

**SYDNEY JUNIOR RUGBY UNION (SJRU)  
2019 COMPETITION RULES**



**Under 10 to Opens (Under 17/Under 18)**

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## **SJRU'S CORE VALUES INCORPORATING THE "SPIRIT OF RUGBY"**

We all have a collective responsibility to ensure that the unique spirit and ethos of the game of rugby is upheld and that we take a responsible attitude and duty of care towards ourselves and each other.

The SJRU Competition Rules and Constitution protect and promote the game of rugby, its values, spirit and ethos.

However the SJRU Competition Rules cannot be, and will not be, prescriptive in relation to every particular issue that may arise in the management of SJRU Competitions and the game of rugby.

Therefore if a particular issue is not dealt with prescriptively in the SJRU Competition Rules and/or the SJRU Match Day Manual and/or the SJRU Constitution then the Competition Manager will make a decision in relation to the issue by adopting the SJRU's Core Values Incorporating the "SJRU's Spirit of Rugby".

The SJRU's Core Values Incorporating the "SJRU's Spirit of Rugby" include:-

- **Integrity** - Integrity is central to the fabric of the game of rugby and is generated through honesty and fair play.
- **Passion** - The rugby fraternity have a passionate enthusiasm for the game of rugby. Rugby generates excitement, emotional attachment and a sense of belonging to the rugby family.
- **Solidarity** - Rugby provides a unifying spirit that leads to lifelong friendships, camaraderie, teamwork and loyalty, which transcends cultural, geographic, political and religious differences.
- **Discipline** - Discipline is an integral part of the game of rugby both on and off the field and is reflected through the adherence to the SJRU Competition Rules, SJRU Match Day Manual, SJRU Constitution, the Laws of the Game and rugby's core values.
- **Teamwork** - Teamwork is essential to our game of rugby. We welcome all new team members and include all because working as a team enriches our lives. We play selflessly, working for the team, not for ourselves alone, both on and off the field. We take pride in our team, rely on one another and understand that each player has a part to play. We speak out if our team or game of rugby is threatened by inappropriate words or actions.
- **Respect** - Mutual respect forms the basis of our game of rugby. We hold in high esteem our game of rugby, its values and traditions and earn the respect of others in the way we behave. We respect our Match Officials and accept their decisions. We respect opposition players and supporters. We value our coaches and those who run our Districts/Clubs and treat our clubhouses with consideration.
- **Enjoyment** - Enjoyment is the reason we play and support the game of rugby. We encourage players to enjoy training and playing. We use our game of rugby to adopt a healthy lifestyle and build life skills. We safeguard our young players and help them have fun. We enjoy being part of a team and part of the rugby family.
- **Principles** - Strong principles underpin our game of rugby. We ensure that our sport is one of controlled physical endeavour and that we are honest and fair. We obey the Laws of Rugby, which ensure an inclusive and exciting global game of rugby. We support our disciplinary system, which protects our sport and upholds its values. We observe the sport's laws and regulations and report serious breaches.
- **Sportsmanship** - Sportsmanship is the foundation upon which rugby is built. We uphold the rugby tradition of camaraderie with teammates and opposition. We observe fair play both on and off the pitch and are generous in victory and dignified in defeat. We play to win but not at all cost and recognise both endeavour and achievement. We ensure that the wellbeing and development of individual players is central to all rugby activity.

## STATEMENT OF INTENT AND INTERPRETATIONS

- (A) The Competition Rules shall apply to all Teams, Districts, District Affiliates, Clubs and Club Affiliates participating in Competitions and, where applicable, trial matches between Districts and/or Clubs and Representative trials between Districts.
- (B) The SJRU Competition Rules shall be read in conjunction with the SJRU Constitution, SJRU Match Day Manual, World Rugby Laws of the Game, World Rugby Regulations, ARU Policies and the Code of Conduct.
- (C) The SJRU Constitution takes precedence over the SJRU Competition Rules, which takes precedence over the SJRU Match Day Manual.
- (D) In these Competition Rules unless the context indicates a contrary intention:-
  - i. words denoting the singular number include the plural and vice versa;
  - ii. headings are for convenience only and do not affect interpretation;
  - iii. references to clauses and sub-clauses are references to clauses and sub-clauses of these Competition Rules; and
  - iv. words denoting the male gender include the female gender and vice versa.



## DEFINITIONS

In these Competition Rules, except in so far as the context or subject matter otherwise indicates or requires:

**Administration Fee** means the per Registered Player fee levied to Districts and Clubs each year as outlined in these Competition Rules.

**Administrator** means the administrator(s) assisting the Board to manage the Competition.

**Affiliation and Competition Participation Agreement** means the agreement between the SJRU and a District/Club.

**Affiliation Fee** means the fee levied to Districts and Clubs each year for affiliation with the SJRU as outlined in these Competition Rules.

**Age Dispensation** means a Registered Player granted a dispensation to play down an Age Group in accordance with Competition Rule 3.14.2

**Age Group** means Registered Players and Teams participating within a common chronological age group e.g. Under 12.

**Appeals Board** means the Board or a Committee thereof.

**Appeals Tribunal** means the tribunal appointed by the Board and convened by the Competition Manager to hear any appeals against decisions of the Judiciary.

**Assistant Referee** means a person who:

- (A) is at least two (2) years older than the Age Group participating in the Match; and
- (B) holds a current ARU Referee accreditation; or
- (C) holds a current ARU Assistant Referee accreditation; or
- (D) has completed the ARU Refereeing Kids Rugby (RKR) course and successfully completed the RKR exam and is a member of a Referees Association.

**Away Team** means the Team which is not the Home Team.

**Board** means the SJRU Board or a Committee thereof.

**Citing Form** means the form to cite any District or District Affiliate or Club or Club Affiliate.

**Citing Officer** means the person appointed by the Competition Manager to investigate an allegation outlined in a Citing Form.

**Club** means a body, incorporated or unincorporated, that is defined as a "Club" in the SJRU Constitution and executes an Affiliation and Competition Participation Agreement for the current season.

**Club Affiliate** means any Registered Player, Team, Club Official, Team Affiliate or any other individual or organisation that has an association with the Club.

**Club Official** means any Team Official, Club Board/Committee member or other official associated with the Club.

**Club Registrar** means the person(s) responsible for entering the Club's player registration forms into the Online Administration System.

**Club President** means the person(s) who is the head of a Club, or their delegate, as advised by the Club to the Administrator.

**Coach** means the coach of the Team.

**Code of Conduct** includes Codes of Conduct issued by the ARU and its affiliates.

**Competition** means all competitions organised, administered and conducted by the Competition Manager.

**Competition Participation Fee** means the per Registered Player fee levied to Districts and Clubs each year as outlined in these Competition Rules.

**Competition Manager** means the Board and its Administrator, or a Committee thereof, which administers the Competition.

**Competition Rules** mean these rules which are the Competition Rules for the current season. The Competition Rules shall be read in conjunction with the Laws of the Game, ARU Policies and the Code of Conduct.

**Development Player** means a Registered Player in the Under 10 and Under 11 Age Groups participating in the NSWJRU State Championships. For those Districts entering multiple teams in the NSWJRU State Championships the players in the lower graded team are NOT considered as development players.

**District** means a body, incorporated or unincorporated, that is defined as a "District" in the SJRU Constitution and executes an Affiliation and Competition Participation Agreement for the current season.

**District Affiliate** means any player, team, official, affiliate or any other individual or organisation that has an association with the District.

**District President** means the person(s) who is the head of a District or their delegate, as advised by the District to the Administrator.

**Fees** means the fees outlined in Competition Rule 2.8.

**Finals Series** means Matches designated as semi-finals, preliminary finals and grand finals.

**Financial Penalty** means the financial cost imposed under the Competition Rules which shall be limited to a maximum of ten (10) Penalty Units for a first offence by a District or District Affiliate or Club or Club Affiliate and may increase by a maximum of ten (10) Penalty Units for each and every subsequent offence by that District or District Affiliate or Club or Club Affiliate.

**Financially Indebted** means any sum outstanding to the SJRU which has remained unpaid for thirty (30) days after the date on which such payment was due.

**First Aid Attendant** means a volunteer or paid employee who has a valid first aid certificate or World Rugby First Aid in Rugby (FAIR) certification and, for all Under 13 and older matchers, has completed the First Aid Attendant Level 1 Accreditation available on the Rugby Learning Centre.

**Grade** means a part of an Age Group for which the Competition Manager conducts a Competition.

**Ground Marshal** means a person appointed by a Team and/or District and/or Club to fulfil the obligations contained within these Competition Rules. The designated Ground Marshal, who must be five (5) years older than the Age Group participating in the Match, must be identifiable by wearing the orange SJRU vest.

**Ground Marshal Card (GMC)** means the card shown by the Referee to request the Ground Marshals to enter the field of play so that the Referee can advise the Ground Marshals that there is an unacceptable level of abuse from off the field.

**Home Team** means the Team who usually plays at the venue at which a Match is to be played or, if there is no such Team, or if both Teams usually play at that venue, the Team that appears first for the Match in the Official Draw. However if the venue for a Match is moved to a venue that is not the home venue for either Team playing then the Team requesting the move shall be deemed to be the Home Team.

**Import** is any Registered Player who was registered with another District/Club in the current or prior year.

**Joint Venture Team** means where two or more Districts/Clubs contribute players to a single combined Team in the situation that each District/Club does not have enough players to form a Team.

**Junior Team** is a Team in the Under 10 through to the Opens (Under 17/Under 18) age groups.

**Judiciary** means a panel appointed by the Board and convened by the Competition Manager to investigate and adjudicate on Send-Offs, Code of Conduct violations and breaches or disputes of the Competition Rules.

**Laws of the Game** mean the World Rugby Laws of the Game, the World Rugby Regulations, the Australian Law Variations and the Australian Under 19 Law Variations which are included on the ARU website.

**Laws of Rugby** means for Matches in Competitions for:-

- (A) Under 10 to Under 12 Age Groups shall be played in accordance with the Pathway Laws subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty; and
- (B) Under 13 to Opens (Under 17/Under 18) Age Groups shall be played in accordance with the Laws of the Game subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty.

**Lodgement Date** means the final date for the submission of forms as directed by the Competition Manager.

**Match** means a game in the Official Draw and, where applicable, trial matches between Clubs.

**Match Day Manual** means the summary of the Competition Rules for the current season. The Match Day Manual shall be read in conjunction with the Competition Rules, Laws of the Game, ARU Policies and the Code of Conduct.

**Match Official** means the Referee, Assistant Referee or touch judge.

**Match Score Card** means the sheet containing Teams and Registered Players for a match as printed from the Online Administration system. May also be referred to as the Sign On Sheet.

**Minimum Number of Players** means nine (9) Registered Players for a twelve (12) a side Competition and eleven (11) Registered Players for a fifteen (15) a side Competition.

**Misconduct** means conduct, action or behaviour that is detrimental to a District, District Affiliate, Club, Club Affiliate, the SJRU or the ARU or one of its affiliates.

**National Participation Insurance Levy (NPIL)** means the per player annual levy to cover Insurance for all Rugby players.

**National Participation Registration Fee(NPRF)** means the per Registered Player fee on all registered players each year as outlined in these Competition Rules.

**No Match** means a scheduled Match that has not been played within the required time period.

**Non-Transferable Player** means a Registered Player who cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Player may play in a higher Graded Team in their Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

**Non-Transferable Representative Player** means a Registered Player, who is also a Representative Player, who cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Representative Player may play in the same Graded Team or a higher Graded Team in the Age Group above provided it is in accordance with Competition Rule 3.6. Each Representative Player is only allowed to play up an Age Group two (2) times during a season and if they play up an Age Group in a third match then they will be deemed to have moved up an Age Group permanently and are no longer eligible to play in the lower Age Group.

**NSWJRU** means New South Wales Junior Rugby Union Inc.

**NSWJRU State Championships** means the matches and competitions organised by NSWJRU and usually held during the June long weekend.

**NSWRU** means New South Wales Rugby Union Limited.

**Official Draw** means the draw for Competitions as issued by the Competition Manager from time to time.

**Online Administration System** means the player registration, management and Match results system as provided by the Competition Manager.

**Opens Age Group** means the Age Group that consists of Registered Players from both the Under 17 and Under 18 age groups. Registered Players that are eligible to play in the Under 16 Age Group are not permitted to play in an Opens Age Group unless the appropriate Two Year Window dispensation has been granted.

**Other Matches** means matches in carnivals, tournaments and gala days and matches against Visiting Teams as referred to in Competition Rule 8.0.

**Pathway Laws** means the modified laws of the Australian TryRugby Kids Pathway.

**Penalty Unit** means an amount of \$50.

**Playing Enclosure** means the playing area and the space around it normally bounded by permanent perimeter fencing. If there is no perimeter fencing then the Home Team shall ensure ropes or barriers are erected a minimum distance of 5 metres back from the touch line or, where this is not possible, as far back from the touch line as is practicable.

**Proposed Import** means an Import for whom approval has not yet been given under Competition Rule 3.5.

**Proven Offence** means an offence that has been found proven by a judiciary of a sporting code.

**Qualified SJRU Assessing Coach (QSAC)** is an SJRU affiliated Level 2 Accredited Coach that has completed the online Assessing Coach Program

**Referee** means a person who:-

- (A) holds a current ARU Referee accreditation; or
- (B) has completed the ARU Refereeing Kids Rugby (RKR) course and successfully completed the RKR exam and is a member of a Referees Association.

**Referees Association** means the NSWRU Appointments Officer and/or a Referees Association approved by the Competition Manager.

**Registered Player** means a person who has completed the ARU Registration Form **and** whose details have been entered into the Online Administration System.

**Regular Season** means the season from Round 1 to the last Round immediately prior to the Finals Series.

**Representative Game** means any match or competition as determined by the Competition Manager and includes but is not limited to the NSWJRU State Championships, the SJRU Regionals, Junior Gold Cup and matches involving the SJRU representative teams and the NSWJRU representative teams and where applicable representative trials.

**Representative Player** means a Registered Player who is nominated or selected to play in a Representative Game, even though they may subsequently withdraw due to injury or any other circumstance, and in the current year they will be a Representative Player:-

- (A) up to the day immediately before the first day of the NSWJRU State Championships, if they were nominated or selected to play in a Representative Game, even though they may have subsequently withdrawn due to injury or any other circumstance, at any time during the previous calendar year;
- (B) from the first day of the NSWJRU State Championships, if they were nominated or selected to play in a Representative Game, even though they may have subsequently withdrawn due to injury or any other circumstance, at any time from the beginning of the current calendar year to the end of the NSWJRU State Championships;
- (C) if they are nominated or selected to play in their first Representative Game for the current calendar year after the NSWJRU State Championships, even though they may subsequently withdraw due to injury or any other circumstance, then from the day of their first Representative Game after the NSWJRU State Championships for the current calendar year;
- (D) All Registered Players selected, even though they may subsequently withdraw due to injury or any other circumstance, in the ARU's Junior Gold Youth (Under 18) 7's, National Gold Squad, Junior Gold Cup, Junior Gold Under 15 High Performance Camp or any other ARU High Performance Unit squad as determined by the Competition Manager for the current calendar year are considered Representative Players from the date of their selection;
- (E) Registered Players playing in an Under 10 or Under 11 Age Group Representative Game are not considered Representative Players;
- (F) Except in the Under 10 or Under 11 Age Groups, if a District and/or Club enters multiple teams to play Representative Games then all players will be considered to be Representative Players unless granted dispensation by the Competition Manager; and
- (G) The definition of a Representative Player is determined by the SJRU and not the District.

**Ring-In** means an ineligible player either because the player:-

- (A) is not a Registered Player; or
- (B) is not on the ID Sheet or the Team does not present a print out from the Online Administration System; or
- (C) is registered with another District/Club; or
- (D) is ineligible to play in that Grade; or
- (E) is suspended.

**Round** means a series of Matches where each Team in a Competition plays another Team from that same Competition on a particular day(s).

**Round Series** means a full cycle of Matches where each team plays each other once. There may be one, two or three cycle(s) of Matches as determined by the Competition Manager.

**Rugby Australia** means the Australian Rugby Union Limited and its affiliates.

**Rugby Australia Policies** means the policies published by the Rugby Australia from time to time.

**Rugby Australia Registration Form** means the form issued by the Rugby Australia or the form produced by the Online Administration System for registration of players and coaches.

**Scheduled Game Time** means the venue, date and time as specified by the Competition Manager in the Official Draw.

**Send Off**, generally signalled by the referee showing the player a red card, means the player is prohibited from any further participation in the Match and prohibited from participation in any future matches, trials, carnivals or tournaments in any football code until the player has appeared before the Judiciary. Sent Off and/or “red carded” shall have a similar meaning.

**Sign-on Sheet** means the sheet containing Teams and Registered Players for a Match as printed from the Online Administration System.

**Sign-on Table** means the table situated on or about the half way line where players sign-on before the match and at which both Team managers sit during the match. There must be a Sign-on Table at every match.

**SJRU** means Sydney Junior Rugby Union Inc.

**Suspension** means a prohibition from playing in any rugby matches organised under the auspices of the ARU or its affiliates (including school rugby) and may be imposed by the Judiciary or automatically pursuant to Competition Rule 12.0. Suspend and Suspended shall have similar meanings. In accordance with ARU policy the Competition Manager recognises all sanctions and suspensions imposed by other sporting codes in relation to all Proven Offences.

**Team** means the list of Registered Players in a team as contained on the Sign-on Sheet.

**Team Affiliate** means Trainer, first aid officer, parent, guardian or spectator.

**Team Official** means a Coach, assistant coach, manager, assistant manager or Ground Marshall of a Team.

**Team Zone** means the two roped off areas each side of the half way line, on the same side of the ground, where the reserves and Team Officials of each Team are to sit or stand during the Match.

**Temporary Suspension**, generally signalled by the referee showing the player a yellow card, means temporarily suspended from a Match for a period of five (5) or ten (10) minutes. Temporarily Suspended and/or sin binned and/or “yellow carded” shall have a similar meaning.

**Trainer** means a person who administers water to players, delivers and retrieves the kicking tee and attends to injured players of their Team. The Trainer must be identifiable by wearing the yellow SJRU vest.

**Transfer Panel** means a panel formed by the Board to determine applications for Proposed Imports referred to it by the Competition Manager.

**Transferable Player** means a Registered Player who is permitted to play in a lower Graded Team in their nominated Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

**Two Year Window** means the Age Grade Two Year Window policy issued by the ARU which states that a player shall not participate in an age grade competition more than two years above their age on 1 January in the year in which the competition is run. This two year period is known as the two-year window.

**Visiting Team** means a team that is not from a District or Club affiliated with the SJRU.

**Website** means the website maintained by the Competition Manager and located at [www.sjru.com.au](http://www.sjru.com.au)

**World Rugby** means the body that was previously referred to as the International Rugby Board or IRB.

**World Rugby Laws of the Game** means the rugby laws incorporating the Playing Charter that are issued by World Rugby and are on the ARU website.

**World Rugby Regulations** means the Regulations of World Rugby which are on the ARU website.

## **1. COMPETITION RULES**

### **1.1. APPLICATION OF COMPETITION RULES**

- (A) The Competition Manager is the sole arbiter of the interpretation and enforcement of the Competition Rules.
- (B) If any application is made to the Competition Manager pursuant to a Competition Rule(s) and the Competition Manager has not responded within fourteen (14) days, despite the provisions in the Competition Rules, the applicant may submit its application to the Board for determination. The Board will then have a further fourteen (14) days to hand down a decision.
- (C) District/Club Officials are required to ensure their familiarity and understanding of the current Competition Rules prior to the season commencing or prior to their first Competition Match whichever applies first. Where uncertainty exists, a Match will be played and after the Match the Competition Manger will decide if a penalty should be imposed for any contravention of the Competition Rules.
- (D) If there is a dispute between two (2) Teams about a particular Competition Rule then the view of the Home Team will prevail.
- (E) It is not the role of the referee to interpret the SJRU Competition Rules; that is the role of the Team Officials, District/Club Officials and the Competition Manager.

### **1.2. REQUESTS FOR INFORMATION**

Districts, District Affiliates Clubs and Club Affiliates are to respond to requests from the SJRU or the Competition Manager, the Board, the Citing Officer, the Judiciary and the Appeals Tribunal in a timely manner and within the time frame requested by the applicable body. If a District, District Affiliate, Club or Club Affiliate does not respond to the applicable body in a timely manner then the applicable body may impose a penalty as outlined in Competition Rule 1.3.

### **1.3. CONTRAVENTION OF COMPETITION RULES**

Contravention of any of the Competition Rules will be dealt with by the Competition Manager, the Board, the Appeals Board, the Citing Officer, the Judiciary and/or the Appeals Tribunal as may be appropriate. Districts and/or District Affiliates and/or Clubs and/or Club Affiliates in contravention of these Competition Rules are liable to:-

- (A) be fined and /or placed on a bond; and/or
- (B) suffer loss of Competition points; and/or
- (C) be expelled or suspended from the SJRU and/or its Competitions; and/or
- (D) suffer any other penalty that the Competition Manager or Board or Appeals Board or Judiciary or Appeals Tribunal may see fit to impose.

### **1.4. PROTESTS ARISING FROM COMPETITION MATCHES**

- (A) All protests arising from Competition Matches shall be lodged in writing with the Administrator by the District/Club wishing to protest and affirmed by the District/Club President of the protesting District/Club no later than 5:00 pm on the second business day following the date of the Match from which the protest arises.
- (B) When a protest has been lodged by the District/Club under this Competition Rule the protesting District/Club must also within that time supply to the District/Club being protested against a copy of the protest.
- (C) The Competition Manager may extend the time for lodging a protest provided the Competition Manager is satisfied there are exceptional circumstances for doing so. The decision of the Competition Manager to grant or refuse an extension of time shall be final and not subject to review.
- (D) Where the District/Club protesting does not fulfil the above requirements, then that District/Club shall have no further right of protest.
- (E) Any protest lodged within the time allowed under this Competition Rule or the time as extended in this Competition Rule will either be decided by the Competition Manager or forwarded to a Citing Officer or be heard by the Judiciary at its earliest convened meeting.

### **1.5. APPEALS AGAINST DECISIONS**

- (A) The last clause of each Competition Rule details the appeal process in relation to decisions made in respect of that particular Competition Rule. If there is no appeals clause at the end of a particular Competition Rule then an appeal cannot be lodged against a decision in relation to that particular Competition Rule.
- (B) All appeals against decisions in relation to the Competition Rules must be made in writing to the Competition Manager by the District/Club President of the appealing District/Club within twenty four (24) hours of the decision being handed down. Failure to submit an appeal in writing within twenty four (24) hours of the decision being handed down will result in the appeal being denied. The Appeals Board has the right to extend the time period in which the District/Club President of the appealing District/Club can lodge an appeal.
- (C) All appeals against decisions of the Competition Manager are made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (D) The Appeals Board reserves the right to either make a decision on the appeal or forward the appeal to a Citing Officer or the Judiciary. The decision of the Appeals Board is final.
- (E) If the Appeals Board forwards an appeal to a Citing Officer then the Citing Officer will make a recommendation in accordance with Competition Rule 13.5. The Appeals Board will then make a decision in relation to the recommendation of the Citing Officer.
- (F) If the Appeals Board forwards an appeal to the Judiciary then the decision of Judiciary may be appealed to the Appeals Tribunal. The decision of the Appeals Tribunal is final.

### **1.6. ALTERATION TO COMPETITION RULES**

The Board may from time to time amend or alter the Competition Rules by giving at least seven (7) days' notice to all Districts and Clubs.

## 2. DISTRICT MEMBERSHIP, CLUB MEMBERSHIP AND FINANCIAL CONDITIONS OF ENTRY

### 2.1. AFFILIATION WITH SJRU

The SJRU Board is solely responsible for determining the affiliation of Clubs and Districts in the SJRU and in SJRU Competitions.

### 2.2. PARTICIPATION IN SJRU COMPETITIONS

- (A) Teams may only participate in SJRU Competitions if they are part of a District/Club affiliated with the SJRU or have been given dispensation by the SJRU Board to participate in a SJRU Competition; and
- (B) Teams must train and play their Home Team Matches within the District which they are affiliated with.
- (C) At the sole discretion of the Competition Manager it may schedule Teams to play their Home Team Matches within a District which they are not affiliated with due to reasons of travel, convenience, agreements between Clubs, agreement with the SJRU etc.
- (D) In exceptional circumstances the SJRU Board may not require a District/Club to comply with this Competition Rule.

### 2.3. AFFILIATION OF DISTRICTS

The Districts affiliated with the SJRU are as follows:-

Districts
Easts
Eastwood
Gordon
Manly
Norths
Penrith
Randwick
Southern Districts
Sydney University
Two Blues
Warringah
Wests

### 2.4. AFFILIATION OF CLUBS

The Clubs affiliated with the SJRU and the District they are affiliated with are as follows:-

Clubs	Districts
Allambie Heights	Manly
Balmain	Sydney University
Easts Bays	Easts
Beecroft Cherrybrook	Eastwood
Blacktown	Two Blues
Blue Mountains	Penrith
Bondi	Easts
Box Hill	Eastwood



<b>Clubs</b>	<b>Districts</b>
Briars	West's
Burraneer	Southern Districts
Canterbury	Sydney University
Central Eastwood	Eastwood
Chatswood	Gordon
Clovelly	Randwick
Collaroy	Warringah
Coogee	Randwick
Dee Why	Warringah
Drummoyne	Norths
Dundas Valley	Two Blues
Dural	Eastwood
East Wallaroes	Easts
Epping	Eastwood
Forest	Manly
Harbord	Manly
Hawkesbury	Penrith
Hills	Two Blues
Hornsby	Gordon
Hunters Hill	Norths
Killara West Pymble	Gordon
Lane Cove	Gordon
Lindfield	Gordon
Liverpool Cougars	Two Blues
Manly Roos	Manly
Maroubra Missiles	Randwick
Menai	Southern Districts
Mosman	Norths
Narrabeen	Warringah
Newport	Warringah
North Rocks	Eastwood
Norths Pirates	Norths
Norwest Bulls	Two Blues
Oatley	Southern Districts
Penrith RSL	Penrith
Petersham	Sydney University
Pittwater	Warringah
Raiders	Manly

<b>Clubs</b>	<b>Districts</b>
Randwick Warriors	Randwick
Rockdale	Southern Districts
Rouse Hill Renegades	Two Blues
Roseville	Gordon
Ryde	Eastwood
South Coogee	Randwick
St Ives	Gordon
St Patricks Junior Old Boys	West's
Sylvania	Southern Districts
Terry Hills	Warringah
Wahroonga	Gordon
Wakehurst	Warringah
West's Juniors	West's

## **2.5. CLUBS MERGING**

- (A) Clubs must apply to the SJRU Board to merge.
- (B) The SJRU Board, in consultation with the Clubs and Districts, will assess the information and determine whether or not to provisionally allow the Clubs to merge or to provisionally allow the Clubs to merge subject to certain conditions.
- (C) If the SJRU Board provisionally allows the Clubs to merge, or provisionally allows the Clubs to merge subject to certain conditions, then a motion to that effect must be presented to a general meeting of members of both Clubs.
- (D) At the general meeting of members of both Club the following is required to occur:-
  - i. At least twenty one (21) days' notice of the meeting must be given.
  - ii. The notice of meeting must clearly state the motion that will be presented to the meeting.
  - iii. The notice of meeting must be forwarded to all members of the Club, all members of the SJRU Board and all members of the SJRU.
  - iv. All members of the Club and representatives from members of the SJRU and the SJRU Board must be permitted to attend and address the meeting.
  - v. The motion must be passed by at least 67% of the members eligible to vote at the general meeting of members.
- (E) If the motion is passed by both Clubs in accordance with these Competition Rules then the players and members of the former Clubs will immediately be considered as players and members of the new merged Club.

## **2.6. NEW CLUBS**

- (A) A new Club must apply to be affiliated with the SJRU by submitting to the SJRU Board the information requested in the New Club Criteria which is determined by the SJRU Board from time to time.
- (B) The submission to form a new Club must be approved by two (2) neighbouring Clubs.
- (C) The SJRU Board, in consultation with the new Club, the existing Clubs and the Districts, will assess the information and determine whether or not to admit the new Club or to admit the new Club subject to certain conditions.
- (D) If the SJRU Board, in consultation with the existing Clubs and Districts, decides to admit the new Club then the SJRU Board, in consultation with the existing Clubs and Districts, will allocate the new Club to a District.

- (E) The SJRU Board, at its absolute discretion, may deny the application of the new Club and recommend that the players and officials join a neighbouring Club.
- (F) The SJRU Board, at its absolute discretion, may choose to waive the requirement of a new Club to comply with Clause 2.6 (B) if the SJRU Board believes that it is in the best interests of the development of junior rugby.

#### **2.7. CLUBS CHANGING DISTRICT AFFILIATION**

- (A) A Club must apply to the SJRU Board to change its District affiliation.
- (B) The SJRU Board, in consultation with the Clubs and Districts, will assess the information and determine whether or not to provisionally allow the Club to change its District affiliation or to provisionally allow the Club to change its District affiliation subject to certain conditions.
- (C) If the SJRU Board provisionally allows the Club to change its District affiliation, or provisionally allows the Club to change its District affiliation subject to certain conditions, then a motion to that effect must be presented to a general meeting of members of the Club.
- (D) At the general meeting of members of the Club the following is required to occur:-
  - i. At least twenty one (21) days' notice of the meeting must be given.
  - ii. The notice of meeting must clearly state the motion that will be presented to the meeting.
  - iii. The notice of meeting must be forwarded to all members of the Club, all members of the SJRU Board and all members of the SJRU.
  - iv. All members of the Club and representatives from members of the SJRU and the SJRU Board must be permitted to attend and address the meeting.
  - v. The motion must be passed by at least 67% of the members eligible to vote at the general meeting of members.

#### **2.8. ENTICING CLUBS TO CHANGE DISTRICT AFFILIATION**

- (A) Districts, District Affiliates, Clubs and Club Affiliates shall not actively seek to entice Clubs from another District.
- (B) Any District, District Affiliate, Club or Club Affiliate seeking to entice Clubs from another District shall immediately be reported to the Competition Manager.
- (C) The Competition Manager will impose such penalties as it thinks fit including but not limited to:-
  - i. Suspending the District from participating in the State Championships for a minimum period of twelve (12) months; and/or
  - ii. Suspending the Club from SJRU Competitions; and/or
  - iii. Any penalty as outlined in Competition Rule 1.3.

#### **2.9. DISCIPLINARY ACTION AGAINST CLUBS BY DISTRICTS**

- (A) If a District wishes to take disciplinary action against a Club then a member of the SJRU Board should be invited to attend and participate in the Disciplinary Hearing.
- (B) The SJRU Board has the right to overturn any disciplinary action taken by a District against a Club if procedural fairness and rules of natural justice have not been followed or the action being taken is not in the best interests of the SJRU and/or junior rugby in general.

#### **2.10. FEES**

- (A) All Districts and Clubs are required to pay an Affiliation Fee each year.
- (B) All Districts and Clubs are required to pay the following Fees each year for each Registered Player in each Competition:-
  - i. SJRU Competition Fees; and
  - ii. National Participation Registration Fee (NPRF); and
  - iii. National Participant Insurance Levy (NPIL).

- (C) The SJRU Board will set the SJRU Competition Fees by 28 January of each year.

#### **2.11. FINANCIAL CONDITIONS OF ENTRY**

- (A) All Districts and Clubs shall apply for affiliation with the SJRU each season by completing and signing the Affiliation and Competition Participation Agreement. The duly completed Affiliation and Competition Participation Agreement must be lodged with the Competition Manager by the date specified by the Board.
- (B) Affiliation Fees are set by the Board as a rate per District and a rate per Club.
- (C) SJRU Competition Fees are set by the Board as a rate per Registered Player.
- (D) National Player Participation Fees are set by the ARU and/or NSW RU as a rate per Registered Player.
- (E) The Competition Manager will invoice all Districts and Clubs of any outstanding fees:-
  - i. After Round 3 the Affiliation Fees and SJRU Competition Participation Fees; and
  - ii. After Round 10 the Affiliation Fees and SJRU Competition Participation Fees of players who registered after Round 2; and
  - iii. After the completion of Regular Season Matches the Affiliation Fees and SJRU Competition Participation Fees of players who registered after Round 10 plus any Fees not previously invoiced to Districts and Clubs.
- (F) Unless a payment arrangement has been agreed with the Competition Manager all Districts and Clubs are to pay their Fees to the Competition Manager within 30 days of the date of invoice.
- (G) The Competition Manager has the discretion to require a District or Club to lodge a bond in addition to the payment of any Fees if during either the current season or the previous season:-
  - i. A Team from the District/Club forfeited three or more Matches; or
  - ii. A Team from the District/Club withdrew from a Competition; or
  - iii. The District/Club or a Team from the District/Club exceeded its Unacceptable Number of Send Offs (Red Cards) or Temporary Suspensions (Yellow Cards).
- (H) In the event that a District or Club or Team that has paid a bond for the current season or the previous season commits any further offences during the current season then the bond shall be forfeited.

#### **2.12. FINANCIAL INDEBTEDNESS OF DISTRICTS AND CLUBS**

- (A) If as at 31 March a District or Club is Financially Indebted to the SJRU in relation to any Fees, bonds or other fees or payments from a previous season then the District's or Club's Teams shall not participate in any Competitions until all amounts owing are paid in full or a payment arrangement is agreed with the Competition Manager.
- (B) Any District or Club which is Financially Indebted to the SJRU during the current season will be advised by the Competition Manager that they are suspended from all Competitions until those debts have been paid in full or a payment arrangement is agreed with the Competition Manager.

### **3. REGISTRATION, TEAM NOMINATIONS AND COMPETITION STRUCTURE**

#### **3.1. REGISTRATION POLICY**

SJRU policy is that players should play in their local village club and remain playing in that club for as long as is reasonably practical, unless there are specific reasons why that cannot apply any longer. If for whatever reason a Club does not have enough Registered Players in an age group to form a team then the Club must make all reasonable attempts to form Joint Venture Teams with other clubs in that District.

However players are advised that:-

- (A) They must seek to register with a District/Club in the District in which they reside. Application for dispensation may be made to the Competition Manager. Note that for a player enrolled at a boarding school then the location of the school is deemed to be their place of residence unless they have played for the District/Club for the previous two (2) seasons.
- (B) Representative Players and Development Players seeking to change Districts/Clubs may be restricted as the Import Rule limits Districts/Clubs registering more than two (2) new Representative Players/Development Players in each Age Group.
- (C) A player transferring from another Union (i.e. NSW Country or Interstate) must complete a Domestic Transfer Application while a player transferring from overseas must complete a World Rugby International Player Clearance Form.

#### **3.2. REGISTRATION PROCESS**

Players are eligible to play in a SJRU Competition once:-

- (A) The player has been registered online and paid within the RugbyXplorer system
- (B) Proof of age has been supplied to the District/Club Registrar; and
- (C) The District/Club is satisfied that the player is not currently registered with another District/Club in that Competition and that the player is eligible according to the Import and Representative Player rules outlined in these Competition Rules; and
- (D) All applicable Fees and levies have been paid.

#### **3.3. PROOF OF AGE AND PRIVACY STATUS**

- (A) District/Club Registrars must ensure that players have supplied authentic documentary evidence of their proof of age and a registration number must be entered into the online registration system. Proof of age must be one of the following:
  - i. A birth certificate; or
  - ii. An extract of entry of birth; or
  - iii. A current passport; or
  - iv. Official documentary proof from the state or country of birth; or
  - v. A current driver's licence or learners permit; or
  - vi. Any evidence supported by a Statutory Declaration signed by the player's parent or guardian.
- (B) For the purpose of ensuring sufficient disclosure of player's details in the online registration system, electronic applications and sign-on arrangements, the Competition Manager may determine the Public or Private status of any or all Registered Players and has authority to amend such details in the online registration system. A District/Club Registrar may apply in writing to the Competition Manager on behalf of any Registered Player who wishes to have their details not so disclosed, and any such applications will be dealt with in good faith by the Competition Manager.

#### **3.4. PHOTO IDENTIFICATION AND APPS**

- (A) All Registered Players' registration must be supported by a valid entry on the Electronic Application (App) that has been approved by the Board

- (B) In the absence of a valid entry on the App, proof of a Registered Player's registration will be accepted by a print out from the Online Administration System and valid for one (1) week from the date of registration, unless prior permission has been granted by the Competition Manager.
- (C) Players must provide a photo of themselves, which has been taken within the last twelve (12) months, to upload via the App. The Registered Players must upload their photo to the App by Round 1 or one (1) week from the date of registration, whichever is the later. When all required information and photos for a Registered Player have been entered into the App the District/Club Registrar or Team Official will ensure the App displays the Team's details correctly, or notify the Administrator as soon as possible
- (D) The Competition Manager has the right to view the App and request proof of age at any time. Failure to display the App within a reasonable period of time may render the Team liable for penalty in accordance with these Competition Rules.
- (E) A District/Club may query a Registered Player's age by written notice, signed by the District/Club President, to the Administrator by 5:00 pm on the second business day after the Match was played.

### 3.5. IMPORTS

The intention of this Import rule is to stop the formation of "super" teams and to stop teams having insufficient players to form a viable team due to players transferring to another District/Club, consistent with the Registration Policy outlined in Rule 3.1.

- (A) Districts/Clubs shall not actively seek to entice players from another District/Club. Any District/Club or District/Club Affiliate doing so shall immediately be reported to the Competition Manager. Any District/Club that knowingly entices or allows its District/Club Affiliates to entice players from another District/Club may be required to show cause as to why the Offender/s should not be sent to Judiciary for further action.
- (B) Prior to the start of each season the Board will establish a Transfer Panel. Any club wishing to register a Proposed Import must apply for approval from the Competition Manager who may refer the application to the Transfer Panel. All applications to register a Proposed Import must:
  - i. Be submitted no later than one week prior to Round 1 of the Competition. Any application submitted after this date will be considered but will start from a presumption of being denied unless there are extenuating circumstances.
  - ii. Include an explanation of why the Proposed Import can no longer play for the club they were previously registered at.
  - iii. Confirm if the Proposed Import is a Representative or Player or a Development Player, and if so also confirm how many Representative Players or Development Players the Club making the application had in the relevant Age Group the previous year.
  - iv. Be accompanied by written approval from the relevant District President confirming that there is no other suitable team in the District for the Proposed Import to join, or alternatively providing any other relevant input for the Competition Manager/Transfer Panel to consider.
  - v. If a Club is seeking to register more than two Proposed Imports in any Age Group, evidence that a genuine attempt has been made to form Joint Venture Teams and an explanation of why that was not possible.
- (C) The Competition Manager will also seek a response from the Club with whom the Proposed Import was registered the previous year, and any other Club/District the Competition Manager deems relevant.
- (D) Districts/Clubs may only apply to register a maximum of two (2) Proposed Imports who are Representative Players or Development Players in each Age Group.
- (E) Any Proposed Import who has not received approval from the Competition Manager or Transfer Panel, or Provisional Approval from the Competition Manager pending a final decision, is not considered a Registered Player for the purposes of these Competition Rules and is not eligible to play in any Match other than trial matches. Such a player is in Breach of these Competition Rules if he/she plays in a Match other than a trial match.
- (F) Any Club or District that plays a Proposed Import in any Match other than a trial match is in Breach of these Competition Rules.
- (G) Any Registered Player who has left a District/Club for only one season may return to their original District/Club and will not be considered to be an Import in accordance with these Competition Rules.

- (H) A player will not be considered an Import under these Competition Rules provided that player's ordinary place of residence during the rugby season is within the District of the District/Club he is registering with subject to the following exceptions:-
- i. The player was registered with that District/Club in the previous year; or
  - ii. There is no Team in the District in which they are ordinarily resident in their Age Group; or
  - iii. There is an extraordinary circumstance existing in relation to the player such that SJRU deems it will allow a special dispensation to this Competition Rule; and
  - iv. Ordinarily resident includes in the case of a player enrolled in a boarding school as a boarder - the location of the school.
- (A) The Competition Manager may grant a District/Club dispensation from complying with this Competition Rule in exceptional circumstances.
- (B) In addition to the Penalties outlined in Competition Rule 3.18, a Breach of this Competition Rule 3.5 may also incur a Penalty of any individual Player or a Team being declared ineligible to play in any Finals Series for up to two years.

### **3.6. TRANSFERABLE AND NON-TRANSFERABLE PLAYERS**

- (A) All Registered Players will be designated as either Transferable or Non-Transferable.
- (B) All Representative Players are designated as Non-Transferable Representative Players and must be nominated in their District's/Club's highest graded team in the corresponding age group. The player must play in their chronological Age Group or the Age Group above. There is no General Age Dispensation for Representative Players. However a Non-Transferable Representative Player is permitted to play up in the Age Group above in the same or higher graded team than the one in which he is registered. Each Representative Player is only allowed to play up an Age Group twice during Regular Season Matches and Finals Series Matches and if he plays up an Age Group in a third match then he will be deemed to have moved up an Age Group permanently and is no longer eligible to play in the lower Age Group.
- (C) It is the responsibility of each Club to confirm the status of Non-Transferable Representative Players at the start of each season (noting which players retain Representative status because they were a Representative Player in the previous season), and to review the status of Non-Transferable Representative Players during the season as that status changes (refer definitions of Non-Transferable Representative Player and Representative Player).
- (D) A Non-Transferable player is one who cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Player (except for Non-Transferable Representative Players) may play in a higher Graded Team in their Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.
- (E) A Transferable Player is one who is permitted to play in the next lower Graded Team in their nominated Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

### **3.7. MORE THAN ONE TEAM IN AN AGE GROUP**

- (A) Where a District/Club enters more than one Team into an Age Group the District/Club must:-
- i. Nominate its Registered Players and teams into the most suitable Grade based on ability and experience noting that Grade A is deemed to be the highest grade.
  - ii. Ensure that Representative Players are nominated in the highest ranked Team in the Age Group.
  - iii. Organise their Registered Players into teams of eight (8) for the Under 10 and Under 11 Age Groups before the commencement of Round 1. Note that these players are then designated as Non-Transferable.
  - iv. Organise their Registered Players into teams of twelve (12) for Under 12 to Opens Age Groups before the commencement of Round 1. Note that these players are then designated as Non-Transferable.
- (B) Where a District/Club enters two (2) Teams in the same Grade in an Age Group the District/Club must:-
- i. Nominate a minimum of eight (8) players designated as Non-Transferable for each team in the Under 10 and Under 11 Age Groups.

- ii. Nominate a minimum of twelve (12) players designated as Non-Transferable for each team in the Under 12 to Opens Age Groups.
  - iii. Note that Non-Transferable Players are ineligible to play for the Team in the same Grade but are eligible to play in a higher Grade. Transferable Players may participate in either Team in that Grade.
  - iv. Ensure that if the two (2) Teams in the same Grade play each other then all Registered Players must sign on with only one Team and cannot transfer between each Team during the Match except where sharing and matching players in accordance with these Competition Rules.
- (C) Contravention of this Competition Rule may result in the Competition Manager requiring the District/Club to show cause as to why all Matches of that Team should not be deemed a forfeit. Districts/Clubs may apply for exemption to this Competition Rule under special circumstances.

### **3.8. PLAYERS PLAYING IN MORE THAN ONE AGE GROUP OR GRADE**

- (A) All Registered Player may play “up” in any higher Grade within their Age Group for their District/Club except Non-Transferable Representative Players who are subject to the restrictions in Competition Rule 3.6 (B).
- (B) All Registered Players may play “up” in the next Age Group above their nominated Age Group for their District/Club provided the Grade is no lower than one Grade below their nominated Grade in their Age Group except Non-Transferable Representative Players who are subject to the restrictions in Competition Rule 3.6(B).

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- *It is strongly recommended that District/Clubs nominate their Registered Players in a Grade in their chronological Age Group.*
  - *If a Registered Player who is NOT a Representative Player whose chronological Age Group is Under 12 and he is nominated in an Under 12 Team then he can play in either the Under 12 Age Group or the Under 13 Age Group. But if he is registered and nominated in an Under 13 Team then he is ineligible to play in the Under 12 Age Group at any time.*
  - *A Registered Player who is NOT a Representative Player and who is nominated for example in the Under 12 Age group, B Grade team may play in the Under 13 A, B or C Grade teams. He cannot play in a team up an Age Group whose Grade is more than one Grade below their nominated Grade in their Age Group.*
- (C) Contravention of this Competition Rule may result in the Competition Manager requiring the District/Club to show cause as to why all Matches of that Team involving the player should not be deemed a forfeit. Districts/Clubs may apply for exemption to this Competition Rule under special circumstances.

### **3.9. LATE REGISTRATION**

A player can be registered at any time during the season. However the District/Club must make the player and their guardians aware that eligibility criteria exists for Finals Series Matches and dispensations will not be provided on the basis that the player was a late registration.

### **3.10. TRANSFER OF PLAYERS**

#### **3.10.1. TRANSFER OF A PLAYER BETWEEN DISTRICTS/CLUBS AFFILIATED WITH SJRU**

A Registered Player may only change Districts/Clubs during the current season provided they comply with these Competition Rules and with the written permission of the Competition Manager. The Registered Player is to complete the “Application for Clearance to Play with Another District/Club” form (available on the Website) which can be submitted through the losing or gaining District/Club as follows:-

- (A) If a Registered Player’s clearance is not approved the gaining District/Club can apply to the Competition Manager to adjudicate. Primary consideration is the wishes of the Registered Player, however, viability of the Team from the District/Club losing the player must be considered.
- (B) Until approval has been granted a Registered Player is not to play for another District/Club. However if both the losing and gaining District/Club Presidents are in agreement for the transfer to proceed, they can gain written approval from the Competition Manager pending the submission of the completed “Application for Clearance to Play with Another District/Club” form within seven (7) days.



- (C) Payment of Fees etc. is a matter for the Registered Player and the two Districts/Clubs concerned. However the new District/Club will be required to pay all Fees and the losing District/Club will gain a credit.
- (D) The transfer of the Registered Player will be made by the Competition Manager through the Online Administration System and each District/Club will be notified when this has taken place.

### **3.10.2. RESTRICTION OF PLAYER TRANSFERS BETWEEN DISTRICTS/CLUBS AFFILIATED WITH SJRU**

There will be no transfer of Registered Players after the completion of 50% of the Competition Matches. Districts/ Clubs may apply to the Competition Manager for dispensation to this Competition Rule in exceptional circumstances. Applications for dispensation must be made in writing to the Administrator by the District/Club President gaining the player.

### **3.10.3. TRANSFER OF A PLAYER FROM A DISTRICT/CLUB NOT AFFILIATED WITH SJRU**

- (A) No permission to play in a Match during the current season will be granted to a player from a District/Club not affiliated with the SJRU unless the player has completed the ARU Domestic Transfer Application and the application has been approved by the Competition Manager.
- (B) A Registered Player cannot be registered with more than one (1) Union during the calendar year. Any District/Club found playing a player who belongs to another Union will be deemed to have forfeited the Match. Districts/Clubs may apply to the Competition Manager for dispensation to this Competition Rule in exceptional circumstances. Applications for dispensation must be made in writing to the Administrator by the District/Club President gaining the player.

### **3.11. ELIGIBILITY OF PLAYERS**

- (A) No player may be registered with, or play for, more than one District/Club in any Competition unless prior written approval has been granted by both Districts/Clubs concerned and the Competition Manager.
- (B) No player can participate in a Regular Season Match or Final Series Match without being a Registered Player
- (C) Female players may compete with males up to and including the calendar year in which the female player turns 12. ARU Policies allow females to apply for special dispensation in certain circumstances to play in a mixed gender team up to the age of 15 years. Application must be made in the prescribed manner according to the ARU Policy.
- (D) Any Team playing a Ring-In shall be required to show cause to the Competition Manager as to why the Match should not be a forfeit.
- (E) Any player suspected of playing as a Ring-In will be automatically referred to the Competition Manager.
- (F) Any District/Club Affiliate who is suspected of having played a Ring-In will be automatically referred to the Competition Manager.

### **3.12. TEAM NOMINATIONS**

- (A) Prior to the commencement of each Competition the Competition Manager shall call for nominations from Districts/Clubs for teams to compete in each Age Group and shall set the Lodgement Date.
- (B) A District/Club intending to enter Teams in a Competition must submit by the Lodgement Date:
  - i. Team Nomination and Grading Form;
  - ii. District/Club Contact Details;
  - iii. Ground Availability;
  - iv. Ground Marshal, Setup and Emergency Contacts;
  - v. Coaches Contact List and Accreditation Information;
  - vi. First Aid Officer Contact List; and
  - vii. Any other forms requested by the Competition Manager.

Following the Lodgement Date for the Team Nomination and Grading Form the Competition Manager will consider the applications of teams. The Competition Manager reserves the right to accept or refuse the participation in a Competition of any team for any reason.

- (C) Districts/Clubs will be advised which of their teams have been accepted to participate in a Competition by the Competition Manager.
- (D) The Competition Manager reserves the right to determine the appropriate Grade of each nomination, by taking into account the previous season's results, the grade the team nominated for, playing strength of the District/Club, the number of teams in a District/Club and the formation of the Grade. Districts/Clubs are not permitted to appeal against a grading decision of the Competition Manager.
- (E) A team may apply to enter a Competition after the Lodgement Date, including after the commencement of the relevant Competition, at the sole discretion of the Competition Manager.
- (F) In the event that the Competition Manager decides to accept a Team's entry after the commencement of a Competition, the Team entering the Competition shall receive competition points equal to that of the Team fulfilling the midpoint of the applicable competition table upon that Team's entry, however they will receive no for and against points.

**3.13. SQUAD/TEAM LISTS AND MATCH SCORE CARDS (SIGN ON SHEETS)**

- (A) Squad/Team lists nominate players into a particular team at the beginning of each Competition and are to be used for eligibility purposes.
- (B) If a District/Club want a player to play in both their chronological Age Group as well as the Age Group immediately above the player's chronological Age Group then the District/Club must nominate the player on a Team list in the player's chronological Age Group.
- (C) Districts/Clubs must nominate a minimum of eight (8) Non-Transferable Players in the Under 10 and Under 11 Age Groups and a minimum of twelve (12) Non-Transferable Players in the Under 12 to Opens (Under 17/Under 18) Age Groups.
- (D) Team list forms must have the minimum number of players shown below, or that team nomination will be withdrawn unless the Competition Manager, at its absolute discretion, approves otherwise:

Under 10 and Under 11	12 players
Under 12 to Opens (Under 17/Under18)	15 players

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*It is recommended that Districts/Clubs have a minimum of 15 players to form a 12-a-side Team and 18 players to form a 15-a-side Team. Therefore Districts/Clubs should have 30 players to form two (2) Teams in the same Age Group for 12-a-side Competitions and 36 players to form two (2) Teams in the same Age Group for 15-a-side competitions.*

*Where a District/Club has insufficient player numbers to form a Team they are encouraged to form a Joint Venture Team. Please contact the Administrator or neighbouring Districts/Clubs to ascertain if a Joint Venture Team is viable.*

- (E) Districts/Clubs will be required to ensure that all Registered Players are entered onto the appropriate Match Score Card on the Online Administration System. A Registered Player may be included on a Match Score Card for an Age Group provided they comply with Competition Rule 5.3.
- (F) A Registered Player may appear on more than one Match Score Card in accordance with these Competition Rules.
- (G) Districts/Clubs are required to comply with all relevant ARU Policies.
- (H) Any breach of this Competition Rule shall result in the team nomination being withdrawn. The Competition Manager may accept a further nomination if it is satisfied that the team and/or District/Club has complied with the Competition Rules.

**3.14. AGE ELIGIBILITY AND DETERMINING AGE GROUP**

**3.14.1. DETERMINING AGE GROUP**

The Age Group is determined according to the age the player turns in that calendar year. That is, if a player turns 11 years of age between 1 January and 31 December (inclusive), then they shall be graded as Under 11 for that season.

### **3.14.2. GENERAL AGE DISPENSATIONS**

- (A) Dispensation may be granted by the Competition Manager to a Registered Player to play in a Competition that is below that Registered Player's age group as determined in accordance with this Competition Rule and the Rugby AU Safety Policy.
- (B) The outcome of any application for dispensation will be advised in writing to the District/Club by the Competition Manager.
- (C) A Representative Player cannot apply for General Age Dispensation. If a Registered Player has received General Age Dispensation and subsequently becomes a Representative Player the General Age Dispensation shall immediately lapse.
- (D) Any Registered Player that has requested General Age Dispensation must play in their chronological Age Group until the General Age Dispensation request is granted by the Competition Manager.
- (E) The Competition Manager reserves the right to monitor the progress of a Registered Player granted General Age Dispensation throughout the season and reconsider its decision accordingly.
- (F) Any Registered Player granted General Age Dispensation who subsequently participates in their chronological Age Group may have their General Age Dispensation revoked.
- (G) The Competition Manager may mandate a player move up an age group after consideration of the Rugby AU Safety Policy.
- (H) The General Age Dispensation is valid only for the season during which it is granted.
- (I) Any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

### **3.14.3. REQUEST FOR GENERAL AGE DISPENSATION**

A Registered Player requesting dispensation to play below that Registered Player's chronological Age Group must complete a General Age Dispensation form (obtained from the [Website](#)), and then organise an appointment with a Qualified SJRU Assessing Coach (QSAC) appointed by the Competition Manager to obtain a QSAC's Report.

The QSAC's Report together with the General Age Dispensation form must be forwarded to the Administrator for consideration and approval by the Competition Manager. The Competition Manager will adopt the following criteria when assessing a Registered Player's Request for General Age Dispensation:-

- (A) General Age Dispensation is limited to four (4) players per Team. However the Competition Manager reserves the right to increase the number of Age Dispensations granted but may require clarification from the President of the relevant District whether there are other teams in the District that players could join.
- (B) In relation to applications for Age Dispensation, the Competition Manager will make the determination taking into account the QSAC's report recommendations and the Rugby AU Safety Policy.

### **3.14.4. SIZE FOR AGE DISPENSATION**

The [Rugby Australia Size for Age](#) Policy and processes are applicable, in addition to the General Age Dispensation process outlined in this Rule.

### **3.14.5. TWO YEAR WINDOW**

- (A) No Registered Player may play in an Age Group more than one year above the Age Group corresponding to the Registered Player's chronological age as determined in accordance with Competition Rule 3.14.1 without the prior written approval of the Competition Manager, which will be subject to the Two Year Window.
- (B) The outcome of any application for Two Year Window dispensation will be advised in writing to the District/Club by the Competition Manager.
- (C) Any Registered Player that has requested a Two Year Window dispensation must play in their chronological Age Group or the Age Group immediately above their chronological Age Group until the Two Year Window dispensation request is granted by the Competition Manager.
- (D) The Competition Manager reserves the right to monitor the progress of a Registered Player granted Two Year Window dispensation throughout the season and reconsider its decision accordingly.
- (E) The Two Year Window dispensation is valid only for the season during which it is granted.

- (F) Any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

#### **3.14.6. REQUEST FOR TWO YEAR WINDOW DISPENSATION**

A Registered Player requesting dispensation to play two years above their chronological Age Group must complete the Age Grade Two-Year Window - Consent Form (obtained from the SJRU website), and then follow the instructions on the form. Once completed the form is to be forwarded to the Administrator for consideration and approval by the Competition Manager and, if applicable, the ARU.

#### **3.15. COMPETITION STRUCTURE**

The Competitions shall be conducted in Age Groups.

- (A) Where sufficient nominations are received in a particular Age Group, the Competition Manager may divide the Age Group into two or more Grades.
- (B) The Competition Manager shall determine the appropriate Competition structure according to the number of nominations received.
- (C) The Competition will be conducted in accordance with the Official Draw.
- (D) Where an Age Group is divided into two or more Grades, the Competition shall be graded on ability, with Grade A considered to be the highest ranked Grade.
- (E) The Competition Manager may at any time during the course of the season alter the structure of any Competition in any Age Group or Grade as it, in its absolute discretion, shall so determine.
- (F) The decision of the Competition Manager in relation to Competition structure is final.

#### **3.16. WITHDRAWAL OF A TEAM**

- (A) The Administrator must be notified of any withdrawal of a Team. This must be in writing and signed by the District/Club President.
- (B) If a Team withdraws after the first Competition Match the District/Club will not be refunded the applicable Fees and may incur further penalties as determined by the Competition Manager.
- (C) Where a District/Club is withdrawing a Team, and has two or more Teams within that same Age Group, the Team in the lowest Grade will be deemed withdrawn unless determined otherwise by the Competition Manager in its absolute discretion.
- (D) When a Team withdraws from a Grade during the first or subsequent Round Series of Matches:-
  - i. for the first and subsequent completed Round Series of Matches, all Competition points and all for and against points acquired will be retained by opposing Teams; and
  - ii. if in the first or subsequent completed Round Series of Matches there are Matches that have been deferred and not played involving the withdrawn Team then the withdrawn Team will be deemed to have forfeited the deferred Match/es; and
  - iii. if the Round Series has not been completed then Teams who have played the withdrawn Team will have their for and against points removed but the Competition points obtained in the Match will remain.
- (E) After a Team has withdrawn from the Competition, the Competition Manager will, at its absolute discretion, either:
  - i. Issue a new draw for the remaining Rounds of the Regular Season for that Competition; or
  - ii. Allow the draw to stay the same for the remainder of the Regular Season. In this case, a Team that is then scheduled to play against a withdrawn Team will automatically be awarded a bye.
- (F) The decision of the Competition Manager in relation to the Withdrawal of a Team is final.

#### **3.17. REGRADING OF COMPETITIONS**

- (A) The Competition Manager may regrade any Team, Grade or Age Group at the conclusion of Round 4.

- (B) Any Team wishing to be considered for regrading must submit the appropriate form, available from the Website to the Administrator before the commencement of Round 3.
- (C) All Teams, Grades or Age Groups regraded after Round 4 will be advised by 9:00 am on the Tuesday after Round 4 or such later time and date as advised by the Competition Manager.
- (D) The Competition Manager may reset all competition points (ladder resets to zero for all teams) after round 4 if deemed necessary.
- (E) If a Competition includes a regraded Team or a new Team, the Team/s entering the Competition shall receive competition points equal to that of the Team fulfilling the midpoint of the applicable competition table upon that Team's entry, however they will receive no for and against points.
- (F) When Teams are regraded/withdrawn from a Grade during the first or subsequent Round Series:-
  - i. for the first and subsequent completed Round Series of Matches, all Competition points and all for and against points acquired will be retained by opposing Teams; and
  - ii. If in the first or subsequent completed Round Series of Matches there are Matches that have been deferred and not played involving the regraded/withdrawn Team then the regraded/withdrawn Team will be deemed to have forfeited the deferred Match(es); and
  - iii. If the Round Series has not been completed then Teams who have played the regraded or withdrawn Team will have their for and against points removed but the Competition points obtained in the Match will remain.
- (G) The Competition Manager may at any time after Round 4 regrade any Team, Grade or Age Group in its absolute discretion.
- (H) The decision of the Competition Manager in relation to Regrading of Competitions is final.
- (I) If a team forfeits more than once in the first four (4) rounds they are not eligible to regraded

**3.18. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 3**

- (A) Failure to comply with Competition Rule 3 may render the District, District Affiliate, Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 3 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.

#### **4. DISTRICT OFFICIALS, CLUB OFFICIALS AND TEAM OFFICIALS**

##### **4.1. DISTRICT OFFICIALS AND CLUB OFFICIALS TO COMPLETE ARU REGISTRATION FORM**

District Officials and Club Officials must be registered online in Rugby Link.

It should be noted that all District Officials and Club Officials must be registered with the ARU in order to obtain insurance coverage.

##### **4.2. DISTRICT OFFICIALS AND CLUB OFFICIALS TO COMPLETE WORKING WITH CHILDREN DECLARATION**

Any District Official or Club Official that may have unsupervised contact with children under the age of 18 years must comply with the Child Protection (Working with Children) Act 2012. Information regarding working with children declarations can be found at the following website <http://www.kidsguardian.nsw.gov.au>.

All Clubs must retain records of WWC checks and comply with the requirements specified by the Act.

##### **4.3. DISTRICT OFFICIALS AND CLUB OFFICIALS TO ABIDE BY, AND ENFORCE, THE CODE OF CONDUCT**

By accepting a position as a District Official or a Club Official you agree to abide by, and enforce, all relevant ARU and SJRU Policies.

##### **4.4. COACH ELIGIBILITY**

- (A) Each District and Club must ensure that each of its Teams is coached by a SmartRugby qualified person.
- (B) The Coach of a Team must be SmartRugby qualified by 31 May of each season.
- (C) The following are the suggested coaching qualifications of all coaches:-
  - i. Under 10 to Under 12: At least one Coach of every Team in these Age Groups should, as a minimum, have attended a Coaching Kids Rugby Course or Foundation (Level 1) coaching course.
  - ii. Under 13 to Opens (Under 17/Under 18): At least one Coach of every Team in these Age Groups should as a minimum have obtained a Foundation (Level 1) coaching accreditation, or by 30 June of the current season have attended, or be enrolled to attend, a Foundation (Level 1) coaching course.

##### **4.5. TEAM OFFICIALS**

- (A) Team Officials are responsible for the actions of their Team, and they must be acquainted with the applicable Laws of Rugby and the Competition Rules. Ignorance of the Laws of Rugby or the Competition Rules is not an acceptable excuse for any breach/es.
- (B) Team Officials shall be responsible for:
  - i. checking the opposition's player ID Sheets as per Competition Rule 3.4; and
  - ii. provision of adequate security for the protection of District/Club Affiliates and the public; and
  - iii. ensuring the ground is set up as per Competition Rule 9.3; and
  - iv. the welfare of the Match Officials.

##### **4.6. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 4**

- (A) Failure to comply with Competition Rule 4 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 4 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.

## **5. THE COMPETITION**

### **5.1. COMPETITION POINTS**

- (A) The following points shall be allocated to all Under 10 to Opens (Under 17/Under 18) Age Groups for all Competition Matches:-
  - i. Win – Four (4) points
  - ii. Loss – Two (2) points
  - iii. Draw – Three (3) points
  - iv. Win on Forfeit - Four (4) points
  - v. Loss on Forfeit – Zero (0) points
  - vi. Bye – Four (4) points
  - vii. No Match – Zero (0) points for both teams
- (B) The Competition Manager may review the allocation of competition points in exceptional circumstances.
- (C) In Under 10's to Opens (Under 17/Under 18) Age Groups from Round 5 onwards all Teams may have one (1) point deducted for each Match they participate in if the Competition Manager is satisfied that they (or the District or Club) failed to provide an Assistant Referee (touch judge) to officiate in that Match.
- (D) For and against points shall be the actual score, with a maximum differential of 50 points, for any Match played; 0-0 for a Bye or No Match; and either 28-0 or the actual score, whichever is the greater for and against differential, for a forfeit.
- (E) Should a complete Round be cancelled, in accordance with Competition Rule 5.7, for a Grade, Age Group or Competition, then all Matches that were to be played in that Round, including any Matches that had been played or forfeited prior to the Round being cancelled and any byes, will be declared to be No Matches.

### **5.2. MATCHES**

- (A) Matches shall be played at the Scheduled Game Time. The Scheduled Game Time may include any daytime or evening on a weekday, Saturday, Sunday or Public Holiday.
- (B) Notwithstanding any other Competition Rule the Competition Manager may alter the Scheduled Game Time or abandon a Match provided at least seven (7) days' notice is given to the District/Club by the Competition Manager. The Districts/Clubs and the Competition Manager may agree to waive the seven (7) days' notice.
- (C) The Competition Manager has the right to make alterations to the Scheduled Game Time with less than seven (7) days' notice if grounds become unavailable or if any other unforeseen circumstance may arise which inhibits the Match from proceeding as per the Official Draw.
- (D) With the agreement of the participating Districts/Clubs and the Competition Manager, a Match may be played wholly or in part under floodlights, provided that:-
  - i. any alteration to the Schedule Game Time is approved by the Competition Manager; and
  - ii. the Home Team deems the ground is fit for purpose.
- (E) Disruption of any Matches for any cause whatsoever shall be immediately reported to the Administrator by the Districts/Clubs concerned.
- (F) All re-arrangements of Matches shall be determined and approved by the Competition Manager and at no time may Districts/Clubs organise and agree between themselves to change Matches.
- (G) Any disputes between Teams about the arrangement of a Match shall be referred to Competition Rule 5.10 Deferment of a Match.

### **5.3. SIGNING-ON**

- (A) Each Team shall use the Electronic Application (App) approved by the Board in the proscribed manner for each Match. In the event that the App is not available then a blank form, available from the Website, may be used.
- (B) The sign-on occurs when a Registered Player, dressed in their District/Club uniform, having the intention of playing and able to take the field during the course of the Match, if required, is shown on the App and signs on

following the proscribed process using the App. A Team Official must witness the signing-on of the opposing Team members at the Sign-on Table.

- (C) Team Officials are then required to follow the proscribed process for using the App to confirm details of all Registered Players participating in the Match
- (D) No Registered Player is allowed to compete in a Match without first signing on. If a Team breaches this Competition Rule they shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit.
- (E) A Registered Player may be signed on at any time during a Match, up until full time, by presenting himself to the opposing Team manager, and signing-on in accordance with this Competition Rule.
- (F) The App may be requested for viewing by an opposing Team Official at any stage during the course of the Match. Once the proscribed process for signing on using the App has been completed then the Teams surrender the right to appeal over any signing-on irregularities for that Match.
- (G) In the event that one or more Registered Players are, for whatever reason, not shown on the App for a Match in accordance with this Competition Rule then the following shall apply:-
  - i. The Match shall be played; and
  - ii. If any Registered Player who is not shown on the App takes the field, the offending Team will be required to furnish an explanation to the Administrator, by 5:00 pm on the first business day following the Match, as to why the Team should not be deemed to have forfeited the Match. The Competition Manager will determine whether the Team will be deemed to have forfeited the Match and, the Competition Manager at its absolute discretion, may impose other penalties that it sees fit to impose on the offending Team.

#### **5.4. MATCH RESULTS AND MATCHES PLAYED**

- (A) Both Teams shall record the Match score plus any Temporary Suspensions, Send Offs, serious injuries, use of the Game Management Card (GMC), whether or not uncontested scrums were called and by which Team, the names of the Assistant Referees/touch judges and their ARU number, the names of the Ground Marshals and any other incidents of note on the Sign-on Sheet. A line should be drawn through the names of all Registered Players who appear on the Sign-on Sheet but who did not sign-on for the Match. Once completed, the Sign-on Sheets should be verified by the referee printing and signing their name. Finally the Sign-on Sheets should be verified by a Team Official from each Team by printing and signing their name.
- (B) The Home Team shall upload the results of the Match onto the Online Administration System by 12:00 midday of the first business day after the Match. If the Home Team fails to submit the result on time then the Home Team will be fined one (1) Penalty Unit.
- (C) Both Teams shall email the completed Sign-on Sheet to the Administrator by no later than 12:00 midday on the first business day following the Match. Copies of the Sign-on Sheets must be retained by each Team. Teams who fail to submit Sign-on Sheets on time will be fined one (1) Penalty Unit.
- (D) If there is a discrepancy between the Home Team's Sign-on Sheet and the Away Team's Sign-on Sheet then the Home Team's Sign-on Sheet will be deemed to contain the correct information unless there is any other information to prove otherwise.
- (E) Both Teams shall upload into the Online Administration System by 5:00 pm of the second business day after the Match the details of every player in their Team who signed-on for the Match. If a Team fails to submit the details on time then the Team will be fined one (1) Penalty Unit and the players from their Team will be deemed not to have played in the Match.
- (F) Teams that dispute the details entered for the opposition Team have until the fourth business day after the Match to submit their objection. Requests for corrections to information contained in the Online Administration System must be made in writing to the Administrator.
- (G) A Team that is guilty of repeated failure to comply with this Competition Rule shall become liable for additional penalties at the discretion of the Competition Manager.
- (H) The Competition Manager may grant a District/Club dispensation from complying with this Competition Rule in exceptional circumstances.



## 5.5. FORFEITS

- (A) The Competition Manager supports the policy that all Matches should be played provided it is deemed safe by the referee.
- (B) If a Team does not sign on the Minimum Number of Players in accordance with Competition Rule 6.5, but plays the Match on 'friendly game' initiatives, then the Match will be considered as a loss and NOT a forfeit. If the opposition team refuses to play the Match on 'friendly game' initiatives then they will be considered to have forfeited the Match.
- (C) If a Team forfeits a Match in either Round 3 or Round 4 of the Competition then they may render themselves liable to a penalty in accordance with these Competition Rules. The penalty, if any, will apply to the Competition after the regrading has been completed.
- (D) If a Team will be forfeiting a Match then the District/Club must advise the Competition Manager on the appropriate form by 5:00 pm on the Wednesday before the Match for all weekend matches or 48 hours prior to the scheduled kick off for all other Matches.
- (E) The Competition Manager may disqualify any Team that forfeits three (3) or more Matches in a season. If a Team forfeits three (3) or more Matches in a season, they will be required to furnish an explanation to the Competition Manager as to why they should remain in the Competition. In this instance the Team will be deemed to have withdrawn from the Competition and Competition Rule 3.16 will apply and/or the Team will become ineligible to participate in the Final Series.
- (F) Any District/Club that, without just cause, fails to fulfil an engagement to play a Match will be deemed to have forfeited the Match. The offending District/Club shall also be liable for any penalties as per Competition Rule 5.6.

## 5.6. PENALTIES FOR FORFEITS

- (A) In the event of a Team forfeiting its Match, the following procedure shall take effect:
  - i. The Competition points will be determined in accordance with Competition Rule 5.1.
  - ii. In addition if a Team forfeits a Match the offending District/Club may also, at the sole discretion of the Competition Manager, be liable to:-
    - a. be fined a fee up to two (2) Penalty Units as determined by the Competition Manager; and
    - b. may be liable for deduction of Competition points; and
    - c. the Competition Manager, at its absolute discretion, may impose further penalties, including financial, that it sees fit to impose.
- (B) Districts/Clubs will be exempt from the penalty in Competition Rule 5.6 (A) ii. if the Mercy Rule (Competition Rule 6.11 and 6.12) has been applied.

## 5.7. INCLEMENT WEATHER

- (A) The Competition Manager may at its discretion cancel any complete Round in any Grade in any Age Group in the event of inclement weather. Matches that have been played or a Match that has been forfeited prior to the decision being made to cancel the complete Round will be treated as part of the cancelled Round. The allocation of points for all Matches in a cancelled Round shall be in accordance with Competition Rule 5.1.
- (B) If a Team has given notice of a forfeit but the complete Round is subsequently cancelled due to inclement weather then the notice of a forfeit will be withdrawn.
- (C) The Competition Manager may reschedule any Round that is washed out, in any Grade, Age Group or Competition, to the weekend, if any, reserved in the Official Draw for that purpose. If however no wet weather weekend is available and an alternative date for these Matches cannot be supplied by the Districts/Clubs or the Competition Manager, no points shall be awarded to any Team and the matches will not be replayed.

## 5.8. POSTPONED MATCHES

- (A) In the event of any Match not being able to be played owing to inclement weather or any other unforeseen circumstance then the Match will immediately be rescheduled to the Away Team's home ground on the same day. If the Match cannot be rescheduled to the Away Team's home ground on the same day then the Match must be replayed within twenty one (21) days of the first postponement or either prior to the completion of

Round 4 in relation to a Match scheduled in the first four Rounds or prior to the completion of the last Round of the Regular Season Matches in relation to Matches scheduled after Round 4 whichever is the earlier. The Competition Manager will have the ultimate decision as to when a rescheduled Match will be played. The Competition Manager reserves the right to grant dispensation to this Competition Rule in exceptional circumstances.

- (B) If a Team cannot play a Match as directed by the Competition Manager, Teams will have to defer the Match as per Competition Rule 5.10.
- (C) If a Team has given notice of a forfeit of a Match but the corresponding Round is subsequently called off due to inclement weather or other unforeseen circumstance then the forfeit will stand except when Competition Rule 5.7 applies.

#### **5.9. ABANDONMENT OF A MATCH**

- (A) The referee may not start a Match, or may end a Match before the designated playing time has expired, if in the opinion of the referee:
  - i. the treatment of an injured player prevents the Match continuing or starting; or
  - ii. there is either a lack of light or inclement weather; or
  - iii. the ground has become unplayable or any authority, such as council, closes the ground; or
  - iv. the safety of players is jeopardised; or
  - v. there has been a disruption that may jeopardise the continuing safe conduct of a Match; or
  - vi. any other reason covered by the Laws of the Game or the Competition Rules.
- (B) If a Match is affected by the circumstances outlined in Competition Rule 5.9 (A), then the following shall apply. These decisions will be determined by the Competition Manager subsequent to the Match regardless of any terminology used by the referee at the time.
  - i. if a Match ends during half time or in the second half of the Match, the result of the Match stands.
  - ii. if a Match is not started, or full-time is called when still in the first half of the Match, the Match shall be deemed abandoned.
- (C) The exceptions to Competition Rule 5.9 (B) are:
  - i. In the case of Competition Rule 5.9 (A), when disruption to a Match has been deemed to have been caused by actions contrary to the Competition Rules by one Team or the other, or both, or by their District/Club Affiliates, the Competition Manager shall adjudicate upon the evidence presented and take any appropriate action and apply any penalty, including financial and/or referral to the Citing Officer that the Competition Manager, at its absolute discretion, deems appropriate.
  - ii. In a case where regardless of how much of the Match has been played, a Team who is unable to field at least the Minimum Number of Players at any stage during the Match shall forfeit the Match without right of appeal.
  - iii. If either Team believes that the decision in Competition Rule 5.9 (B) i. is unfair then the Team has the right to appeal to the Competition Manager as follows:-
    - a. The appeal must be in writing, signed by the District/Club President, and be received by the Administrator no later than 5:00 pm three (3) business days following the date on which the Match was abandoned; and
    - b. The Competition Manager may rule the Match result invalid and deem the match abandoned.
- (D) Teams are to advise the Competition Manager of any Match abandonment by 12:00 midday of the first business day after the Match was abandoned. Failure to notify the Competition Manager by such time may render the Team subject to penalty.
- (E) If required an abandoned Match shall be replayed at a new Scheduled Game Time as determined by the Competition Manager. If either team cannot make the rescheduled Match they are to refer to Competition Rule 5.10. Should either Team elect not to replay the Match the other Team shall be deemed to have won on forfeit.

#### **5.10. MATCH DEFERMENT**

- (A) There shall not be any changes to scheduled Matches permitted unless prior written approval has been granted by the Competition Manager. Changes will only be considered in exceptional circumstances.
- (B) The Match Deferment Request form, which is available on the Website, must be signed and dated by a Team Official from each Team and submitted to the Competition Manager by 9:00 am on the first business day in the week prior to the original Scheduled Game Time.
- (C) If the Match Amendment Request form is not submitted to the Competition Manger by 9:00 am on the first business day in the week prior to the original Scheduled Game Time then the Match will remain at the Scheduled Game Time.
- (D) Within two (2) business days of receiving the completed Match Amendment Request form the Competition Manager will advise whether or not the request to defer the Scheduled Game Time has been granted.
- (E) The Match must be played within twenty-one (21) days of the original Scheduled Game Time or prior to the completion of Round 4 or prior to the completion of the last Round of the Regular Season Matches whichever is earlier.
- (F) Any outstanding matches yet to be played at the completion of the last Round of the Regular Season Matches will be considered No Match. There shall be no avenue for appeal.
- (G) The Competition Manager reserves the right to deny any request or grant dispensation to this Competition Rule in exceptional circumstances.

#### **5.11. UNIFORMS**

- (A) Teams are to have an official uniform which all their Registered Players must wear.
- (B) In the event that the Teams have identical or similar colours then the Home Team, or in Finals Series Matches the lower placed Team, shall supply and wear alternative jerseys.
- (C) Each jersey is to be identified uniquely by a number, a letter or no letter or no number in accordance with the Sign-on Sheet, with no two (2) players in the one Team displaying the same number or letter or no letter or no number.
- (D) Any Breaches of this Competition Rule in a Regular Season Match or Final Series Match will require the Team to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager, at its absolute discretion may impose further penalties.
- (E) The Competition Manager has the absolute discretion to waive this Competition Rule in exceptional circumstances.

#### **5.12. ATTIRE OF PLAYERS**

Notwithstanding the requirements of the Laws of the Game and in particular Law 4 - Players Clothing the following rules also apply:-

- (A) Skins, compression garments etc. that have legs that go past the knees are not permitted to be worn by players participating in a Match.
- (B) It is recommended that a mouthguard be worn at all times whilst playing, including warm ups and training.
- (C) The wearing of jewellery such as rings, earrings, wrist bands, hair beads, head bands and any similar items of adornment are strictly prohibited whilst playing and any player not conforming to this Competition Rule is not to take part, or any further part, in the Match until the item is removed or adequately covered to the satisfaction of the referee.

#### **5.13. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 5**

- (A) Failure to comply with Competition Rule 5 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 5 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.

## 6. LAWS OF RUGBY AND AMENDMENTS FOR SJRU COMPETITIONS

### 6.1. LAWS OF RUGBY

- (A) Laws of Rugby means for Matches in Competitions for:-
- i. Under 10 to Under 12 Age Groups shall be played in accordance with the Pathway Laws subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty; and
  - ii. Under 13 to Opens (Under 17/Under 18) Age Groups shall be played in accordance with the Laws of the Game subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty.
- (B) The Team Officials and not the referee are responsible for interpreting the Competition Rules. If there is a dispute regarding the Competition Rules then the opinion of the Home Team will prevail and, if required, a protest may be lodged at the end of the Match and the Competition Manager will adjudicate on the matter on the first business day following the Match.

### 6.2. DURATION OF MATCHES AND BALL SIZES

Age Group	Duration	Ball Size
Under 10 and Under 11	20 minute halves/5 minute half time	Size 4
Under 12	25 minute halves/5 minute half time	Size 4
Under 13 and Under 14	25 minute halves/5 minute half time	Size 5
Under 15 and 16	30 minute halves/5 minute half time	Size 5
Under 17 and Opens (Under 17/Under 18)	35 minute halves/5 minute half time	Size 5

There will be no time off for injury or other stoppages.

### 6.3. TIME OF MATCHES

- (A) Teams shall be ready to take the field two (2) minutes prior to the Scheduled Game Time.
- (B) Teams shall take the field when requested by the Match referee.
- (C) All Matches must finish two (2) minutes before the Scheduled Game Time of the next Match.
- (D) The time for each half will be equal at all times.
- (E) If a Match starts late for whatever reason and the Match will not be completed two (2) minutes before the Scheduled Game Time of the next Match then the time for each half and the Match will be reduced accordingly. However if there is no Match immediately following then this Competition Rule may be waived by agreement by both Teams, a District/Club Official of the Home Team and the referee.
- (F) If a Match is stopped due to a serious injury or other unforeseen circumstance and an adjacent venue is available then the Match may be moved to the adjacent venue with the agreement of both Teams, a District/Club Official of the Home Team and the referee.
- (G) If in a prior Match there is a serious injury or other unforeseen circumstance that prevents a Match starting on time then Competition Rule 6.3 (F) may be waived by agreement with both Teams, a District/Club Official of the Home Team and the referee.

### 6.4. LIGHTNING SAFETY CODE

- (A) The Lightning Safety Code applies to all Matches, tournaments, carnivals and training.
- (B) Statistics have shown that people participating in sports are at risk of being struck and killed by lightning.
- (C) The Australian Standard on Lightning Protection is based on the 30/30 rule which recommends that:-
- i. Play is stopped when the lightning/thunder ratio reaches 30 seconds or less. (ie the time between when the lightning is seen and the thunder is heard is 30 seconds or less) as this means that the lightning is 10km away and the next strike has a "significant risk" of hitting the people who have seen the lightning and heard the thunder.

- ii. Play should not commence until 30 minutes after the last time lightning is observed or thunder is heard. Each time lightning is observed or thunder is heard, the 30 minute clock should be re-started.
- (D) The SJRU recommends the following Lighting Safety Code to avoid being hit by lightning while playing rugby or training for rugby. If there is thunder and lightning the Match Officials and Team Officials must:-
- i. ensure that the safety of the players, Match Officials, Team Officials and Team Affiliates is paramount at all times; and
  - ii. not recommence a Match or training until it is safe to do so taking into account the 30/30 rule, the weather conditions and the condition of the ground and venue.
- (E) The Referee has the ultimate decision as to whether or not it is safe to start a Match or to continue to play a Match or stop a Match or to resume a Match.

**6.5. MINIMUM NUMBER OF PLAYERS**

Age Group	Minimum No. of Players on the Field	Maximum No. of Players on the Field	Maximum No. of Players that can sign on
Under 10 and Under 11	9	12	18
Under 12 to Opens	11	15	23

**6.6. REPLACEMENTS AND SUBSTITUTIONS**

- (A) In the Under 10 to Under 14 Age Groups unlimited rolling substitutions will be allowed, with the permission of the referee. Except that a player replaced due to serious injury (e.g. concussion) may not return.
- (B) In Under 15 to Opens (Under 17/Under 18) Matches Teams are allowed to make unlimited rolling substitutions at two (2) designated times in each half as well as at half time. In Under 15 Matches and Under 16 Matches, which have thirty (30) minute halves, unlimited rolling substitutions can be made at or about the ten (10) minute mark and the twenty (20) minute mark of each half. In Under 17 and Opens (Under 17/Under 18) Matches, which have thirty five (35) minute halves, unlimited rolling substitutions can be made at or about the twelve (12) minute mark and the twenty four (24) minute mark of each half. Team Officials are to have their substitutions ready in advance and advise the Assistant Referee/touch judge accordingly. If the substitutions are not ready at the designated times they will miss the opportunity to make unlimited rolling substitutions. The referee will be the sole person to determine the designated time when the unlimited number of rolling substitutions can occur.
- (C) In Under 15, Under 16, Under 17 and Opens matches a player that has been tactically substituted may return to the field to replace a player who has been injured as a result of foul play.
- (D) In Under 15, Under 16, Under 17 and Opens matches a player that has been tactically substituted may return to the field to replace a front row player that has been injured so as to ensure that contested scrums can continue to be played.
- (E) If a player is injured at any time in a Match, other than at the designated time for unlimited rolling substitutions, then after the injured player is treated a Team has the following options:-
- i. if the player is unable to resume playing and leaves the field then the player is considered to be permanently replaced and may not take any further part in the Match; or
  - ii. if the player resumes playing he may be replaced at the next designated time for unlimited rolling substitutions and the player is not considered to be permanently replaced and may return to the Match at a later time.
  - iii. when a player leaves the field to have bleeding controlled and/or have an open wound covered then that player may be temporarily replaced. The player who has been temporarily replaced may rejoin the Match at any time provided it is in accordance with the Laws of Rugby.

Law 3.9 - The Referee's Power to Stop an Injured Player from Continuing as detailed in the Laws of the Game will always allow a referee to order a player to leave the playing area.

- (F) Any Team found guilty of reverting to uncontested scrums to gain advantage over their opposition, or any breach to this Competition Rule by a Team, then the Team shall be required to show cause to the Competition

Manager as to why the Match should not be deemed a forfeit. The Competition Manager at its absolute discretion may impose further penalties.

#### **6.7. SHARING AND MATCHING THE NUMBER OF PLAYERS IN EACH TEAM DURING A MATCH**

- (A) If a Team commences a Match with the Minimum Number of Players (or more) and for whatever reason through the course of the Match the Team is reduced to less than the Minimum Number of Players then the Team is deemed to have forfeited the Match. If a Team is required to forfeit a Match under this Competition Rule then the Match should be completed on “friendly game” initiatives.
- (B) Under 10, Under 11 and Under 12 Age Group Matches must be played with an equal number of players on the field. Teams must share players so that there are an equal and maximum number of players on the field with unlimited rolling substitutions. If a Team is sharing players then the number of players being shared will be adjusted if a player is injured, replaced due to blood, Temporarily Suspended or Sent Off.
- (C) For the Under 13 to Opens Age Groups a Team that does not have the maximum number of players on the field (15) may at any time during the Match request additional players from the opposition. If after sharing players in accordance with this Competition Rule the Team playing short may also request the opposition team to match player numbers at any time. Player numbers may be adjusted by sharing if a player is injured or in blood bin but not if a player is Temporarily Suspended or Sent Off. You must share players before you match player numbers so that the maximum number of players is involved in the Match. If an opposition team refuses to share and then match player numbers as requested then they are deemed to have forfeited the match.
- (D) Teams that require the opposition Team to share or match players in more than 50% of Regular Season Matches will be deemed ineligible to compete in Final Series Matches.
- (E) If a Team(s) has less than twelve (12) players in Under 10 and Under 11 and fifteen (15) players in Under 12 to Opens (Under 17/Under 18) then the Team with the least number of suitable trained players for its scrum determines the number of players in the scrum.
- (F) For Regular Season Matches and Finals Series Matches the maximum number of players that may be signed-on in a Match is 18 for a 12-a-side Competition and 23 for a 15-a-side Competition.

#### **6.8. MAYDAY**

All Teams are required to know and understand the ARU’s mayday call and procedures. If a Team does not know and understand the ARU’s mayday call and procedures at the commencement of the Match then they are deemed to have forfeited the Match and the Match cannot be played on “friendly game” initiatives.

#### **6.9. UNCONTESTED SCRUMS IN UNDER 10 TO UNDER 12 AGE GROUPS**

- (A) Uncontested scrums will be played in accordance with the Laws of Rugby and Competition Rule 6.6 Replacements and Substitutions.
- (B) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement prop is required, and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums.
- (C) Any Team which plays uncontested scrums in more than two (2) Matches during a Regular Season of which a maximum of one (1) can occur in the last seven (7) Rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
- (D) Systematic abuse of this Competition Rule will not be tolerated and all instances of these incidents will be reviewed by the Competition Manager.

#### **6.10. UNCONTESTED SCRUMS IN UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS**

- (A) Uncontested scrums will be played in accordance with the Laws of Rugby and Competition Rule 6.6 Replacements and Substitutions.
- (B) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement prop is required, and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums.

- (C) Should a Team not be able to meet this obligation for any reason during a Match, then at the point in the Match when the front row replacement is required, this Team must call for uncontested scrums and play with one player fewer than would otherwise be allowed.
- (D) Should a Team not have three suitably trained front row players to commence a Match with contested scrums, then this Team must call for uncontested scrums and play with one player fewer than would otherwise be allowed.
- (E) If, subsequently, a qualified front rower becomes available (or returns from either the 'Blood Bin' or Temporary Suspension) 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.
- (F) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.
- (G) Any Team which plays uncontested scrums in more than two (2) Matches during a Regular Season of which a maximum of one (1) can occur in the last seven (7) Rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
- (H) Systematic abuse of this Competition Rule will not be tolerated and all instances of these incidents will be reviewed by the Competition Manager.

#### **6.11. MERCY RULE IN UNDER 10 TO UNDER 12 AGE GROUPS**

- (A) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the losing Team may call to stop the Match and declare the Match completed, irrespective of normal time remaining.
- (B) For recording purposes the Match shall be declared a victory to the winning Team with the appropriate Competition points and for and against points awarded to both Teams at the time the Match is stopped.
- (C) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.
- (D) The failure of any District/Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
- (E) The maximum For and Against differential recorded in any match is 50 points.

#### **6.12. MERCY RULE IN UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS**

- (A) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the winning Team must reduce the number of players on the field by one (1). However if the difference reduces to less than 40 points then the player can return to the field.
- (B) If the difference in score between two Teams during Regular Season Matches reaches 50 points or more then the winning Team must reduce the number of players on the field by another player so that the Team is two (2) players short. However if the difference reduces to less than 50 points then one (1) of the players can return to the field.
- (C) Competition Rule 6.5 in relation to the Minimum Number of players is waived while applying this Competition Rule.
- (D) Teams who are required to reduce players in accordance with this Competition Rule must not remove front row players so as to cause the Team to play uncontested scrums. Teams must have sufficient front row players to play at hooker, tight-head prop and loose-head prop as per Competition Rule 6.10.
- (E) In applying this Competition Rule when a Team has less than fifteen (15) players then the Team with the least number of suitably trained players for its scrum determines the number of players in the scrum.
- (F) The failure of any District/Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
- (G) The maximum For and Against differential recorded in any match is 50 points.

**6.13. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 6**

- (A) Failure to comply with Competition Rule 6 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 6 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.



## 7. FINALS SERIES

### 7.1. MATCHES AFFECTING THE FINAL SERIES

- (A) Any scheduled Match affecting the final series positions must be played prior to the completion of the last Round of the Regular Season Matches.
- (B) If a rescheduled Match is not played prior to the completion of the last Round of the Regular Season Matches and the rescheduled Match is not dealt with elsewhere in these Competition Rules, then the Match will be deemed a no result and no points will be allocated.
- (C) In the event of unforeseen circumstances affecting a Match in the last Round of the Regular Season Matches, the Competition Manager shall determine if the Match is to be replayed.

### 7.2. FINAL SERIES MATCHES

- (A) Should two (2) or more Teams in the same Grade, having completed their Regular Season Matches, possess the same number of Competition points then the higher placed Team on the Competition table shall be determined in accordance with the following order of priority:-
  - i. firstly by the Team with the higher difference of total points scored for and total points scored against during the Regular Season; and then
  - ii. secondly by the Team with the higher ratio of total points scored for divided by total points scored against during the Regular Season; and then
  - iii. thirdly, by the higher aggregate for and against points differential between the Teams during Regular Season Matches; and then
  - iv. fourthly the Team which has won more Matches during the Regular Season; and then
  - v. fifthly by the Team which scored the greater number of points for; and
  - vi. finally, a toss of a coin involving a District/Club Official from each Team and presided over by the Competition Manager.
- (B) All Competitions will participate in the following Finals Series:-
  - i. Elimination final (Match A) = 1st versus 4th
  - ii. Elimination final (Match B) = 2nd versus 3rd
  - iii. Grand final (Match C) = Winner of Match A versus Winner of Match B
- (C) Plate Finals Series are subject to the discretion of the Board and in any case will only be conducted for Under 10 to Under 12 Age Groups which have eight (8) or more Teams in the Competition.
- (D) The Plate Finals Series will be as follows:
  - i. Consolation elimination final (Match D) = 5th versus 8th
  - ii. Consolation elimination final (Match E) = 6th versus 7th
  - iii. Plate grand final (Match F) = Winner of Match D versus Winner of Match E
- (E) The Finals Series Matches will be played at Scheduled Game Times as determined by the Competition Manager.
- (F) There will be no extra time played in Final Series Matches unless the Competition Manager decides otherwise and notifies all Districts/Clubs no later than seven (7) days prior to the scheduled commencement of the Finals Series. In the event of a draw in a Finals Series Match then the Team that finished higher on the Competition table in accordance with Competition Rule 7.2 (A) shall be declared the winner of the drawn Final Series Match except in the case of the grand final where the two Teams will be declared joint premiers.
- (G) If a Finals Series Match is cancelled in accordance with these Competition Rules then the Final Series Match may be rescheduled at the Competition Manager's sole discretion. Should the Finals Series Match not be rescheduled then the Team that finished higher on the Competition table in accordance with Competition Rule 7.2 (A) shall be declared the winner of the cancelled Final Series Match except in the case of the grand final where the two Teams will be declared joint premiers.
- (H) The Competition Manager may, at its absolute discretion, implement a different Finals Series format, in which case the revised format shall be advised to all Districts/Clubs prior to Round 8.

- (I) Results for Finals Series Matches must be submitted on the day of the Match.

### 7.3. PLAYER ELIGIBILITY FOR THE FINALS SERIES

- (A) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:
- i. be a Registered Player in accordance with these Competition Rules; and
  - ii. have played 50% or more of all Matches played or won on forfeit for the particular Team during the Regular Season; or
  - iii. have qualified in a lower Graded Team within the same Age Group; or
  - iv. have qualified in the Age Group immediately below in a Team Graded no higher than one Grade above the Grade in which the Registered Player wishes to be eligible for;
- (B) For the purposes of this Competition Rule:
- i. a bye will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time of the bye;
  - ii. a loss on forfeit will not count as a Match played, regardless of whether the Match was played or not;
  - iii. if a Round 1 Match is washed out it will count towards a Match played provided the Registered Player has registered prior to the Round 1 Match;
  - iv. if any other Round is washed out it will only count as a Match played provided the Registered Player has played a Match prior to the washed out Round;
  - v. a win on forfeit:
    - a. if the Match was played prior to the forfeit being awarded, will count as a Match played for all Registered Players signing on for the Match; and
    - b. if the Match was not played prior to the forfeit being awarded, will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time the forfeit is awarded;
  - vi. Matches played in a higher Graded Team or an older Age Group will not count towards eligibility for a lower Graded Team or younger Age Group in the Finals Series.
- (C) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the Competition Manager may be sought by the District/Club involved. A request for dispensation must be:
- i. on the Dispensation for Finals Series form available on the Website; and
  - ii. lodged with the Administrator by 5:00 pm on the Monday prior to the commencement of the Finals Series Match for which dispensation is sought or such later time as is agreed by the Competition Manager in its absolute discretion.
- (D) The dispensation will be granted if:
- i. in the case of sickness or injury, a medical certificate accompanies the application (the medical certificate must specify the period the Registered Player was not able to play on medical grounds) and dated at or around the time the injury/sickness occurred; or
  - ii. the Registered Player participated in a Representative Team managed under the auspices of SJRU or NSWJRU, participation in such representative Match(es) prevented the Registered Player from playing in Competition Match(es) and had such representative Match(es) been Competition Match(es) the Registered Player would have met the requirements of Competition Rule 7.3 (B); or
  - iii. the Registered Player must have played 50% or more of the Regular Season Matches scheduled while the Registered Player was not attending a long term school event and have written documentation from their school that the Registered Player had attended a long term school event (such as Glengarry at The Scots College) during the Regular Season Matches.
  - iv. in the opinion of the Competition Manager there are extenuating circumstances beyond the control of the Registered Player or District/Club concerned.

- (E) Requests for dispensation will not be granted unless exceptional circumstances exist. All Districts/Clubs believe compliance with this Competition Rule (having played 50% or more of all Matches to be played or won on forfeit) is fair and reasonable.
- (F) Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the Competition Manager elects to impose in its absolute discretion.

**7.4. FORFEIT IN THE FINALS SERIES**

- (A) For all Finals Series Matches, if it is proven that a Ring-In has participated in the Match then, the players' Team will be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager may at its absolute discretion impose further penalties, including financial, that it sees fit to impose.
- (B) Any Team which forfeits a Finals Series Match will be deemed to have forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.
- (C) The Competition Manager may at its absolute discretion impose penalties on Teams and Districts/Clubs which forfeit a Finals Series Match.
- (D) The immediate expulsion penalty under this Competition Rule can, at the absolute discretion of the Competition Manager, extend to other Teams from the forfeiting District/Club who have qualified for Final Series Matches.

**7.5. SHARING PLAYERS IN FINAL SERIES MATCHES FOR UNDER 10 TO UNDER 12 AGE GROUPS**

Any Team in the Under 10 to Under 12 Age Groups which is required to share players in a Finals Series Match to comply with the Pathway Law will be deemed to have forfeited their right to participate in any and all remaining Finals Series Matches and the Match will be played on "friendly game" initiatives.

**7.6. SHARING PLAYERS IN FINAL SERIES MATCHES FOR UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS**

Any Team in the Under 13 to Opens (Under 17/Under 18) Age Groups which requests the sharing of players in a Finals Series Match will be deemed to have forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.

**7.7. UNCONTESTED SCRUMS IN THE FINAL SERIES**

Any Team which breaches Competition Rule 6.9 or Competition 6.10 during a Finals Series Match will be deemed to have forfeited the Match and also forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.

**7.8. MERCY RULE IN THE FINAL SERIES**

If any Team invokes Competition Rule 6.11 or Competition 6.12 during a Finals Series Match will be deemed to have forfeited the Match and also forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.

**7.9. INCLEMENT WEATHER IN THE FINALS SERIES**

- (A) The Competition Manager may at its absolute discretion cancel one or more Final Series Matches. A cancelled Finals Series Match may, at the absolute discretion of the Competition Manager, be rescheduled. If a cancelled Finals Series Match is not rescheduled then Competition Rule 7.2 (H) shall apply.
- (B) The Competition Manager will notify Districts/Clubs of a cancelled Finals Series Match.

**7.10. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 7**

- (A) Failure to comply with Competition Rule 7 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 7 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.

## **8. CARNIVALS, TOURNAMENTS AND MATCHES AGAINST VISITING TEAMS**

- (A) Districts and Clubs are encouraged to run carnivals, tournaments and gala days and to play matches against Visiting Teams. In this Competition Rule all these matches are referred to as Other Matches.
- (B) Districts and Clubs are to inform the Administrator in writing of these Other Matches using the ARU Event Sanctioning Application available on the ARU website.
- (C) The Competition Manager will sanction or impose certain conditions on these Other Matches provided it complies with the Competition Rules and does not clash with another event on the same day.
- (D) All Other Matches must be sanctioned by the Administrator to ensure that the match is covered by the ARU's insurance scheme.

## **9. PLAYING ENCLOSURE AND VENUE CONTROL**

### **9.1. AUTHORITY**

- (A) Directions given by any appointed District/Club Official or Ground Marshal, which are within the bounds of their authority, are to be obeyed, and if a dispute arises it should immediately be reported to the District/Club President or their delegate who is to decide on any further action.
- (B) If the venue for a Match is moved to a venue that is not the home venue for either Team playing then the Team requesting the move shall be deemed to be the Home Team or where the Competition Manager has moved the venue then the first team on the draw will be deemed to be the Home Team.

### **9.2. DISTRICT/CLUB APPOINTED OFFICIALS**

#### **9.2.1. GROUND MARSHAL(S)**

- (A) At all Matches both Teams/Districts/Clubs are to provide a Ground Marshal.
- (B) If a Team/District/Club does not provide a Ground Marshal then the Team will be deemed to have forfeited the Match.
- (C) The Ground Marshal for a Team may be anyone who isn't the Coach or Trainer of the Team.
- (D) The Ground Marshal must be identifiable by wearing the orange SJRU vest.
- (E) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times.
- (F) If there is a difference between the decision of the Home Team Ground Marshal and the decision of the Away Team Ground Marshal then the decision of the Home Team Ground Marshal shall prevail.
- (G) The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.
- (H) The Ground Marshals shall introduce themselves to the referee prior to the commencement of the Match and be responsible for rectifying any issues which are brought to their attention by the referee throughout the course of the Match.
- (I) The Ground Marshal provided by the Home Team shall ensure that the Away Team is made aware of the home ground changing, playing, medical, food and drink facilities available.
- (J) Ground Marshals shall be responsible for:-
  - i. the supervision of the venue and all appointed officials; and
  - ii. maintenance of and patrolling of the Playing Enclosure including the Ground Marshals of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and
  - iii. preventing the illegal entry of any person onto the Playing Enclosure; and
  - iv. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
  - v. ensuring Assistant Referees/touch judges are not calling out or coaching the players; and
  - vi. ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
  - vii. managing the behaviour of participants within the Team Zone; and
  - viii. point of contact for all enquiries; and
  - ix. responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and
  - x. be familiar with, and have available, a copy of the SJRU Match Day Manual which includes the ARU Medical and Safety Recommendations including the ARU Protocol for Serious Injury; and
  - xi. checking with the referee on the policy for attending injured players; and
  - xii. report any irregularities or breaches of the Competition Rules that they are unable to resolve to their District/Club President who will contact the Competition Manager to determine what further action, if any, should be taken; and

- xiii. the implementation of this Competition Rule.
- (K) Home Team Ground Marshal(s) are also responsible for:
- i. setting up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and
  - ii. ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
  - iii. ensuring that the SJRU Expectations of Behaviour sign is prominently displayed; and
  - iv. having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
  - v. having access to an emergency list of contacts and addresses for:
    - a. two (2) after hours doctors or local medical centre and/or facilities; and
    - b. nearest public hospital and/or emergency facility; and
    - c. the local Police and Ambulance.

### **9.2.2. GAME MANAGEMENT CARD (GMC)**

- (A) When a referee displays the Game Management Card (GMC) the Ground Marshal of each Team are to enter the field of play and speak with the Referee and ascertain the facts of the incident, including identification of the perpetrator(s), and the seriousness of the offence.
- (B) After the Ground Marshals have been advised of the incident by the Referee the Ground Marshals are to:-
  - i. issue a warning to the perpetrator(s); or
  - ii. seek assistance from District/Club Officials to manage the situation; or
  - iii. request the perpetrator(s) to leave the venue; or
  - iv. call the Police.
- (C) If the circumstances warrant it, the Ground Marshal should stay with the Referee after the Match and escort him from the venue so as to ensure no further incidents occur.
- (D) After the incident, the Home Team Ground Marshal is required to submit an incident report to their District/Club President who is to submit the incident report to the Competition Manager by 12:00 midday of the first business day after the Match.

### **9.2.3. SUITABLY QUALIFIED MEDICAL PERSONNEL**

- (A) At all venues it is required that the Home District/Club provide a First Aid Attendant for each Match.
- (B) The First Aid Attendant must be identifiable and be in a prominent position.
- (C) The First Aid Attendant should check with each Team to establish who is going to attend to players who appear injured in the first instance, and if a Team is using Trainers, they 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 come first).
- (D) A First Aid Attendant may assist the Ground Marshal in undertaking duties outlined in Competition Rule 9.2.1.

### **9.2.4. PENALTIES**

Failure of a Team or District/Club Affiliate to comply with Competition Rule 9.2.1 will result in a fine of one (1) Penalty Unit and/or loss of Competition points and/or any other fines or penalties as the Competition Manager may at its absolute discretion see fit to impose.

### **9.3. GROUND SET UP AND CONDITIONS**

- (A) All grounds shall be dressed in accordance with the Laws of Rugby and these Competition Rules.
- (B) In Under 10 and Under 11 Matches the field can be no more than 60 metres wide. As a result the touchline only has to be brought in sufficient distance on either one or both sides of the Field of Play so that the width of the Field of Play is no greater than 60 metres.

- (C) Home Teams shall ensure that objects such as cricket pitches or in-ground watering systems are properly covered for the safety of the players.
- (D) If there is no perimeter fencing then the Home Team shall ensure ropes or barriers are erected a minimum distance of 5 metres back from the touch line or, where this is not possible, as far back from the touch line as is practicable.
- (E) Games and training at night are to comply with the recommendations and requirements of Australian Standard - Sports Lighting (AS 2560.2.3-2007).
- (F) Fields are to be set up with two (2) Team Zones and a Sign-on Table with the Expectations of Behaviour sign prominently displayed as outlined in the Match Day Manual.
- (G) Any objection by either Team regarding the ground or the way in which it is marked out must be made to the referee before the kick-off. If Teams cannot agree as to the safety of the ground the referee will be the sole judge as to whether the Match may begin. If there is any doubt by the referee as to the safety of the ground, the referee will not allow the Match to begin until the ground has been made safe. If the referee elects not to start or to abandon a Match where, in the referee's opinion, the ground safety standards are not met, then the Match will be determined in accordance with Competition Rule 5.9.

#### **9.4. GOAL POSTS**

No Match will be allowed to proceed unless goal posts are correctly padded. If the goal posts are not correctly padded the Home Team shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager may at its absolute discretion impose further penalties that it sees fit to impose.

#### **9.5. PERSONS AUTHORISED TO ENTER PLAYING ENCLOSURE**

- (A) The only persons permitted within the Playing Enclosure during a Match are:-
  - i. the referee; and
  - ii. the Assistant Referees and touch judges; and
  - iii. the players participating in the Match (excluding reserve players and any players Temporarily Suspended or Sent Off); and
  - iv. a maximum of two Trainers per Team to administer water, to deliver and retrieve the kicking tee and attend to injured players; and
  - v. the Ground Marshals.
- (B) During each half the reserves of each Team are required to remain in the Team Zone. Reserve players may enter the Playing Enclosure immediately prior to taking the field.
- (C) Trainers may enter the playing area only after the ball is dead and may not impede the conduct of the Match, unless attending an injury. At all other times the Trainers must remain in the Team Zone. The Trainer must be identifiable by wearing the yellow SJRU vest or similar attire.
- (D) During each half the Team Officials, which includes Coaches, are required to remain in the Team Zone. Team Officials are not permitted to act as Trainers for their Team.
- (E) No coaching of players is to occur inside the Playing Enclosure by any District/Club Affiliate except at half time.
- (F) Persons, other than Trainers, are only permitted to enter the Playing Enclosure upon the invitation of the referee, except at half time when the Team Officials, Trainers and reserve players may enter the Playing Enclosure. Players who have been Sent Off are not permitted to enter the Playing Enclosure at any time.

#### **9.6. SPECTATOR AND GROUND CONTROL**

- (A) It shall be the duty of Districts/Clubs to maintain control of spectators, to prevent any disturbance amongst its spectators and to generally assist all officials in the preservation of order and good discipline at any Match. Failure to do so shall result in the imposition of penalties and/or sanctions as the Competition Manager sees fit.
- (B) In the event of a report being made to the Competition Manager (and subsequently upheld) that the misbehaviour of spectators has had a material effect on the result of a Match, the Competition Manager may declare the Match and result void and order the Match to be replayed at such Scheduled Game Time as the

Competition Manager shall think proper, or deduct a maximum of four (4) Competition points from the offending District/Club and/or impose such other sanctions as the Competition Manager may at its absolute discretion think proper.

- (C) In the event of a Match being abandoned due to a field invasion the Competition Manager shall have the power to have the Match replayed, to allow the result to stand or award a forfeit if it so determines.
- (D) Any such report shall be lodged with the Administrator in writing no later than 5:00 pm on the second business day after the Match.

**9.7. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 9**

- (A) Failure to comply with Competition Rule 9 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 9 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.



## **10. REFEREES AND ASSISTANT REFEREES**

### **10.1. REFEREES**

#### **10.1.1. APPOINTMENT OF REFEREES**

A Referee for each Match shall be appointed by the NSWRU Appointment Officer, if possible. In the event of a Referee not being appointed, or not attending within ten (10) minutes of the Scheduled Game Time, a substitute referee shall be appointed.

#### **10.1.2. NO APPOINTED REFEREE**

- (A) If a Referee is available then they will automatically assume control of the Match until such time as the appointed Referee arrives.
- (B) If a Referee is available from both Teams or if no Referees are available then the Team Officials of each Team will jointly appoint the substitute referee. The substitute referee must be SmartRugby qualified.
- (C) Failing such an agreement between the Team Officials, each Team shall nominate an individual to referee one half of the remaining game time each, with the Home Team nomination refereeing the first half. On arrival the appointed Referee shall assume control of the Match during the next break in play.
- (D) Any District/Club unable to supply a SmartRugby qualified referee when required shall be fined one (1) Penalty Unit for each offence.

#### **10.1.3. REFEREE UNABLE TO CONTINUE**

In the event of the Referee appointed being unable to continue through illness or injury, a substitute referee shall be appointed by such Referee for the remainder of the Match. If this process is not able to be followed then the Team Officials of each Team will jointly appoint the substitute referee in accordance with Competition Rule 10.1.2.

#### **10.1.4. REPORTABLE INCIDENTS BY A REFEREE**

- (A) A Referee is required to notify a “reportable incident” on the Sign-on Sheet by indicating:-
  - i. any incident which resulted in a player being Temporarily Suspended or Sent Off; and
  - ii. any incident which resulted in the Ground Marshal Card (GMC) being displayed;
- (B) In the event of a player being Sent Off the Referee must, on the day of the Match using the official NSWRU Send Off Report form, send their report to their District Referees Association or if they don't belong to a District Referees Association either the NSWRU Appointments Officer or the Administrator. The District Referees Association will forward the Send Off Report to the NSWRU Appointments Officer who will forward the report to the Administrator by 12:00 midday on the first business day following the Match. The Administrator will send a copy of the Send Off Report to the Judiciary and the District/Club President of the player's District/Club within 24 hours.
- (C) In the event of a breach of the Competition Rules or Code of Conduct the Referee must forward on the day of the Match, on the Incident Report Form (available on the Website) a full report of the incident to their District Referees Association or if they don't belong to a District Referees Association either the NSWRU Appointments Officer or the Administrator. The District Referees Association will forward the Incident Report to the NSWRU Appointments Officer who will forward the report to the Administrator by 12:00 midday on the first business day following the Match. The Competition Manager will review the report and either take action on the report, or refer the matter to the Board for a decision, or refer the matter direct to a Citing Officer or the Judiciary.

#### **10.1.5. POWERS OF THE REFEREE**

Referees have wide ranging powers that extend past the boundaries of the field of play, past the playing enclosure to the perimeter of the venue. These powers include the ability to direct a District/Club Affiliate or spectator to leave the venue. Ground Marshals shall be responsible for implementing the directions of the referees.

## **10.2. ASSISTANT REFEREES/TOUCH JUDGES**

### **10.2.1. DISTRICT/CLUB/TEAM RESPONSIBILITY**

Every Team must provide an Assistant Referee, who is not a Team Official to officiate for each Match played by that Team. Where a Team does not have an Assistant Referee the opposition may appoint both Assistant Referees.

### **10.2.2. REPORTING TO THE REFEREE**

All Assistant Referees/touch judges shall report to the Referee at least five (5) minutes prior to the start of the Match to ask the referee what duties he wants the Assistant Referees to perform during the Match and to advise the referee whether or not they are accredited.

### **10.2.3. DRESS**

Every Assistant Referee/touch judge must be equipped with a flag and be appropriately dressed wearing an Assistant Referee/Touch Judge shirt (not in District/Club colours) and suitable enclosed footwear.

### **10.2.4. NAME ON SIGN-ON SHEET**

All Assistant Referees officiating in a Match must print their name and ARU number on the Sign-on Sheet.

### **10.2.5. REPORTABLE INCIDENTS OF AN ASSISTANT REFEREE/TOUCH JUDGE**

- (A) In the event of a player being Sent Off based on an Assistant Referee's report, the Assistant Referee must forward on the day of the Match, on the official NSWRU Send Off Report form, a full report of the incident to their District Referees Association or if they don't belong to a District Referees Association either the NSWRU Appointments Officer or the Administrator. The District Referees Association will forward the Send Off Report to the NSWRU Appointments Officer who will forward the report to the Administrator by 12:00 midday on the first business day following the Match. The Administrator will send a copy of the Send Off Report to the Judiciary and the District/Club President of the player's District/Club within 24 hours.
- (B) In the event of a breach of the Competition Rules or Code of Conduct the Assistant Referee must forward on the day of the Match, on the Incident Report Form (available on the Website), a full report of the incident to their District Referees Association or if they don't belong to a District Referees Association either the NSWRU Appointments Officer or the Administrator. The District Referees Association will forward the Incident Report to the NSWRU Appointments Officer who will forward the report to the Administrator by 12:00 midday on the first business day following the Match. The Competition Manager will review the report and either take action on the report, or refer the matter to the Board for a decision, or refer the matter direct to a Citing Officer or the Judiciary.
- (C) If the touch judge is not a qualified Assistant Referee then in the event of a "reportable incident" then the touch judge will send a report to the Administrator by 12:00 midday on the first business day following the Match. The Competition Manager will review the report and either take action on the report, or refer the matter to the Board for a decision, or refer the matter direct to a Citing Officer or the Judiciary.

## **10.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 10**

- (A) Failure to comply with Competition Rule 10 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions in relation to Competition Rule 10 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.

## **11. CODE OF CONDUCT**

### **11.1. APPLICATION OF THE CODE OF CONDUCT TO DISTRICTS/CLUBS**

- (A) Districts/Clubs and District/Club Affiliates must comply with the Code of Conduct. The Code of Conduct defines the expected behaviour of Districts/Clubs and District/Club Affiliates. Each District/Club is responsible for the distribution and education of the Code of Conduct to District/Club Affiliates. The Code of Conduct is available on the Website.
- (B) A District/Club Affiliate shall not at any time act in a manner detrimental towards the game or spirit of rugby union.
- (C) All Districts/Clubs shall take all reasonable steps to ensure that District/Club Affiliates do not act in a manner detrimental towards the game or spirit of rugby union.
- (D) During the course of a Match/Representative Game, or after a Match/Representative Game, a District/Club Affiliate shall not abuse or address a player or Match Official in insulting terms or act in a provocative manner towards a player or a Match Official.
- (E) Districts/Clubs and Teams must comply with the unacceptable number of Temporary Suspensions as per Competition Rule 12.1 (G) and unacceptable number of Send Offs as per Competition Rule 12.1 (H).
- (F) The Competition Manager, in accordance with ARU policy, recognises sanctions and suspensions imposed by other sporting codes in relation to all Proven Offences. Breach of this policy will be regarded as a breach of the Code of Conduct and may include loss of competition points and/or any other penalty, including financial, that the Competition Manager, in its absolute discretion, sees fit to impose.
- (G) If the Competition Manager deems that a District/Club or District/Club Affiliate has committed an act of misconduct or unacceptable behaviour then the Competition Manager will refer the matter to the SJRU Board or the Citing Officer or the Judiciary.

### **11.2. PUBLIC STATEMENTS**

If the Competition Manager deems that a District/Club Affiliate has made a comment in any publication, whether written, televised or broadcast, which is detrimental to the interests, welfare or image of the game of rugby or criticising the SJRU, the Competition Manager, a District, a Club, a District Referee Association or one of its members or affiliates including a Registered Player, a Team Official or Team Affiliate then the Competition Manager will refer the matter to the SJRU Board or the Citing Officer or the Judiciary.

### **11.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 11**

- (A) Failure to comply with Competition Rule 11 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions of the Competition Manager in relation to Competition Rule 11 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.
- (D) Appeals against decisions of the SJRU Board in relation to Competition Rule 11 may be made to the Judiciary unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (E) Appeals against decisions of the Judiciary in relation to Competition Rule 11 may be made to the Appeals Tribunal unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

## **12. TEMPORARY SUSPENSIONS AND SEND OFFS**

### **12.1. TEMPORARY SUSPENSIONS AND SEND OFFS - TEAMS AND DISTRICTS/CLUBS**

In any given Season:

- (A) Any Team or District/Club that attains an unacceptable number of Temporary Suspensions (Yellow Cards) or Send Offs (Red Cards) will be automatically placed on probation immediately upon reaching the Unacceptable Number of Temporary Suspensions or Send Offs. Any and every Temporary Suspension or Send Off subsequent to the probation being imposed will be deemed a breach of its probation.
- (B) Penalties for a Team breaching its probation may include loss of Competition points and/or any other penalty that the Competition Manager at its absolute discretion sees fit to impose. In addition, Team Officials may be required to appear before the Competition Manager to explain what procedures are being taken to rectify the discipline of their Team.
- (C) If a Team breaches its probation on two or more occasions, Team Officials may be asked to show cause as to why the Team should remain in the Competition.
- (D) Penalties for a District/Club breaching its probation may include a fine, a good behaviour bond and/or any other penalty, including financial, the Competition Manager sees fit to impose. In addition, District/Club Official(s) will be required to appear before the Competition Manager to explain what procedures are being taken to rectify the discipline of its Teams.
- (E) Repeated breaches of probation by a District/Club will induce penalties of increasing severity.
- (F) If a District/Club or Team is placed on probation the District/Club must distribute and reiterate the contents of the Code of Conduct to its players and District/Club Affiliates.
- (G) Unacceptable Number of Temporary Suspensions (Yellow Cards) means:
  - i. For a Team, greater than four (4) Temporary Suspensions per season; and
  - ii. For a District/Club:
    - a. that has less than 3 Junior Teams - 4 Temporary Suspensions per season;
    - b. that has 3 to 6 Junior Teams - 8 Temporary Suspensions per season;
    - c. that has 7 to 10 Junior Teams - 12 Temporary Suspensions per season;
    - d. that has 11 to 13 Junior Teams - 16 Temporary Suspensions per season;
    - e. that has 14 to 16 Junior Teams - 20 Temporary Suspensions per season;
    - f. that has 17 to 19 Junior Teams - 24 Temporary Suspensions per season;
    - g. that has 20 or more Junior Teams - 28 Temporary Suspensions per season.
- (H) Unacceptable Number of Send Offs (Red Cards) means:
  - i. For a Team, greater than two (2) Send offs per season; and
  - ii. For a District/Club:
    - a. that has less than 3 Junior Teams - 2 Send Offs per season;
    - b. that has 3 to 6 Junior Teams - 3 Send Offs per season;
    - c. that has 7 to 10 Junior Teams - 4 Send Offs per season;
    - d. that has 11 to 13 Junior Teams - 5 Send Offs per season;
    - e. that has 14 to 16 Junior Teams - 6 Send Offs per season;
    - f. that has 17 to 19 Junior Teams - 7 Send Offs per season; and
    - g. that has 20 or more Junior Teams - 8 Send Offs per season.

### **12.2. TEMPORARY SUSPENSIONS AND SEND OFFS - PLAYERS**

#### **12.2.1. PLAYERS TEMPORARILY SUSPENDED OR SENT OFF**

- (A) Any player ordered from the field of play by the Referee shall be reported on the Sign-on Sheet. The Sign-on Sheet shall include the player's name, number, offence and whether the incident was a Temporary Suspension

or a Send Off. Failure to do so will leave the player and the District/Club liable to suspension and/or other penalty, at the discretion of the Competition Manager.

- (B) Any player who is Temporarily Suspended is not permitted to enter the Playing Area again until allowed to do so by the Referee but is allowed to attend the half time talk. Under no circumstances shall the Temporarily Suspended player take the field until given permission to do so by the Referee. Team Officials may advise the Referee if the Temporary Suspension time has elapsed but permission to re-enter the field of play must be expressly given by the Referee.
- (C) Any player who is Sent Off is not permitted to enter the Playing Area again during the Match and is not allowed to attend the half time talk.

#### **12.2.2. SUSPENDED UNTIL DECISION**

Any player who is Sent Off during a Match is automatically suspended from taking part in any further matches including any Regular Season, Finals Series, trial, school, representative or premiership matches, until a decision has been handed down by the Judiciary or where an early plea has been entered then a decision has been handed down by the Competition Manager.

Likewise any player who is Sent Off during a school match, or in a match for another code (eg Rugby League), is automatically suspended from taking part in any further SJRU matches including any Regular Season, Finals Series, trial or representative matches, until a decision has been handed down by the relevant judiciary or its school based equivalent.

#### **12.2.3. PERIOD OF SUSPENSION**

- (A) For the purpose of determining whether a player has served their Suspension, only Matches (excluding trial games) organised under the auspices of the Competition Manager and Representative Games (excluding trial games) organised under the auspices of either the SJRU or NSWJRU shall count.
- (B) The player may not participate in any matches (including trial, school, representative and premiership matches) during the term of their Suspension.
- (C) Bye Rounds and wins on forfeit shall count towards the Suspension. If a Match is washed out due to wet weather or a Match is deferred then these games will not be included as part of the Suspension.
- (D) The Suspension must be served in the Competition in which the offence occurred. A suspended player may not play any form of rugby until their suspension has been served. For example, a player who receives a one Round Suspension for an offence in a Sunday Competition Match must not play in any Match or Competition, such as Friday or Saturday Competitions, until they miss one Round in the Sunday Competition.
- (E) A player may serve their Suspension during any NSWJRU organised fixture (except trials). One day of competition shall equal one Round of Suspension. That is, if a player receives a one Round Suspension they may serve this Suspension by sitting out one full day of competition matches at the State or Regional Championships. To be eligible the player must be listed in the team's sign-on sheet.
- (F) Any Suspension left over at the completion of the season is carried over to the following season. However the player may apply to the Administrator to play in NSWJRU and District/Club preseason trials but they will serve their Suspension during the Regular Season Matches.
- (G) The Judiciary has the right to not to comply with Competition Rule 12.2.3 in extenuating circumstances.

#### **12.2.4. PLAYING WHILE SUSPENDED OR DISQUALIFIED (ALL AGE GROUPS)**

- (A) Any Team playing a player required to appear before a Judiciary or while under Suspension shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the player while under Suspension should not be deemed a forfeit by that Team.
- (B) It is the responsibility of the Suspended player's District/Club to ensure that the player does not compete in any Matches while under Suspension.
- (C) Any District/Club playing a player whilst under Suspension may incur further penalties as determined by the Competition Manager.

#### **12.2.5. TEMPORARILY SUSPENDED PLAYERS IN THE UNDER 10 TO UNDER 12 AGE GROUPS**

A player Temporarily Suspended in the Under 10 to Under 12 Age Groups shall spend a period of five (5) minutes off the field of play as determined by the referee. During this time, the player may be replaced. Time is calculated based on actual time (i.e. half time is counted).

#### **12.2.6. TEMPORARILY SUSPENDED PLAYERS IN THE UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS**

A player Temporarily Suspended in the Under 13 to Opens (Under 17/Under 18) Age Groups will remain off the field of play for a period of ten (10) minutes. During this time, the player may NOT be replaced. Time is calculated based on **playing** time (i.e. half time is NOT counted).

#### **12.2.7. MULTIPLE TEMPORARY SUSPENSIONS**

- (A) If any player is Temporarily Suspended more than twice during the Regular Season and the Final Series of the current season, then upon the third time the player is Temporarily Suspended the player will be given an automatic one (1) Round suspension without right of an appeal if any of the Temporary Suspensions are for foul play or abuse of Match Officials including dissent. In all other situations the player will receive a caution but no match suspension.
- (B) If any player is Temporarily Suspended more than three times during the Regular Season and the Final Series of the current season, then upon the fourth and every subsequent time the player is Temporarily Suspended the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.

#### **12.2.8. PLAYERS SENT OFF IN THE UNDER 10 TO UNDER 12 AGE GROUPS**

Penalties for all players Sent Off in a match in the Under 10 to Under 12 Age Groups shall be as follows:

- (A) If the send off was as a result of two (2) Temporary Suspensions (ie yellow cards) and the Temporary Suspensions were NOT for foul play OR abuse of Match Officials including dissent then the player is cautioned and has no suspension to serve.
- (B) In all other situations where it is the first offence by a player during a season, except for any offence involving abuse of Match Officials including dissent, the Registered Player will receive an automatic one (1) Round Suspension, subject to the following procedure:-
  - i. The Referee of the match may recommend in their Send Off Report that the Judiciary review the automatic Suspension. The Competition Manager, at its absolute discretion, has the right to deny a Referee's request to refer the Send Off to the Judiciary.
  - ii. A District/Club whose Team was involved in the match may request the Judiciary to review an automatic Suspension. Any such request must be advised in writing by the District/Club President to the Administrator by 12:00 midday on the first business day following the match in which the player was Sent Off. The Competition Manager, at its absolute discretion, has the right to deny a District's/Club's request to refer the Send Off to the Judiciary.
  - iii. If the Competition Manager refers the Send Off to the Judiciary then the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.
- (C) The Competition Manager may request the Judiciary to review an automatic Suspension. If the Competition Manager requests the Judiciary to review an automatic Suspension then the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.
- (D) Any offence involving abuse of Match Officials including dissent and any second or subsequent offence during a season will be subject to Competition Rule 12.2.10 or Competition Rule 12.2.11 (as applicable).

#### **12.2.9. PLAYERS SENT OFF IN THE UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS**

Penalties for all players Sent Off in a match in the Under 13 to Opens (Under 17/Under 18) Age Groups shall be as follows:

- (A) If the send off was as a result of two (2) Temporary Suspensions (ie yellow cards) and the Temporary Suspensions were NOT for foul play abuse of Match Officials including dissent then the player is cautioned and has no suspension to serve.

- (B) If the Competition Manager, in consultation with a representative(s) from the Referees Association, deems the offence low range then the player may be offered an early guilty plea and receive an automatic one (1) Round Suspension. If the player and the District/Club do NOT accept the early guilty plea then the player must appear before the Judiciary.
- (C) Players will not be eligible for an early plea if any of the following circumstances apply:
  - i. the player has previously been Sent-Off during the Regular Season and/or Finals Series of the current season (i.e. a repeat offender); or
  - ii. the offence is graded as mid-range or top end by the Referee (i.e. only low end offences qualify for an early plea); or
  - iii. any offence involving abuse of Match Officials in any way including dissent; or
  - iv. a District/Club whose Team was involved in the Match may request that the Send Off be referred to the Judiciary.
- (D) If a District/Club whose Team was involved in the Match requests that the Send Off be referred to the Judiciary then any such request must be made in writing by the District/Club President to the Administrator by 12:00 midday on the first business day following the Match in which the player was Sent Off. The Competition Manager, at its absolute discretion, has the right to deny a District's/Club's request to refer the Send Off to the Judiciary.
- (E) If the Referee deems the offence mid-range or top end then the player is required to appear before the next meeting of the Judiciary.
- (F) Any offence involving abuse of Match Officials including dissent and any second or subsequent offence during a season will be subject to Competition Rule 12.2.10 or Competition Rule 12.2.11 (as applicable).

#### **12.2.10. APPEARANCE AT THE JUDICIARY**

- (A) The Competition Manager will advise the District/Club of the place and time at which the player is to appear before the Judiciary.
- (B) In the event that a player is unable to appear before the Judiciary then the player or a District/Club Official from the player's District/Club shall notify the Administrator prior to 4:00 pm on the day of the Judiciary hearing.
- (C) In the event a player is unable to appear before the Judiciary then the player, or a District/Club Official from the player's District/Club may notify the Administrator that a District/Club Official will be appearing on behalf of the player and pleading their case.
- (D) Should a player or a District/Club Official of the player's District/Club fail to appear, or provide an explanation prior to 4:00 pm on the day of the Judiciary hearing then the District/Club and /or player shall be liable to any penalties, including financial, that the Judiciary may see fit to impose.

#### **12.2.11. MULTIPLE SEND OFFS**

If any player is Sent Off or otherwise Suspended more than once in any one season, then upon the second and every subsequent Send Off the player, their parent or legal guardian and a Team Official or other appropriate District/Club Official must attend the next Judiciary hearing.

#### **12.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 12**

- (A) Failure to comply with Competition Rule 12 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.
- (B) Appeals against decisions of the Competition Manager in relation to Competition Rule 12 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.
- (D) Appeals against decisions of the SJRU Board in relation to Competition Rule 12 may be made to the Judiciary unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

- (E) Appeals against decisions of the Judiciary in relation to Competition Rule 12 may be made to the Appeals Tribunal unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.



### **13. CITINGS**

#### **13.1. CITING PROCESS**

The Citing process is outlined in Appendix A.

#### **13.2. CITINGS BY DISTRICTS/CLUBS**

- (A) When a District/Club believes the conduct of an opposition District/Club or District/Club Affiliate is in breach of the Laws of Rugby, the Code of Conduct or the Competition Rules then it may request that the opposition District/Club or District/Club Affiliate be cited.
- (B) The citing District/Club ("Citing District/Club") must submit the Citing Form to the Administrator no later than 5:00 pm on the third business day following the incident.
- (C) The Competition Manager may extend the deadline for lodging the Citing Form provided they are satisfied there are exceptional circumstances for doing so. Such a decision shall be final and not subject to review.
- (D) As outlined in Appendix A the Competition Manager will either:-
  - i. take action regarding the Citing Report; or
  - ii. request additional information, mediation etc; or
  - iii. refer the Citing Report to the Citing Officer; or
  - iv. refer the Citing Report to the Judiciary for Judicial Direction; or
  - v. refer the Citing Report to the Judiciary; or
  - vi. take no further action regarding the Citing Report.
- (E) If the Competition Manager decides that no further action should be taken regarding the Citing Report then the Competition Manager shall advise both the person referred to in the allegation (the "nominated person") and the Citing District/Club. No reasons need be given.

#### **13.3. CITINGS BY MATCH OFFICIALS, COMPETITION MANAGER OR JUDICIARY**

- (A) Match Officials or the Competition Manager or the Citing Officer or the Judiciary may at their discretion cite a District/Club or District/Club Affiliate for an alleged breach of the Laws of the Game or the Code of Conduct or the Competition Rules.
- (B) The citing by the persons listed in the Competition Rule 13.3 (A) must be submitted on the Citing Form or Incident Report Form to the Administrator no later than three (3) months after the incident.
- (C) As outlined in Appendix A the Competition Manager will either:-
  - i. take action regarding the Citing Report; or
  - ii. request additional information, mediation etc; or
  - iii. refer the Citing Report to the Citing Officer; or
  - iv. refer the Citing Report to the Judiciary for Judicial Direction; or
  - v. refer the Citing Report to the Judiciary; or
  - vi. take no further action regarding the Citing Report.
- (D) If the Competition Manager decides that no further action should be taken regarding the Citing Report then the Competition Manager shall advise both the person referred to in the allegation (the "nominated person") and the Citing Official. No reasons need be given.

#### **13.4. PROCEDURES OF THE CITING OFFICER**

The following procedures will be adopted in relation to allegations that the Competition Manager refers to the Citing Officer.

- (A) The Competition Manager will appoint one of the Judiciary to act as the Citing Officer and to investigate the allegation. If the allegation is later referred to the Judiciary then the Citing Officer is ineligible to sit on the relevant Judiciary.

- (B) The Competition Manager will ensure that the Citing District/Club or Citing Official compiles, within a reasonable time period, the following information (“Citing Information”) regarding the allegation:
  - i. all relevant details regarding the allegation;
  - ii. identify all available witnesses upon whose evidence the allegation relies; and
  - iii. the Citing Form shall:-
    - a. be signed by the person making the allegation; or
    - b. be signed by the District President, Club President, President of the Referees Association, Chairman of SJRU or Chairman of the Judiciary of the person making the allegation.
- (C) The Competition Manager shall immediately provide a copy of the Citing Information to the nominated person and request that the nominated person respond in writing (“Citing Response”) within a reasonable time period as determined by the Competition Manager to the allegation either:-
  - i. unconditionally, and without qualification, admitting all the facts and circumstances as set out in the allegation; or
  - ii. advising the Competition Manager where the nominated person disputes the accuracy of all or part of the allegation.
- (D) The Competition Manager shall immediately give the Citing Officer the Citing Information and the Citing Response.
- (E) The Citing Officer must then investigate all the relevant circumstances of the allegation including gathering such additional information as the Citing Officer deems necessary to assist him to make a decision.
- (F) The Citing Officer will only communicate with the cited person and/or their parent/guardian and/or a District/Club Official from the cited person’s District/Club. The Citing Officer will not communicate with any other person or organisation.
- (G) The Citing Officer must make a recommendation regarding the allegation based upon objective evidence.

**13.5. RECOMMENDATION(S) OF THE CITING OFFICER**

After the completion of their investigation the Citing Officer shall:-

- (A) Advise the Competition Manager of their recommendation which shall be either to:-
  - i. dismiss the Citing; or
  - ii. impose a penalty that the Citing Officer sees fit to impose; or
  - iii. refer the Citing to the Judiciary to be dealt with in accordance with Competition Rule 14.3;
- (B) Forward to the Competition Manager the original copy of all evidence gathered during the investigation.  
The Competition Manager will make a decision based on the recommendation of the Citing Officer.

**13.6. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 13**

- (A) The penalties that can be imposed on a District or District Affiliate or Club or Club Affiliate under Competition Rule 13 are outlined in Competition Rule 1.3.
- (B) Appeals against decisions of the Competition Manager in relation to Competition Rule 13 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Board is final.

## **14. JUDICIARY**

### **14.1. JUDICIARY PROCESS**

The judiciary process is outlined in Appendix A.

### **14.2. ROLE OF JUDICIARY**

- (A) The Judiciary shall deal with all protests, disputes, misconduct or other matters stipulated in the Competition Rules or such other matters referred to it by the Competition Manager.
- (B) Each year the Board will appoint a panel of Judiciary members. The Board may appoint additional Judiciary members at any time during the year. From the panel of Judiciary members appointed, the Board will appoint a Chairman and, if required, a Deputy Chairman.
- (C) The Competition Manager will appoint the Judiciary members for each hearing. At each Judiciary hearing there must be a minimum of two (2) Judiciary members.

### **14.3. JUDICIARY HEARINGS**

- (D) The Judiciary usually meet each Wednesday at 6:00 pm, at the NSWRU Office, Moore Park, unless otherwise notified, or as directed, by the Competition Manager.
- (E) A fee of two (2) Penalty Units must be paid to the SJRU prior to the Judiciary hearing by the offending person or the offending person's District/Club. This fee, or some part of it, may be refunded at the sole discretion of the Judiciary. Invoices will be issued by the Competition Manager.
- (F) At any Judiciary hearing, the offending person will be given an opportunity to respond to the charges, but may only do so by way of submission of evidence comprised of their written response and a maximum of four (4) statutory declarations by 12:00 midday on the day of the Judiciary hearing.
- (G) The offending person may be represented at the hearing by one (1) parent or guardian and one (1) District/Club Official from the offender's District/Club.
- (H) The Judiciary may conduct and allow the hearing to proceed as it, in its absolute discretion, may determine, provided that procedural fairness and rules of natural justice shall apply.
- (I) The Judiciary should accept any information provided by a Match Official as being correct unless the information is proved to be incorrect beyond reasonable doubt.
- (J) The recommended SJRU sanctions for common offences for Send Offs are outlined in Appendix B of these Competition Rules.
- (K) The Judiciary will only communicate with the offending person and/or their parent/guardian and/or a District/Club Official from the offending person's District/Club. The Judiciary will not communicate with any other person or organisation.
- (L) If a player is suspended from playing by the Judiciary, the Suspension shall be effective immediately unless the Judiciary decides to suspend the effect of any sanctions it imposes. The player may not play the game anywhere during the period of the Suspension.
- (M) The Suspension handed down by the Judiciary should detail the name of the player, their District and Club, their school, their offence and the suspension handed down including as to when the suspension ceases.
- (N) If a Match is cancelled, postponed or forfeited by their Team then the Suspension handed down to a player will be extended by the Match cancelled, postponed or forfeited by their Team.
- (O) No proceedings of the Judiciary shall be quashed or held invalid by reason only of any defect, irregularity, omission or other technicality provided there has been no miscarriage of justice.

### **14.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 14**

- (A) The penalties that can be imposed on a District or District Affiliate or Club or Club Affiliate under Competition Rule 14 are outlined in Competition Rule 1.3.
- (B) Appeals against decisions of the Judiciary may be made to the Appeals Tribunal unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.
- (C) The decision of the Appeals Tribunal is final.

## **15. APPEALS TRIBUNAL**

### **15.1. APPEALS TRIBUNAL PROCESS**

The Appeals Tribunal process is outlined in Appendix A.

### **15.2. ROLE OF APPEALS TRIBUNAL**

- (A) The Appeals Tribunal shall deal with all appeals by Districts or District Affiliates or Clubs or Club Affiliates arising from the decisions of the Judiciary.
- (B) All appeals must be made in writing and lodged with an appeal fee of ten (10) Penalty Units within three (3) business days of the original decision. This fee, or some part of it, may be refunded at the sole discretion of the Appeals Tribunal. Invoices will be issued by the Competition Manager.
- (C) The Competition Manager will appoint the Appeals Tribunal members for each hearing. The Appeals Tribunal members will be drawn from the panel of Judiciary members who did not adjudicate at the Judiciary hearing. At each Appeals Tribunal hearing there must be a minimum of three (3) Appeals Tribunal members.

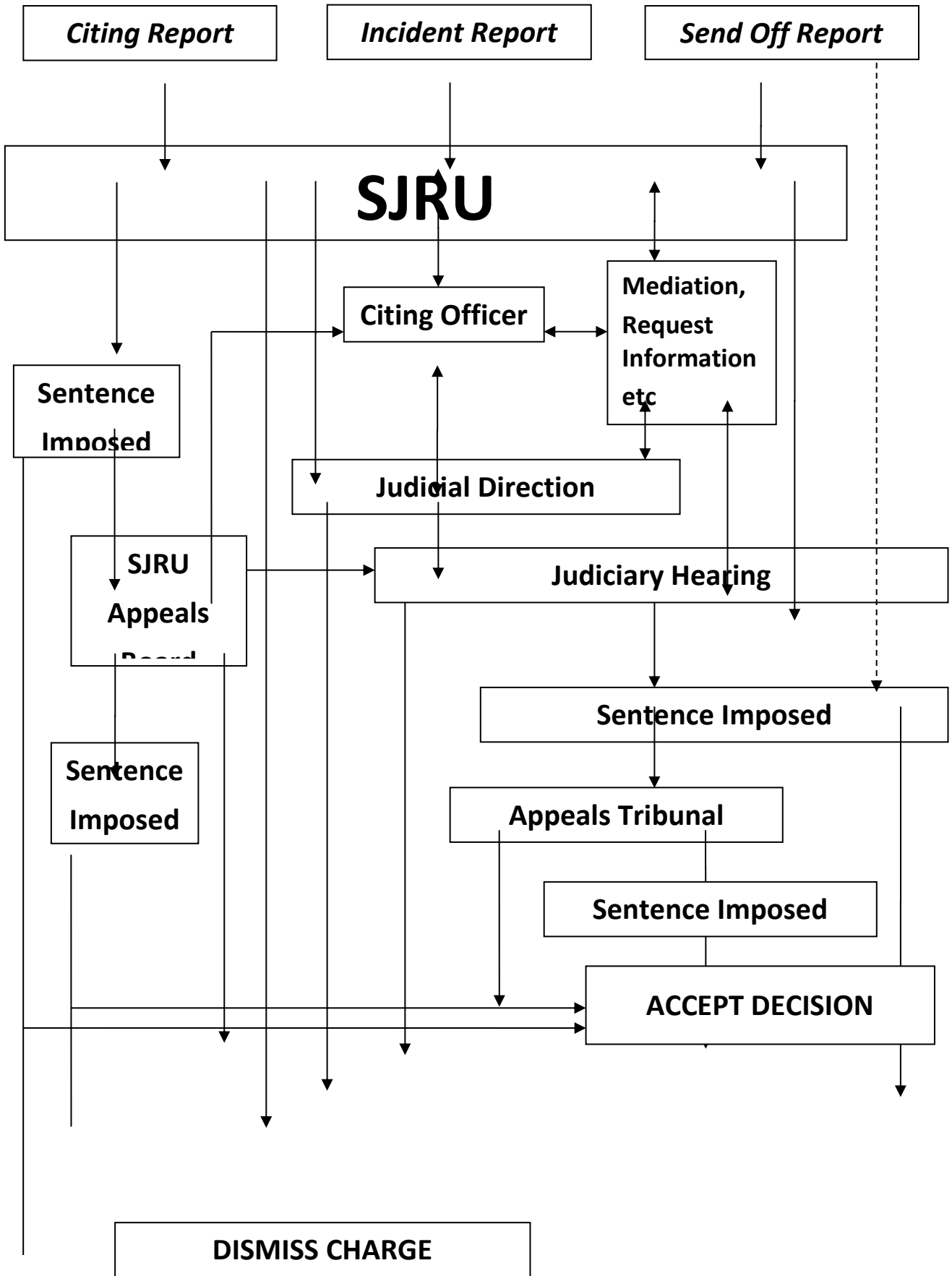
### **15.3. APPEALS TRIBUNAL HEARINGS**

- (A) The Appeals Tribunal shall meet within fourteen (14) days, or such other time as determined by the Competition Manager, of receipt of the notice of an appeal at a time and place as directed by the Competition Manager. At this time a complete rehearing of the case shall take place. The Competition Manger may extend the time period in which an appeal can be heard.
- (B) Pending the rehearing of the case all decisions appealed against will remain operative.
- (C) Appeals shall be conducted by way of a rehearing. Where any question of fact arises on an appeal before the Appeals Tribunal, it shall be determined by reference to the record of proceedings before the Judiciary provided the Appeals Tribunal, in its discretion, may rehear the whole or any part of the evidence given before the Judiciary as it considers appropriate.
- (D) The Appeals Tribunal shall have full discretionary power to hear and receive such further evidence on an appeal as it thinks fit provided it is established that such evidence was not, on reasonable inquiry, available at the time of the original hearing.
- (E) The Appeals Tribunal should accept any information provided by a Match Official as being correct unless the information is proved to be incorrect beyond reasonable doubt.
- (F) The Appeals Tribunal will only communicate with the offending person and/or their parent/guardian and/or a District/Club Official from the cited person's District/Club. The Appeals Tribunal will not communicate with any other person or organisation.
- (G) No proceedings of the Appeal Tribunal shall be quashed, or held invalid by reason only of any defect, irregularity, omission or other technicality provided there has been no miscarriage of natural justice.

### **15.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 15**

- (A) The penalties that can be imposed on a District or District Affiliate or Club or Club Affiliate under Competition Rule 15 are outlined in Competition Rule 1.3.
- (B) The decision of the Appeals Tribunal is final.

APPENDIX A: SJRU JUDICIAL PROCESS



## **GUIDELINE TO SUBMISSION OF EVIDENCE**

### **STATUTORY DECLARATIONS**

- (A) At a Judiciary or Appeals Tribunal hearing only four (4) statutory declarations may be submitted for each incident or charge of which one must be from the offending person.
- (B) In the statutory declarations
  - i. DO give an independent account of what happened;
  - ii. DO name the cited player (if name not available give a physical description and the player's number or position);
  - iii. DO note the time into the match and where on the field the incident occurred;
  - iv. DO note where you (and others) were in relation to the incident and whether you had a clear line of sight;
  - v. DO describe precisely the incident – telling exactly what YOU actually witnessed;
  - vi. DO detail the pertinent facts of the incident in a concise and factual manner;
  - vii. DO note what action, if any, the referee took in relation to the incident; and
  - viii. Do sign your statement in the presence of a Justice of the Peace.
- (C) In the statutory declarations
  - i. DO NOT lie;
  - ii. DO NOT give opinion, superfluous information or subjective comments;
  - iii. DO NOT write second or third hand accounts;
  - iv. DO NOT embellish; or
  - v. DO NOT write down what you “think happened” or what “must have happened”.
- (D) Statutory declarations are legal documents in which you declare the truthfulness of your evidence in front of a Justice of The Peace.
- (E) Statutory declarations which in the opinion of the Judiciary and/or Appeals Tribunal do not comply with the above guidelines or appear to be collusive or misleading will be excluded from any deliberations and may be subject to further action against the offending person or District/Club supplying such Statutory Declarations

### **PHOTOGRAPHIC AND/OR VIDEO EVIDENCE**

The provision of clear high quality photos or unedited video of the incident is extremely useful to the Citing Officer, Judiciary or Appeals Tribunal. If available, it should be submitted as part of your case. Submission via on-line video is admissible (eg via video sharing website).

### **MEDICAL RECORDS**

If an injury requiring medical attention has occurred then any subsequent medical report from the attending physician may be tendered as evidence.

## APPENDIX B: SJRU RECOMMENDED SANCTIONS FOR COMMON OFFENCES FOR SEND OFFS

The SJRU Recommended Sanctions for Common Offences for Send Offs where the Send Off is the first offence of the player for the current season are set out below. If the offence is not detailed below then the Judiciary or Appeals Tribunal will adopt the World Rugby recommended sanctions and adapt for local circumstances.

Second and subsequent offences should be dealt with more severely than as detailed below.

Offence	Law	Less Serious	More Serious	Maximum Sanction
Striking (with fist)	10.4 (a)	1 - 2 Rounds	4 - 8 Rounds	three months
Striking (with knee/elbow)	10.4 (a)	2 - 3 Rounds	6 - 10 Rounds	six months
Striking (with head)	10.4 (a)	3 - 5 Rounds	6 - 12 Rounds	six months
Contact with Eye (including gouging)	10.4 (m)	2 - 4 Rounds	5 - 24 Rounds	one year
Biting	10.4 (m)	2 - 4 Rounds	5 - 24 Rounds	one year
Genital Grabbing	10.4 (m)	2 - 4 Rounds	5 - 24 Rounds	one year
Stamping/Trampling (contact with body)	10.4 (b)	1 - 3 Rounds	5 - 8 Rounds	three months
Stamping/Trampling (contact with head)	10.4 (b)	2 - 4 Rounds	6 - 12 Rounds	six months
Tripping	10.4 (d)	1 - 3 Rounds	4 - 7 Rounds	nine weeks
Spitting	10.4 (m)	2 - 3 Rounds	4 - 5 Rounds	six weeks
Verbal Abuse of Players based on Religion, Race, Colour, or National or Ethnic Origin or otherwise	10.4 (m)	2 - 6 Rounds	7 - 12 Rounds	six months
Kicking (contact with body)	10.4 (c)	2 - 4 Rounds	5 - 8 Rounds	three months
Kicking (contact with head)	10.4 (c)	3 - 5 Rounds	7 - 12 Rounds	six months
Dangerous Tackle	10.4 (e)	1 - 3 Rounds	4 - 8 Rounds	six months
Lifting Tackle	10.4 (j)	2 - 3 Rounds (drop)	4 - 8 Rounds (spear)	six months
Dissent of Match Officials	10.4 (m) 10.4 (s)	1 - 3 Rounds	4 - 6 Rounds	three months
Verbal Abuse of Match Officials	10.4 (m) 10.4 (s)	3 - 5 Rounds	6 - 10 Rounds	six months
Threatening Actions or Words Against Match Official	10.4 (m) 10.4 (s)	3 - 8 Rounds	16 - 24 Rounds	one year
Striking a Match Official	10.4 (m) 10.4 (s)	24 Rounds+	one year+	life ban
Acts Contrary to Good Sportsmanship	10.4 (m)	1 - 3 Rounds	2 - 6 Rounds	three months

The underlying objective of the disciplinary system is to provide a safe playing environment for the players. Any acts of foul play which can compromise player safety should be dealt with severely.

World Rugby Regulations 17.14.4 and 17.14.5 list various factors which can be considered to be aggravating or mitigating factors which can bear upon the suspension to be imposed.