



# Central Coast Rugby Union

## By-Laws of the Central Coast Rugby Union Inc.

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## PART 1 DEFINITIONS AND INTERPRETATION

1.1 In these By-Laws the following terms and acronyms have the following meanings:

<b>Activity</b>	means a rugby contest, match, competition, tournament, event, or rugby related activity (including training), whether on a one-off basis or as part of a series, league, competition, tournament sanctioned or organised by a Relevant Organisation.
<b>Administration Officer</b>	Administration Officer of the Central Coast Rugby Union Inc.
<b>Appeals Committee</b>	a committee appointed by the Board of the CCRU to hear and decide appeals from decisions of Judiciary Committee.
<b>Appointments Board</b>	means a sub-board of the Central Coast Rugby Union Referees Association with delegated authority to select and appoint Referees and Assistant Referees to CCRU sanctioned matches.
<b>Board Of Directors</b>	means the Board of the CCRU
<b>CCRURA</b>	Central Coast Rugby Union Referees Association
<b>Club</b>	means an affiliated club that is participating in a CCRU competition.
<b>CCRU or Union</b>	Central Coast Rugby Union Inc.
<b>Code of Conduct</b>	means the Rugby AU Code of Conduct
<b>Code of Conduct Committee</b>	a committee appointed by the Board of the CCRU for the purposes of dealing with Rugby AU Code of Conduct matters.
<b>CTA</b>	Club to Appoint
<b>Competition</b>	means a competition conducted by the CCRU
<b>Competition Matches</b>	means the matches as played on a home and away basis, but does not include the Semi's, Finals, or Grand Final matches.
<b>Constitution</b>	Means the Constitution of the CCRU
<b>Final Series Matches</b>	means the matches as listed in Part 4.8
<b>Individual</b>	A natural person and is not gender specific
<b>Judiciary Committee</b>	a committee appointed by the Board of the CCRU to resolve, hear and adjudicate on all matters set out in the Rugby AU Disciplinary Rules.

<b>Laws of the Game</b>	means the latest published edition of 'Laws of the Game Rugby Union' as published by World Rugby, and the rulings thereon by Rugby AU.
<b>NSWRU</b>	New South Wales Rugby Union Limited.
<b>NSWCRU</b>	New South Wales Country Rugby Union Limited.
<b>Participant</b>	Means: <ul style="list-style-type: none"><li>(a) Players that are registered with or entitled to participate with a Relevant Organisation or in a rugby Activity;</li><li>(b) Coaches appointed to train a Player or Team in a Relevant Organisation or in a rugby Activity;</li><li>(c) Administrators that have a role in the administration or operation of a Relevant Organisation or in a rugby Activity, including owners, directors, committee members or other persons;</li><li>(d) Officials including referees, citing commissioners, match officials, or other officials appointed by a Relevant Organisation or any league, competition, series, Club or Team sanctioned by a Relevant Organisation; and</li><li>(e) Support Personnel that are appointed in a professional or voluntary capacity by a Relevant Organisation or in a rugby Activity including, but not limited to, sports science sport medicine personnel, Team managers, agents, selectors, and Team staff members.</li><li>(f) Other individuals that attend rugby Activities or facilities, for example, parents, guardians, spectators and sponsors.</li></ul>
<b>Penalty Unit</b>	means the dollar amount as determined by the Board at the first meeting of each season
<b>Player</b>	means an individual that plays rugby union
<b>Rugby AU</b>	Australian Rugby Union Limited.
<b>Registrar</b>	the Honorary Registrar of Central Coast Rugby Union Inc
<b>Representative Teams</b>	the Central Coast Rugby Union Representative Teams as selected by the Board or its delegates from time to time

<b>RX &amp; RX App</b>	Rugby Xplorer and Rugby Xplorer App
<b>Match Day App</b>	Rugby Xplorer Match Day App
<b>Zone</b>	The geographic boundary that constitutes the area that the CCRU has administrative control with respect to the game of rugby union, as decided by NSWRU.

## 1.2 Consistency with other laws, rules and regulations

- (a) These By Laws are to be read in conjunction with and consistently with the 'Laws of the Game' and any other rules and regulations as outlined by World Rugby or Rugby AU that exists at the relevant time, and any interpretation of these By Laws that is consistent with any other rules and regulations as outlined by World Rugby or Rugby AU shall be preferred to any interpretation that is not.
- (b) Where any inconsistencies arise between these By Laws and World Rugby or Rugby AU laws, rules, policies, and regulations, then the laws, rules, policies and regulations of World Rugby or Rugby AU will take precedence over these By Laws to the extent of the inconsistency.
- (c) For matters not covered by these By Laws, World Rugby and Rugby AU laws, rules, policies, and regulations shall apply.

## **PART 2 OPERATION OF THESE BY-LAWS**

- 2.1 These are the By-Laws of the Central Coast Rugby Union (CCRU) pursuant to Part 16 of the Constitution.
- 2.2 These By-Laws should be read in conjunction with the CCRU Constitution.
- 2.3 Pursuant, to Part 16 of the Constitution, these By-Laws may be altered by the Board and are effective from the time they are so altered.
- 2.4 Contravention of these By-Laws, match day and or commercial requirements will be dealt with by the Board, or its Committees as may be applicable. Club/s and or Participant/s in contravention are liable, but not limited, to any of or a combination of the following:
  - (a) Be fined and/or placed on a bond;
  - (b) Suffer loss of competition points and/or club championship points;
  - (c) Suffer any other penalty that the Board or its Committees may see fit to impose; and
  - (d) In the most serious of matters and as a last resort, be expelled or suspended from the Union and its competitions.
- 2.5 The process for breaches under Part 2.4 is as follows:
  - (a) Notification to Club/s of breach and particulars involved;

- (b) Afford Clubs the opportunity of up to 5 business days to respond and to provide representations or relevant material and/or submissions;
- (c) The information in Part 2.5 (b) to be tabled when the Board or its Committees are contemplating the applicable decision.

### **PART 3    COMPETITIONS AND ADMISSION**

- 3.1 All fixtures shall be played in accordance with the Laws of the Game and the rulings thereon as recognised by Rugby AU including annually released Game Management Guidelines.
- 3.2 Competitions will be conducted over such grades and divisions as the CCRU determines for each forthcoming season.
- 3.3 The CCRU will communicate the upcoming season's Competition Structure prior to calling for Team Nominations.
- 3.4 The CCRU shall provide an adequate notice period for clubs to complete and lodge Team Nominations for the forthcoming season. Team Nominations are to be received in the prescribed CCRU format on or before 1 February of each calendar year.
- 3.5 Team Nominations will not be accepted until a Club is fully financial with the CCRU. If a Club is unfinancial, it shall not be allowed to participate in fixtures under the control of the CCRU. This includes trial games and competition games.
- 3.6 The allocation of Clubs and their teams to competitions shall be at the discretion of the CCRU.
- 3.7 The CCRU will notify Clubs of the allocation of their teams to Competitions for the forthcoming season.
- 3.8 Each season, official Draws will be circulated setting out the matches, venues, and dates of each of the respective competitions. Draws may be varied at the discretion of the CCRU (subject to adequate and reasonable notice to participating Clubs).
- 3.9 Clubs must ensure that their volunteers, designated and performing roles within the Club for all CCRU Competitions, are registered with Rugby AU using the RX App.
- 3.10 New clubs entering the competition shall not be liable for a penalty for late nominations if such nominations are received within 28 days of the Club being granted admission by the Board.
- 3.11 The competition will consist of the following:
  - (a) Senior Men (15 a side)
    - I. Premier 1 (P1)
    - II. Premier 2 (P2)
    - III. Premier 3 (P3)
    - IV. Colts
  - (b) Senior Women

- 3.12 In 2026, Clubs must have 3 senior mens sides + a womens side to play in the CCRU Top Division. Clubs who cannot do this alone are encouraged to work together to create these numbers. Clubs are encouraged to work together to create “Barbarian” style clubs. For eg. Club A having Premier 1 & 2, Club B having a Premier 3 & Club C having a women’s side. These 3 clubs all play as one Club OR Club D Premier 1 & 2 & Women’s + Club E have Premier 3 and these Clubs play as one Club.
- 3.13 Depending on the zone’s predicted player registration numbers for a calendar year, the Board maintains the right to introduce a male Colts competition separate to the existing senior men competition. The Colts Competition is considered part of the CCRU Senior grade competition but is the lowest grade in that competition.
- 3.14 For publishing purposes, all competition shall be referred to as “Central Coast Rugby Union” or “CCRU” competitions. If the Board is able to secure a sponsor for any of the competitions, the name of the sponsoring organisation, can at the discretion of the Board, be included when referencing the specific competition that the organisation has sponsored.

#### **PART 4 METHOD OF CONDUCTING COMPETITIONS**

- 4.1 Two or more rounds shall be played in each competition and if appropriate, the competition may split into two tiers at the completion of the first round.
- 4.2 Ladder points will be awarded in a competition table for each grade on the following basis:

Win	4
Draw	2
Bonus Point (4 + Tries)	1
Bonus Point (lose by less than 7 pts)	1
Win by Forfeit (28 Pts For – 0 Against)	5
Bye	0

- 4.3 Results of all matches will be entered into the Match Day App. Details of all Premier 1 fixtures (including halftime score, best players and pointscorers) are to be communicated to the CCRU Administration Officer, or a person specified by the Administration Officer, by each team at the conclusion of the match for media purposes. Any club failing to comply with this Part shall be liable to a fine not exceeding 1 Penalty Unit for each occasion on which the breach occurs.
- 4.4 The Team with the highest competition points at the conclusion of the 2<sup>nd</sup> round (or Final round if more than 2 rounds) shall be the Minor Premiers.
- 4.5 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, the position shall be determined on the basis of percentage of points scored for and against (points for divided by points against), the team with the highest percentage being the leading team.
- 4.6 All competition matches will be at the discretion of the Match and Grounds Committee, with the exception of:
- (a) With the Administration Officer's permission, opposing Clubs agree to play on an alternate date or venue. For such permission to be granted, a written agreement from

both clubs must be received by the Administration Officer, five (5) days before the proposed fixture.

- (b) Circumstances as such that the conduct of the fixture as laid down by the Match & Grounds Committee cannot be fulfilled, then the Administration Officer may change the fixture.

#### 4.7 Club Championship

4.7.1 There shall be a Club Championship that shall be determined at the end of the minor premierships rounds.

4.7.2 The Club Championship shall be determined by multiplying the total ladder points secured by each team by the following numbers:

Premier 1	5
Premier 2	3
Colts	2
Premier 3	1
Women	3

4.7.3 The club with the highest number of points, as determined by the formula, shall be deemed the Club Champions. If two or more clubs are equal on points, they shall be deemed Joint Club Champions.

#### 4.8 Final Series

4.8.1 At the conclusion of the Competition, teams that finish in the highest four positions, or in the alternative, in the highest five positions, will play in the Final series.

4.8.2 Prior to any competition commencing in that calendar year, the Board will determine if the competition has a four team or five team Final series. The Board's decision will be made in consultation, taking into consideration the number of teams entered into the competition, and the length of the season.

4.8.3 All Final Series matches shall, where possible, be played at neutral grounds, or at such grounds as determined by the Match & Grounds Committee.

4.8.4 The winner of the Grand Final shall be deemed the Competition Major Premier.

4.8.5 In the Premier 1 competition, if the score in any Final series match (including the Grand Final) is equal at full time an extra period of ten minutes each way with no half time shall be played. If the score is still equal after extra time in any Final series match (excluding the Grand Final), the team occupying the higher position on the competition points table shall be deemed the winner. If the score is still equal after extra time in a Grand Final, the teams playing in the match will be deemed Joint Major Premiers.

4.8.6 In the Premier 2 and Premier 3 competitions, if the score in any Final series match (including the Grand Final) is equal at full time an extra period of five minutes each way with no half time shall be played. If the score is still equal after extra time in any Final series match (excluding the Grand Final), the team occupying the higher position on the competition points table shall

be deemed the winner. If the score is still equal after extra time in a Grand Final, the teams playing in the match will be deemed Joint Major Premiers.

4.8.7 In the Colts competition, if the score in any Final series match (including the Grand Final) is equal at full time an extra period of five minutes each way with no half time shall be played. If the score is still equal after extra time in any Final series match (excluding the Grand Final), the team occupying the higher position on the competition points table shall be deemed the winner. If the score is still equal after extra time in a Grand Final, the teams playing in the match will be deemed Joint Major Premiers.

4.8.8 In the Women's competition, if the score in any Final series match (including the Grand Final) is equal at full time an extra period of five minutes each way shall be played. If the score is still equal after extra time, the team occupying the higher position on the competition points table shall be deemed the winner. If the score is still equal after extra time in a Grand Final, the teams playing in the match will be deemed Joint Major Premiers.

#### **4.9 Final Series – Five (5) teams**

4.9.1 At the conclusion of the Competition, teams that finished in the highest five positions will play in a Final series with the following format:

(a) Week One

- I. Qualification Final: 2<sup>nd</sup> vs 3<sup>rd</sup>
- II. Elimination Final: 4<sup>th</sup> v 5<sup>th</sup> (loser eliminated)
- III. Bye: Minor Premier (1<sup>st</sup>)

(b) Week Two

- I. Major Semi-Final: Minor Premier (1<sup>st</sup>) v Winner of Qualification Final
- II. Minor Semi-Final: Loser of Qualification Final v Winner of Elimination Final (loser eliminated)

(c) Week Three

- I. Preliminary Final: Loser of Major Semi-Final v Winner of Minor Semi-Final (loser eliminated)
- II. Bye: Winner of Major Semi-Final

(d) Week Four

- I. Grand Final: Winner of Major Semi-Final v Winner of Preliminary Final

#### **4.10 Final Series – Four (4) teams**

4.10.1 At the conclusion of the Competition, teams that finished in the highest four positions will play in a Final series with the following format:

(a) Week One

- I. Minor Semi Final: 3<sup>rd</sup> v 4<sup>th</sup> (loser eliminated)

- (b) Week Two
  - I. Major Semi Final: 1<sup>st</sup> v 2<sup>nd</sup>
- (c) Week Three
  - I. Preliminary Final: Loser of the Major Semi-Final v Winner of the Minor Semi-Final (loser eliminated)
  - II. Bye: Winner of the Major Semi-Final
- (d) Week Four
  - I. Grand Final: Winner of the Major Semi-Final v Winner of the Preliminary Final.

#### **4.11 Supplying Of Team for Finals Program**

- 4.11.1 For Semi-Finals & Preliminary Finals, team listings (Given and Surname of players, coaches, manager and trainers) are to be supplied by 10am on the Wednesday (or at such time and day as directed by the Administration Officer) before the fixture to the Administration Officer, failure to do so will incur a fine of 1 Penalty Unit.
- 4.11.2 For Grand Finals, team listings (Given and Surname of players, coaches, manager and trainers) are to be supplied by 5pm on the Sunday (or at such time and day as directed by the Administration Officer) before the fixture to the Administration Officer, failure to do so will incur a fine of 1 Penalty Unit.
- 4.11.3 Supplying of the club teams as per 4.10.1 does not relieve the club of its responsibilities to make sure that all players who take the field for the "Final Series" are eligible players under Part 6 of these By-Laws and registered as per Part 5 of these By-Laws.

## **PART 5 REGISTRATION OF PLAYERS**

### **5.1 CCRU Zone**

- 5.1.1 Players must be registered via RX per Rugby AU Registration Regulations and the Rugby AU Registration Terms and Conditions to participate in any CCRU sanctioned match (trials and competition games).
- 5.1.2 Club Participants must also be registered via RX.
- 5.1.3 It is mandatory for all new players to upload a photo at the time of registering.
  - (a) Player registrations are not valid without a correct passport style photograph.
  - (b) A Registration photo must be clear and the player must be easily identified.
  - (c) The photo should be a passport style image of the head only. Hats and sunglasses should not be worn in the photo.
  - (d) CCRU may reject any inappropriate photos and decline subsequent registrations.
  - (e) Senior photos must be updated every two (2) years.

(f) CCRU Board Members and Team Managers may request to see a player playing or a player listed in a team list's photo before or during the match if there is doubt about a player's identity.

(g) Any club failing to comply with this section shall be fined a minimum of 2 penalty units and a default recorded.

5.1.4 A player or Club Participant does not become insured until they are registered, therefore players and Club Participants need to be registered during pre-season before attending training sessions and/or rugby grounds.

*NOTE: Refer to the [Rugby AU Registration Regulations](#) and [Terms & Conditions](#)*

*NOTE: Rugby AU insurance from the previous season expires at RX season rollover (usually mid-December) annually.*

5.1.5 If a player takes the field unregistered, sanctions will apply. Any Club found to be playing an unregistered player will:

(a) on the first offence, incur a fine of two (2) Penalty Units,

(b) on the second and subsequent occasions, if the offending club wins the match any associated match points will be lost. The club will also incur a fine of 2 Penalty Units, however if the offending Club loses the match the fine shall be 4 Penalty Units.

5.1.6 Any Club playing an unregistered player will be notified of the breach of these By-Laws prior to the next competition match of the competition to which their team is playing in. The Club is deemed to be notified when the offence is reported to an official of that Club. Such notice will also be forwarded in writing by the Administration Officer to the Secretary of that Club.

5.1.7 No players shall be registered with more than one CCRU senior club for a given calendar year unless the CCRU has approved the registration. The clearance will be handled through RX and will require a clearance from the Club that the player was originally registered with.

*Note: RX is designed to allow players and participants to be registered with multiple clubs at any one time. This is so that insurance can be linked with those individuals. However, with respect to players, unless the CCRU is satisfied that allowing the player to register with a second club is in the best interest of the player and/or the competition, the CCRU will not grant the clearance request.*

5.1.8 Between seasons, online clearances between Clubs are not required (i.e., players are free agents subject to individual agreements they may have with Clubs). An automated RX clearance will not be initiated for players moving Clubs between seasons.

## **5.2 Player Clearances**

5.2.1 During the season, if a player registers with a Club via RX but then moves to register with another Club also via the RX system within the same season, RX will initiate an automated player clearance process. The player will not be able to complete the second registration until the player clearance has been approved by their former club and the Association. The player may not play for the 'new' club until the clearance process and registration to the 'new' Club is complete.

- 5.2.2 For players registered with a Club that is not on RX in the current season and they wish to register with a CCRU Club, a player clearance in writing from the previous club must be received and approved by the CCRU before the player can play in any CCRU Competition. It is the responsibility of the new club to obtain the written clearance.
- 5.2.3 In the event of a dispute in regard to 5.1.7, 5.2.1 or 5.2.2 above (clearances between clubs), proof of a written player agreement must be supplied to the CCRU within 2 business days of the request. Failure to do so will result in the clearance being endorsed/approved by the CCRU.
- 5.2.4 With respect to players transferring into the Zone, the CCRU must receive the RX clearance request prior to 12noon on the day before the match for which the player is intending to play in. CCRU will not clear the player until the Club that the player is transferring from, has already cleared the player.

## **PART 6 PLAYERS ELIGIBLE FOR COMPETITIONS**

- 6.1 A player shall be eligible to participate in the CCRU competitions when the player has complied with the registration conditions as per **Part 5**.
- 6.2 Unless permission has been granted by the Board, a player shall not:
- (a) Be eligible to play in any match of the competition Final Series unless they have played in five competition matches on different days for their club and may seek such dispensation and permission to play Finals only after having played three such matches.
  - (b) Be eligible to play in any competition Final Series if they have started in a higher grade on three or more of their last five competition matches.
- 6.3 The provisions of clause 6.2(b), shall not be binding on a player whose club has two or more teams of the same gender in successive grades in the Final Series on the same day. In such cases, players shall be eligible for selection in the next grade lower than the one for which they would otherwise be eligible under clause 6.2(a), provided:
- (a) The higher grade in each case is selected only from players who are ineligible for selection in the lower grade(s).
  - (b) The club submits the names of players who wish to be granted eligibility under this clause to the Administration Officer at least three (3) days prior to the commencement of the Final series.
- 6.4 No new player registrations will be allowed after 03 May annually, without Board approval. Any new registrations which are approved after 03 May will not be eligible to play in any match of the competition Final Series, without Board approval.
- 6.5 No Zone inter club transfer will be permitted later than the period of five weeks before the commencement of the Final series, without Board approval.
- 6.6 No player will be eligible for the Finals Series if they have transferred from out of the Zone to a CCRU club within the last five weeks of the regular competition.

6.7 In the event of an injury occurring during a match which prevents the player from participating in subsequent matches, clubs should email the Administrative Officer with the players name, detailing the matches missed, along with all supporting evidence (doctors certificate, etc). Only players who have had these details sent through will be considered for an injury dispensation during Finals series.

#### **6.8 Player Representative Commitment**

6.8.1 Any player who fails to fulfil any representative commitment with the Central Coast Representative Teams including trials, without the permission of the Administration Officer, shall be ineligible to participate in the CCRU competition for two (2) matches, not including forfeits or byes.

6.8.2 Any affected player shall have the right of appeal under Part 14 of these By-Laws and for that purpose disqualification of the player shall be deemed to be a decision of the Board. Any player who appeals under this Part shall be eligible to play until such time the appeal is held.

6.8.3 No participant associated with the CCRU shall apply duress or undue pressure on any player to accept or reject an invitation to play representative football.

6.8.4 Any Club contravening any section of this part SHALL lose the match in which the offending player takes part, and where an offending team loses the match, that team shall be fined 2 Penalty Units.

6.8.5 No participant within the Central Coast Representative Teams will encourage a fellow participant within the Central Coast Representative Teams to change their club within the CCRU competition.

### **PART 7 PRE-MATCH REQUIREMENTS**

#### **7.1 Match Day App**

7.1.1 Clubs are to have entered their playing squad (team list) into the Match Day App for the scheduled fixture at least 60 minutes prior to the commencement of the match.

7.1.2 Only players that are participating in the match are to be entered into the Match Day App for that fixture.

7.1.3 All Team lists entered into the Match Day App for the specific fixture must include the Team Coach, Team Manager and the Club's Ground Manager.

7.1.3 Once the team has been entered into the Match Day App for a specific fixture, the Match Day App is considered "live" and can be viewed by any person that has access to RX.

7.1.4 Each team will update the app as the match progresses. Each club will ensure that the following details are being entered into the app, if and when they occur:

- (a) Tries, Conversions, Penalty Goals and Drop Goals
- (b) Player movements, both on and off the field, and whether the movement is due to a tactical substitution, injury substitution or blood bin.
- (c) Yellow Cards

(d) Red Cards

(e) Blue Cards

7.1.5 At the conclusion of each game, both team's Match Day 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 Match Day App, which will be actioned by the Administrative Officer appropriately.

7.1.6 At any time where both teams are unable to use or access the Match Day App, the following procedure is to be followed:

- (a) Both Team Managers must complete a paper team sheet during the match. The team sheet must be the CCRU approved team sheet.
- (b) Team managers/officials must ensure that any player that has received a red, yellow or blue card during a match, has that card recorded on the team sheet, clearly stating the infringement or reason.
- (c) Each team sheet must be signed by both home and away team officials and the match Referee at the conclusion of the game.
- (d) Each affected club is responsible for entering the information into the Match Day App no later than 6pm Sunday evening. The hard copy must be kept until the match is entered into the Match Day App and a copy sent to the Administration Officer.

7.1.7 At any time where only one team is unable to use or access the Match Day App, the opposition manager can score for both teams.

## **7.2 Forfeits**

7.2.1 Each match forfeited by a Club shall be regarded as having been won by the opposing Club on the day which the match, but for such forfeit, would have been played. The opposition will receive a forfeit result of a 28 to 0 win and will receive 5 competition points.

7.2.2 Players of Clubs receiving a forfeit shall be deemed to have taken part in the match if a team declaration is submitted in RX prior to knowing the fixture was to be forfeited. Only a starting team of 15 and 8 reserves will be accepted.

7.2.3 Any Club that forfeits a fixture and does not notify the Zone Administration Officer by mid-day of the preceding day of the intention to forfeit, shall be fined a minimum of 5 Penalty Units and a default recorded. If a Club forfeits any grade on match day without notice the club will be fined a minimum of 10 Penalty Units and a further default will be recorded and a loss of 5 competition points from all grades will occur. If a Club accumulates 3 Defaults in total (from any grade) the CCRU Board will consider expulsion from the current year's competition.

The above conditions (7.2.3) apply to all Senior Central Coast Rugby Competitions and the Board reserves the right to consider exclusion of the Women's Competition at its discretion. Any forfeit outside the above requirements remains unacceptable.

7.2.4 If a Club forfeits a grade higher than a grade already played on that day, that club shall be deemed to have forfeited all grades previously played on that day, excluding Under 19's.

However, any points differential in favour of the non- forfeiting club greater than 28 will be preserved, or if there is less, the score will be adjusted to 28-0.

- 7.2.5 For 15 a side rugby, a minimum of 10 players is needed to constitute a team for CCRU competition matches. Any team unable to field 10 players within 10 minutes of the official kick- off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 15 players are not required to match opposition team numbers.
- 7.2.6 For 10 a side rugby, a minimum of 6 players is needed to constitute a team for CCRU competition matches. Any team unable to field 6 players within 10 minutes of the official kick-off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 10 players are not required to match opposition team numbers.
- 7.2.7 For 12 a side rugby, a minimum of 8 players is needed to constitute a team for CCRU competition matches. Any team unable to field 8 players within 10 minutes of the official kick-off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 12 players are not required to match opposition team numbers.
- 7.2.6 For 7 a side rugby, a minimum of 4 players is needed to constitute a team for CCRU competition matches. Any team unable to field 4 players within 10 minutes of the official kick-off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 7 players are not required to match opposition team numbers.

### **7.3 Grounds/Venues**

- 7.3.1 Matches shall be played upon such grounds as may be directed by the Match & Grounds Committee, or failing such direction by that Committee, by the Administration Officer.
- 7.3.2 The fitness of the ground to be played upon shall be decided on the field by the Referees.
- 7.3.3 The Board may disapprove of any ground and direct a match appointed to be played upon it to be played elsewhere.
- 7.3.4 Other than for ground unavailability any request for the changing of the fixture as set down by the Match & Grounds Committee shall be in accordance with Part 4.6.

### **7.4 Ground Conditions and Postponement of Matches**

- 7.4.1 All Clubs must appoint a person, whose responsibility is to inspect and notify the Administration Officer in case of the unsuitability or availability of the Club's Appointed Ground for the day in question. All clubs must inspect their Home Ground as an alternative venue. If the Appointed Ground is unavailable, then any suitable alternate ground/s available to the home club should be inspected and reported upon to the Administration Officer.
- 7.4.2 Clubs shall notify the Administration Officer of the name and best contact number of the person appointed under 7.4.1. If the nominated person is unavailable, the clubs shall be responsible for appointing a replacement and notifying the Administration Officer accordingly.

- 7.4.3 Notification of unavailability of grounds must be to the Administration Officer, before 7:45 am on the day of the fixture. If a ground is unavailable, e.g. Council instruction, Club's decision, wet weather, then the Administration Officer is to be notified immediately the club becomes aware of the unavailability.
- 7.4.4 The cancellation or relocation of fixtures on any day is at the discretion of the Match & Grounds Committee and any such decision shall be Final.
- 7.4.5 If three (3) or more fixtures are deemed unplayable then all the fixtures allocated for that Series may be postponed at the discretion of the Match & Grounds Committee.
- 7.4.6 No fixtures shall be postponed before the day on which the fixtures have been set down to be played except with the permission of the Match & Grounds Committee.
- 7.4.7 The playing of postponed fixture/s shall be at the discretion of the Match & Grounds Committee.
- 7.4.8 Wash Outs
- (a) If a whole round is washed out, it will be played on a spare Saturday (general bye). However, if there is no spare Saturday or any other option to play the washed out games, the round is to be cancelled and each Club (other than a Club that has a bye) receives two competition points in all washed out grades.
  - (b) If one or more matches are cancelled (not the whole round) those matches will be played on a spare Saturday if that Saturday is not required under 7.4.8.
  - (c) In the event that a spare day is not available then the points will be split.
  - (d) The Match & Grounds Committee may move a washed out match/es to be played on a weekday night or on a Sunday.
  - (e) The above does not apply to Finals.
  - (f) Cancellation decisions and decisions re change of venue will be advised to all parties with reasonable notice.

## **7.5 Match Times**

- 7.5.1 Matches in the Minor Premiership Rounds shall commence at times determined by the Match and Grounds Committee prior to each season starting.
- 7.5.2 Any variation to the determined times will be determined and approved by the Match & Grounds Committee or as per Part 4.6 of these By-Laws.
- 7.5.3 Matches played in the Final series will commence at times determined by the Match & Grounds Committee.
- 7.5.4 Any Club not prepared to commence a match within 15 minutes of the time officially directed shall forfeit it and may be liable to a fine in accordance with Part 7.2, unless a satisfactory

reason for the delay be given to the Union. This clause can only be interpreted to mean that any team, which does not take the field within 15 minutes after the time set down for the commencing of the match automatically, forfeits it.

## **7.6 Appointment of Match Officials**

### **7.6.1 Appointment of Referees**

- (a) The Referees' Appointments Board shall appoint a Referee to each match or failing appointment by that Board, by the Secretary of the Referee's Association.
- (b) In the event of a Referee so appointed not attending within 15 minutes after the time set down for the game to commence a qualified Referee shall be appointed by the home team. Should a qualified Referee be unavailable, a Referee shall be appointed after consultation between the home and visiting teams, and the game shall proceed.
- (c) In the event of the Referee appointed as per sub clauses (a) and (b) being unable to act through illness or injury, a substitute shall be appointed for the remainder of the match as laid down in sub clause (a) hereof.
- (d) The Board shall have the power to annul a match and order it to be replayed on the grounds of incompetence or misconduct of a Referee.

### **7.6.2 Appointment of Assistant Referees and Ball Persons**

- (a) With exception of the Final Series, Assistant Referees - one by each Club, and ball persons - two by each club, shall be appointed by the Club concerned. Clubs shall not be required to supply Assistant Referees in matches where the Appointments Board has appointed the Assistant Referees.
- (b) For all matches the Assistant Referees and ball persons shall appear in distinctive football uniform or tracksuit.
- (c) For the Final Series in all grades, the Appointments Board shall appoint Assistant Referees and such appointment shall be made from members of the CCRURA.
- (d) All Assistant Referees appointed under this Part shall have, as a minimum, Rugby AU SmartRugby accreditation.
- (e) Clubs, which are unable to comply with sub clause (d), can apply to the Board in writing for a temporary exemption pending the attendance of sufficient club members at the next SmartRugby, Level 1 Referees or Assistant Referees course.
- (f) Any club failing to comply with this Part shall be liable to a fine not exceeding 1 Penalty Unit for each occasion on which the breach occurs.

## **7.7 Appointment of Timekeepers**

7.7.1 During minor premierships rounds, the match referee is the sole judge of time.

7.7.2 During the Final series a timekeeper will be appointed to assist the match referee. Although the Referee shall be the ultimate judge of time, the timekeeper and the match referee should work together to ensure that match duration is within the requirements of these By-Laws.

## **PART 8 MATCH DAY REQUIREMENTS**

### **8.1 Ground Arrangements**

- 8.1.1 Grounds are to be marked out with dimensions for lines consistent with World Rugby's Laws of the Game, Law 1.
- 8.1.2 Goal post and cross bar dimensions should be consistent with World Rugby's Laws of the Game, Law 1.
- 8.1.3 Each team's Coach/es is permitted in the playing enclosure during half time only.
- 8.1.4 The Team Manager is allowed within the playing enclosure during the match for the purpose of making substitutions.
- 8.1.5 Barriers are to be erected to ensure the spectators area is a minimum of five (5) metres from the touchline.
- 8.1.6 Technical zones should be marked and monitored in accordance with world rugby standards. These zones should be adhered to by all home and away trainers and officials.
- 8.1.7 The home club, including grounds on which a Final series match is played, shall provide seating for the first-aid attendants.
- 8.1.8 Any person inside the playing enclosure during the match shall refrain from coaching or barracking. Failure to comply shall lead to expulsion from the playing enclosure.

### **8.2 Ground Manager – Role/Duty**

- 8.2.1 The home team must have a Ground Manager visible to both clubs.
- 8.2.2 The Ground Manager is responsible for the venue in which the games are to be played.
- 8.2.3 The Ground Manager:
  - (a) must be accessible on the sideline at all times
  - (b) wear an appropriate and distinctive vest
  - (c) supervise the setting up of the ground with post pads, flags, corner posts etc, before commencement of play, and their removal after play
  - (d) assists with removal of unauthorised is responsible persons, dealing with any major incidents, calling emergency services and make any decisions required to ensure effective ground management.
  - (e) should also assist and direct the assigned ground marshalls from the home and away clubs.
- 8.2.4 At all Matches both Teams/Clubs are to provide a Ground Marshall.
- 8.2.5 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.

8.2.6 The Ground Marshall is responsible for the area outside the field of play (field of play is controlled by the Referee) and is responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times.

8.2.7 The Ground Marshall may appoint a Crowd Marshall to assist them in managing the crowd's behaviour.

8.2.8 The Ground Marshall may appoint a Crowd Marshall to assist them in managing the crowd's behaviour.

8.2.9 The Ground Marshall :

(a) must be visible and accessible on the sideline at all times

(b) wear an appropriate and distinctive vest

(c) supervise the setting up of the ground with post pads, flags, corner posts etc, before commencement of play, and their removal after play.

(d) shall prevent unauthorised persons from entering the playing enclosure.

(e) may be assisted by assigned and visible Crowd Manager

(f) The Ground Marshal provided by the Home Team shall ensure that the Away Team is made aware of the home ground changing rooms and any medical, food and drink facilities available

8.2.10 The only persons allowed in the playing enclosure are :

(a) Ground Manager

(b) Ground Marshall

(c) Referee

(d) Two (2) Assistant Referees

(e) Maximum two (2) Ball Persons per touch line

(f) Players

(g) Two (2) Trainers per team

(h) One (1) suitably qualified first aid officer per team

(i) District and/or State or Australian Selectors

(j) Authorised members of the media

(k) Such other persons as the Board may allow from time to time allow

8.2.11 If there is a difference between the decision of the Home Team Ground Marshall and the decision of the Away Team Ground Marshall, then the decision of the Home Team Ground Marshall shall prevail.

- 8.2.12 The Ground Marshal of each Team shall introduce themselves to each other and to the referee prior to the start 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
- 8.2.13 It is the duty of the Ground Marshall, Referees or Officials of the Union to report to the Administration Officer any instances of misconduct or contravention of the above.
- 8.2.14 Any club failing to comply with this Part shall be liable to a fine not exceeding 1 Penalty Unit for each occasion on which the breach occurs.
- 8.2.15 Any participant failing to obey any proper instructions of the Ground Marshall may be liable to code of conduct citing.
- 8.2.16 Ground Marshalls 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.
- 8.2.17 For representative matches, and the Final series, the Administration Officer shall appoint a Ground Marshall.

### **8.3 First Aid**

- 8.3.1 Teams shall be responsible to provide their own qualified medical or first-aid attendant for all matches including Final Series matches.
- 8.3.2 In the case of a major injury or an injury beyond the capabilities of the first-aid attendant, play shall be stopped until adequate medical attention is obtained and the injured person can be removed safely from the playing field.
- 8.3.3 The home club, including grounds on which a Final series match is played, shall provide a suitable stretcher to be available near the line of touch during all matches.

*Note : Jordan Lifting frames are not suitable as stretchers but are designed to lift patients onto stretchers for carrying.*

### **8.4 Balls**

- 8.4.1 In all competition matches, arrangements must be made by the Home Clubs concerned to supply and maintain 3 footballs of the same type as approved by the CCRU. 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.
- 8.4.2 For all senior grade matches, a size 5 ball with dimensions consistent with World Rugby's Laws of the Game, Law 2.
- 8.4.3 At the start of play, the air pressure in the ball should be 65-68 kPa (9.5 – 10 psi).

### **8.5 Recording of matches**

- 8.5.1 All home clubs are required to video the Premier 1 match. Any club failing to comply with this Part shall be liable to a fine not exceeding 1 Penalty Unit for each occasion on which the breach occurs.
- 8.5.2 The videoing of the other grades is encouraged.

8.5.3 All videos shall be made available to the Union upon the request of the Administration Officer and must be available for any Judiciary Committee hearings or Code of Conduct investigations.

8.5.4 The Board may, from time to time, engage a 3<sup>rd</sup> party to video matches, specifically for the Premier 1 and women's match of the round. The cost of this engagement will be borne by the home club. Each Team will be provided with the opportunity to host the match of the round at least once during the minor premier rounds.

## **PART 9 PLAYING REQUIREMENTS**

### **9.1 Match Duration**

9.1.1 In all matches the duration of each half of each grade shall be as follows:

<b>Grade</b>	<b>Minutes</b>	<b>Time off for Injury</b>
Premier 1	40	Yes
Premier 2	35	No
Premier 3	30	No
Colts	30	No
Women's 10's	20	No
Women's 12's	25	No
Women's 15-a-side	30	No

9.1.2 Matches shall be played in two equal halves with an interval of not more than 5 minutes between halves.

9.1.3 In the event that a major injury is sustained in any match such that the amount of time lost has a significant effect on the Final outcome, the Board shall have the right to order that the match be replayed. Any club, which considers that the Final result of the match was significantly affected by the loss of time, can appeal to the Board and the Board's decision shall be Final.

9.1.4 During the Finals Series, any visible ground clock at the venue will be stopped with two (2) minutes remaining in the match.

### **9.2 Team Numbers**

9.2.1 For 15-a-side rugby, the minimum number of players for a team to commence a game shall be ten (10).

9.2.2 For 10 a side rugby, the minimum number of players for a team to commence a game shall be six (6).

9.2.3 For 12 a side rugby, the minimum number of players for a team to commence a game shall be eight (8).

9.2.4 For 7 a side rugby, the minimum number of players for a team to commence a game shall be four (4).

### **9.3 Players/Club Uniform**

9.3.1 Players must appear in proper football uniform which shall consist of jersey, with sleeves, of the Club's registered colours, football shorts (uniform colour), boots or shoes and whole hose

of the Club's registered colours, and each jersey shall be individually numbered and worn by the player allocated that number on the Match Day App.

9.3.2 Club-appointed Assistant Referees shall appear in distinctive football uniform or tracksuit as set out in Part 7.6.2(b).

9.3.3 Club First Aid attendants shall appear in distinctive uniform, tracksuit, or medical uniform.

9.3.4 It shall be the duty of the Ground Manager, Office Bearers, Board Members or Referee to report any infraction of this Part to the Administration Officer. The Union may fine any Club a sum not exceeding 1 Penalty Unit for each occasion on which a player fails to comply with this By-Law.

9.3.5 A written application, including a coloured drawing of the jersey or strip, shall be submitted to the Board by a new club or an existing club wishing to alter the design of their jersey or strip. The Board will register the jersey and strip provided that it does not clash with the colours of another club under its control.

9.3.6 Where the Union identifies a clash of playing strip, those Clubs will be required to purchase an alternate strip to be used as required by the Board.

#### **9.4 Use of Communication Devices**

9.4.1 The use of two way radios or other similar devices to communicate to a person or persons inside the playing enclosure is permitted.

9.4.2 Only one person per team is allowed to have a communication device inside the playing enclosure.

9.4.3 At no time during a match must an active player or reserve player be given a communication device whilst inside the playing enclosure, including a player who has been temporarily suspended or sent off.

#### **9.5 Stopping of Play**

9.5.1 The Referee shall not hold up the game for trivial causes and any player requiring to repair uniforms, etc, during the progress of a match shall retire to the touch line to do so and the game shall continue during his/her absence.

9.5.2 The Referee shall not whistle for a stoppage of play for an injured player who, when injured, shall be attended to by a first-aid attendant on the field of play and play will continue while the player is being treated.

9.5.3 The Referee shall only whistle for a stoppage in play for an injured player if:

- (a) the referee considers that the player's injury is of a serious nature and requires urgent medical treatment
- (b) the player injured or being treated is in a position that would interfere with the course of play.

9.5.4 The Referee shall, without holding play up, allow first-aid attendants to enter the playing enclosure and field of play to treat an injured player(s).

- 9.5.5 A trainer may only go onto the field when the Referee has stopped play.
- 9.5.6 The trainer must not be a coach or manager of the team concerned.
- 9.5.7 The trainers must retire to the marked technical zone after rendering assistance to a player(s) and must not remain standing on the sideline or dead ball line, nor follow the play.
- 9.5.8 It is the duty of the Ground Manager, Referees or Officials of the Union to report to the Administration Officer any instances of misconduct or contravention of the above.
- 9.5.9 Any club failing to comply with this Part shall be liable to a fine not exceeding 1 Penalty Unit for each occasion on which the breach occurs.
- 9.5.10 Any person failing to obey any proper instructions of the Ground Manager may be liable to a code of conduct citing.

## **9.6 Replacement of Players/Reserves**

- 9.6.1 For Premier 1 and Premier 2 grade matches, a maximum number of seven (7) players may be named on the reserve list throughout a match. If a team has two (2) complete front rows nominated on the Team Sheet (6 players), eight (8) players may be on the reserve list. No further players will be allowed for any reason.
- 9.6.2 In Premier 3 and in Colts a maximum number of ten (10) players may be named on the reserve list throughout a match.
- 9.6.3 In the Women's competition, a maximum number of ten (10) players may be named on the reserve list throughout a match.
- 9.6.4 In Premier 1 and Premier 2 grade matches, a maximum of eight (8) rolling substitutions per team per match will be allowed.
- 9.6.5 In Premier 3, Colts and Women's grade matches, a maximum of twelve (12) rolling substitutions per team per match will be allowed.
- 9.6.6 Substitutions shall include any time one player substitutes another player from the same team, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.
- 9.6.7 After the maximum number of substitutions has been made, no other substitutions will be allowed for any reason, except for an injury to a front-row player where a suitably trained front-row replacement, who hasn't been replaced through injury, is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.
- 9.6.8 Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team or after a try has been scored shall not be permitted to kick at goal until after the relevant kick has been taken.
- 9.6.9 The Match Officials for each game will be responsible for administering and counting the substitutions, with the assistance of substitution cards provided by the clubs. All substitutions MUST go through the Referee and/or Assistant Referee before taking the playing field.

9.6.10 Any player substituted due to injury (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day. At matches where there is no match doctor available, the Referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.

### **9.7 Temporary Replacement – Blood Injury**

9.7.1 The temporary replacement of a player that has a blood injury does NOT count as a substitution.

- (a) If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does NOT count as a substitution.
- (b) If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that IS a substitution. The blood player is considered injured.
- (c) Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

9.7.2 A substituted player or a player returning from the Blood Bin may not take the field until the ball is dead and the Referee signals his permission. Such player MUST report to the Referee and/or Assistant Referee before taking the playing field.

9.7.3 All Blood Bin substitutions should be recorded on the Match Day App. The temporary replacement should be noted as such to distinguish from the allowable substitutions.

### **9.8 Temporary Suspension (Sin Bin / Yellow Card)**

9.8.1 A player who has been temporarily suspended (sin bin / yellow card) and leaves the field of play, is NOT a substitution.

9.8.2 The temporarily suspended player may not be replaced by another player, nor be available to replace an injured player. The exception to this is if the player is a front rower, the suspended player is to be replaced by a suitably trained replacement, and the team captain must direct another of his players to leave the field for the duration. If a suitably trained front row replacement is not available, the match will continue with uncontested scrums.

9.8.3 When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result, a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution.

9.8.4 If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does NOT count as a substitution. Player B returning to the field of play is also NOT a substitution. If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that IS a substitution. Player B returning to the field of play to substitute another player during the period of temporary suspension IS a substitution.

- 9.8.5 If a player is sent from the field as a temporary suspension, they shall leave the playing enclosure and remain with the Ground Manager (sin bin) for a period of 10 minutes and shall not re-enter the playing area until permitted to do so by the Referee.
- 9.8.6 The suspension time only commences once the player leaves the field of play, and the referee blows the whistle to indicate 'time on'.
- 9.8.7 In halves of 30 minutes or more, the suspension time is a period of ten minutes playing time and does not include half time, or any injury time. The player/s can join their team during half time if their temporary suspension commences in the first half and is due to cease in the second half, but they must immediately return to the sin bin when the second half commences.
- 9.8.8 In 20 minute halves, the suspension time is a period of five minutes playing time and does not include half time, or any injury time. The player/s can join their team during half time if their temporary suspension commences in the first half and is due to cease in the second half, but they must immediately return to the sin bin when the second half commences.
- 9.8.9 In halves of 10 minutes or less, the suspension time is a period of two minutes playing time and does not include half time, or any injury time. The player/s can join their team during half time if their temporary suspension commences in the first half and is due to cease in the second half, but they must immediately return to the sin bin when the second half commences.
- 9.8.10 Under no circumstances shall the temporary suspended player take the field until given permission by the Referee.
- 9.8.11 The team manager will update the Match Day App to record the player(s) who have received a "Temporary Suspension" (sin bin / yellow card) during the match. Any Club not complying with this sub clause shall:
- (a) first offence be fined 1 Penalty Unit
  - (b) second offence loss of competition points for the match concerned, if any; if no points a fine of 2 Penalty Units
  - (c) third and subsequent offence loss of points and a fine of 2 Penalty Units if any; if no points a fine of 4 Penalty Units.
- 9.8.12 The Referee must verify the Match Day app entry indicating any player who was given a temporary suspension (sin bin / yellow card). Failure to do so will leave the Referee liable to suspension and/or such penalty as imposed by the Board.
- 9.8.13 Any player who is temporarily suspended (sin binned / yellow carded) from the field upon three (3) occasions within the one season shall be automatically suspended for a period of one (1) competition match, this excludes byes and forfeits. The Administration Officer will notify the Club of the player's one match "Automatic" suspension upon the third "Temporary Suspension" (Sin Bin) offence.
- 9.8.14 Any player who again is given a "Temporary Suspension" following a One Match Suspension under 9.8.11, shall be deemed cited to appear before the Judiciary Committee pursuant to Part 11 of these By-Laws.

9.8.15 Any one cited to appear before the Judiciary Committee shall be suspended from the date of their hearing and/or until they attend the Judiciary Committee hearing.

9.8.16 Temporary suspension serves as an automatic caution.

9.8.17 Temporary suspensions do not transfer to the next season.

9.8.18 The temporary suspension of a player shall be accurately reported in the Match Day App.

### **9.9 Players Ordered off the Field (Red Card)**

9.9.1 When a player is sent from the field of play (red card), it is NOT a substitution.

9.9.2 When a scrum is ordered after the sending off of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution. Player B returning to the field of play to substitute another player IS a substitution.

9.9.3 The team manager will update the Match Day App to record the player(s) who have been ordered off (Red Carded) during the match. Any Club not complying with this sub clause shall:

- (a) first offence be fined 1 Penalty Unit
- (b) second offence loss of competition points for the match concerned, if any; if no points a fine of 2 Penalty Units
- (c) third and subsequent offence loss of points and a fine of 2 Penalty Units if any; if no points a fine of 4 Penalty Units.

9.9.4 The team manager shall indicate on the Match Day App the names of the substituted players even if they have been used for Blood Bin substitutions under sub clause (9.7).

9.9.5 Any player who is sent off the field shall immediately be suspended from playing until their case is heard by the Judiciary Committee as per the standard procedures in Rugby AU's Disciplinary Rules.

9.9.6 Referees SHALL report any send off in writing to the CCRU Administration Officer and follow the standard procedures for this as outlined in [Rugby AU's Disciplinary Rules](#).

### **9.9 Playing Disqualified, Suspended or Unqualified Player or Team**

9.9.1 It is the responsibility of each Club to ensure that no disqualified, unqualified, unregistered or suspended participant or team takes part in any match/es.

9.9.2 Where an opposing team or club believes that prior to the commencement of a match a team is in breach of Part 9.9.1, it shall be their responsibility to bring the matter to the attention of the opposing captain.

9.9.3 Where an opposing team or club believes there has been a breach of Part 9.9.1 they shall take appropriate action available in regard to protest after the match as detailed in Part 10.

9.9.4 Clubs, Participants or Players found guilty of contravening Part 9.9.1 will be sanctioned under the Rugby AU Code of Conduct.

### **9.10 Uncontested Scrums**

- 9.10.1 As per Law 3.13 of the Laws of the Game, scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders.
- 9.10.2 Should a team need to start a game with uncontested scrums, this team must play with one player fewer than would otherwise be allowed and all scrums must be played with eight players for 15-a-side, five players for 10-a-side, three players for 7-a-side and six players for 12-a-side.
- 9.10.3 Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side. (Law 3.15 of the Laws of the Game)
- 9.10.4 Should a team need to go to uncontested scrums for any reason during a game, then this team must play with one player fewer than would otherwise be allowed. Exceptions to this By-Law are:
- (a) Temporary replacement - blood injury:
    - (i) When the referee orders uncontested scrums after a front row player is temporary replaced for blood injury the team responsible for the uncontested scrums does not lose a player.
    - (ii) If the temporary replacement becomes permanent after 15 minutes then the team continues with 15 players.
    - (iii) The team must form a scrum with eight players.
  - (b) Player injured because of foul play:
    - (i) When the referee orders uncontested scrums after a front row player is injured following foul play the team responsible for the uncontested scrums does not lose a player.
    - (ii) The team must form a scrum with eight players.
- 9.10.5 When a front-row player leaves the playing area, whether through injury or temporary or permanent suspension, the referee enquires at that time whether the team can continue with contested scrums. If the referee is informed that the team will not be able to contest the scrum, then the referee orders uncontested scrums. If the player returns or another front-row player comes on, then contested scrums may resume.
- 9.10.6 Only when no replacement front-row player is available is any other player permitted to play in the front row.
- 9.10.7 If, subsequently, a qualified front rower becomes available (or returns from either blood-bin or temporary suspension) so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players and resume contested scrums.
- 9.10.8 If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.
- 9.10.9 The free kick option for the opposing team in an uncontested scrum situation is NOT applicable.
- 9.10.10 Scrum based moves are ALLOWABLE under these uncontested scrum rules (eg. the No. 8 can take the ball from the scrum)

## PART 10 PROTESTS

- 10.1 All protests arising from Competition Matches shall be lodged in writing with the CCRU by the Club wishing to protest and signed by the Club President no later than 4.00pm on the second business day following the date of the match from which the protest arises.
- 10.2 If the protest has been lodged by the Club within the time allowed under Part 10.1, the protesting Club must also within that time supply a copy to the club being protested against.
- 10.3 The CCRU may extend the time for lodging a protest provided the CCRU is satisfied there are reasonable grounds for doing so.
- 10.4 Where a club protesting does not fulfil the Part 10 requirements, then that club shall have no further right of protest.
- 10.5 Protests will primarily be dealt with by the Board in first instance. The Board has the right to have the protest investigated under the terms of the Rugby AU Code of Conduct, and/or sanctioned under Part 2.5 of By Laws.

## PART 11 JUDICIARY

- 11.1 The CCRU will have in place a Judiciary Committee as required by the CCRU constitution. The Composition of the Judiciary Committee will be in accordance with the [Rugby AU's Disciplinary Rules](#).
- 11.2 In the instance where a judiciary committee cannot be formed then the CCRU will make appropriate arrangements with NSWRU.
- 11.3 The operation of the Judiciary Committee will be in accordance with the [Rugby AU's Disciplinary Rules](#).
- 11.4 The Judiciary Committee shall meet each week as required at a time and place as set down by the CCRU Board.

## PART 12 CITINGS

- 12.1 The CCRU Board will appoint an appropriately qualified Citing Commissioner annually. The appointment of that individual will be at the sole discretion of the Board.
- 12.2 Where the CCRU has not appointed a Citing Commissioner, all citings will be sent directly to the Chair of the Judiciary Committee for review.
- 12.3 The Citing Commissioner will act in accordance with the Rugby AU Disciplinary Rules
- 12.4 A **Club Official** or **Participant** with the written approval of their Club President, or the CCRU have the authority to lodge a Citing Complaint Referral with the Citing Commissioner with respect to an alleged act of foul play that is in breach of the Laws of the Game.
- 12.5 Citing/s must be lodged in writing on the [prescribed form](#) to the CCRU within 48 hours of the conclusion of the fixture in which the incident occurred. The responsibility for obtaining information, reports and video recordings in relation to the Citing Complaint rests with the Club referring the Citing Complaint.

- 12.6 If, in the opinion of the Citing Commissioner, the alleged act(s) of foul play should have warranted the player concerned being ordered off (i.e., the 'Red Card Test' has been met), then the cited Participant or Club will be required to appear before the Judiciary.
- 12.7 The Citing Commissioner must provide a written response to all citing complaints that have been referred.
- 12.8 The Administration Officer will forward the reports for citings that, in the opinion of the citing commissioner, have met the red card test, to the Judiciary Committee and the Club of the person cited.
- 12.9 The Administration Officer will forward the reports for citings that, in the opinion of the citing commissioner, did not meet the red card test, to Club/Participant that initially lodged the citing complaint.
- 12.10 All citings lodged pursuant to these rules shall be accompanied by a deposit of two (2) penalty units and this amount shall be refunded only in the case of the citing being deemed genuine by the Citing Commissioner.

### **PART 13 CODE OF CONDUCT**

- 13.1 All Code of Conduct Complaints will be dealt with in accordance with the Rugby AU Code of Conduct Policy/Procedure.
- 13.2 Where a Code of Conduct Complaint has been made, the CCRU will appoint an individual to investigate the matter in accordance with the requirements of the Rugby AU Code of Conduct Policy/Procedure.
- 13.3 The Appointed person is not bound by any period of time to undertake the Code of Conduct Complaint investigation.
- 13.4 If, and when required, the CCRU will appoint a Code of Conduct Committee to hear appeals made under the Code of Conduct process. In the first instance, the members of the Judiciary Committee will form the basis of the Code of Conduct Committee.
- 13.5 Where a perceived conflict of interest arises with respect to any member of the Code of Conduct Committee, that member must be replaced with a member where a perceived conflict of interest does not exist.

### **PART 14 APPEALS**

- 14.1 The CCRU will appoint an Appeals Committee that will adjudicate appeals arising from the Judiciary Committee and the Code of Conduct Committee.
- 14.2 The composition of the Appeals Committee will be in accordance with the Rugby AU Disciplinary Rules.
- 14.3 Appeals must be lodged in writing to the CCRU by 5.00pm of the first business day following the Judiciary Hearing Date or Code of Conduct Hearing Date that handed down the decision wishing to be appealed.

- 14.4 All appeals lodged pursuant to these rules shall be accompanied by a deposit of eight (8) penalty units and this amount shall be refunded only in the case of the appeal being deemed genuine by the Appeals Committee.

## **PART 15 CONCUSSION MANAGEMENT**

- 15.1 All Clubs and Match Officials will adhere to the Rugby AU Concussion Procedure
- 15.2 Any Club or Participant found to have deliberately, and knowingly, breached the requirements as set down in the Rugby AU Concussion Procedure will be dealt with in line with Part 2.5.
- 15.3 If a Match Official (not just the Match Referee) issues a Blue Card during a match in any Senior Grade, then that Blue Card must be entered into the Match Day App against the player to which the Blue Card was issued.
- 15.4 The Club from which a player has been found to have suffered a concussion, be it through a Blue Card or the Club Based “Recognise, Remove, Record, Refer” process, will provide the Player with the Concussion documentation as provided by Rugby AU and which can be found within the Rugby AU website (Policies and Procedures).
- 15.5 The Administration Officer will not clear a player in RX until the Administration Officer has received the required documentation as set down by Rugby AU.
- 15.6 Each Club will ensure that at least one participant has completed the Concussion and Serious Injury Course as provided in RX.

## **PART 16 SENIOR RUGBY DISPENSATION PROCEDURE**

- 16.1 Any Club that wishes to play an individual under the age of 18 in a senior rugby CCRU sanctioned competition must comply with the RUGBY AU Senior Rugby Dispensation Procedure.
- 16.2 The CCRU Administration Officer must be advised in writing prior to a Club seeking to have a player assessed for senior rugby dispensation.

## **PART 17 CCRU MANDATORY ACCREDITATIONS**

- 17.1 Each Club must ensure that their Participants have the following accreditation if they are performing a role listed in the following table. Failure to comply may result in fines.

<b>Role</b>	<b>RX Accreditation</b>
Ground Manager	Ground Manager Program
Team Manager	Team Manager Program Concussion & Serious Injury Management (recommended)
Coach	Smart Rugby Concussion & Serious Injury Management (recommended) Level 1 (or higher) Coaching accreditation (recommended)

<b>Role</b>	<b>RX Accreditation</b>
Assistant Referees	Smart Rugby
Concussion & Serious Injury Officer	Concussion & Serious Injury Management
First Aid Personnel	First Aid Attendant Level 1 Program
Club Admin/Registrar	Club Admin Program
Member Protection Contact	Member Protection & Inclusion, and Code of Conduct

All available in the RA Learning Centre.

17.2 The CCRU recommends that each Club consider the use of the RX Code of Conduct training for all participants associated with that Club.

## **PART 18 SPECIAL COMMITTEES**

### **18.1 Match & Grounds Committee**

- (a) The Match & Grounds Committee shall arrange the competition matches for the season.
- (b) The Match & Grounds Committee shall allocate such competition matches to the grounds under the control of the Union.
- (c) Games are to be played on a "Home and Away" basis when that ground is available and when the Match & Grounds Committee decides it is appropriate.

### **18.2 Selection Committee**

- (a) The Selection Committee shall consist of a maximum of five (5) persons.
- (b) The Selection Committee shall select such teams as directed from time-to-time by the Board and the decision of the Selection Committee shall be final.
- (c) No active player will be eligible to stand for this Committee.

### **18.3 Awards Committee**

- (a) A medal to be known as the Syd Noble Medal shall be awarded to the player from a Premier 1 club, who is judged the best and fairest player for the season.
- (b) To determine the winner of this medal, points will be awarded on a 3-2-1 basis by judges of Premier 1 fixtures appointed by the Board, and the player with the most points at the completion of the competition rounds shall be awarded the medal.
- (c) A medal to be known as the Kate Thomson Medal shall be awarded to the player from a women's club, who is judged the best and fairest player for the season.

(d) To determine the winner of this medal, points will be awarded on a 3-2-1 basis by judges of women's fixtures appointed by the Board, and the player with the most points at the completion of the competition rounds shall be awarded the medal.

(e) The points for both medals shall be collected by the Administration Officer following each fixture.

(f) A Committee appointed by the Board shall calculate the points for both medals at the end of the season.

(g) In the case of several players receiving the same number of points for either medal, a count back shall be done to determine a winner. In the event of a count back not determining a clear winner, joint winners will be declared.

(h) Anybody who is suspended by the Judiciary Committee during the season shall be ineligible for the winning of the Syd Noble Medal or Kate Thomson Medal in that season

## **PART 19      Rugby Australia Policies**

All RA policies can be sourced through the website of Rugby Australia.

Those referred to in this document are :

[RUGBY AU REGISTRATION REGULATIONS](#)

[RUGBY AU TERMS AND CONDITIONS](#)

[RUGBY AU CODE OF CONDUCT](#)

[RUGBY AU DISCIPLINARY RULES](#)

[RUGBY AU CONCUSSION GUIDELINES](#)

[RUGBY AU SENIOR RUGBY DISPENSATION PROCEDURES](#)

**PART 20      Women's 12-a-side ByLaws**

- 20.1            12 players on the field
- 20.2            6 in the scrum & 6 in the backline
- 20.3            non-scoring side kicks off
- 20.4            conversions are encouraged to be taken with a kicking tee
- 20.5            sin bins will be 5mins
- 20.6            if opposition has only enough for 10-a-side, you must match numbers down to 10
- 20.7            if your side will have 11 or less players you must inform CCRU by 12noon the day before the game to have your game changed to 10's
- 20.8            if games are reduced to 10-a-side, halves stay as 25min and will only reduce if both teams playing agree or as needed on game day
- 20.9            if your side has 12 or more players, you will play 12-a-side
- 20.10            sharing players between clubs is not permitted, if sharing of players is required the match will be deemed to be a forfeit by the team with not enough players
- 20.11            if a team's numbers reduce to less than 12-a-side during the game for any reason except yellow or red cards, it is the opposition's discretion whether to match numbers or not
- 20.12            maximum of 10 reserves allowed, with unlimited changes permitted.
- 20.13            the squad of the side with enough for 12-a-side stays as a maximum of 22 if a game is reduced to 10-a-side
- 20.14            all Finals matches will be 12-a-side