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SYDNEY JUNIOR RUGBY UNION

Coach, Managers & Officials Meeting March 2024



TACKLE HEIGHT LAW TRIAL 2024/25

TACKLE FRAMEWORK

ABOVE SHOULDERS

World Rugby Head Contact Process – Player at risk of YC or RC

ABOVE STERNUM

Penalty Kick - Repeat infringement may result in YC

TACKLE HEIGHT

All tackles are to be below the sternum

Concussion: **4.2 times** less likely when tackler is below sternum



TACKLE HEIGHT LAW TRIAL 2024/25

New law - 9.13

A player must not tackle an opponent early, late or dangerous. Dangerous tackling includes, but is not limited to, tackling or attempting to tackle an opponent above the line of the sternum even if the tackle starts below the line of the sternum.

Relates to existing law - 9.11

Players must not do anything that is reckless or dangerous to others

New Tackle Height Law Trial

- This is new Law for all Referees, Coaches and Players
- We all need to work together to ensure the implementation of the law trial is successful
- There will be some teething problems
- From a Referees perspective some simple pictures:
 - Tackler must make contact below the ball in the hands of the attacking player
 - Second tackler is in a high risk / low reward position
- YC for repeated infringements will be compartmentalised between tackle height and other infringements
- Engage with the referee after the game to understand the picture they are seeing and the picture you are seeing [as long as SJRU's rules of engagement with the referee is adhered too, to be discussed later]



2024 SAFER LAWS
REDUCED TACKLE HEIGHT
MAKING RUGBY SAFER

SIGNIFICANTLY LESS RISK
OF CONCUSSION

RUGBY CARES
ABOUT
PLAYER SAFETY

ABOVE THE SHOULDERS
Penalty – May result in Red or Yellow Card

ABOVE STERNUM
Penalty – Repeated infringements may result in yellow card

TACKLE HEIGHT
All Tackles must be below the Sternum

****Risk of Concussion is 4.2 times lower when the tackler's head is below the sternum (Tucker et al, 2017)**

1. Introduction to Club Team and Match Officials webinar



- ❖ Meeting background
- 1. Match Day Manual (“MDM”) (**short!, very recommended reading**) [Link to SJRU Matchday Manual](#)
- 2. SJRU Competition Rules (**long!, not such recommended reading unless you have insomnia**); [Link to SJRU Comp Rules](#)
- ❖ A copy of the latest Comp rules and the MDM should be on hand at all venues hosting games. All Managers should have a copy of the Match Day Manual;
- ❖ Also important is for Coaches (in particular) & Officials to review the Game Management Guidelines. [Link to Game Management Guidelines](#)

2. Finding Admin Help & RX Support



- ❖ **Communication Protocol with SJRU** – Should you have queries/issues once the Season proper is underway, these should be communicated through your President or Vice President Juniors (or equivalent role in your club) to the SJRU.
- ❖ Individual Comp Managers can be contacted or you can email sjruops@sjru.rugby and we will all see the query or issue
- ❖ If your queries specifically involve issues with access to the RX or the MatchDay App for example, then first ask your Club officials – President, Registrar, Treasurer etc (and other Club Admins), if they can assist. Failing that contact the Rugby Xplorer help line on 8005 5600 or email runningrugby@rugby.com.au with your issues.
- ❖ There are courses on the Learning Centre on Rugby Xplorer, the MatchDay App and resources to assist Club Administrators and Team Managers. Please visit the links below
- ❖ Main Resource Library Page: <https://australia.rugby/participate/rugby-administration/club-administration/resource-library>
- ❖ RX Online Help Desk: <https://help.xplorer.rugby/s/>

3. Volunteers & Officials must be registered



We need every volunteer to be registered:

- ❖ So they are insured
- ❖ So their accreditations can be verified by Xplorer Reports (*Accreditation Reports can be run by all Clubs*) and so they can be added to key roles on the MatchDay App
- ❖ So they can be assigned their respective roles, if they haven't already registered as Coaches, Team Managers etc
- ❖ By registering, volunteers agree to adhere to RugbyAu and affiliate unions Codes of Conduct, the Member Protection Policy and other conditions of registration.
- ❖ When you register as a Coach or Manager, RX does not magically attach you to your Team. This needs to be done by your Club Admin(s). There are courses for Club Admins if they do not know what to do

4. Code of Conduct/MPP & Other policies



- ❖ A detailed review by RugbyAu, developed in line with Sport Integrity Australia's new National Integrity Framework has led to an updated Member Protection Policy (MPP) and also how this works together with our Code of Conduct, Child Protection, Child Safe Framework and Safeguarding Guidelines.
- ❖ Child Protection will now be dealt with entirely under the Rugby AU Child Safe Framework and Safeguarding Guidelines rather than the MPP. The MPP covers conduct that constitutes:
 - Abuse, Bullying, Harassment, Sexual Misconduct, Unlawful discrimination, Victimisation, Vilification
- ❖ All other conduct will be dealt with under the Code of Conduct. All complaints and alleged breaches of the MPP will be dealt with under the Code of Conduct
- ❖ There are short online courses on Code of Conduct, Member Protection & Inclusion and Child Safeguarding
- ❖ [Link to Rugby Au Codes and Policies](#)

5. What officials do you need to have?



- ❖ **Every team must have:** Coach (*Smart Rugby Accredited as a minimum*), Manager, Assistant Referee (*must be Accredited to the level required by the age group*), Ground Marshal (*accredited through completion of the GM Course*) and a Trainer.

You must load all necessary Officials on Xplorer Match Day App

- ❖ Each role of **Coach, Manager, AR & GM** must be filled to be able to load your Team, and if you have multiple Coaches or Managers involved in a game, all must be loaded
- ❖ You can only fill the position from registered volunteers that are attached to the Team
- ❖ SJRU will run player and official history reports during the season, so use of duplicate officials will be picked up
- ❖ If you can't load your team the default position will be that the game is forfeited by your team. Teams can be loaded in the days leading up to the game, so there is no excuse to not have a squad loaded. If you are prevented from fine tuning your squad by internet access or technology problems (e.g. removing non-attending players, adding players), then contact SJRU on the Monday, and we will assist with these adjustments

6. Setting up your teams



Club Admins need to:

- ❖ Set up teams following the SJRU Naming Convention (next slide)
- ❖ Set up all your Team Squads & add in the Team Officials
- ❖ Make sure that your Club Admin have given all their Managers Team Admin rights for the Team(s) they manage!! If this is not done prior to Gala Day 1, Team Managers will not be able to use the MatchDay App!! = Forfeit

SJRU will :

- ❖ Load teams into Competitions (by age and grade) and complete draws by COB Tuesday prior to the Gala Days
- ❖ Draws will be loaded into Xplorer so Clubs can see their fixtures (as will parents if they have downloaded the Rugby Xplorer App, and added their kid's team on the App)
- ❖ All teams in the Gala Day rounds will be credited with 4 pts on the ladder for participating if they provide GM's and AR's to each of their Gala Day games (if no GM and AR, you will receive only 3 points)

Team Admins will:

- ❖ Load their teams and officials in full prior to the Gala Days
- ❖ Use the MatchDay App to record scores, cards (yellow, red & blue – the latter only applicable to U13s and up) and all other required movements, and prior to closing off each game, will confirm scores with the opposition manager, and that all cards have been recorded to the Referees satisfaction
- ❖ There will be leeway granted on accredited ARs and GMs only in the Gala Days on 24/3 and 5/4. Once the home and away rounds commence on the weekend of 26/4-28/4 – if your Match Officials are not accredited, you will not be able to load your teams which means the default position is a forfeit by your team.

SJRU Naming Convention for XVs and 10s Comps



Club Name	Team Name	Age/Grade Abbr	Extra (Optional)
Newport Junior Rugby Club	Newport Breakers	15	e.g. Blue or A
Abbreviation	Age Level	Season	
Newport Breakers Under 15s	Under 15	2022	
Contact Name	Contact Mobile (Inc Intl. code)	Reports Email Address	
Select A Manager	eg. +610404498360	Reports Email address	

Add
Whatever
Abbreviation
or name you
like here

If your Managers have either registered as Managers or been assigned a Manager role, then you can add them from the Manager drop-down, and include their mobile number

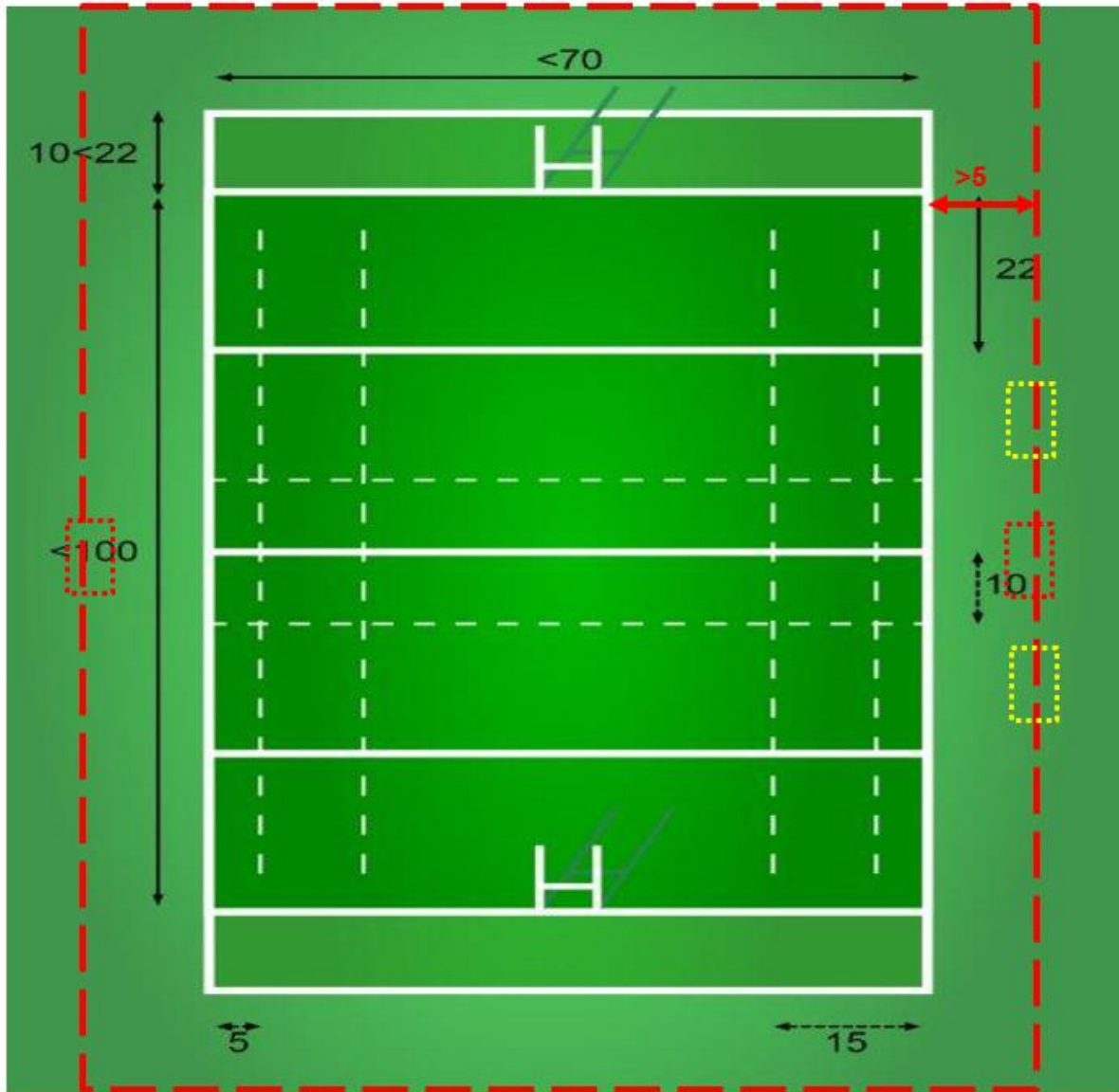
1. Put Club Name in with no abbreviations, no acronyms, no initials, you do not need to put Newport Junior Rugby Club, or Newport JRUFC, just put Newport
2. Put Club/Team Identifier Name in if applicable e.g. Breakers, Blue, Tartans, Pink, Cougars etc. If you have only one Team in the age group, then just stick with your Club name

This is a key field, you do not need to put age groups in this field, You do not need to tell us the team is Under 10 or U10, because the Age level drop-down is self-explanatory

Please just put a single number in here corresponding to the age group.
For U18s, write Opens

Please leave this blank

7. Ground Set-up is key for all Clubs



- SJRU supports the change to positioning team technical boxes on separate sides of the field, if there is room to do so. (*These are represented by the 2 x red boxes on the picture*)
- If fields do not have enough room for put technical boxes on both sides of the field, then the technical zones should be at least 20m apart. (*These are depicted by the yellow technical zones*)
- U10/U11s will often have to set up grounds as they are scheduled first. Fields need to be roped at least 5 m from side lines, not where the U10/U11 sidelines are
- Set-up has to accommodate older age groups later in the day
- Set up should include a scoring/control table for the Managers. If technical zones are split, then Managers meet at half-time & full-time to confirm game details.

8.(a) Collaboration between Sydney Juniors, Clubs, Teams and Junior Referee Associations

- With the implementation of the new Tackle Height law the Referees want to continue to build on the collaboration between the Referees, Clubs, Coaches and Players
- Clubs encouraged to appoint Referee Liaison Officers
- Coaches can give referee feedback via Rugby Xplorer
- All Players, Coaches and Assistant Referees are invited to the Monthly Referee Education Nights in Sydney North, South and West
- Assistant Referees have free membership of Junior Referees Association
- Referees available to attend team training nights – contact Tony Fisher



8.(b) Team of 5

- The **Team of 5** is
 - 1 Referee
 - + 2 Assistant Referees
 - + 2 Ground Marshalls
- In 2024, Sydney Juniors will introduce the Team of 5 which has been running successfully for many years in NSW Subbies
- 5 minutes before the game there will be a meeting of the Team of 5 at the Teams area on the half way line where:
 - Referees will outline their expectations of the Assistant Referees and Ground Marshalls
 - Assistant Referees and Ground Marshalls are able to ask the Referee any questions and what are their expectations



8.(b) Team of 5 (continued) - Role of Assistant Referee

- Be impartial
- Signal if the ball has gone into touch or if a conversion or penalty goal is successful
- Keep players back 5m on scrums, 10m on lineouts and last feet at the breakdown; the Assistant Referee should talk and manage the non-compliant players
- Report foul play:
 - **If the Referee has seen** the incident, they will explain what they have seen and ask the Assistant Referee if they have seen anything different
 - **If the Referee has not seen** the incident, then they will advise the Assistant Referee that they were unsighted and ask what has the Assistant Referee seen
 - If need be, the **Referee will question** what the Assistant Referee has seen to ensure that the Assistant Referee has correctly interpreted the law
- During downtime (ie lineout, extended time off for injury or half time) give feedback on trends, penalty count, space, scrums or other observations
- If the Referee is looking at the Assistant Referee it means the Referee is looking for assistance as they believe they have missed something
 - Otherwise, the Assistant Referee should not signal
- If the Referee doesn't accept the advice / recommendation of an Assistant Referee about a situation that is because they have seen the situation differently
 - The Assistant Referee should continue to give the Referee feedback and advice

8.(b) Team of 5 (continued) - Role of Ground Marshall

- Responsible for
 - The **welfare of the match officials**
 - Managing the Team Zones
 - Behaviour of players and coaches including staying in the team zone and off the sidelines
 - Trainers also in the Team Zone - no roaming the sidelines calling out or coaching the players
 - Ensuring that Assistant Referees are not coaching players
 - Crowd control including managing the behaviour and positioning of spectators i.e. behind the rope / fence
 - The set up and supervision of the venue



8. GM & AR (Match Officials not Team Officials)



- ❖ There is a course on the Learning Centre for Ground Marshals. The Course is a practical how to guide for managing situations that arise, it is not onerous, and is an easy complete for any prospective Ground Marshal. SJRU also provide a summary of the Role: [Link to Ground Marshal Duties & Role](#)
- ❖ You must wear a Vest, and **you must not coach or barrack from the sidelines**
- ❖ You should ensure that the ground set-up is correct
- ❖ You should introduce yourself to the referee, the other team's Ground Marshal and their Team Officials
- ❖ You should assist in case of serious injury, incidents, where Team officials need help
- ❖ You should ensure that the referee is left alone or with his/her ref coach – there should be no approaches to the referee or the AR's from team officials, spectators or players. Only the team Captains may speak with the referee.
- ❖ Spectator Behaviour – basically everyone should Chill Out, there is zero tolerance for abuse of Referee, Assistant Referees, Players or other Spectators. The **Do's and Don'ts summary from the SJRU** is a good guide to what is appropriate conduct from all those in attendance or involved in a Rugby game.
- ❖ Other matters to be aware of are: Field of Play, Team Zone, Half Time (no parents) & Surveillance

9. Assistant Referee (**Match Official not a Team Official**)



- ❖ You must wear a Vest, **and you must not coach or barrack from the sidelines**, and have a flag (*SJRU has given out masses of AR Flags to Clubs over the last 2 years, so hopefully your Club is not running short!*)
- ❖ Introduce yourself to the Ref and the other AR.
- ❖ If you are not accredited ask the Ref what he wants you to do
- ❖ We encourage volunteers to do the RKR course (which qualifies you to referee U8s-U12s, as well as be an AR) – this is particularly useful if a ref has not been appointed to your game. An RKR qualified person can step into referee.
- ❖ If you are accredited, then you should follow the roles and processes from your course
- ❖ SJRU also have a summary of duties document: [Link to Assistant Referee \(AR\) Duties](#)

10. Coaches



- ❖ Smart Rugby is the minimum for every age group from U6s up. From U13s and up, Level 1 is recommended. In all cases from U8s to Opens RA and SJRU require coaches to have completed the Smart Tackle Module on the Learning Centre. In Minis areas, where U7 tackle trials will be undertaken in Season 2024, Coaches will also have to complete the Smart Tackle module before their teams can do tackle training.
- ❖ Introduce yourself to the other team's officials
- ❖ Stay inside the Technical Zone, except for half time
- ❖ Follow all Code of Conduct behaviour requirements
- ❖ **Players, spectators, assistant coaches, trainers all take their lead from the coaching box, if you are criticising the ref or AR's, and the opposition, everyone thinks it is OK to do so. You must set a good example. Junior players cannot learn to be accountable for what happens on the field, if their coach is blaming a referee for example for the result of a game.**
- ❖ Encourage but do not specifically coach from the box
- ❖ Do not approach the referee at half time or full time (or at all!) – if you have an issue with refereeing, discuss it with your President, and if necessary lodge a Referee feedback form, do the same thing if you think the referee was good as well.
- ❖ This one goes for everyone – do not criticise or abuse the Match Officials in any way!

11. Team Managers



- ❖ Introduce yourself to the other Team Manager
- ❖ Make sure your Team is loaded properly on the Match Day App
- ❖ Share your device with the other Manager if requested, so you can both check respective player numbers, and details
- ❖ Make sure you record scores, reportable incidents such as Blue Cards, Yellow Cards, Red Cards and Uncontested Scrums but subs and their interchange do not need to be recorded
- ❖ Make sure you agree the scores with the opposition Manager before finalising the game on the Match Day App, and ensure you have all Cards recorded, and you have checked the card details with the Ref, before closing the game off on MatchDay.
- ❖ If there is a disagreement over rules, eligibility of players, etc – the Home Managers view takes precedence, the game is played and then document your issue(s) to the SJRU after the game, then we will adjudicate as necessary. **THE REFEREE DOES NOT INTERPRET THE COMP RULES – DO NOT BOTHER HIM OR HER WITH QUERIES OR REQUESTS TO ADJUDICATE**
- ❖ Team Managers should also monitor times for temporary suspensions, and agree when players can return to the field. They can seek assistance from the Ground Marshals in doing this task

12. Trainers



- ❖ Introduce yourself to the other team officials
- ❖ Wear a trainers vest
- ❖ You are the first responder when a player is injured followed by first aid as needed. Parents or the Team Coach do not enter the field if there is an injury, unless they are invited to do so by the referee
- ❖ The ref determines whether play needs to stop at an injury (**do not call out the ref to stop play, the referee will determine if play needs to be stopped**)
- ❖ Do not speak to referee or question any of their decisions
- ❖ Water can be run when a try is scored or at an extended break in play for an injury, not at a scrum or lineout for example
- ❖ Trainers must stay in the technical coaching box unless fulfilling their duties
- ❖ If listed as the Coach for a team – you cannot be trainer as well

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- ❖ Trainers must stay in the technical coaching box unless fulfilling their duties
- ❖ If listed as the Coach for a team – you cannot be trainer as well

13. SJRU Rules of Engagement with referees



- ❑ Our Rules of Engagement with referees are strict
- ❑ There is **no engagement with a Junior (Under 18) referee post game** by any Coaches, Managers, Trainers, Volunteer Match Officials or Spectators.
- ❑ If you wish to engage with an over 18 referee, then you can seek to do so after a minimum 15 minutes. If the referee does not wish to engage, then that is their right. Do not push it.
- ❑ If you wish to provide positive and good feedback, then engagement is encouraged.
- ❑ The advice on Rules of Engagement is particularly directed to the Under 10 age group, where volunteers and parents are not as used to the structured competition.

14. Referees & Assistant referee accreditation



Referee Ready Program 2024 (Face to Face or Online)

- Introductory program for those wanting to become a referee of contact Rugby.
- You must complete Smart Rugby as well as Ref Ready before you referee. Enrol for the online or face-to-face Smart Rugby course through the [quick link menu in the Learning Centre](#).
- After completing Ref Ready, you will be enrolled into a format specific program depending on what you want to referee, including Refereeing Kids Rugby - for refereeing U8-12 Pathway Rugby.

Refereeing Kids Rugby U8-U12 Program 2024

- Tests your understanding of Kids Pathway law in preparation for refereeing U8-12 matches. Referee Ready is assumed knowledge.
- Completion of the Refereeing Kids Rugby U8-12 Program, Referee Ready and SmartRugby grants you the Refereeing Kids Rugby U8-12 Accreditation.

Assistant Referee Kids Rugby U8-U12

- Condensed version of the Level 1 Assistant Referee course and contains only the information required to effectively act as an Assistant Referee for Pathways (U8-12) games in Australia (45 minutes online)

Assistant Referee Level 1 Program U13 and up

- Designed to provide the foundation knowledge required to assistant referee any level of junior or senior rugby.
- Accreditation Pathway:** Requires completion of: Assistant Refereeing Level 1 Online Learning Course, Level 1 Assistant Referee Law Exam (online), Code of Conduct (online course) & Member Protection (online course)

15. Non Transferables and Transferables



- ❑ All Clubs with 2 or more teams in an Age Group must identify their Non-Transferable (NT) players. (
- ❑ A Non-Transferable player 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.
- ❑ 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 they play up an Age Group in a third match then they will be deemed to have moved up an Age Group permanently and is no longer eligible to play in the lower Age Group.
- ❑ A Transferable Player is one 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.
- ❑ Each Under 10 and Under 11 Team has eight (8) Non-Transferable Players.
- ❑ Each Under 12 to Opens Team has twelve (12) Non-Transferable Players.

16. Replacements and Subs



- Replacements and / or Substitutions can be made when the ball is dead. That is at a scrum, lineout or after a try has been scored.
- All Replacements and / or substitutions to be done through the AR – players to wait with the AR until the ball is dead, before entering the field
- Replacements and / or substitutions can NOT be made when a penalty kick or free kick has been awarded.
- Substitutions are unlimited and can be made when the ball is dead.
- **We have adopted the World Rugby recommendations that everyone has half a game, including in the finals**
- Temporary replacements for blood bin are permitted.
- Please refer to the Rugby Australia Medical Guidelines for the treatment of players suffering from concussion or other serious injury.

17. Cards of different colours



Yellow Cards (temporary suspensions)

- ❑ Players issued with yellow cards (temporary suspension) must leave the field immediately for 5 minutes or 10 minutes depending on the age group.
- ❑ U10-U12 it is 5 mins of elapsed time (and the carded player can be replaced), U13-U14 it is 5 mins of game time, and U15 and up it is 10 mins of game time (no replacements)

Red Cards (send-off)

- ❑ Players issued with red cards must leave the field immediately and take no further part in the game.
- ❑ U10-U12 the sent-off player may be replaced, not in U13s and up. An important message for Coaches/Managers/Team Officials/Parents etc – **CARDS DO NOT GET LITIGATED OR ARGUED WITH THE REFEREE AT THE GAME, THE JUDICIAL PROCESS WILL BE FOLLOWED. IF ANYONE ARGUES WITH THE REF ABOUT THE CARD, THEY WILL BE JOINING THE PLAYER AT THE JUDICIARY ON THEIR OWN CHARGE(S)**

Blue Cards (*relevant only to U13s and up*)

- ❑ (<https://australia.rugby/about/codes-and-policies/safety-and-welfare/concussion-management>) In matches of U13 and older, when a player leaves the field due to signs and symptoms of concussion or suspected concussion, the referee will show the player a Blue Card. This card is a visual cue for team support staff, it must be recorded by team officials, and triggers an off-field medical process to begin. The player will be referred for medical assessment in accordance with Rugby Au's Concussion Management Protocols
- ❑ Again Coach/Managers/Parents etc don't get to debate whether or not a concussion occurred. The blue card must be noted on the Match Day App, and the player is automatically stood down.

18. Other stuff to discuss



- Uncontested scrums (Rule 6.9 & 6.10) (uncontested scrums in gala days are allowed)
- Eligibility for finals (Rule 7.3, 50% of games)
- Mercy rule (Rule 6.11, 6.12 & 7.8)
- Numbers of players: (Rule 6.5)

Age Group	Minimum No. of Players on the Field	Maximum No. of Players on the Field	Maximum No. of Players that can Sign-on	Number of Non-Transferable Players (3.6)
Under 10 and Under 11	9 Players	12 Players	18 Players	8 Players
Under 12 to Opens	11 Players	15 Players	23 Players	12 Players

Rule 6.7

For the Under 10, Under 11 and Under 12 Age Groups the opposition **MUST** share players so that the Match can proceed with each Team having an equal number of players on each Team.

For the Under 13 to Opens Age Groups the Team which is short of players may ask the opposition to share players and also match numbers. Opposition teams are not compelled to share players, however they must match numbers if requested too do so – unless it is finals. Failure to match numbers will lead to a forfeit.

- Length of matches/ball size
- Scrum binding & Lineout lifting
- Import Rule (Rule 3.5)

Under 10 / Under 11	12 a side	Size 4 ball	20 minute halves
Under 12	15 a side	Size 4 ball	25 minute halves
Under 13 / Under 14	15 a side	Size 5 ball	25 minute halves
Under 15 / Under 16	15 a side	Size 5 ball	30 minute halves
Under 17 / Opens	15 a side	Size 5 ball	35 minute halves

19. Age Dispensation Policy & Procedure



Clubs are responsible for reviewing their own players for:

- ❖ Those requiring age dispensation due to size/ability, those requiring assessment for Size for Age; Girls requiring Mixed Gender dispensation to play in Boys XV's or 7's comps; and any other required dispensations such as playing 2 years up

Processes around these dispensations have been discussed with Clubs, and more correspondence will go out tomorrow about the SJRU Dispensation Assessment sessions. Information on Dispensation Procedures, Forms etc can be found at: [Rugby Au Dispensation Forms & Support Docs](#)

The key to do for Clubs to concentrate on right now is getting all the Dispensation Consent Forms for their players to SJRU ASAP. **Coaches/Managers** in particular need to be aware, that it is their Club's responsibility to ensure that heights and weights are accurately recorded in RX, and that age dispensations have been properly sought under SJRU policy.

We need submission of completed Dispensation Consent Forms to john.glen@sjru.rugby or dispensations@sjru.rugby. These forms need to be completed before an assessment can be undertaken.

If a Club plays over-age players who are not yet dispensated, over or under size players for which SFA dispensation has not been sought or any other type of ineligible players – then the default position is:

- Any Match(es) played with any ineligible player are forfeited (retrospectively for as long as the breach existed)
- **No players** from any of these matches will be credited with a game for either finals eligibility or Rep eligibility

20. Working with Children Numbers



- ❖ The SJRU Policy is that all Club volunteers who are considered to be in child-related work: providing services for children and young people under 18, where the work normally involves being face to face with children and where contact with children is more than incidental to the work.

Must get a free volunteer Working with Children Number.

- ❖ This includes Coaches, Assistant Coaches, Managers and Age Coordinators.
- ❖ Whilst other Committee roles (assuming volunteers do not undertake the above roles as well), would involve incidental contact with children only, there seems no reason why such Officials should also not obtain a WWCC number.
- ❖ A WWCC number is not required by Referees or other Match Officials such as ARs or GMs.
- ❖ The number should be included in your registration profile - it is free and can be sourced online, and then issued with a visit to Service NSW
- ❖ Your clubs have a further legal requirement to audit and verify the WWC numbers of their volunteers, and in addition will receive notification from the Office of Guardian NSW if any WWC number is flagged by police or other state-based regulators. Please note that each Club needs a minimum of two verifiers.

21. Courses & Content



A. Administration

- Rugby Xplorer Club Admin Program (Learning Centre course under Admin)
- Rugby Xplorer Team Manager Program (Learning Centre course under Admin)
- <https://help.australia.rugby/s/> - RugbyAu RX help desk
- <https://australia.rugby/participate/rugby-administration/club-administration/education-and-training>
- <https://australia.rugby/participate/rugby-administration/club-administration/resource-library>

B. Coaches

- <https://australia.rugby/participate/coach/coaching-resources>
- Rugby Learning Centre and Digital Coaching hub via login
- <https://australia.rugby/participate/get-into-rugby/club-resources> - videos and webinars
- <https://australia.rugby/participate/coach/coaching-resources/coaching-manuals> - coaching manuals (kids and youth rugby)
- Positive Rugby Foundation online coaching App will also be made available to all registered coaches

22. Q&A + Extra Info



❖ First Aid Requirements for Juniors:

First Aid Providers

Role	U10-U12	U13-Opens
First Aid	<i>If Club Volunteer:</i> First Aid Attendant Kids Rugby U6-U12 Program (M) <i>If External First Aid Provider:</i> Nationally Accredited to HLTAID003 Level (M)	<i>If Club Volunteer:</i> First Aid Attendant Level 1 Program (M) Nationally Accredited to HLTAID003 Level (R) <i>If External First Aid Provider:</i> Nationally Accredited to HLTAID003 Level (M)

❖ Club Admin & Manager courses found on the Learning Centre/Other Accreditation/Administration:



Rugby Xplorer Club Admin Program

This course provides an overview how a Rugby Xplorer Club Admin completes Set up, Registration and also match prep and ...



Rugby Xplorer Team Manager Program

This course provides an overview how a Rugby Xplorer Team Manager completes match prep and match day tasks for their T...

❖ Many useful help videos and are found here for Club Admins and Team Managers:

❖ <https://australia.rugby/participate/rugby-administration/club-administration/education-and-training>