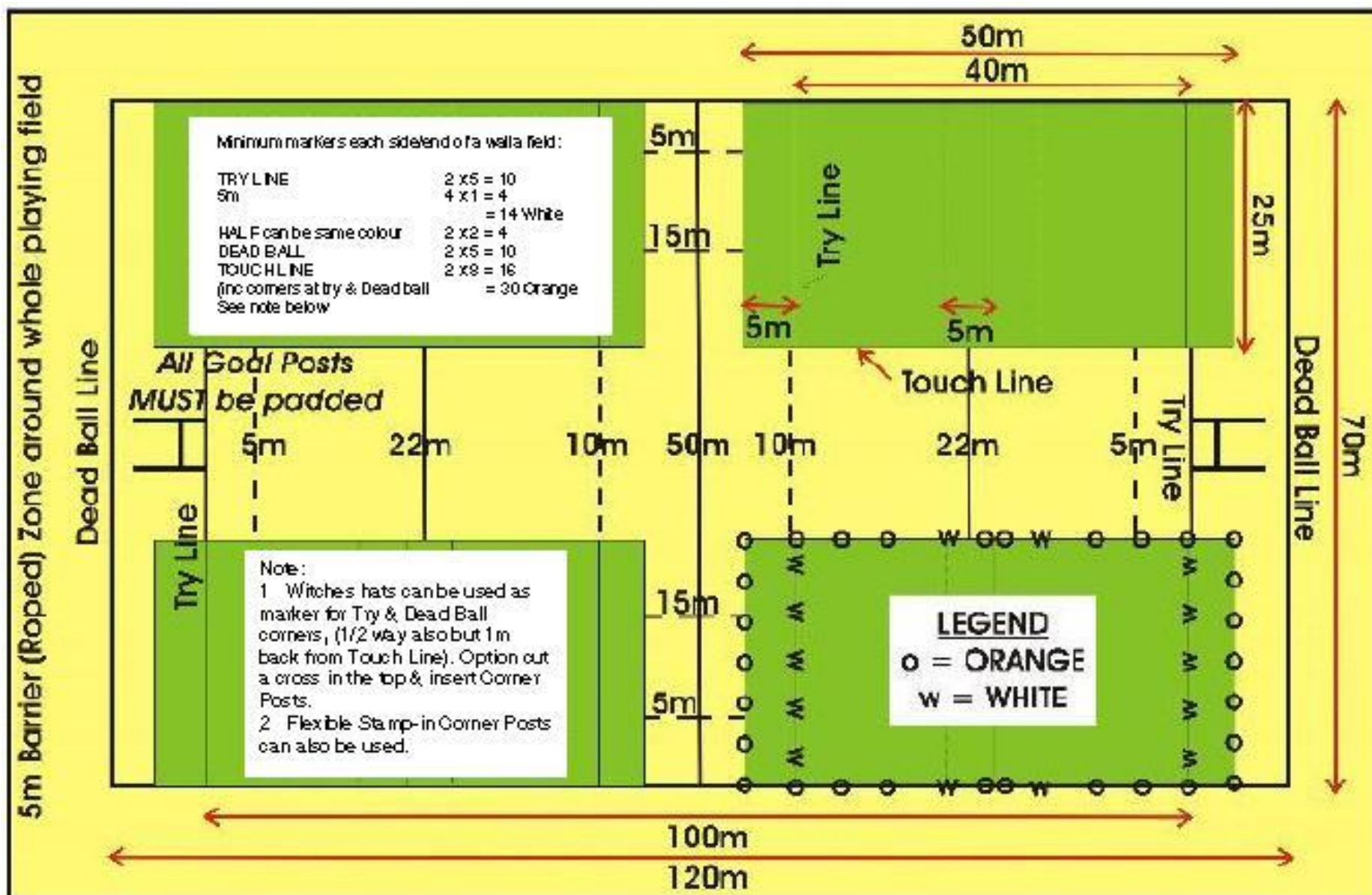
As the _____
(Insert position held i.e. Coach, Asst Coach, Coaching Director, Age Co-ordinator, Manager, Team Official, Touch Judges, Sports Trainer etc)

of _____
(Insert full name of Team and /or Club (i.e. Pine Rivers U12 RED))

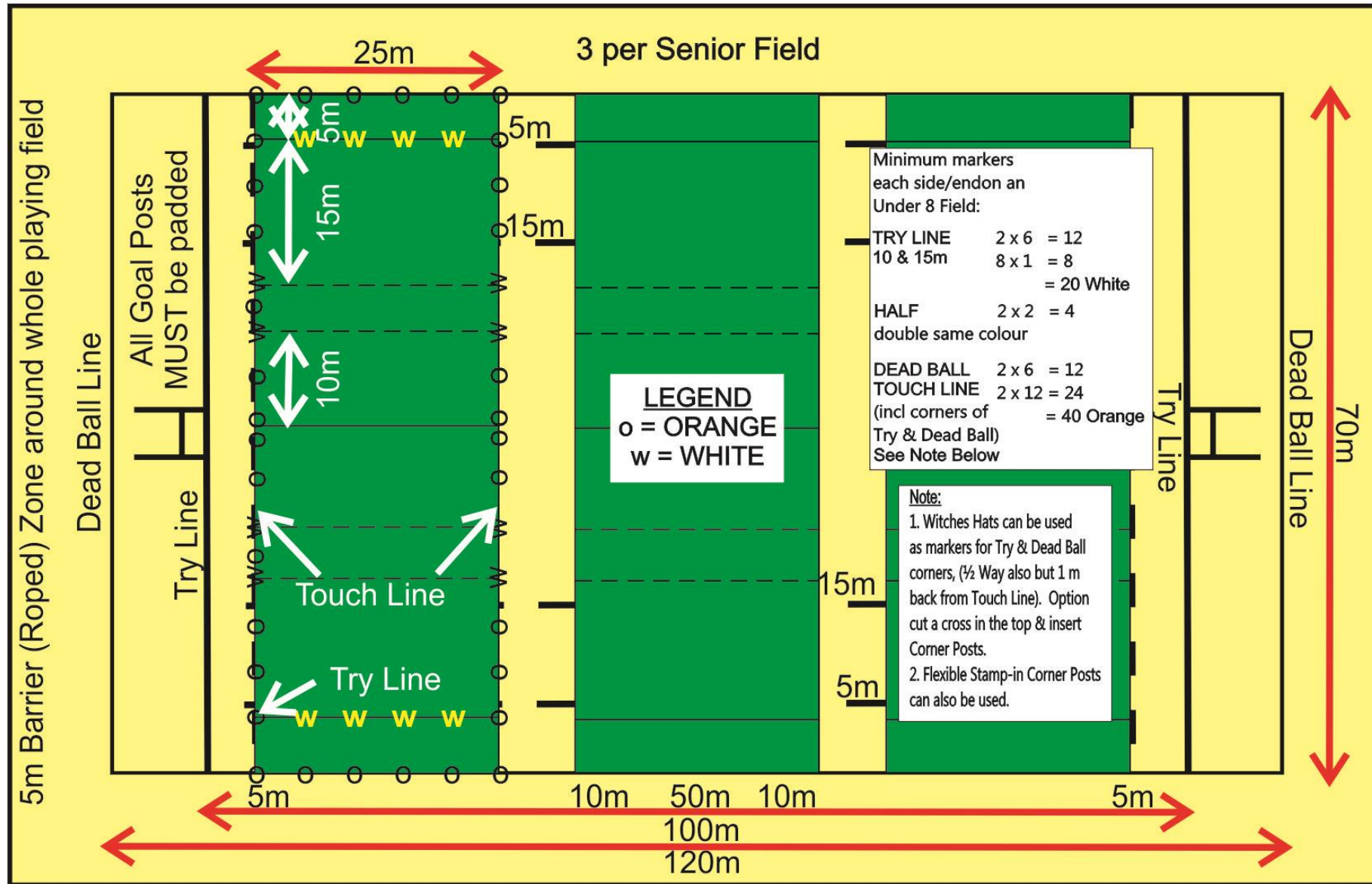
having read the current documents listed above, I am now aware of the responsibilities pertaining to my role in the Gold Coast Junior Rugby Union Competition and my Club. I am also aware that failing to diligently implement those responsibilities will be a breach of this agreement and contrary to the ethos of Junior Rugby Union.

Position:	Junior President:
Full Name:	Full Name:
Rugby ID:	Rugby ID:
Date:	Date:
Club:	Club:

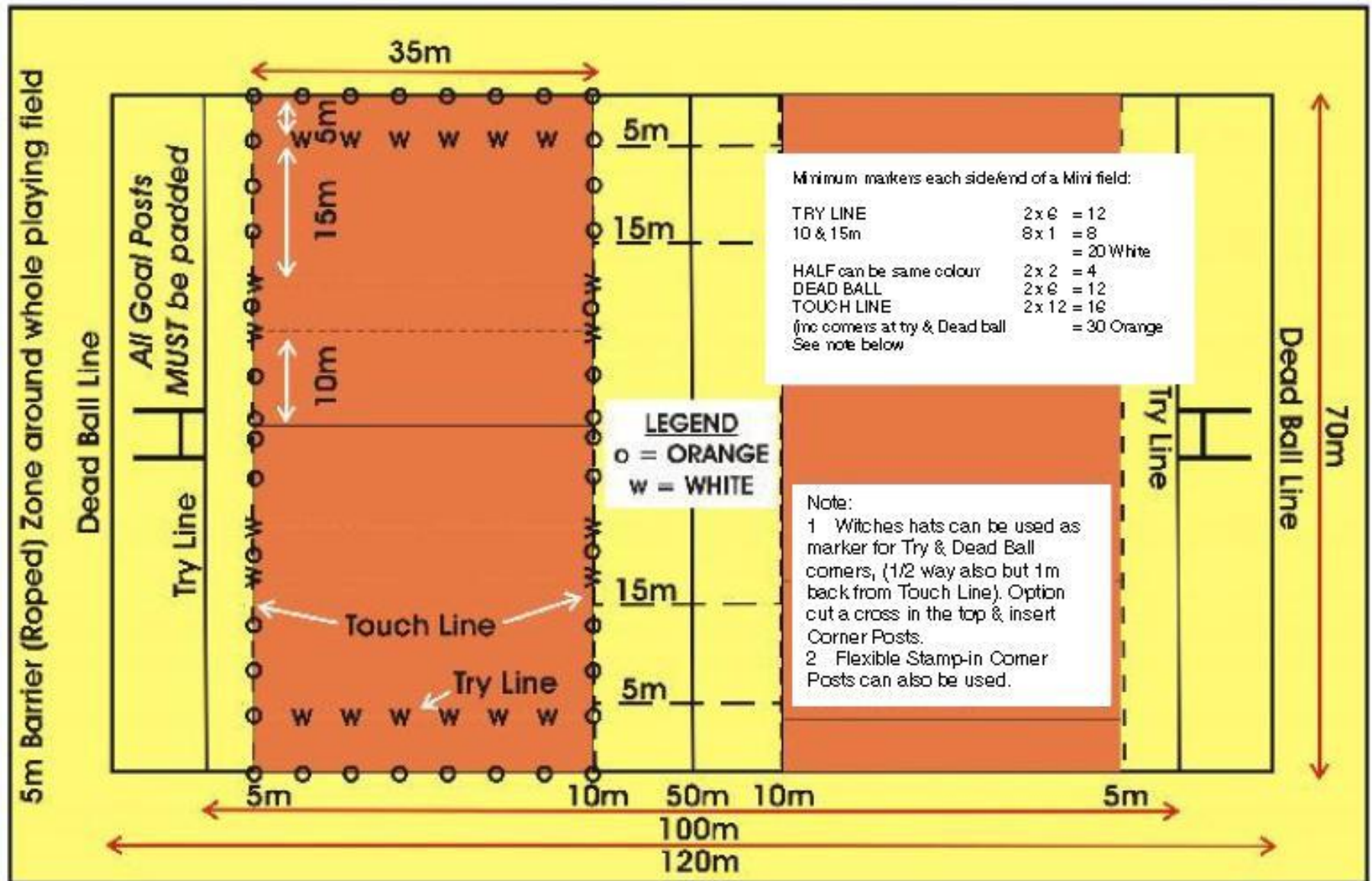
U6 & U7 FIELD MARKING DIAGRAM



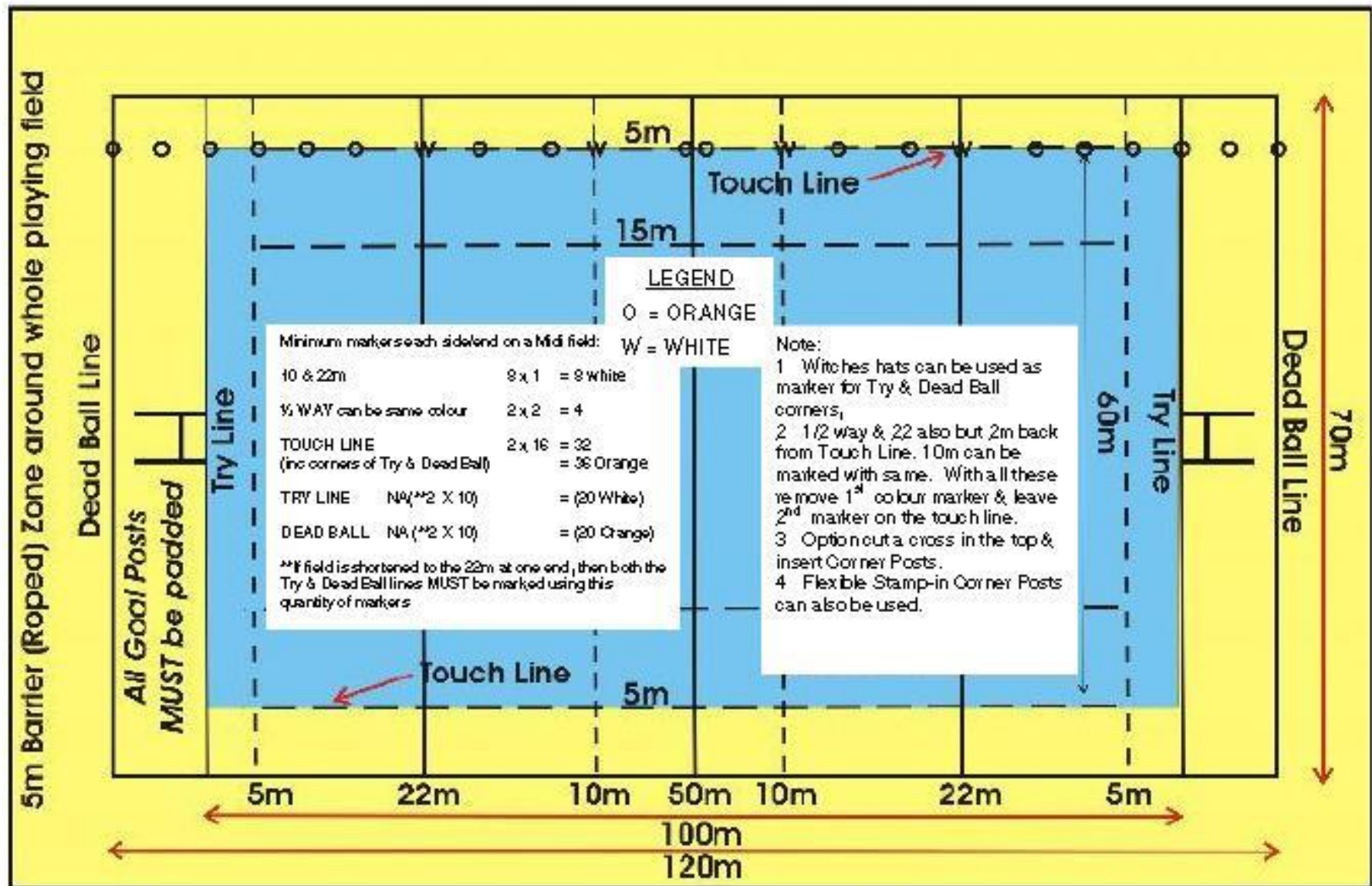
U8 FIELD MARKING DIAGRAM



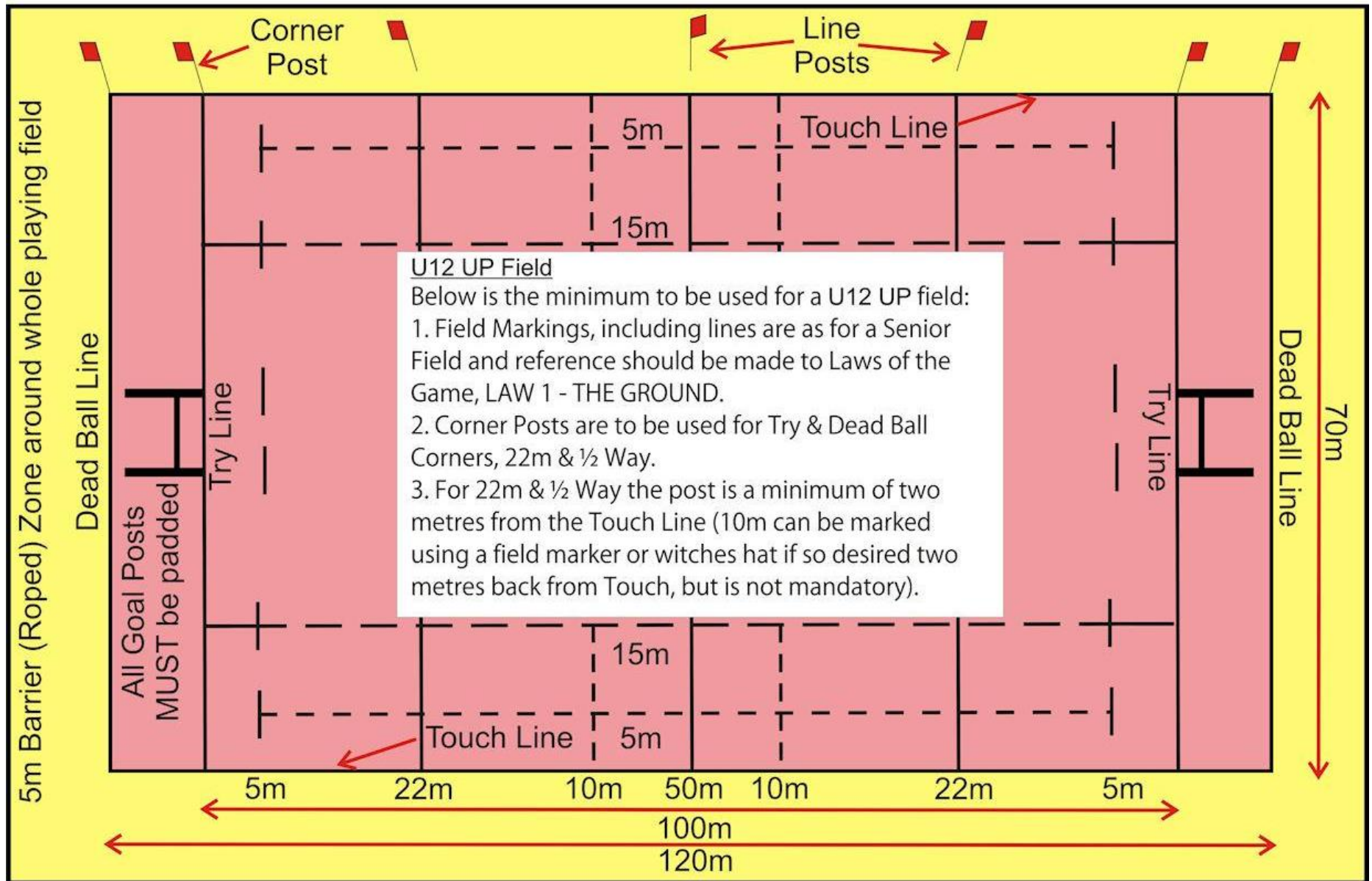
U9 FIELD MARKING DIAGRAM



U10 & U11 FIELD MARKING DIAGRAM



U12 & UP FIELD MARKING DIAGRAM



**GOLD COAST JUNIOR RUGBY UNION Inc
PROTEST REPORT**

1 Full Name of Person Submitting Report: _____

2 Position Held: _____ Organisation: _____

3 Full Name of the Person / Team / Club Named in Report:

Surname: _____ First Name: _____

Club: _____ Team: _____

Position at Club (player, manager, official, spectator, etc.): _____

4 Where it Occurred: _____ Date: _____ Time: _____

5 Describe precisely the grounds on which the Report is being made, including reference to the Laws of the Game, and/or the GCDRU Competition Rules that have been breached (please attach other pages if insufficient room to describe incident). This form is not to be used for reporting Code of Conduct or Member Protection Policy breaches:

6 List Accompanying Statements & Documentation (signed Statutory Declaration Forms):

7 I agree that the events mentioned above are true and correct.

Details of Person submitting Report

Full Name: _____ Presidents/Secretary Name: _____

Signature: _____ Presidents/Secretary Signature: _____

This form and accompanying documentation can be forwarded to Competition Manager by 5.00pm on the first business day after the match, to:

E-mailed: as a scanned PDF document to juniordrawmanager@gcdru.com.au

This form is not to be used for reporting Code of Conduct or Member Protection Policy breaches. Please use the following link:
<http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister.aspx>

GCDRU Player Movement Docket

1

GCDRU Player Movement Docket

2

GCDRU Player Movement Docket

3

GCDRU Player Movement Docket

4

GCDRU Player Movement Docket

5

GCDRU Player Movement Docket

6

GCDRU Player Movement Docket

7

GCDRU Player Movement Docket

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GCDRU Player Movement Docket

9

GCDRU Player Movement Docket

10

GCDRU Player Movement Docket

11

GCDRU Player Movement Docket

12

**GOLD COAST JUNIOR RUGBY UNION INC
ACCREDITATION REQUIREMENTS
CLUBS, TEAM OFFICIALS & MATCH OFFICIALS**

CLUB REQUIREMENTS	Accreditation				Member Protection / Inclusion	Code of Conduct
MEMBER PROTECTION CONTACT (All clubs need to identify a designated MPC)						
All Clubs & Age Groups					✓	✓

GROUND MARSHALL REQUIREMENTS	Accreditation					Ground Marshall Course
Age Group						
Under 6 – Under 7						✓
Under 8 – Under 12						✓
Under 13 – U18						✓
Rugby 7s						✓

REGISTRAR REQUIREMENTS	Accreditation				Rugby AU Registration System Administrator Program	Rugby AU Registration System Registrar Program
Age Group						
Under 6 – Under 18					✓	✓
Rugby 7s, 10s, Carnivals					✓	✓

FIRST AID REQUIREMENTS	Accreditation				First Aid in Rugby (WR Online)	Senior First Aid Certificate	Concussion & Serious Injury Management
Age Group							
Under 6 – Under 18					✓	✓	✓
Rugby 7s					✓	✓	✓

COACHING REQUIREMENTS	Accreditation	Smart Rugby (included in CKR & Level 1)	Member Protection / Inclusion	Code of Conduct	Q Coach	Coaching Kids Rugby	Level 1 (Including Foundation)
Age Group							
Under 6 – Under 7		✓	✓	✓	✓	✓	
Under 8 – Under 12		✓	✓	✓	✓	✓	
Under 13 – U18		✓	✓	✓	✓	✓	✓
Rugby 7s		✓	✓	✓	✓	✓	✓

TEAM MANAGER REQUIREMENTS	Accreditation	Rugby AU Registration System Team Manager Tasks	Member Protection / Inclusion	Code of Conduct	Concussion & Serious Injury Management
Age Group					
Under 6 – Under 7		✓	✓	✓	✓
Under 8 – Under 12		✓	✓	✓	✓
Under 13 – U18		✓	✓	✓	✓
Rugby 7s		✓	✓	✓	✓

REFEREEING REQUIREMENTS	Accreditation	Smart Rugby (included in RKR Course)	Member Protection / Inclusion	Code of Conduct	Refereeing Kids Rugby	Level 1 (Including Foundation)
Age Group						
Under 6 – Under 7 (encouraged)					✓	
Under 8 – Under 9		✓	✓	✓	✓	
Under 10 - Under 12		✓	✓	✓	✓	
Under 13 – U18		✓	✓	✓	✓	✓
Rugby 7s		✓	✓	✓		✓

ASSISTANT REFEREE REQUIREMENTS (*Must be at least 13 years of age)	Accreditation	Smart Rugby (included in RKR Course)	Member Protection / Inclusion	Code of Conduct	Assistant Referee - Refereeing Kids	Level 1 Assistant Referee
Age Group						
Under 6 – Under 9 (encouraged)					✓	
Under 10 - Under 12		✓	✓	✓		✓
Under 13 – U18		✓	✓	✓		✓
Rugby 7s		✓	✓	✓		✓

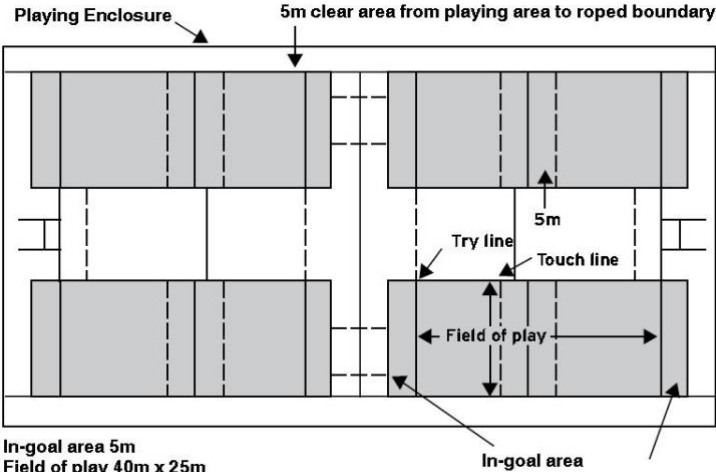
LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	¼ field L:40m, W:25m		⅓ field L:60m; W:25m	½ field L:60m; W:35m	Full field less 10 m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x small sided games, then 2 x 10 min halves	2 x 15 mins	2 x 15 mins	2 x 20 mins	2 x 20 mins		2 x 25 mins
Game Style	Small sided games	7-a-side Tag	7-a-side Tackle	10-a-side Tackle	12-a-side Tackle		15-a-side Tackle
Skills Focus	Evasion and Tag Catch and Pass Running Scoring Tries Enjoyment		Tackle Ruck Maul	Attack Defence	Kick in General Play Contested Scrum and Lineout		Positional Awareness
Ball Size	Size 2		Size 3		Size 4		Size 4
Conversions	No		In front, 10m back (Optional*)		Yes Not past 15m line		Yes Not past 15m line
Kick-off	Punt 5m Exclusion zone		Punt 5m Exclusion zone		Drop		Drop
Restart	Tap on halfway by non-scoring team		Tap on halfway by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
Lineout	Tap Restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout Receiver		Must pass	Must pass		All options		All options
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half		Must Pass	Must pass		All options #8 moves Illegal		All options
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

COMMON PATHWAY LAWS FOR U6 TO U12

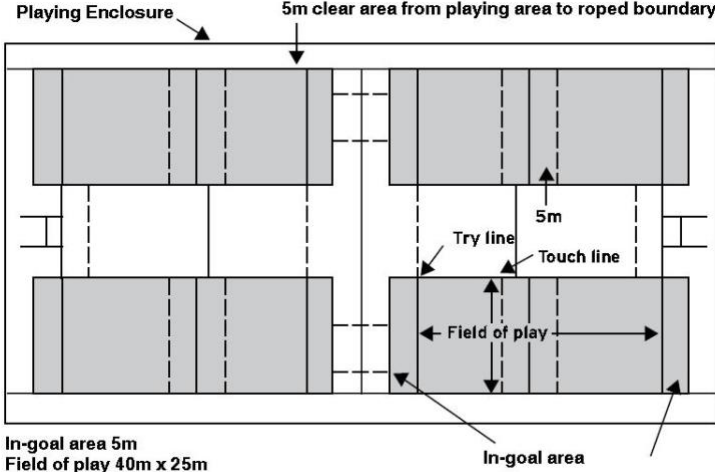
Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.		
Scrum	Scrum engagement sequences is CROUCH – BIND – SET . When crouched, the distance between opposing front rows should be close enough that players’ heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between ‘bind’ and ‘set’. Defending scrumhalf can’t go past midline and cannot leave the scrum.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Slinging tackles, fending to the head and squeeze ball illegal
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	Foul Play	Yellow card = 5 mins A player given a Yellow card or Red card may be replaced.

Under 6 Game Modifications 2022

Competitions	<ul style="list-style-type: none"> ◆ No finals series, no competition ladders and no premierships allowed. ◆ Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> ◆ 40m x 25m (i.e. 1/4 field)  <p>Playing Enclosure</p> <p>5m clear area from playing area to roped boundary</p> <p>Try line</p> <p>5m</p> <p>Touch line</p> <p>Field of play</p> <p>In-goal area 5m</p> <p>Field of play 40m x 25m</p> <p>In-goal area</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 2
Number of Players	<ul style="list-style-type: none"> ◆ 7 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than 7 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts, that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players.
Time	<ul style="list-style-type: none"> ◆ Two small sided games are to be played, which are Activities 1 and 4 from that week's activities in the Under 6 Coaching manual. This is then followed by 2 x 10 min halves of tag rugby, with a 5 minutes half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> ◆ No tackling allowed (PK) ◆ No fending allowed (PK). ◆ No kicking allowed in general play (tap restart). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sinbin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> ◆ Referees are encouraged to be lenient. ◆ The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.

<p>Kick-off and Restarts</p>	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If the kick-off is unsuccessful in any way (e.g. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
<p>The Tag</p>	<ul style="list-style-type: none"> ◆ A tag MUST be: <ul style="list-style-type: none"> - A two-handed touch, and - on the shorts only. ◆ Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs. ◆ The Referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged and reinforce good habits. ◆ Players jerseys should be tucked in. ◆ Referee will call "TAG" if performed correctly, or "PLAY ON" if not. ◆ Once the referee has called "TAG", the coach may then call "TURN AND PASS". ◆ Once tagged, players are required to stop as quickly as possible and turn and pass to a teammate. They are not required to return to the mark where they were tagged. ◆ There are no offside lines at a tag for defence. They players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress by removing a fully set line of defence. ◆ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. ◆ No opposing player may block or prevent the tagged player from passing the ball to a teammate (PK). ◆ If a player cannot pass for any reason, a tap restart is awarded and the team in possession.
<p>Lineout</p>	<ul style="list-style-type: none"> ◆ Where a lineout would normally be played, the team which would normally be given the throw-in is awarded a tap restart, 5 metres in from the touch line.
<p>Scrum</p>	<ul style="list-style-type: none"> ◆ Where a scrum would normally be played, the team which would normally be given the thrown in is awarded a tap restart at the place where the scrum would be formed.
<p>Tap Restarts</p>	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
<p>In-Goal</p>	<ul style="list-style-type: none"> ◆ If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. ◆ If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball then award the try. ◆ A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try. ◆ If the ball becomes dead in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.

Under 7 Game Modifications 2022

Competitions	<ul style="list-style-type: none"> ◆ No finals series, no competition ladders and no premierships allowed. ◆ Coaches are allowed on the field for the duration of the game.
The Ground	<ul style="list-style-type: none"> ◆ 40m x 25m (i.e. usually 1/4 field)  <p style="font-size: small;">Playing Enclosure 5m clear area from playing area to roped boundary</p> <p style="font-size: small;">In-goal area 5m Field of play 40m x 25m In-goal area</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 2
Number of Players	<ul style="list-style-type: none"> ◆ 7 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than 7 players during play, then team must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts, that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 15 min halves, 5 min half time ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Conversions, Drop Goals and Penalty Goals are not permitted.
Foul Play	<ul style="list-style-type: none"> ◆ No tackling allowed (PK) ◆ No fending allowed (PK). ◆ No kicking allowed in general play (scrum). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sinbin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced.
Knock on and Forward Pass	<ul style="list-style-type: none"> ◆ Referees are encouraged to be lenient. ◆ The assumption should be that the ball has gone backwards unless it is clearly and obviously forward.

Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If the kick-off is unsuccessful in any way (e.g. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line.
The Tag	<ul style="list-style-type: none"> ◆ A tag MUST be: <ul style="list-style-type: none"> - A two-handed touch, and - on the shorts only. ◆ Tags are not permitted on the jersey above the waist from either in front or behind. A tag is not permitted on the legs. ◆ The Referee MUST apply this strictly, as this will allow attacking players to continue running when incorrectly tagged and reinforce good habits. ◆ Players' jerseys should be tucked in. ◆ Referee will call "TAG" if performed correctly, or "PLAY ON" if not. ◆ Once the referee has called "TAG", the coach may then call "TURN AND PASS". ◆ Once tagged, players are required to stop as quickly as possible and turn and pass to a teammate. They are not required to return to the mark where they were tagged. ◆ There are no offside lines at a tag for defence. They players of the team not in possession of the ball do not need to retreat to any line. This ensures game continuity and forward progress by removing a fully set line of defence. ◆ To defend effectively, players may need to be encouraged by their coaches to retreat backwards to remain in front of the attacking team. ◆ No opposing player may block or prevent the tagged player from passing the ball to a teammate (PK). ◆ If a player cannot pass for any reason, a tap restart is awarded and the team in possession.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players from each team stand as catchers 1 metre from the opposition players in a single line 3 metres away from the touch line. ◆ The thrower of the team in possession stands opposite their teams' first catcher. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a teammate.

	<ul style="list-style-type: none"> ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
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Lineout Offside	<ul style="list-style-type: none"> ◆ The lineout does not end until the ball is either played by a teammate, or touches the ground, after being passed by the receiver. ◆ Opposition backline players must stay onside, and lineout players must stay in the lineout until the lineout is over. ◆ If players are offside, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH – BIND – SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ There is no pushing in the scrum and the team throwing in the ball must win it. ◆ After gathering the ball, the scrumhalf must pass it to a teammate. ◆ If the scrumhalf doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a teammate, or touches the ground, after being passed by the receiver. ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards another scrum with the same team throwing in, so the players get it right (if there is repeated infringement a PK may be awarded).
Tap Restarts	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.
In-Goal	<ul style="list-style-type: none"> ◆ If a player grounds the ball in the opposition in-goal, but is tagged in the act of scoring, a try is awarded. ◆ If a player is tagged in the opposition in-goal, the referee should encourage the player to ground the ball and then award the try. ◆ A player is not permitted to 'dive' when scoring a try (either through a defensive line or when in the clear). A player must be on their feet to score a try, otherwise a tap restart is awarded to the team in possession, 5 metres out from the goal line in line with where the player attempted to score the try.

- ◆ If the ball becomes dead in in-goal, play restarts with a tap restart to the defending team, 5m out from their goal line.

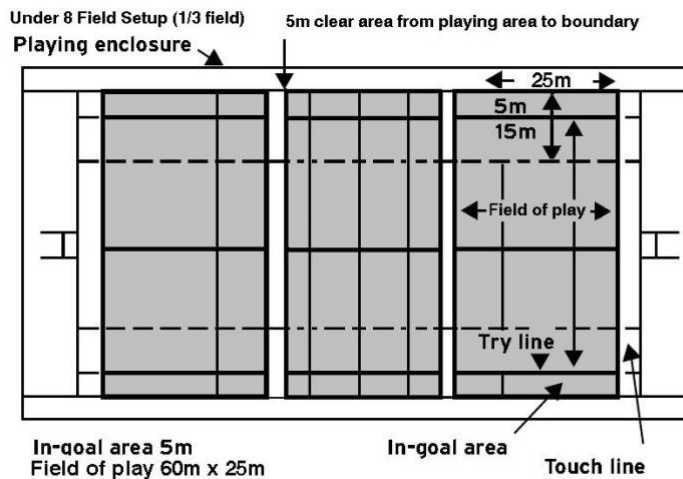
Under 8 and Under 9 Game Modifications 2022

Competitions

- ◆ No finals series allowed
- ◆ Competition ladders and premierships are actively discouraged
- ◆ Coaches are not allowed on the field beyond the first half of the season in the U9 age group.

The Ground

- ◆ Under 8: 60m x 25m (i.e. 1/3 field – Permanent Law Variation)
- ◆ Under 9: 60m x 35 m (i.e. 1/2 field)



	<p>Under 9 Field Setup (1/2 field)</p> <p>Playing enclosure</p> <p>5m clear area from playing area to roped boundary</p> <p>35m</p> <p>5m</p> <p>15m</p> <p>Field of play</p> <p>Try line</p> <p>In-goal area 5m</p> <p>Field of play 60m x 35m</p> <p>In-goal area</p> <p>Touch line</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 3
Number of Players	<ul style="list-style-type: none"> ◆ Under 8: 7 players ◆ Under 9: 10 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer players than the standard number of players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 10 players for Under 8 and 14 players for Under 9.
Time	<ul style="list-style-type: none"> ◆ Under 8: 2 x 15 min halves, 5 min half time. ◆ Under 9: 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring* Conversions are to be taken where possible.	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions, if allowed by the competition organiser, can be either a drop kick or a place kick, and are taken on a line through the centre of the goal posts from 10m away. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ No kicking allowed in general play (scrum). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sinbin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).

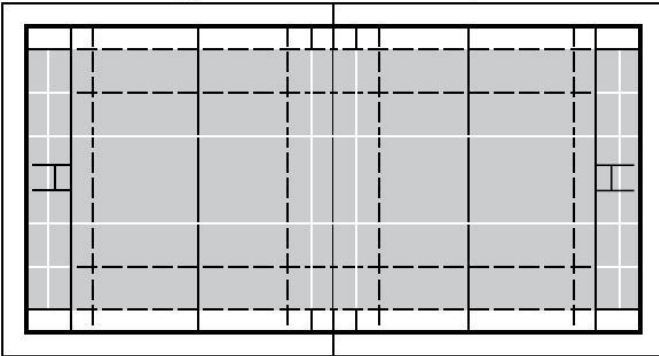
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs to begin each half are punt kicks or drop kicks. ◆ The receiving team at a kick-off must be at least 5m back from half-way. ◆ If a kick-off is unsuccessful in any way (e.g. wrong kick, doesn't go 5m, goes dead etc), another chance is provided until the kick is successfully taken. ◆ There is a 5m radius circle 'exclusion zone' around a player attempting to field the ball after a kick-off. No opposing player can enter this zone until the receiving player has caught or picked up the ball (PK). ◆ After a try, the non-scoring team takes a tap restart from the centre of the half-way line. ◆ Where a drop-out would normally occur under Law, the team entitled to the drop out will restart play with a tap restart at the centre of the 15-metre line.
Tackle/Ruck	<ul style="list-style-type: none"> ◆ Referees are reminded to encourage players to only play for the ball when they are on their feet. After the tackled player has passed or released the ball, no player may play the ball while on their knees.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 2 players (in Under 8s) or 4 players (in Under 9s) from each team stand as catchers 1 metre from the opposition players in a single line 4 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the lineout. The receiver must stay in position until they receive the ball from the lineout. ◆ All other players not taking part in the lineout must be back at least 5 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ The team throwing the ball must win it. ◆ The ball is passed or knocked to the receiver who must then pass it to a teammate. ◆ If the wrong team wins the ball or the receiver doesn't pass, the referee awards another lineout with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).

Lineout Offside	<ul style="list-style-type: none"> ◆ The lineout does not end until the ball is either played by a teammate, or touches the ground, after being passed by the receiver. ◆ Opposition backline players must stay onside, and lineout players must stay in the lineout until the lineout is over. ◆ If players are offside, the referee awards a Penalty Kick.
Scrum Setup	<ul style="list-style-type: none"> ◆ 3 players (in Under 8s) or 5 players (in Under 9s) from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ There is no pushing in the scrum and the team throwing in the ball must win it.

	<ul style="list-style-type: none"> ◆ After gathering the ball, the scrumhalf must pass it to a team-mate. ◆ If the scrumhalf doesn't pass, the referee awards another scrum with the same team throwing in, so the players can get it right (if there is repeated infringement, a PK may be awarded).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum does not end until the ball is either played by a teammate, or touches the ground, after being passed by the receiver. ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.
Tap Restarts	<ul style="list-style-type: none"> ◆ All Penalty Kicks (PK) and Free Kicks (FK) are taken as a tap restart. ◆ The opposing team must run back at least 5 metres from the mark. ◆ At a tap restart the ball must be either kicked out the hands or put on the ground and kicked a visible distance. The player must not hold the ball and tap with the foot without letting go. Another chance is provided until taken correctly.

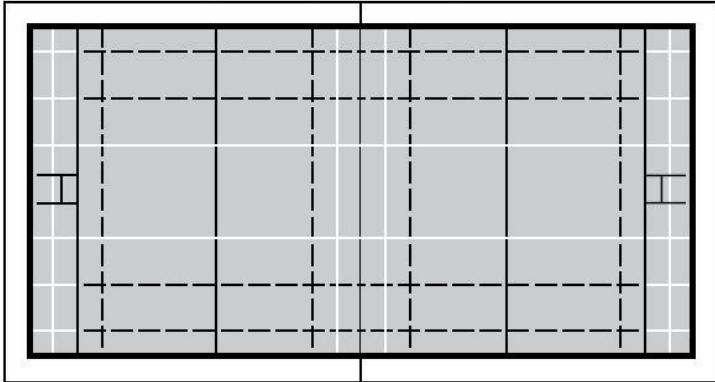
Under 10 and Under 11 Game Modifications 2022

Competitions	◆ Finals series, competition ladders and premierships allowed. (No premierships in GCDRU competitions)
The Ground	◆ 100m x 60m (i.e. full field minus 10m width)

	<p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 60m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 12 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 12 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 17 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line (i.e. 10 metres from the touch line). ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sinbin and if the time period has not expired when half- time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ If a kick-off or drop kick is unsuccessful in any way (e.g. wrong kick, goes dead etc), another

	<p>chance is provided, and if the second kick is also unsuccessful, then a scrum is awarded at the centre of the half way line or 22m line with the throw in to the non-infringing team.</p>
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 5 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the line-out. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the line-out must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ If the throw is incorrect (e.g. not straight), the referee awards another lineout with the same team throwing in, so the players can get it right. If the second attempt is also incorrect, a scrum is awarded to the non-infringing team. ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 6 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ A team must not push the scrum more than 1 metre (FK). ◆ No Number 8 moves allowed (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrumhalf has hands on the ball it is not out). ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay outside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.

Under 12 Game Modifications 2022

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed.
The Ground	<ul style="list-style-type: none"> ◆ 100m x 70m (i.e. usually full field) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 70m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 15 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 15 players during play, teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If one team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 20 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 25 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed (PK). ◆ A red card = sent off and cannot return.

	<ul style="list-style-type: none"> ◆ A yellow card = 5 mins in the sinbin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends. ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ No second chances for incorrect kick-offs or drop-outs.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 7 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrumhalf) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the lineout must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ No second chance if the throw is incorrect (i.e. not straight). ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 8 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ A team must not push the scrum more than 1 metre (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrumhalf has hands on the ball it is not out). ◆ The defending scrumhalf cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.