

# CCJRU Competition Rules

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Version Control

Version Number	Date Issued	Issued To	Reason for Issue / Description of Update	Author
2012	11/04/12	Clubs	Rules Review	Competition Secretary
2014.1	08/04/14	Clubs	Annotated draft	Competition Secretary
2014.2	11/04/14	Clubs	Rules Review	Competition Secretary
2015.1	20/15/15	Clubs	Rule 20 (7) clarification	Competition Secretary
2019.1	18/03/20	Clubs	Rules Review	CCJRU VP Development
2020.0	25/8/20	Clubs	Rules Review	CCJRU VP Development
2020.1	11/5/21	Clubs	Rules Review of 1.U10 /U11 Mercy Rule 2. Define 7s rugby format team/squad 3. Change three yellow cards form one match to one competition round suspension 4. Substations for U16 and older in line with the RA Directive - 2021	CCJRU VP Development
2022.0	25/1/21	Clubs	1. instructions for Dispensations and playing group . 2. Mandatory sharing of player if opposing team short of player numbers 3. Referee Payments now invoiced by CCRRA directly to clubs	CCJRU VP Development

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

"COMPETITION" Competition conducted by the Central Coast 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

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

"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 Union of its desire to enter any team in one or more of the competitions organised by this Union.

"Executive" Means the Executive Committee of the CCJRU.

"Fine" As set by the Executive of CCJRU 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.

## **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.

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.

For Non-Competition ages, Team Staff are allowed within the playing enclosure to encourage good skills and techniques of all players as follows:

- a. Coaches are allowed on the field for the duration of the game for Under 7 and 8 age groups.
- b. Coaches are not allowed on the field beyond the first half of the season in the Under 9 age group.

Additionally Participants must not act in any way that would bring discredit to any Club or Central Coast Junior Rugby Union.

(16) 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.

(17) A participant, who becomes aware of any alleged breach of the Regulations relating to the Game must communicate in writing, addressed to the Secretary of the Union, details of such alleged breach.

(18) Upon receipt by the Secretary of the Union of notification under sub-clause (13) of an alleged breach of this Code of Conduct, the 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 may instruct that member to have a representative(s) appear before the Executive.

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

(1) Club Officials, coaches and team managers are required to ensure their familiarity and understanding of the current Competition Rules.

(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 the CCJRU 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 CCJRU Secretary and "CC" the opposing club and Team Official in the same email. The complaint is then forwarded to the CCJRU Competition Manager who will gather information from all parties for referral to the CCJRU 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 Competitions and shall be held from the Under 7's through to the Under 18's in such age groups as shall be decided upon by the CCJRU. Entries for the competition shall be made on the prescribed forms, in writing to the Honorary Secretary of the CCJRU on or before a date fixed by the CCJRU Executive.

(2) The following Age Groups will (if a minimum of four teams enter) be played:

- a. U/7's (RA Pathway Law Variations) – maximum recommended squad size 11
- b. U/8's (RA Pathway Law Variations) – maximum recommended squad size 11
- c. U/9's (RA Pathway Law Variations) – maximum recommended squad size 15
- d. U/10's (RA Pathway Law Variations) – maximum team size 18
- e. U/11's (RA Pathway Law Variations) – maximum team size 18
- f. U/12's (RA Pathway Law Variations) – maximum team size 23
- g. U/13's (RA U/19 Law Variation) – maximum team size 23
- h. U/14's (RA U/19 Law Variation) – maximum team size 23
- i. U/15's (U/19 Law Variation) – maximum team size 23
- j. U/16's (RA U/19 Law Variation) – maximum team size 23
- k. U/17's (RA U/19 Law Variation) – maximum team size 23
- l. U/18's (RA U/19 Law Variation) – maximum team size 23
- m. In 7s format (Per Side) Rugby Matches (RA U/19 Law Variation) – maximum team size 12

(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) In special circumstances the CCJRU Executive may consider allowing a squad size to exceed the above limits upon written application for dispensation from a Club.

(5) The executive shall arrange all competitions to commence on a date determined by the CCJRU Executive. A draw for the full season, subject to the necessary amendments, shall be made prior to the first competition game wherever possible.

(6) 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) 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. A formal competition will be adopted for the Under 10's on the basis of a first past the post with no final series. For all age groups - excluding Under 9s and below - the above will apply. U7s to U9s competitions shall be conducted with no formal competition point score.

(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

(b)(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.

(b)(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) 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) 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), the team placed highest on the points table at the end of the competition rounds, will be deemed the winner.

(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 Registration requirements before the player is eligible to attend training, play or in any competition or trial game arranged by the CCJRU.

(2) It is the responsibility of the Club Registrar to ensure that players are registered with Rugby Australia and that CCJRU 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 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) Commencing with the 2015 season, 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.

## **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 CCJRU on a date set by Rugby Australia each year via the Rugby Xplorer 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 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

**Please note:** Once a player has had a dispensation approved to play in an another age group, (older or younger) IAW the RA Process, they will not be allowed to play in the completion in their actual age for the remainder of the season. le players with an approved dispensation will only be allowed to play in their newly appointed age competition.



All policies and procedures can be found at <https://australia.rugby/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) Where two or more teams from the one Club have entered in the one grade, interchange of players will not be allowed in any competition game in that grade. The executive of the CCJRU may vary this requirement in extenuating circumstances upon receiving a written request from the club concerned.

(4) 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 Executive for its approval, and if approved, his registration will be accepted provided the club they were first registered with gives its clearance.

(5) For any player to be eligible to play in the Semi finals, Preliminary Finals or Grand Final, they must have played a minimum of five (5) rounds for their club in the CCJRU Zone competition during that season. Players who do not qualify for the Semi finals, Preliminary Finals or Grand Final, due to an extended injury may produce a medical certificate to the CCJRU for consideration for an exemption to this rule. Players who recently moved into the area may apply in writing the CCJRU Secretary for approval in the finals series.

(6) 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.

(7) Representative Players; All players representing the CCJRU must be registered with a club within the CCJRU Zone. A player will not be chosen where he has not played at least five games for a club in the preceding season. For players in their first season within the Zone, that are chosen for representative teams who do not meet the above criteria during the rest of the season in which they are chosen will not be considered in following years.

(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 card, yellow card 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 [ccjrnotice@gmail.com](mailto:ccjrnotice@gmail.com) 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) 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 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 [ccjrnotice@gmail.com](mailto:ccjrnotice@gmail.com) 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 they meet the requirement of Rugby Australia's Age Dispensation Procedure – Juniors.

(5) Players nominating for Age dispensation below their actual age, 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**

(1) There will be a junior club Championship that shall be decided by a formula decided by the CCJRU 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.

#### **PART 12 FORFEITS/BYES**

(1) Every match that is forfeited by a club shall be regarded as having been won by the opposing team, on the day on which such match, would have been played. Ladder points allocated will be as if the opposition team had won with 4 or more tries. If a team forfeits, players from the forfeiting team do not qualify for participating in that game. Forfeits must be added in the Match Day App. In the event that the Match Day App is not functioning, the team manager is to clearly write the word "Forfeit" diagonally across the team sheet, noting the team that has forfeited and then email the team sheet to [ccjrnotice@gmail.com](mailto:ccjrnotice@gmail.com), with the team's name and competition round in the subject bar. Should a team forfeit and then the round is subsequently postponed/abandoned, the forfeit shall no longer apply.

(2) 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.

(3) Any club that fails to carry out its fixtures and does not notify the Secretary or Registrar of the CCJRU by the midday on the day preceding the match shall be required to give satisfactory explanation in writing to the CCJRU otherwise they will be fined.

## **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 CCJRU. 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 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 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. 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.

Please note: The implantation and training period for Competition Rule Part 14 (3) is the 2020 Rugby Season. During this time, there will be grace period to allow clubs time to educate AR's and Linesman. Clubs are required to show progress of these training requirements during this grace period. From the start of the 2021 Rugby Season, Competition Rule Part 14 (3) must be implemented and enforced.

## **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.

(3) 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).

## **PART 16 COMMENCEMENT OF MATCHES**

(1) Matches shall commence at such time as may be directed by the Committee, or failing such direction, by the Executive of the CCJRU.

(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) (U10 & U11) the minimum number of players per team is 8 (3 frwds/5 backs) and maximum number is 12.

(6) (U9) the minimum number of players per team is 7 and a maximum number is 10 (3 Frwds/4Backs). Non Competition

(7) (U8) & (U7) a minimum number of players per team is 5 and maximum number is 7. Non Competition

(8) In 7s (Per Side) Rugby Matches, the minimum number of players is 5 and a maximum number of players is 7 on the field and 12 in the squad.

## **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

Under 12 grade - 25 minutes each half

Under 11 grade - 20 minutes each half

Under 10 grade - 20 minutes each half

Under 9 grade - 20 minutes each half

Under 8 grade - 15 minutes each half

Under 7 grade - 15 minutes each half

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

#### **PART 18 ALLOTMENT OF GROUNDS**

- (1) Matches will be played upon such grounds as directed by the CCJRU.
- (2) In the case of cancellation of matches the CCJRU shall contact clubs in order to notify players as early as possible. Where possible clubs must notify the CCJRU 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) (a) 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.  
(b) In u16/u17 competitions with draw aligned with the Senior draw, matches cancelled under Part 18 3(a) may be rescheduled to a subsequent Saturday at the discretion of CCJRU.
- (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.

(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 nomination of ground marshal and provision of first aid kit and ice. **Club shall be responsible for payment of the referees. These payments will be invoiced directly to the club via the Central Coast Rugby Referee Association,**

(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. This training program is available in the Rugby Learning Centre (Part 14 of competition rules refers).

## **PART 20 REPLACEMENT/NUMBER OF PLAYERS**

**For all ages, Under 6 to Opens Age Groups the Team which is short of players must ask the opposition to share players. After sharing players the Team playing short must also request the opposition to match player numbers. Opposition teams must share when requested and will be deemed to have forfeited if they refuse. If a team refused to take player, the have been deemed to forfeit the match. Teams must share players before they match player numbers so that the maximum number of players are involved in the Match.**

(1) Unlimited 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) Injury (i) If a player is injured at any time in a Match and unable to resume playing and leaves the field then the player is permanently replaced and may not take any further part in the Match.

(ii) 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.

(iii) 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.

(3) 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).

(4) 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.

(5) At a scrummage / lineout the referee is to be advised to enable players to interchange.

(6) Club officials should be aware of the ARU guidelines for the treatment of various injuries, especially concussion and bleeding players.

(7)(a) Mercy Rule for u10-u11 - If the difference in score between the two Teams reaches 40 points or more then the losing Team must call to stop the Match and the Match should be completed on "friendly game" initiatives ie mixing players up to play two even sides.

(8) 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.

(9) In u12 to u17 matches: **(Please note: The Mercy Rule does not apply to any finals matches)**

(a) If it is not possible for both teams to field the maximum allowable 15 players, Teams must share and match numbers (Both give and receive). 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) 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.

(c) Should a squad not be able to field the required number of front rowers, they shall have the option of playing a man down as per 8(b) or else conceding a bonus point win (20-0) to the opposing team and playing the match with equal numbers as per 8(a). Alternatively, with the agreement of both teams prior to kickoff, a match may be played for competition points with matched numbers and uncontested scrums.

(d) 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.

(e) The CCJRU 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.

(f) 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.

(9) 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.

(10) 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 CCJRU and the appeal/protest lodged

(11) Under 13-U18 must match numbers, and SHARE players to achieve the maximum allowable on field players at all times. Failure to Share players, will result in a forfeit of the game. A team refusing to share players will forfeit the game, plus lose 5 competition points. This applies to both receiving and giving of players

## **PART 21 MISCONDUCT AND PLAYERS ORDERED OFF FIELD**

(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 22 TEMPORARY SUSPENSION**

(1) Any player who is given a “Temporary Suspension” (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 U7s to U14s and 10 minutes for U15s and older, and commences when the player leaves the playing enclosure.

(2) 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

(3) 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.

(4) A player from U10s and older who is temporarily suspended (sin binned) from the field upon three (3) occasions within the one season shall be automatically suspended for a period of one (1) competition round. Byes and Forfeits are not included, unless the opposition team forfeits. The CCJRU Secretary will notify the Club of the player’s one match “Automatic” suspension upon the third “Temporary Suspension” (Sin Bin) offence.

(5) A player who again is given a “Temporary Suspension” following a One Match Suspension under sub clause (4), shall be deemed cited to appear before the Judiciary Committee.

(6) Any player cited to appear before the Judiciary Committee shall be suspended until the player attends the Judiciary Committee hearing.

(7) Temporary suspension serves as an automatic caution.

(8) Temporary suspensions do not transfer to the next season

## **PART 23 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.

## **PART 24 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 25 PROTESTS AND APPEALS**

- (1) The 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 CCJRU 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 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 26 FINES**

(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.)

Schedule of Fines ( 1 Penalty Point = Affiliation CCJRU )

- (A) Failure to comply with any registration process -1 Pen/Pt
- (B) Unregistered Player participating in game- 2 Pen/Pts
- (C) Refusing to allow inspection of ID Cards / Match Day App photo - 4 Pen/Pts
- (D) ID Cards / Match Day App photo not available for inspection -3 Pen/Pts
- (E) In the event of Match Day App Rugby not functioning, Failure to sign team sheets -1 Pen /Pt
- (F) Failure to submit results in Match Day (or in the event of technical issues, a team sheet)- 2 Pen/Pt
- (G) Failure to notify results -2 Pen/Pt
- (H) Failure to adequately mark/post ground- 4 Pen/Pts
- (I) Failure to provide safety equipment/services- 4 Pen/Pts
- (J) Overage player participating in game -4 Pen/Pts
- (K) Facilities Abuse -4 Pen/ Pts
- (L) Miscellaneous as determined by the CCJRU

## **PART 27 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 28 EQUIPMENT ON MATCH DAY**

In all competition matches, arrangements must be made for the Home Clubs concerned to supply and maintain the following equipment:

1. 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
2. Game Day Manual of the correct revision at the official table
3. Stretcher
4. Fully Stocked first aid kit appropriate for age/grade for the number of fields in operation
5. Linesman Flags
6. Official Table

## Part 29 CITING PROCEDURES

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:
  1. An office bearer of the Union, Affiliate, Club pursuant to its Constitution;
  2. A President of a Union, Affiliate, or Club;
  3. Any member of an affiliated Referee' Association or an Affiliate's referee Association; or
  4. 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 CCRU will notify the club(s) that player(s) and/or official(s) are required to appear at the next judicial hearing.
- (k) Should the Citing Commissioner deem that no action be taken, the CCRU 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 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 within 14 days after the incident occurred. If no Citing Commissioner is appointed by the Board, then the Administrative Officer shall be deemed to be the Citing Commissioner.

## **2. Citing by the UNION BOARD or its NOMINEE**

- (a) The Union Board 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 Union Board 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 Union Board or its nominee may cite more than one participant in any match.
- (d) The citing complaint issued by the Union 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 29.2 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