



## Co-Competition By Laws/ Rules for ages U13-U18.

All other ages/grades are played under the respective Zone Competition By Laws/ Rules

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## **PART 1 MEANINGS OF TERMS USED IN THESE RULES**

**"COMPETITION"** Competition conducted by the Central Coast Junior and Hunter Junior Rugby Union

**"RA"** Means the Rugby Australia

**"NSWRU"** Means the New South Wales Rugby Union

**"CCRU"** Means the Central Coast Rugby Union

**"CCJRU"** Means the Central Coast Junior Rugby Union

**"HJRU"** Means the Hunter Junior Rugby Union

**"CCRURA"** Central Coast Rugby Union Referee Association

**"NRURA"** Newcastle Rugby Union Referee Association

**"Judiciary Committee"** Means the Judiciary Committee of the CCRU and/or the CCJRU and or HJRU

**"Appointment Board"** Means the appointments of the Referees Association

**"Competition Matches"** Means the matches as played on a home and away basis, but does not include the Semifinals, Preliminary Finals or Grand Final matches.

**"A Club"** Shall be defined as any Junior Rugby Union Club which has notified the Unions of its desire to enter any team in one or more of the competitions organised by this Unions.

**"Executive"** Means the Executive Committee of the CCJRU and HJRU.

**"Fine"** As set by the Executive of CCJRU or HJRU from time to time.

**"Participant"** means a player, referee, touch judge or other match official, a selector, coach, trainer, manager or other team official, parents, spectators or an individual involved in the organisation, administration or promotion of Rugby Union including any member of the Union or Affiliated Union of Rugby Australia, or of any Rugby Union club or other body in membership with or affiliated to a member Union or affiliated Union.

## **PART 2 LAWS OF THE GAME**

- (1) Matches shall be played in accordance with the laws of the game and rulings thereon as recognised by the NSW Rugby Union and the Australian Rugby Union or as modified by the CCJRU/HJRU.

## **PART 3 CODE OF CONDUCT**

This code of conduct for participants is to be read in conjunction with the Constitution of the Union along with the Rugby Australia code of conduct.

- (1) A participant must not, at any time, make or publish any statement, which is detrimental to the interests, welfare or image of the Union.
- (2) A participant shall not bet on the outcome or on any other aspect of Rugby Union match or competition.
- (3) A participant shall not throw or fix a match, try to achieve a contrived outcome to a match or competition, or otherwise influence improperly the outcome or any other aspect of a match or a competition.
- (4) A participant shall not seek or accept a bribe or other benefit to do anything mentioned in sub clause (3).

- (5) A participant must not engage in any Doping Practice as defined in the RA Doping By Laws.
- (6) A participant must comply with the RA Safety Directives for Referees, Coaches and Players.
- (7) A participant must not repeatedly breach the Laws of the Game relating to Foul Play or misconduct.
- (8) A participant must not during the course of, or after, a match under the jurisdiction of the Union, abuse or address in insulting terms or act in a provocative or aggressive manner towards a Referee or Touch Judge or other Match Official, whether on or off the field or a selector, coach, manager or other team official or Official of the Union.
- (9) A participant shall not show unnecessary obvious dissension, displeasure or disapproval towards a Referee or Touch Judge or other Match Official or Official of the Union, his or her decision or generally following a decision of a Match Official.
- (10) A participant shall not use crude or abusive language or gestures towards Referees, Touch Judges or other Match Officials, Official of the Union or spectators
- (11) A participant shall not do anything, which is likely to intimidate, offend, insult or humiliate another participant on the ground of the race, gender, colour, religion or national or ethnic origin of the person.
- (12) A participant shall not conduct themselves in any manner or engage in any activity, whether on or off the field, that would impair public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants.
- (13) A participant shall not do anything, which adversely affects or reflects on or discredits the Game of Rugby Union, Rugby Australia, any member Union or Affiliated Union of Rugby Australia, or any squad, team, competition, tournament, sponsor, official supplier or licensee, including, but not limited to, any illegal act or any act of dishonesty or fraud.
- (14) A participant shall not without first obtaining the approval of the Executive, write a column for any publication, provided that such approval shall not at any time be unreasonably withheld and shall be deemed to continue until withdrawn by the Executive.
- (15) For all ages, all Participants must not coach by yelling out instructions to players on the field from the sideline, official area or Team Tactical /Team Zone. Failure to comply may lead to expulsion from the ground by the Ground Manager, Referees or Officials of the Union.
- (16) For all Competition ages (U10 and older ages), any person inside the playing enclosure during the match shall refrain from coaching or yelling out instructions to players on the field. Failure to comply may lead to expulsion from the playing enclosure by the Ground Manager, Referees or Officials of the Union.
- (17) Additionally Participants must not act in any way that would bring discredit to any Club, Central Coast or Hunter Junior Rugby Union.
- (18) All participants are bound by the Regulations relating to the Game as promulgated by the International Rugby Union Board from time to time and must inform themselves of these principles and regulations and comply with them.
- (19) A participant, who becomes aware of any alleged breach of the Regulations relating to the Game must communicate in writing, addressed to the Zone Secretary of the Union where the breach occurred, details of such alleged breach.
- (20) Upon receipt by the Zone Secretary of the Union of notification under sub-clause (13) of an alleged breach of this Code of Conduct, the Zone Secretary may at his absolute discretion, cite a

person to appear before the Judiciary Committee as per Rule 13. In the case of a Club or Affiliated Body, the Secretary from either Zone may instruct that member to have a representative(s) appear before the Executive of the Zone any breach took place.

#### **PART 4 APPLICATION OF COMPETITION RULES**

- (1) Club Officials, coaches and team managers are required to ensure their familiarity and understanding of the current By Laws/Competition Rules/Rugby Explorer.
- (2) If there is a dispute between competing Teams about the application of a particular Competition Rule then the view of the Home Team will prevail.
- (3) It is not the role of the referee to interpret these By-Laws and Competition Rules, that is the role of the Team Officials and Club Officials.
- (4) If a dispute remains unresolved and a match is played under the interpretation of the home team as per (2), the other team shall note their complaint via email to the ZONE Secretary and "CC" the opposing club and Team Official in the same email. The complaint is then forwarded to the Zone Competition Manager who will gather information from all parties for referral to the CCJRU /HJRU Executive to rule on the complaint.
- (5) Should a complaint be found to be correct, with the home team having incorrectly applied the Competition Rules, the penalty shall be the loss of any competition points gained in that match by the home team.

#### **PART 5 COMPETITION**

- (1) The competition shall be named the CCJRU/HJRU Co-Competition and shall be held from the Under 13's through to the Under 18's in such age groups as shall be decided upon by the CCJRU and HJRU Executives. Entries for the competition shall be made on the prescribed forms, in writing to the Honorary Secretary of the CCJRU or HJRU on or before a date fixed by the Zone Executives.
- (2) The following Age Groups will (if a minimum of four teams enter) be played:
  - (a) U/13's (RA U/19 Law Variation) – maximum team size 23
  - (b) U/14's (RA U/19 Law Variation) – maximum team size 23
  - (c) U/15's (U/19 Law Variation) – maximum team size 23
  - (d) U/16's (RA U/19 Law Variation) – maximum team size 23
  - (e) U/17's (RA U/19 Law Variation) – maximum team size 23
  - (f) U/18's (RA U/19 Law Variation) – maximum team size 23
- (3) In ages where there is a maximum team size, that refers to the number of players who may take part in any single game – including finals series matches. Clubs may have an additional two players in their overall squad, though Clubs must ensure all players and their parents/guardians are informed of the restriction on playing team numbers.
- (4) Where clubs have more than one sides in an age group, the following will apply:
  - (a) Where two or more teams from one Club have entered in the one grade, inter change of players will be allowed for the first three (3) competition games. Thereafter, a letter will be required from the Secretary of the Club concerned nominating core players in each team

who will not be interchangeable. The Executive may vary this requirement in extenuating circumstances upon receiving a request from the club concerned.

- (b) Representative players are not permitted to be floaters. This applies to U12s and above.
- (c) Clubs must submit an updated list should more players be registered in the age group. Core players cannot be changed to a Floater. They must remain as a Core player for the entire season.
- (d) Teams must nominate their core players dependant on squad size.

Players in Squad	Core/Team	Floaters in Squad
40 plus	13 max	14
38	12	14
36	11	14
34	10	14
32	9	14
30	8	14
28	7	14

- (5) In special circumstances the CCJRU/HJRU Executive may consider allowing a squad size to exceed the above limits upon written application for dispensation from a Club.
- (6) The executive shall arrange all competitions to commence on a date determined by the CCJRU / HJRU Executive. A draw for the full season, subject to the necessary amendments, shall be made prior to the first competition game wherever possible.
- (7) On presentation of the season draw all club game alteration requests must be submitted to the Committee two (2) weeks prior to the alteration occurring.

**PART 6 METHOD OF CONDUCTING COMPETITIONS**

- (1) (1) The competition shall be conducted on such days decided on by the committee and shall be carried out in the following manner:
  - (a) Competition points will be allocated according to the bonus point system. - WIN 4 Pts - DRAW 2 Pts - Loss/Forfeiting 0 Pts - WIN by Forfeit 5 Pts with Score 20 to 0 for For/Against (4 pts for win plus bonus point for 4 tries) - LOSS by 7 points or fewer 1 Pt - 4 tries or more 1 Pt. The team with the highest number of points at the end of the competition shall be the minor premiers.
  - (b)
    - (i) In the event of two or more teams being equal in competition points for any position on the competition table at the conclusion of the last round, their final ladder positions shall be determined on the basis of ladder points gained in matches between those teams equal on competition points. Should teams remained tied, then (b)(ii) or (b)(iii) shall apply
    - (ii) In the event of two teams being equal in competition points for any position on the competition table at the conclusion of the last round, and (b)(i) did not separate the teams, their final ladder positions shall be determined on the basis of aggregate for and against in matches between those teams equal on competition points. Should the aggregate for and against points be equal, the winner of the most recent match between those two teams shall be awarded the higher ladder position. If that match

had been a draw, for and against aggregate shall be recalculated to include results against other teams already qualified for the semi-finals to determine which team shall be awarded the higher ladder position.

- (iii) If more than two teams have equal competition points at the conclusion of the last round, and (b)(i) did not separate the teams, positions will be determined initially by the aggregate for and against in games involving all of the teams on equal points. If that method leaves two teams still equal, their positions shall be determined as per (b)(ii). If more than two teams remain equal, for and against aggregate shall be recalculated to include results against other teams already qualified for the semi-finals to determine the final ladder order of the teams involved.
- (c) (c) In any Semifinal or Preliminary Final, if the scores finish equal after five minutes each way of extra time, the team that occupied the highest position on the points table at the end of the competition shall be deemed to have won the match. In any Grand Final the scores being equal at the end of time, the clubs shall be Joint Premiers.
- (d) (d) In the event that any Semi Final or Preliminary Final match cannot be played or rescheduled (at a time and place as determined by the Executive Committee of the CCJRU and HJRU), the team placed highest on the points table at the end of the competition rounds, will be deemed the winner.
- (e) (e) Any affiliated club not financial after having received previous notification, cannot participate in Semifinals, Preliminary Finals or Grand Finals without bringing up to date such outstanding debts.

## **PART 7 REGISTRATION OF PLAYERS**

- (1) Players must comply with Rugby Australia and CCJRU /HJRU Registration requirements before the player is eligible to attend training, play or in any competition or trial game arranged by the CCJRU/ HJRU.
- (2) It is the responsibility of the Club Registrar to ensure that players are registered with Rugby Australia and that CCJRU/ HJRU requirements are satisfied, and that a copy of all registrations are held with the club. In addition all players' details are to be recorded on Rugby Xplorer prior to any pre-season training, training, or the competition starting.
- (3) A player must provide their Club Registrar with the required proof of identity as outlined in Part 10(1) before they can be registered or at any time as requested by the CCJRU Registrar or Club Registrar.
- (4) It is the responsibility of each Club Registrar, to ensure each player uploads a passport quality head/shoulders photograph of the player to the player's Rugby Xplorer record. This photo must be current in the first year of registration and updated every year during the registration process. It is the responsibility of the Club to ensure the Rugby Explorer photo is an easily recognisable image of the player.
- (5) It is the responsibility of the team manager to ensure that they have a current photo in Rugby Explorer or Player ID Card for inspection (either via Rugby Xplorer or on printed team cards) prior to any player participating in any game.
- (6) All clubs must have player and official insurance with the nominated RA insurer. The CCJRU is not responsible for any excess medical claims as outlined in the RA insurance policy.

- (7) Clubs shall not actively seek to entice players from another Club. Any Club or Club Affiliate doing so shall immediately be reported to the Zone Secretary. Any Club that knowingly entices or allows its Club Affiliates to entice players from another Club shall be required to show cause as to why it should not be suspended from all Competitions.
- (8) For each Age Group, a Club can register a maximum of three (3) Imports that are Representative Players irrespective of if they have been released by their Club President.
- (9) Any club playing a player not registered in accordance with these rules may forfeit competition points for the match concerned. In addition a fine (1 competition point ) may be imposed against each team for every unregistered player participating in the match. In addition, or alternatively, a fine (\$) may be imposed and/or the team dismissed from the competition.
- (10) Any club playing a player not registered shall on the first offence forfeit competition points for the match concerned; if no points are won, a fine as set by the Executive shall be imposed; second and subsequent offences will be subject to loss of competition points and a fine as set by the Executive shall be imposed.
- (11) A Club offending against the provisions of this by-law shall be notified in writing with the nature of the offence and particulars of the offence and then the fine proposed by the Executive. There is no time limit as to when the Executive must communicate to the club.

## **PART 8 PLAYERS ELIGIBLE FOR THE COMPETITIONS**

- (1) A player shall be eligible to play for the club, which first registers that player with the Zone on a date set by Rugby Australia each year via the Rugby Explorer App or on line (<https://myaccount.rugby.com.au/> ). A Junior Rugby player must be younger than the age group in which he is playing as of the 1st January of the playing year. i.e. In the 2001 playing season a player in the Under 15's must be Under 15 as of the 1st of January 2001.
- (2) Rugby Australia have the following dispensation procedures in place that can be utilised by Clubs as required:
  - (a) Age Dispensation Procedure – Juniors
  - (b) Age Dispensation Procedure – Seniors
  - (c) Age Dispensation Procedure - U7's playing in U8's
  - (d) Mixed Gender Dispensation Procedure
  - (e) Disability Dispensation procedure
  - (f) Gender Identity Dispensation Procedure

All policies and procedures can be found at: <https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/player-dispensation>. No player requesting any dispensation is to take to the field in the requested age/grade unless it has been approved by the Competition Manager.

- (3) In the event of a player applying for registration with another club entered in the competition, then the registrar shall place such registration before the CCJRU / HJRU Executive for its approval, and if approved, his registration will be accepted provided the club they were first registered with gives its clearance.
- (4) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:
  - (a) be a Registered Player with a Hunter Junior Rugby Union Club;



- (b) have played seven (7) or more of all Matches played or won on forfeit for the particular Team during the Regular Season; or
- (5) For the purposes of this Competition Rule:
- (a) a bye will count as a Match played for all Registered Players, except Registered Players under Suspension, at the time of the bye, player registration must occur prior to the bye for it to be counted as a game played;
  - (b) a loss on forfeit will not count as a Match played, regardless of whether the Match was played or not;
  - (c) a washed-out game that has not been rescheduled by the HJRU Executive will count towards a Match played provided the Registered Player has played a Match prior to the washed out game;
  - (d) a win on forfeit:
    - (i) if a 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
    - (ii) if a 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;
  - (e) Matches played in an older Age Group will not count towards eligibility for a younger Age Group in the Finals Series. Players must be eligible in their own age group to participate in finals in an older age group.
- (6) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the HJRU Executive may be sought by the Club involved. A request for dispensation must be:
- (a) in writing from the Club Secretary and must be lodged with the HJRU Secretary by 5.00pm on the Monday prior to the commencement of the Finals Series Match for which dispensation is sought.
  - (b) The dispensation may be granted by the HJRU Executive 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 related to a consultation at or around the time the injury/sickness occurred. A medical certificate will be the only document accepted, a letter from a parent will not be considered; or
    - (ii) the Registered Player participated in a Representative Team managed under the auspices of HJRU or NSW CJRU, 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 6(a); or
    - (iii) in the opinion of the HJRU Executive there are extenuating circumstances beyond the control of the Registered Player or Club concerned.
  - (c) Requests for dispensation will not be granted unless exceptional circumstances exist. All Clubs believe compliance with this Competition Rule (having played 50% or more of all Matches played or won on forfeit) is fair and reasonable.

- (d) Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the HJRU Executive elects to impose in its absolute discretion.
- (7) Any club found contravening these rules may be subject to a fine and/or loss of points awarded in the match in which the offending player participated.
- (8) The Executive of the CCJRU may vary this requirement under extenuating circumstances and upon receiving a written request from the club and or Player's parent.

## **PART 9 MATCH DAY APP / TEAM SHEETS**

- (1) Each team shall nominate their team on the Rugby Australia Matchday App, ensuring players who are not participating in the match ARE NOT listed in the team. All players shall have a photo uploaded to their profile, and Team Managers are to make these available on request of the opposing team or any Match Official. Coaches and Team Managers are also required to be registered with a current photo via the Rugby Xplorer app.
- (2) Games must be updated live via the Matchday app, including score, serious injuries, blue cards, yellow cards and red cards. At the conclusion of each game, both teams Matchday apps are to be presented to the referee, who will ensure scores are correct, and all relevant cards/issues are recorded correctly. The referee will then press 'End' on both devices, which will prevent changes being made at a club level. All disputes will then need to be lodged via the matchday app, which will be actioned by the Competition Secretary appropriately.
- (3) In the event of an injury occurring during a match which prevents the player from participating in subsequent matches, club admins should email both [ccjrnotice@gmail.com](mailto:ccjrnotice@gmail.com) and [admin@hunterjuniors.com.au](mailto:admin@hunterjuniors.com.au) with the players name in the subject bar, and the Club detailing the matches missed, along with all supporting evidence (doctors cert etc). Only players who have had these details set through will be considered for an injury dispensation during Finals series.
- (4) Each team participating in a competition match must nominate the players, Coaches, Manager and Trainers for each of their teams on Rugby Xplorer and have teams loaded in the match date app and Player ID photos via the match day app available for inspection on match day 30 minutes prior to kick off. Team officials MUST witness the opposing registered team via the Matchday app at the SIGN ON table. Players who are not registered in the team on any playing day will not qualify for playing that match. Players injured or participating with representative teams must no listed in the team in the Matchday app. For these players, club admins should email [ccjrnotice@gmail.com](mailto:ccjrnotice@gmail.com) and [admin@hunterjuniors.com.au](mailto:admin@hunterjuniors.com.au) with the players name in the subject bar, and the body detailing the matches missed, along with all supporting evidence (doctors cert etc). Only players who have had these details set through will be considered for an injury dispensation during Finals season.
- (5) The match Day app can still be used when there is no internet service available. All scores, cards ect are to be entered as normal and uploaded when internet is available.

### **Note in the event of the Matchday app not functioning, or other fault that has caused the Matchday app to malfunction, the following procedure is to be followed:**

- (6) Each Team Manager must keep a paper copy of the CCJRU / HJRU approved team sheet with them. If there is an issue with the Matchday app, both Team Managers must complete a paper team sheet during the match.
- (7) Team officials MUST witness the opposing team sign the team sheet at the SIGN ON table and sight all opposition Player ID Cards / Match Day App photo prior to any player taking the field. Players who do not sign the team sheet will not qualify for playing that match. Players injured or

participating with representative teams must be listed on the team sheet. These players are to be noted on the team sheet as INJ/REP in the column marked "signature", and shall qualify for playing that game if satisfactory evidence is provided when requested by CCJRU. Additionally and email must be sent to [ccjrunotice@gmail.com](mailto:ccjrunotice@gmail.com) and [admin@hunterjuniors.com.au](mailto:admin@hunterjuniors.com.au) with the players name in the subject bar, and the body detailing the matches missed, along with all supporting evidence (doctors cert etc). Only players who have had these details set through will be considered for an injury dispensation during Finals series.

- (8) All suitably trained/qualified front rowers must be clearly identified on the team sheets by way of an asterisk (\*) next to their name for age groups U13-U18 only.
- (9) The referee/appointee/opposing official shall initial any alterations to the team sheet and at the completion of the match will strike a line through any player's name that has not signed the team sheet. Any team sheet submitted to the Secretary may be declared invalid if not signed by the referee/appointee and players listed will not qualify for playing that match.
- (10) Each team sheet must be signed by both home and away team officials and the referee at the conclusion of the game. Each team official is responsible for entering the information into the Matchday app no later than 6pm Sunday evening. The hard copy must be kept until the match is entered into the Matchday app.
- (11) Team managers/officials must ensure that any player that has received a red or yellow card during a match, that it is recorded on the team sheet, clearly stating the infringement. Clubs MUST ensure this information is recorded into the Matchday app as soon as possible after the Matchday app is functioning.

## **PART 10 PROOF OF AGE**

- (1) A player must provide the Registrar with proof of Age prior to playing in the Competition.

Proof of Age may be by

- (a) Birth Certificate
- (b) Passport
- (c) Drivers License
- (d) Baptismal Certificate showing a date of birth.
- (e) A letter from the school principal

Otherwise all competition points gained in matches in which the player played will be lost.

- (2) Any club playing overage or ineligible players shall lose all ladder points gained for those matches, or if no points gained; a fine shall be imposed.
- (3) A player may play in higher age group one year there senior without approval. For a player to play up more than one (1) age group they must ensure the appropriate Rugby Australia for Age Dispensation is completed and submitted to the competition manager for approval before the player participates in the requested age group.
- (4) Players may play in a lower age group if the meet they requirement of Rugby Australia's Age Dispensation Procedure – Juniors.
- (5) Players nominating for Age dispensation will NOT be eligible to play in their correct age competition grade or play representative Rugby for the CCJRU for that year.

**PART 11 CLUB CHAMPIONSHIP**

**Each Zone will have its own club championship. The will be determined by the Executive of each Zone.**

- (1) There will be a junior club Championship that shall be decided by a formula decided by the CCJRU / HJRU Executive prior to the beginning of the season each year. The formula then has to be approved by Council a minimum of two weeks before round 1 of the competition each year.
- (2) In the event of two or more clubs being equal in any such championship they shall be declared joint holders of the trophy.

**BY-LAW 9: CLUB CHAMPIONSHIP**

- (a) There shall be a Junior Club Championship which shall be decided by adding the win, lose, draw and participation points awarded in all competition games of each grade, and the club with the highest number of points shall be the winner.
- (b) The Maximum Total of Win points a **Club** can receive in any one round for U10's to U18's is calculated as follows:

Total Number of HJRU Competition Age groups U10's –U18's x 2

***i.e. 8 Age Groups x 2 = 16 Points***

- (c) The Win points a **Team** can receive per round for U10's to U18's is calculated as follows:

Maximum Total Win Points per Club per Round (16)

-----  
Total Number of Teams a Club has in Age groups U10's –

**U18's**

Total # Teams a Club has in U10's - U18's	Team Win Points
1	16
2	8
3	5.3
4	4
5	3.2
6	2.7
7	2.3
8	2
9	1.8
10	1.6

- (d) All Byes are counted as a win
- (e) DRAW Points for a team are half the value of the Win Points
- (f) Points for a loss will be Zero (0)
- (g) Any club entering teams in Under 6's, Under 9's and Girls U14's/U16's 10 a side competitions shall receive participation points per age group a team(s) is entered in as tabled below, towards the Club Championship each time a commitment is fulfilled.

AGE GROUP	PARTICIPATION POINTS/AGE GROUP
UNDER 6's – Under 7's	4 Points
Under 8's	3 Points
Under 9's	2 Points

Girls U14's 10 a side	2 Points
Girls U16's 10 a side	2 Points

- (h) In the event of two or more clubs being equal in any such championship they shall be declared joint holders of the trophy.
- (i) In the event of 2 clubs combining to form one team, points for that team will be shared equally between the 2 clubs.

**PART 12 FORFEITS/BYES**

- (1) Any club that fails to carry out its fixtures and needs to forfeit must notify HJRU by midday on the day before the match is to be played. Any club that fails to do this shall be required to give a satisfactory explanation in writing to the Executive otherwise they will be fined such amount as determined by the Executive not exceeding \$200 and will be required to pay the fees of match officials for the forfeited game.
- (2) If a team forfeits a game to another team, the match shall count as a game played, and be declared in favour of the side receiving the forfeit, providing that a Match Day App /team sheet, correctly filled in is still forwarded to CCJRU/HJRU in the normal time frame and match details are entered into Rugby Xplorer.
- (3) For any Bye the player listed on the previous week's team list will have been deemed to play on the day of the Bye.
- (4) The team receiving the forfeit shall receive 5 points. The Team Manager of the team receiving the forfeit is to enter a score of 20-0 into Rugby Xplorer
- (5) A team that forfeits 3 times within a competition series may be removed from the competition

**PART 13 UNIFORMS**

- (1) Players must appear in proper football uniform which shall consist of jersey with sleeves of the club's registered colors, Football shorts, boots or shoes, socks of the club's colors. Each jersey shall be individually numbered. Any team offending this rule, shall, on complaint, be liable to a fine. All other gear such as shoulder pads, headgear must be of the approved ARU/IRB type and will be strictly enforced by the controlling referee.
- (2) All playing uniforms must be sanctioned / approved by the Zone. Clubs wishing to use alternative uniforms that are not of the clubs registered colours must have them sanctioned by the CCJRU prior to using them / ordering them.

**PART 14 APPOINTMENTS OF REFEREES**

- (1) A referee shall be appointed to each match by the Appointments Board of the Central Coast / Hunter Referee's Association. In the event of a referee so appointed not being able to attend within 5 minutes after the time set down for the commencement of play, a referee shall be appointed by the coaches of the opposing teams, or failing the coaches the team managers, and the game shall proceed therewith. The referee so appointed may, with the agreement of the opposing coaches, be substituted at any time during the match.
- (2) In all competition games where a club has to appoint a Club Referee to officiate it is the responsibility of the home club to ensure that the referee is a person who has appropriate qualifications and/or experience. The minimum level is current Smart Rugby qualification. It is

preferable that Club referee has a minimum of either Level 1 Referees or Level 1 Coaching qualification. It is also the responsibility of the home club to ensure that the Club Referee is appropriately attired in a uniform befitting the status of a referee.

- (3) The CCJRU /HJRU has decided that each club is to provide a Assistance Referee (AR) or suitable lines person for each scheduled game. Both home and visiting teams are to provide one (1) suitably qualified lines person for all matches under 12 and below and for U13 and older a qualified Assistant Referee for each scheduled game. Failure to do so will result in the offending team forfeiting the match (however, the game will still be played). If the team continues not so provide a suitable qualified AR's or linesman, the club may be fined by the CCJRU. This training program is available in the Rugby Learning Centre.

Note: A 'qualified individual' for the purposes of this by-law is one who has gained the minimum level of accreditation to referee a match, as laid down by Rugby AU.

- (a) The CCRURA and NRURA is responsible for the appointment of referees to matches controlled by the Zones.
- (b) In the event of a referee so appointed not attending a fixture within five (5) minutes after the time set down for the commencement of play, a referee shall be appointed by the coaches of the two teams involved or failing this by the team managers or failing this the coach or team manager of the home team. The game shall then proceed. The referee so appointed may, with the agreement of the opposing coaches, be substituted at any time during the progress of the match.
- (c) The match shall be forfeited by the home team in the event that a qualified individual is unable to be appointed as per clause (b).
- (d) In the event of a referee appointed to a game being unable to continue through illness or injury, a substitute shall be appointed as per clause (b). If the teams cannot agree, the appointed referee shall appoint a substitute.
- (e) Where a referee cannot be officially appointed to a game as per clause (a), a fixture may have a Club to Appoint (CTA). In such a circumstance, the home team shall subsequently ensure that a qualified individual referee that game. When requested to allocate a CTA, the club must inform the appointed CCRURA NRURA official by no later than 5.00pm on the day preceding the game of the name of the appointed CTA.

Each Club in the HJRU must have at least one person qualified to be appointed as a CTA for every two teams entered in the competition, and as a minimum, each Club must have at least one person. It is also the responsibility of the home club to ensure that CTA referees are appropriately attired in a uniform befitting the status of a referee.

- (f) An assistant referee may be officially appointed to any fixture as per clause (a).
  - (g) Where an assistant referee has not been officially appointed, a touch judge shall be supplied by each team.
- (4) Any complaints about a referee, assistant referee or touch judge on the grounds of incompetence or misconduct shall be referred to the NRURA. If the referee, assistant referee or touch judge is not a member of the NRURA then the complaint shall be referred to the Executive of the HJRU
- (5) Club Officials are not permitted to approach the referee at halftime or until 30 minutes following full time

## **PART 15 CLUB OFFICIALS**

- (1) By accepting a position as a Club Official you agree to abide by, and enforce, the Code of Conduct.
- (2) Each Club must ensure that each of its Teams is coached by a Smart Rugby qualified person. The Coach of a Team must be Smart Rugby qualified before the commencement of round 1 of each season.
- (3) The following are the suggested coaching qualifications of all coaches:-
  - (a) 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.
  - (b) Under 13 and older: 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) 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).
- (5) Club Officials are not permitted to approach the referee at halftime or until 30 minutes following full time

## **PART 16 COMMENCEMENT OF MATCHES**

- (1) Matches shall commence at such time as may be directed by the Committees, or failing such direction, by the Executive of the Zone.
- (2) Any Club not prepared to commence a match within 10 minutes of the time officially directed shall forfeit the game, this includes having the ground set up according to the game day management procedures with a ground marshal and first aid attendant present
- (3) If a team has the minimum number of eligible players available as listed below, they must take to the field and the game shall commence.
- (4) U/19 Law (U13 - U18) & Pathway (U12) a minimum number of players is 10 (5 frwds/5 backs) and a maximum number is 15
- (5) A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00. This applies to both receiving players and giving.
- (6) For U13 to U18 the Rugby Australia Pathways rules for Number of Players as applied to U12 will also be applied to these ages. These rules are;
  - (a) Number of players is 15
  - (b) Teams MUST share players to reach the maximum number of equal players, not more than 15 per side. This applies to both receiving players and giving.
  - (c) A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00. This applies to both receiving players and giving.
  - (d) Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead.

(e) When a yellow or red card is issued, the player may not be replaced.

(7) In the event there is a variation in the number of players from the normal fifteen (15) aside, then it is essential that the position of players for each of the other possible team sizes should be as follows to avoid any dispute:

- 10 players per side: 5 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, full back)
- 11 players per side: 6 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, blind sidewinger, full back)
- 12 players per side: 6 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, blind sidewinger, full back)
- 13 players per side: 7 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, wingers, full back)
- 14 /15/16/18 players per side: 6 backs, 8 forwards (2 props, hooker, 2 second rowers, lock, 2 breakaways, half back, five eight, inside centre, outsidecentre, blind side winger, full back)

(8) A team automatically forfeits the game if they have 9 or less players in age groups U10s and above.

## **PART 17 DURATION OF MATCHES**

Under 18 grade - 30 minutes each half

Under 17 grade - 30 minutes each half

Under 16 grade - 30 minutes each half

Under 15 grade - 25 minutes each half

Under 14 grade - 25 minutes each half

Under 13 grade - 25 minutes each half

### **All Matches have a 5 minute half time**

- (1) If any game is late in commencing the time lost shall, where necessary be taken off the time allowed for the full duration of the match.
- (2) For a game to be declared official, 50% of the match (one full half) must be played. If one full half is not played, the game is to be replayed at a date and time to be determined by the Executive.

## **PART 18 ALLOTMENT OF GROUNDS**

- (1) Matches will be played upon such grounds as directed by the CCJRU / HJRU.
- (2) In the case of cancellation of matches the CCJRU / HJRU shall contact clubs in order to notify players as early as possible. Where possible clubs must notify the Zone Secretary by 5pm Friday night if their ground is closed due to wet weather, or if it poses a significant safety risk to players if played on.



- (3) In the event that three (3) or more grounds are closed at any one time the entire round will be cancelled and will not be rescheduled with NO points allocated to any teams.
- (4) All attempts will be made to reschedule cancelled games. The decision to reschedule or not reschedule any game will be at the sole discretion of the CCJRU Board.
- (5) In the event of a cancelled match not being rescheduled, the relevant match will be declared a draw and 2 ladder points allocated to each team.
- (6) Clubs, where possible, shall have all groups of the club playing at the same ground.
- (7) Where possible, every alternate match for a club shall be played on the club's home ground.
- (8) In the case of the final series all such fixtures will be played on an enclosed ground where possible.

## **PART 19 GROUND FACILITIES**

- (1) All clubs are to endeavor to provide, change rooms, shower and toilet facilities at their home field where possible.
- (2) Home Clubs are responsible to ensure that grounds are correctly marked and dressed. A Club may be liable to be fined if subject to a complaint.
- (3) Host clubs must provide an official sign on table and an area designated for players. Coaches and trainer must be on the same side of the field as the official table and ensures all team officials and players, including the opposition stay in the official area and Team Tactical /Team Zone.
- (4) When clubs are playing at alternative grounds (e.g. Schools or using another field as a home game) the designated home team must ensure that facilities are left clean and tidy. Infringements may result in clubs being cited and fines issued.
- (5) Home clubs must provide a "Ground Marshal" who must be clearly identified and accessible to the referee. Visiting teams must nominate a person to act as Visiting Ground Marshal who will assist the Ground Marshal with any incident related to the visiting team, team management or spectators. Any team that fail to supply a ground marshal will be deemed to have forfeited the match.
- (6) Home clubs must ensure that an adequately trained/accredited First Aid Officer is in attendance for all games. Additionally clubs must:
  - (a) ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
  - (b) having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
  - (c) having access to an emergency list of contacts and addresses for:
    - (i) two (2) after hours doctors or local medical centre and / or facilities; and
    - (ii) nearest public hospital and / or emergency facility; and
    - (iii) the local Police and Ambulance
- (7) For matches hosted at a neutral ground, the nominal home team shall be responsible for the provision of CTA referee if required, and a first aid person. The hosting Club shall be responsible for payment of the referee, nomination of ground marshal and provision of first aid kit and ice.
- (8) For competition age groups, each team is to provide a certified Assistant Referee. Any team that fail to supply a certified Assistant Referee, will be deemed to have forfeited the match (however

the game will still be played). This training program is available in the Rugby Learning Centre (Part 14 of competition rules refers).

## **PART 20 CLUB APPOINTED OFFICIALS**

### **Ground Marshal(s)**

- (1) At all Matches both Teams/Clubs are to provide a Ground Marshal
- (2) If a Team/Club does not provide a Ground Marshal, then the Team will be deemed to have forfeited the Match.
- (3) The Ground Marshal for a Team may be anyone who isn't the Coach, Manager or Trainer of the Team who has completed the Ground Marshal course in the Rugby Learning Centre.
- (4) The Ground Marshal must be identifiable by wearing the yellow HJRU vest.
- (5) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times.
- (6) 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.
- (7) The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.
- (8) 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.
- (9) 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.
- (10) Both Ground Marshal must sign the team sheets of both teams at the end of the game.
- (11) Ground Marshal shall be responsible for: -
  - (a) the supervision of the venue and all appointed officials; and
  - (b) maintenance of and patrolling of the Playing Enclosure including the Ground Marshal 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
  - (c) preventing the illegal entry of any person onto the Playing Enclosure; and
  - (d) assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
  - (e) ensuring Assistant Referees/touch judges are not calling out or coaching the players; and
  - (f) ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
  - (g) managing the behaviour of participants within the Team Zone; and
  - (h) point of contact for all enquiries; and
  - (i) responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and

- (j) be familiar with, and have available, a copy of the HJRU Match Day Manual which includes the Rugby AU Medical and Safety Recommendations including the Rugby AU Protocol for Serious Injury & Concussion; and
- (k) checking with the referee on the policy for attending injured players; and
- (l) report any irregularities or breaches of the Competition Rules that they are unable to resolve to their Club President who will contact the Competition Manager to determine what further action, if any, should be taken; and
- (m) the implementation of this Competition Rule.

#### **HOME TEAM GROUND MARSHAL(S)**

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

#### **PART 21 REPLACEMENT/NUMBER OF PLAYERS**

- (1) Rolling substitutions of reserves may occur during the game for all age groups up to and including u15s.
- (2) All games of age group Under 16 and above will play with rolling substitutions that are limited to 12 movements. The implementation of rolling substitutions must adhere to the guidelines provided to all Unions by Rugby AU.
- (3) A player sent off for foul play in Under 13 and above must not be replaced or substituted.
- (4) 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.
- (5) Law 3.23 (2019 edition)- 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.
- (6) Coaches/Managers must ensure that player numbers comply with ARU directives. Therefore, teams U13 and older nominating more than 22 players must have six (6) players suitably trained to play front row and three (3) who can play in the lock position (formerly known as second row).
- (7) Interchange of players may occur providing no player goes on the field until the player being replaced has left the field of play and this may only be done at a stoppage of play with the permission of the Referee.
- (8) At a scrummage / lineout the referee is to be advised to enable players to interchange.

- (9) Club officials should be aware of the ARU guidelines for the treatment of various injuries, especially concussion and bleeding players.
- (10) Mercy Rule for u11s and older (for competition matches only, ie not finals games)
- (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. The reduction of players continues at every additional multiple of 10 points difference, with a player returning when the difference reduces to below a multiple of 10 points.
  - (c) 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.
  - (d) 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.
- (11) Teams may nominate a maximum of 23 players for any competition games and must comply with Rule 20 (3) above.
- (12) Under twelves (u12s) and younger must match numbers, and SHARE players to achieve the maximum allowable on field players at all times, as per the Pathway Law Variations.
- (13) In u13 to u17 matches:
- (a) Teams must match numbers if it is not possible for both teams to field the maximum allowable 15 players. The player numbers per team will be equal to the player numbers of the team with the least number of players. The only time unequal team numbers are allowed is in the situation described in 8(b) or when player(s) have been temporarily suspended and/or sent off.
  - (b) There must be sufficient front row players to play at hooker, tight-head prop and loose-headprop who are suitably trained and experienced to start the Match playing contested scrums.
  - (c) Prior to the starting of the game, in the case of inadequate numbers of front rowers, another player may play in that position and the team may claim non-contesting scrums. However the team must start the game one (1) player short. The one player difference in numbers shall be maintained at all times except when player(s) have been sent off and/or temporarily suspended.
  - (d) Any Team which calls uncontested scrums from the start of the Match, or at the first scrum, in more than five (5) Matches during a Regular Season of which a maximum of two (2) can occur in the last five (5) rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
  - (e) In the case of injury causing a player to leave the field and no replacement player being available, the opposing team shall also remove a player from the field.

- (f) The CCJRU / HJRU Executive may direct that for Finals Series matches 8(a) be varied to allow a maximum of 2 players difference at kickoff when a Club is unable to field a full team of 15 players. Possible reasons for variations to player numbers during the game remain unchanged.
  - (g) Clubs should notify their opponents at the earliest possible time if they will not be fielding a full team. This will give the other team the opportunity to roster players off prior to game day if the coach decides a full squad will not be required.
- (14) If a team feels that the opposition is not complying with player numbers/replacements/substitution laws the referee should be approached by the team Captain/Coach at the next stoppage of play and advised of the incident.
  - (15) In the event that a team considers that the opposition has intentionally offended, the referee should be requested to lodge a report on the matter to the Zone Secretary and the appeal/protest lodged

## **PART 22 MISCONDUCT AND PLAYERS ORDERED OFF FIELD**

**The World Rugby and Rugby AU laws regarding temporary suspensions and send-offs apply.**

**HJRU and CCJRU Judiciary Committee's will not change. The individual zones Judiciary Committee's will deal with incidents of participants from their respective zones.**

- (1) Referees shall report in writing to the Judiciary Committee any player ordered off the field for any reason or any misconduct whether such misconduct shall have resulted in a player being ordered off the field or not, in accordance with Rugby Australia Guidelines.
- (2) Any player ordered off, the field shall be suspended from playing until his case shall be decided by the Judiciary committee. The Judiciary Committee shall meet at such time as CCRU/CCJRU deems necessary throughout the season, and any player who is ordered off the field shall attend the next meeting of this committee. ( Note: The Judiciary Committee usually convenes @ 6.30pm Wednesday evenings at Bay Sports Club)
- (3) Failure to attend the next meeting of Judiciary Committee results in automatic suspension of the player/s ordered off the field until his case is dealt with at subsequent meetings.
- (4) A special meeting of the Judiciary will not be arranged to deal with a player who fails to attend regular meetings of the Judiciary unless there are special circumstance.

## **PART 23 TEMPORARY SUSPENSION**

- (1) Any player who is given a "Temporary Suspension" (Yellow Card /Sin Bin) by the Referee shall leave the playing enclosure and remain seated in front of the sign on table near the half way line. The period of suspension is 5 minutes for U3s to U14s and 10 minutes for U15s and older, and commences when the player leaves the playing enclosure.
- (2) Any player who is Sent Off is not permitted to enter the Playing Area again and is not allowed to attend the half time talk.
- (3) Any player who is Sin Binned is not permitted to enter the Playing Area again until allowed to do so by the Referee. Under no circumstances shall the Sin Binned player take the field until given permission to do so by the Referee. Team Officials may advise the Referee if the Sin Bin time has elapsed but permission to re-enter the field of play must be expressly given by the Referee

- (4) The team manager /official will record in the Match Day App/ mark the team sheet to indicate the player(s) who have received a “Temporary Suspension” during the match with the reason as provided by the referee. Clubs must ensure that these players are entered into the Match Day App. Any Club not complying with this sub clause shall for the:
- (a) first offence be fined 1 Penalty Point
  - (b) second offence loss of competition points for the match concerned, if any; if no points a fine of 2 Penalty Points
  - (c) third and subsequent offence loss of points and a fine of 2 Penalty Points if any; if no points a fine of 4 Penalty Points
- (5) The Referee will verify the Match Day App/team sheet entry indicating any player who was given a temporary suspension. Failure to do so will leave the Referee liable to suspension and / or such penalty as imposed by the Executive.
- (6) Multiple Temporary Suspensions
- (a) If any player is Sin Binned more than twice during the Regular Season and the Final Series of the current season, then upon the third Sin Binning the player will be given an automatic one (1) Round suspension without right of an appeal.
  - (b) If any player is Sin Binned more than three times during the Regular Season and the Final Series of the current season, then upon the fourth and every subsequent Sin Binning the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.
  - (c) Yellow Cards are accumulative throughout a season, and include trial matches, tournaments, representative fixtures, competition matches and final series.
  - (d) A player being issued with three (3) yellow cards in a season automatically receives a one match suspension.
  - (e) Upon being issued with a fourth yellow card the player automatically receives a one match suspension.
  - (f) Upon being issued with a fifth yellow card the player is suspended until he/she appears before a Judiciary Committee. Under some competition rules a fourth yellow card requires the player to appear before a Judiciary Committee.
  - (g) Yellow Cards are not subject to appeal, regardless if the card is issued for an individual or team offence.
- (7) Temporary suspensions do not transfer to the next season
- (8) 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) organized under the auspices of 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) 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 Judicial Committee may, in assessing the playing consequences of a sanction, apply the suspension to scheduled off-season, pre-season and/or “friendly” Matches, provided that the Player’s exclusion from those Matches would have, in the opinion of the Judicial Committee concerned, been a genuine and appropriate punitive consequence for the player.

#### **PART 24 PLAYING DISQUALIFIED, SUSPENDED OR UNQUALIFIED PLAYER OR TEAM**

- (1) Any club knowingly playing a player or team while under suspension or disqualification or any ineligible player or team shall lose all competition ladder points gained in matches that the ineligible player/team took part and the Club shall be fined

#### **PART 25 PERSONS ALLOWED IN PLAYING ENCLOSURE**

- (1) The only persons allowed on the playing enclosure are:
- Referee and Referee Coach
  - Two (2) Touch Judges
  - Two (2) Ball Boys.
  - Ambulance and First Aid Officers
  - Two Trainers (2), who are smart rugby qualified
  - Representative Selectors
  - Parents or guardians or siblings of seriously injured players where play has been halted for an extended period of time
- (2) Team Coaches, Assistant Coaches and Managers are only permitted in the playing enclosure at half time.
- (3) Barriers are to be erected to ensure spectators area minimum of five (5) metres from the touchline.
- (4) The Ground Marshal has responsibility to enforce this rule.
- (5) Ground Marshals may have any person excluded or removed, for any breach of the provisions or intent of the Code of Conduct, from any fixture under the control of the union.

#### **PART 26 PROTESTS AND APPEALS**

**Each Zone Executive shall review any protects and appeals IAW the respective Zone By-Laws from which the participant is registered.**

- (1) The Zone Executive shall investigate, decide upon and deal with all protests, appeals and disputes under its jurisdiction. All appeals and protests shall be in writing and lodged with the Zone Secretary and accompanied by a deposit of two hundred dollars.(\$200),which shall be forfeited, should the protest/appeal fail.
- (2) All protests arising from Competition Matches shall be lodged in writing with the Secretary by the Club wishing to protest and affirmed by the Club President or Club Official of the protesting Club no later than 5:00 pm on the second business day following the date of the Match from which the protest arises.

- (3) When a protest has been lodged by the Club under this Competition Rule the Club being protested against will be forwarded a copy of the protest. The Club being protested against will be required to forward a response to the protest no later than 5:00 pm on the second business day following the date of notification of the protest
- (4) The Secretary may extend the time for lodging a protest provided the Secretary is satisfied there are exceptional circumstances for doing so. The decision of the Secretary to grant or refuse an extension of time shall be final and not subject to review.
- (5) Where the Club protesting does not fulfil the above requirements, then that Club shall have no further right of protest.
- (6) Any protest lodged within the time allowed under this Competition Rule or the time as extended in this Competition Rule will be forwarded by the Secretary to the Competition Secretary to investigate. The Competition Secretary will have a report compiled with both the protest and the response to be forwarded to the CCJRU / HJRU Executive for determination.
- (7) All appeals against decisions in relation to the Competition Rules, or protest determinations under Part 24 (1) (e), must be made in writing to the Secretary by the Club President or Vice President of the appealing Club within seven (7) days of the decision being handed down. Failure to submit an appeal in writing within seven (7) days of the decision being handed down will result in the appeal being denied.

## **PART 27 FINES**

**Each Zone Executive shall review any Fines IAW the respective Zone By-Laws from which the participant is registered.**

- (1) Any club/team found not complying with or contravening any Competition Rule, may be liable, but not limited to, fines as set out in the attached schedule by the CCJRU. (1 Penalty Point equals the amount paid in affiliation to CCJRU.)
  - (a) Schedule of Fines ( 1 Penalty Point = Affiliation CCJRU )
    - (i) Failure to comply with any registration process -1 Pen/Pt
    - (ii) Unregistered Player participating in game- 2 Pen/Pts
    - (iii) Refusing to allow inspection of ID Cards / Match Day App photo - 4 Pen/Pts
    - (iv) ID Cards / Match Day App photo not available for inspection -3 Pen/Pts
    - (v) In the event of Match Day App Rugby not functioning, Failure to sign team sheets -1 Pen /Pt
    - (vi) Failure to submit results in Match Day (or in the event of technical issues, a team sheet)- 2 Pen/Pt
    - (vii) Failure to notify results -2 Pen/Pt
    - (viii) Failure to adequately mark/post ground- 4 Pen/Pts
    - (ix) Failure to provide safety equipment/services- 4 Pen/Pts
    - (x) Overage player participating in game -4 Pen/Pts
    - (xi) Facilities Abuse -4 Pen/ Pts
    - (xii) Miscellaneous as determined by the CCJRU



Contravention of any of the By-Laws will be dealt with by the Hunter Junior Rugby Union Executive as maybe appropriate. Clubs and/or Teams in contravention of these By-Laws may be, unless otherwise stated, liable to: -

- (b) be fined (not exceeding \$200) and/or placed on a bond (not exceeding \$1000); and/or
- (c) suffer loss of competition and/or club championships points; and/or
- (d) be expelled or suspended from the HJRU and/or it's competition; and/or
- (e) suffer any other penalty that the HJRU Executive may see fit to impose

#### **PART 28 USE OF COMMUNICATION DEVICES**

- (1) The use of two way radios or other similar devices to communicate to a person or persons inside the playing enclosure is permitted.
- (2) Only one person per team is allowed to have a communication device inside the playing enclosure.

#### **PART 29 EQUIPMENT ON MATCH DAY**

- (1) In all competition matches, arrangements must be made for the Home Clubs concerned to supply and maintain the following equipment:
  - (a) 3 footballs each of the same type as approved by the CCRJU. One to be used as the match ball and an extra football on each touch line, which may be brought into play unless the Referee otherwise directs
  - (b) Game Day Manual of the correct revision at the official table
  - (c) Stretcher
  - (d) Fully Stocked first aid kit appropriate for age/grade for the number of fields in operation
  - (e) Linesman Flags
  - (f) Official Table

#### **PART 30 CITING PROCEDURES**

**Each Zone Executive shall review any Citing IAW the respective Zone By-Laws from which the participant is registered.**

There are two distinct methods by which participants may be cited to appear before a judicial panel to answer complaints that they have committed acts of misconduct, illegal and/or foul play not detected by the match officials:

##### **(1) Citing by NOMINATED OFFICIALS**

- (a) Each Union, Affiliate, or Club participating in a sanctioned match may through their nominated official, cite a participant for an act or acts of misconduct, illegal and/or foul play committed during the match provided that such alleged act or acts has not been detected by the referee and/or assistant referees or at any time where the participant's misconduct constitutes a breach of the code of conduct.
- (b) The citing complaint must be made by 5.00 pm on the second working day following the alleged act of misconduct.

- (c) The person reporting the citing must be the nominated official, and must witness the incident and not submit a citing upon the request of others.
- (d) For the purpose of this citing procedure, **Nominated Official** means:
  - (i) An office bearer of the Union, Affiliate, Club pursuant to its Constitution;
  - (ii) A President of a Union, Affiliate, or Club;
  - (iii) Any member of an affiliated Referee' Association or an Affiliate's referee Association; or
  - (iv) Such members of committees or sub-unions as authorised by the union
- (e) Each Union, Affiliate, or Club participating in a match may cite a participant for more than one alleged incident of misconduct, illegal and/or foul play in the same match.
- (f) Each Union, Affiliate, or Club participating in a match may cite more than one participant in any match
- (g) A citing complaint must be completed in writing and delivered by hand, fax, email, or post, to the Administration Officer, by no later than 5.00 pm on the second business day after the alleged incident. Any supporting evidence must accompany the complaint.
- (h) The Administration Officer is required to advise the Citing Commissioner of the allegations and pass on all information, where the Citing Commissioner should first satisfy themselves that there is sufficient and reasonable evidence of prima facie case to justify a hearing.
- (i) The cited participant's club will be provided with a copy of the citing complaint and advised of the time, date, and venue of the hearing of the Disciplinary Committee to consider the complaint.
- (j) Should the matter be referred to the judicial panel, the CCJRU /HJRU Sectary will notify the club(s) that player(s) and/or official(s) are required to appear at the next judicial hearing. The hearing will be facilitated by the Zone of the Participant. If the Hearing in on one zone and the participant is in another zone, this hearing may take place via Video Call ie Zoom, Teams or similar video call program as approved by either appropriate Zone Judiciary.
- (k) Should the Citing Commissioner/s deem that no action be taken, the CCJRU /HJRU Sectary will write to the citer(s), advising them of the fact, with a brief reason as to the Commissioner's decision.
- (l) The Citing Commissioner/s is not required to attend the judicial hearing as a witness, or to justify the decision.
- (m) The citing must be made and notified in writing by the Citing Commissioner/s within 14 days after the incident occurred. If no Citing Commissioner is appointed by the Zone Board, then the Administrative Officer shall be deemed to be the Citing Commissioner.

**(2) Citing by the UNION BOARD or its NOMINEE**

- (a) The Unions Boards or its nominee has the power to cite a participant for an act or acts of misconduct, illegal and/or foul play committed during a sanctioned match regardless of whether or not such alleged act or acts has or have not been detected by the match official.
- (b) The Unions Boards or its nominee may cite a participant for more than one alleged incident of misconduct, illegal and/or foul play in the same match.
- (c) The Unions Boards or its nominee may cite more than one participant in any match.

- (d) The citing complaint issued by the Unions Board or its nominee must be in writing, addressed to the cited participants club and shall advise a time, date and venue of the hearing of the Disciplinary Committee to consider the complaint.
- (e) The citing complaint must be made within twelve (12) months of the date the incident occurred.

#### **PART 31 Administrative Matters relevant to Citing Procedures**

- (a) A citing is not intended to be an opportunity to re-referee an incident or its interpretation if already detected and acted upon.
- (b) Any penalties imposed shall be substantial in accordance with those set out in the judicial procedures
- (c) The cited participant may continue to play until the date set down for the hearing of the citing complaint
- (d) If the cited participant fails to attend the hearing on the date nominated, he/she is suspended from playing until such time as he/she attends a hearing on a date mutually agreed upon by the participant and the Judiciary Committee

#### **PART 32 REFEREE PAYMENTS**

Referee Payments are made at the rate set by the Referee Association of which the game is played.

#### **PART 33 COVID PLAN**

The NSW Government set the requirements of the COVID control /restrictions in New South Wales under the control of the Minister of Health and Medical Research via Orders, under section 7 of the Public Health Act 2010. Both Zones will comply with these orders. In the event the competition cannot proceed or continue as a Co-Competition, each Zones will continue the completion in their respective zones in a format determined by each Zones Executive or if required, cease the competition.

#### **PART 34 REPRESENTATIVE TEAMS**

Representative teams will be selected from the Zone the Participant have a Primary Registration in the previous year. The rules around the Zone Representative Teams qualification /Selection ect are not covered in these Co-Competition rules /bylaws. These are laid out in each Zones respective Competition rules /bylaws.

## **APPENDIX A: ALL DISPENSATION POLICY AND PROCEDURE**

### **AGE GRADE DISPENSATION**

- [Size for Age Guidelines](#)
- [Age Grade Dispensation Procedure](#)
- [Age Grade Dispensation Flowchart](#)
- [Age Grade Dispensation Parent Guardian Consent Form](#)
- [Age Grade Dispensation Assessing Coach Report](#)
- [Size for Age FAQs](#)

### **MIXED GENDER DISPENSATION**

- [Mixed Gender Dispensation Procedure](#)
- [Mixed Gender Assessing Coach Report](#)
- [Mixed Gender Dispensation Flowchart](#)
- [Mixed Gender Consent Form](#)

### **SENIOR RUGBY DISPENSATION**

- [Senior Rugby Dispensation Procedure](#)
- [Senior Rugby Assessing Coach Report](#)
- [Senior Rugby Dispensation Flowchart](#)
- [Senior Rugby Dispensation Consent Form](#)

### **DOCUMENTATION COMMON TO DISPENSATION PROCEDURES**

- [Schedule B - Exception for Front Row Dispensation Form](#)
- [Junior Age Grade/Senior Rugby Guidelines Table](#)

## DISABILITY DISPENSATION

- [Disability Dispensation Procedure](#)
- [Disability Dispensation Assessing Coach Report](#)
- [Disability Dispensation Consent Form](#)

## ASSESSING COACH PROGRAM

Coaches can enrol in the Assessing Coach Program via the [Rugby Learning Centre](#).

Key information on Assessing Coach Programs can be found here:

*\*May assist you calculating the participants peak height velocity if you are not using the online version of the Assessor Coach Report.*

- [Assessor Coach Checklist](#)
- [Peak Height Velocity - Maturity Offset Table](#)
- [Age Grade Dispensation Procedure Testing Protocols](#)
- [Skills and Drills Matrix](#)
- [Physical Fitness Tests Normative Data](#)
- [Mandatory Assessment Guidelines for Male and Female Players](#)
- [Peak Height Velocity Calculator\\*](#)

## APPENDIX B: PATHWAY LAW SUMMARY

### LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
Ball size	Size 2		Size 3		Size 4		Size 4
Conversions	No		Optional In front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
Kick-off	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
Restart after score	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
Lineout	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout receiver		Must pass		Must pass		All options	
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half		Must pass		Must pass		All options #8 moves illegal	
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

### COMMON PATHWAY LAWS FOR U6 TO U12

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

## **APPENDIX C: BLUE CARD AND CONCUSSION**

### Rugby Australia Concussion Management Procedure

- [Rugby Australia Concussion Management procedure \(table\)](#)
- [Rugby Australia Concussion Management Medical Doctor Information](#)
- [Concussion Management Flow Chart](#)
- [Rugby Australia Head Injury Fact Sheet](#)
- [Rugby Australia Referral & Return Form](#)
- [Rugby Australia Concussion Management checklist – Player](#)
- [Rugby Australia Concussion Management checklist – Club/Team Manager](#)
- [Rugby Australia Concussion Management checklist – Competition Manager](#)

All RA policies and procedures can be found at:

<https://www.rugbyau.com/about/codes-and-policies>