



**RUGBY
VIC**

COMPETITION RULES 2018 *As of 12 April 2018

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1. GENERAL

- 1.1 These Rules shall be read subject to the Constitution of the Rugby Victoria Inc. The Constitution shall take priority over these Rules.
- 1.2 The terms and definitions set out in the Constitution shall, unless otherwise specifically stated in these Rules, mean the same in these Rules as in the Constitution.
- 1.3 “**RV**” wherever appearing in these Rules shall mean “the Union” as defined in the Constitution.
- 1.4 “**Board**” means the Board of Directors of the Rugby Victoria.
- 1.5 “**GM**” means the General Manager of the Rugby Victoria.
- 1.6 “**Rugby Services Manager**” means the Officer responsible for the implementation and operation of the Rugby Victoria club competition programs in accordance with delegations from the Board and the GM.
- 1.7 “**The Club**” means an Affiliated Body of the Rugby Victoria playing in the Competition.
- 1.8 “**The Competition**” means the Competition defined in Clause 2 of these Rules.
- 1.9 “**The Office**” means the office of the Rugby Victoria being that office notified to the affiliated bodies of the Rugby Victoria which includes reference to:
- (i) Email address for the Manager (william.nicholson@rugbyvic.com.au) and the GM (chris.evans@rugbyvic.com.au);
 - (ii) Phone number (9221 0780);
 - (iii) Mobile number of the Manager 0405 831 459 and the GM 0424 762 427
 - (iv) Address Rugby Victoria | AAMI Park, Entrance F, 60 Olympic Blvd, Melbourne VIC 3000 | PO Box 422, East Melbourne, Vic 8002
- any changes of address, telephone or email address shall be notified to all members, clubs and affiliates.
- 1.10 “**Laws of the Game**” refers to “Laws of the Game of Rugby Union” as amended annually.
- 1.11 All matches shall be in accordance with the Laws of the Game, the ARU Game Management Guidelines, as amended annually; the World Rugby/ARU/RV & VicSport Codes of Conduct and Expectation of Behaviour Guidelines, together with such local rules as may be determined from time to time by the Board or are defined by these Competition Rules.
- 1.12 The Board may set conditions that include requirement for payment of Insurance and other monies by the Clubs to the Union. These conditions may include payment before any team may play a Competition match, or be permitted to continue to participate. In

default, any Club will be subject to the penalties allowed for under the Constitution or as the Board may see fit.

- 1.13 Any Club, which has not paid Insurance for all its teams by the date nominated, or made an arrangement to do so, shall be ineligible to participate in any game or competition under the auspices of the RV.
- 1.14 Any Club, which has not paid Affiliation and Team entries fees for all its teams by the due date, including video recording services and referee reimbursement costs, or made arrangements to do so, shall be ineligible to participate in any game or competition under the auspices of the RV.
- 1.15 It is a requirement of participation in the Premier Division competition that participating clubs meet the costs of the Video Recording Services for two grades, as determined annually by the RV.
- 1.16 It shall be the responsibility of each Club and Affiliated Body to familiarise themselves with and comply with these Rules.
- 1.17 Any dispute about the interpretation of these Rules shall be referred to the Board whose decision shall be final and binding.
- 1.18 The Board shall provide the Rugby Services Manager with delegation of the Competition rules for the 2018 season as approved at the RV Board meeting on 21 February 2018 . The RV Board may review the Manager's discretion at any time
- 1.19 All clubs and participants shall abide by the [ARU Registration Regulations](#)

2. COMPOSITION OF THE COMPETITION

2.1 Grades

- 2.1.1 In this section the term "teams" means teams playing and eligible to play in the grades unless specifically stated.
- 2.1.2 The Board shall determine the Composition of the Competition. The Senior grade competitions for 2018 shall be Dewar Shield 1, 2, 3 Colts (Under 20), Premiership & Premiership Reserves, Championship, Masters (Over 35s played as non-competition) and Women's
- 2.1.3 The Junior Age group competitions for 2018 shall be Under 11s, 12s, 13s, 14s, 16s & 18s. If there are sufficient team entries, age groups shall be graded into A & B Grade.
- 2.1.4 The Board, subject to the provisions of these Rules, shall determine the clubs to field teams in the various grades both Junior and Senior.
- 2.1.5 No Club shall have more than one team in any one Grade, unless there are extenuating circumstances that require such an arrangement to be implemented.

2.2 Dewar Shield and Premiership

- 2.2.1 The Dewar Shield Division shall be as annually determined by the Board. The Premier Division competition for 2018 shall consist of a eight team competition with three grades, with clubs grading its players within the three grades.
- 2.2.2 The Premiership competition for 2018 shall consist of 6 clubs
- 2.2.3 Any Club, at the discretion of the Board, may be invited to join the Premier Division competition provided that the approved criterion is met. Prior to the commencement of each season all clubs wishing to participate shall be required to sign off on the RV Policies as determined by the Board.

2.3 Colts Grade (Under 20)

- 2.3.1 Teams in the Colts Grade shall consist of players who are turning nineteen (19) or twenty (20) years of age in the year of competition. Players turning eighteen (18) may only participate under special circumstances as outlined below.
- 2.3.2 A player turning eighteen (18) years of age during 2018 shall be permitted to play Colts (Under 20) and open grades provided:
- i) The player is registered to the club and played with the club during 2016 and the club does not have the capacity to enter a Team in the Under 18 years Age group competition, and;
 - ii) the player turning 18 years of Age during 2018 shall have achieved his 18th birthday, **prior to playing Colts or opens**, or be required to complete the ARU Dispensation process and approved by the RV
- 2.3.3 The dispensation will not be automatic and will require the player and club to complete the ARU Dispensation procedure and assessment
- 2.3.4 A player who seeks to transfer clubs to avoid playing in the Under 18 competition, as defined in 2.3.2 i) above shall have his transfer denied unless there are genuine extenuating circumstances which can be demonstrated to and approved by the Rugby Services Manager.
- 2.3.5 If a Club does enter a team in the Under 18 Competition then the general guideline is that a player turning eighteen (18) years of age during 2018 shall be required to play Under 18s. The player shall be permitted to reserve for the Club Colt's (Under 20) team provided he has already achieved his 18th birthday.
- 2.3.6 Any player turning seventeen (17) years of age or younger during 2018 shall not be permitted to play Colts or Open Grades under the open laws of the Game.

- 2.3.7 The exception to 2.3.5 above, which shall be considered for Dispensation following receipt of the Senior Rugby / Two Year Window Disclosure Form, shall be:
- i) A player at a Country club who has achieved his 17th birthday during 2018 and where such a ruling would totally restrict the opportunity for the player to play Rugby at all.
 - ii) A player who has achieved his 17th birthday during 2018 and has been identified as an emerging elite player and participating under any ARU, RV approved programs. In such a case playing in the older Age Group under the open laws of the Game would need to be considered beneficial to such a player's development and future aspirations by both the Elite Pathways Manager and Manager, Community Rugby Competitions.
- 2.3.8 The Board may grant dispensation to a player or in its absolute discretion delegate its powers of dispensation to the Rugby Services manager, who may grant dispensation to a player to participate in the Colts Grade.
- 2.3.9 Such a player as mentioned in 2.3.7 above shall not be permitted to play in a Colts or Open Grade Team until a dispensation is granted and confirmed in writing from the Rugby Services Manager.
- 2.3.10 In addition to the above each Colts team is permitted five (5) U21 players to participate in their Colts team. Each club is required to submit the names of the five U21 players before round 1. The nominated players are not permitted to play 1st Grade (Dewar Shield or Premiership) in 2018. In the event a player receives a long term injury or is re-located interstate/overseas, the club apply to remove that player from their nominated five U21 players and replace the player.

2.4 Master's Grade

- 2.4.1 Teams in the Master's Grade shall consist of players who are 35 years of age or over on the first day of January of the year of participation.
- 2.4.2 The Master Grade shall be non-competition based on a Draw of friendly matches. There shall be no scores recorded for the purposes of a Competition ladder or a Finals Series.
- 2.4.3 Players in the Master's Grade shall adhere to the Laws of the Game as amended annually, and to any special RV By-Laws designed for this level of participation.
- 2.4.4 All players participating in the Master's Grade shall be required to be registered with their Club prior to taking the field. No club shall permit an unregistered player to take the field and the Board, at its discretion, shall consider penalties against any offending teams ranging from fines to expulsion from the Masters Grade.
- 2.4.5 Each Team shall be entitled to have up to a maximum of three (3) players on the pitch at any one time who are under 35 years but not less than 30 years of age, and shall either be newcomers to the game or shall have genuinely retired from Competition Rugby.

These underage players shall require a Dispensation by the Rugby Services Manager to play.

- 2.4.6 Subject to the agreement of both captains and the Referee, a Master's Grade match may commence with less than eleven (11) players on either side. Registered players from other teams in the Masters Grade may be borrowed by agreement to make up any shortfall in numbers.

2.5 Championship

- 2.5.1 The Championship division in 2018 will be an 8 team competition

2.6 Women's Grade

- 2.6.1 The Board shall annually determine the composition of the Women's Competition and, depending on team entries and playing numbers, determine if such a competition shall be played on a modified basis in accordance with the Laws of the Game.
- 2.6.2 A player participating in the Women's Competition shall be no less than 18 years of Age, unless otherwise dispensed, in accordance with the ARU Dispensation Policy.

2.7 Juniors

- 2.7.1 A junior age rugby player must be younger than the age group in which he/she is playing as of 1st January of the playing year. For example a player who is 13 on January 1st is permitted to play in the Under 14 competition, but a player who is already 14 on January 1st must play in the Under 16 competition.

- 2.7.2 The following age grade competitions will be available in 2018 :

- | | | |
|-------|-----------|---|
| i) | Under 11A | Those born in 2008 and 2007 |
| ii) | Under 11B | Those born in 2008 and 2007 (Subject to number of team entries) |
| iii) | Under 12A | Those born in 2007 and 2006 |
| iv) | Under 12B | Those born in 2007 and 2006 (Subject to number of team entries) |
| v) | Under 13 | Those born in 2006 and 2005 |
| vi) | Under 14A | Those born in 2005 and 2004 |
| vii) | Under 14B | Those born in 2005 and 2004 (Subject to number of team entries) |
| viii) | Under 16A | Those born in 2003 and 2002 |
| ix) | Under 16B | Those born in 2003 and 2002 (Subject to number of team entries) |
| x) | Under 18 | Those born in 2001 to 2000 |

- 2.7.3 Female players shall be permitted to play in the Under 6 – Under 12 Age Groups up to and including the calendar year (1 January – 31 December) in which they turn 12 years of age only.

2.8 Two-Team Clubs in the same Age Group

- 2.8.1 Other than its nominated 12 players, clubs with two teams in the same age group (A & B) shall be permitted to switch a player from one team to another. The club shall nominate 12 players by Round 4 who will be restricted to the A team. All other players shall be permitted to play in the A or B team.
- 2.8.2 Any exception to the above clause are only eligible after gaining approval from the RV.
- 2.8.3 Failure to obtain prior approval from the RV shall result in the provisions of clause 12.2 of the RV Competition Rules 2018 being applied for playing an ineligible player.

2.9 Regrading

- 2.9.1 Re grading of any Junior Competition grades (A and B grade) will take place after 3 games have been played by all teams in that competition.
- 2.9.2 The RV will determine if a team shall be regraded from the B Grade up to the A Grade or from the A Grade down to the B Grade.
- 2.9.3 Re grading shall take place once the RV has investigated the team on the following criteria:
- i) On field performance after 3 competition games (including quality of opposition, Win/Loss ratio & % F/A).
 - ii) Number of registered players in the age group.
 - iii) Age of the registered players.

Note: The major determining factor for Re-Grading will be on field performance. Re-grading will not be made solely on the age of the registered players. The age of players within their two year window, does not necessarily determine the teams capabilities or competitiveness in any grade.

- 2.9.4 Teams that are re-graded shall keep their competition points, when moving up or down a grade.

2.10 Junior Dispensations

(Please note that the ARU Dispensation Policy covers the application process for dispensations in specific detail)

- 2.10.1 Applications for Junior Dispensations shall not be accepted after the Monday following Round 3 of the season in any year, OR one week following the players registration if registered after the commencement of the season, unless under special circumstances are demonstrated to and approved by the RV.
- 2.10.2 All clubs need to be aware that the RV has a strict policy of not approving dispensations for players to play above their respective Two Year Age window unless the player is part of a RV/Rebels elite development program and it is part of his/her development for future opportunities of an elite player.

- 2.10.3 Clubs that breach these provisions shall be subject to the penalty clauses, which are listed under Clause 12 of the RV Competition Rules 2018 .

3. COMPETITION POINTS – ALL GRADES

- 3.1 Competition points at the conclusion of the home and away matches shall determine the position of a team in its Grade. Teams, junior and senior, shall be awarded Competition points as follows:

Pts.

3.1.1 Win	4
3.1.2 Draw	2
3.1.3 Bye	4*
3.1.4 Forfeit awarded (seniors)	5
3.1.5 Forfeit awarded (juniors)	6
3.1.6 Unplayable match Seniors	3
3.1.7 Unplayable match Juniors	3

Bonus Pts

3.1.8 Loss by seven pts. or less	1
3.1.9 Four tries or more scored	1

Penalty Pts

3.1.11 Forfeit with notice (all grades)	-2
3.1.12 Late forfeit	-4
(not applicable to Junior grades U11s –U18s)	

- 3.2 Where a team has a bye, then four (4) competition points shall be allotted to that team and shall count in the determination of the competition. No score line will be recorded.

- 3.3 Standings on the competition table shall be determined according to:

- 3.3.1 competition points
- 3.3.2 For/Against Points (Points Difference)
- 3.3.3 tries scored.

4. FORFEITS

- 4.1 A forfeit shall be awarded to the non-offending team if one team has less than eleven players (excluding U11's - ten players). A match may start with uncontested scrums,

without forfeit, provided there is a minimum of eleven players and the Referee is satisfied that the true spirit and intent of the Laws of the Game are not being compromised.

- 4.2 If a team begins a competition match with eleven (11) or more players but less than fifteen (15) the vacancies may be filled at any time during the match in accordance with the Laws of the Game.
- 4.3 Any team not ready to commence a match fifteen (15) minutes after the scheduled time shall forfeit that match unless the Referee and both captains/and or coaches agree to waive this ruling. Such a forfeit shall be deemed a late forfeit and shall incur the resultant penalties as defined above.
- 4.4 Failure to field a team for any reason shall be regarded as a forfeit and may attract a fine for the forfeit, the amount of which shall be decided upon from time to time by the Board.
- 4.5 If a team forfeits to another the non-forfeiting team shall receive five competition points and a match score of 28 points for to Nil against.
- 4.6 The forfeiting Club shall be responsible to advise the RV and the opposing team of the forfeit. This should be done by 10.00am on the Friday preceding a weekend match.
- 4.7 The failure to notify the RV and the opposing Club by the stipulated time shall be deemed misconduct and incur, at the discretion of the RV, a fine the amount of which shall not exceed \$200 (excluding juniors).
- 4.8 In addition to the financial penalties determined by the RV, a forfeit with notice shall incur the loss of two competition points e.g.-2.
- 4.9 A forfeit with notice is defined as a written communication from the authorised officer of the Club, which is received by the RV before 10.00am Friday prior to the competition match. A written communication is defined as a letter, facsimile, Email or text message prior to the abovementioned deadline. This written communication shall not be deemed as received until written acknowledgment is issued by the RV.
- 4.10 A late forfeit is defined as any written or verbal notice, received or not received at all, after 10am on the Friday prior to the weekend match. A late forfeit shall include a team not turning up or having insufficient playing numbers on the day. A late forfeit without notice for Senior grades which is identified on the day of competition and inconveniences both the opposition Club and appointed Match Referee shall in accordance with Clause 4.7 above, incur the maximum fine of \$250.
- 4.11 A late forfeit shall incur the loss of four (4) competition points e.g. -4, except for Junior grades (U11-18) where the maximum loss of competition points for an early or late forfeit is minus two (-2).

- 4.12 If a Club has teams in more than one Grade of the Competition and is unable to field a team for any Competition Match, it shall forfeit the lowest Grade team entered in the Competition. The exception to this shall be Colts, Women's, and any team given an exemption from the forfeit grading as described in 4.13 and 4.14 below.
- 4.13 In circumstances where a club has several open grades and the quality of player in its lowest grade is such that playing some of these players at a higher grade/standard would create an unreasonable risk to their safety then an exemption may be considered by the RV, prior to the commencement of Round 4, to allow these players to remain in the lowest grade without penalty or the provisions of the forfeit being applied.
- 4.14 In accordance with 4.13 above this shall mean that the next lowest grade would forfeit in accordance with Clause 4.12 and without the provisions of Clause 4.15 being invoked. Notwithstanding this the normal provisions of the rules of forfeit shall apply to the grade with an exemption if there are insufficient players to start the match (see 4.1).
- 4.15 If a Club forfeits a team other than the lowest, as specified in 4.11, then the result of any match played by the lowest team of the Club on the same day shall also be taken as a forfeit (except in the case of a bye).
- 4.16 Any forfeit in the Premier Division 1st Grade shall be deemed misconduct under the Constitution and shall be referred to the Board for further investigation.
- 4.17 A Club which forfeits an "Away" Competition match may, at the discretion of the Rugby Services Manager, lose the right to host the next match against the same team at "Home", provided there is a further match to be played between these clubs in the same season and the club forfeited against wishes to exercise this ruling to play the further match at Home.
- 4.18 If the Away team forfeits its second last match or last match between the clubs in 2nd Div A, B Grade then a fine of \$350 shall be imposed on the forfeiting Club, plus the deduction of any competition points obtained from the first leg match. The \$350 fine shall be given to the Club who is forfeited against.
- 4.19 A Club team which forfeits four competition matches in the one season shall at the discretion of the Rugby Services Manager be withdrawn from the competition including finals, effective at the time of the fourth forfeit. In this event or if a team withdrawals from the competition all "POINTS FOR", "POINTS AGAINST" and COMPETITION POINTS gained by all Clubs that had previously played the withdrawn team shall be reviewed and if a complete draw of club fixtures has been played (i.e. all teams having played each other, forfeits included) then these points shall stand and be counted. An incomplete draw of fixtures (scored points and competition points) shall NOT be counted for the competition table for the Grade Premiership and Club Championship.
- 4.20 If a team forfeits a game or has a bye, this match shall NOT count as matches played for the purposes of player and team suspension and for player eligibility for the finals.

5 MATCH CONDITIONS

5.1 Match Locations and Safety Provisions

- 5.1.1 Competition matches shall commence at such times and on such grounds as specified by the Board or in the absence of a ruling by that Body, by the Rugby Services Manager acting on the Board's behalf.
- 5.1.2 Match Draws shall be forwarded to Clubs by the RV as soon as practicable. All fixtures should take place as scheduled. Deferred matches are to be avoided wherever possible.
- 5.1.3 After consultation with the Clubs concerned, the Rugby Services Manager shall have the authority to alter the allocation of grounds if the allocated ground is deemed to be unfit for play or is unavailable.
- 5.1.4 Subject to the foregoing paragraph of this Rule, the Referee of the match shall determine the suitable condition of the ground for play. The Referee shall decide whether the ground is fit for play after his inspection of the field or during the course of the match if a significant change in weather conditions or general circumstances deems the ground unsuitable or the match unsafe to proceed.
- 5.1.5 Whereby a council or appropriate authority declares a ground unavailable or closed and unfit for use due to wet weather, ground hardness, or any other form of damage or risk, in the first instance the Home Club, in consultation with the RV, should seek an alternate venue for the match(es).
- 5.1.6 Subject to the mutual agreement of both clubs, the visiting club or the Rugby Services Manager Competitions may nominate an available alternate venue.
- 5.1.7 If a venue is not available for the conduct of the fixture(s) on the scheduled date, then an alternate date and venue should be nominated, with the mutual agreement of both clubs involved, within seven (7) days of the original scheduled date.
- 5.1.8 If an alternate date cannot be scheduled by the mutual agreement of the participating clubs, then a date and venue for the deferred fixture(s) or any other resolution shall be determined by the Rugby Services Manager. The decision of the Rugby Services Manager shall be regarded as final.
- 5.1.9 In the event that the match cannot be played within a reasonable timeframe or re-scheduling will have a detrimental effect on the timing and conduct of the Competition, the Manager, Community Rugby Competitions shall declare the match unplayable and allocate, to each team three (3) competition points for Senior grades and four (3) competition points for Junior grades to count towards the Home and Away Competition Ladder. No score line shall be recorded in each case.
- 5.1.10 In the event that a match scheduling error occurred or a match was deemed unplayable at the discretion of the Rugby Services Manager, and as a result the match was not played and cannot be re-scheduled then the provisions of 5.1.9 shall be invoked.

- 5.1.11 If the Referee determines that a match in progress has to be abandoned prior to half time being indicated, then the match shall at the discretion of the Rugby Services Manager be regarded as completed and declared a Draw, with the score line recorded and competition points, including a bonus points for 4 tries scored, allocated accordingly.
- 5.1.12 If the Referee determines that a match in progress has to be abandoned at half time or after half time, at the discretion of the Rugby Services Manager then the match shall be regarded as completed and the team with the higher score at that time declared the winner, with the scoreline recorded and competition points, including bonus points, allocated accordingly.
- 5.1.14 There shall be no light meters or other measurements or appeals accepted in such cases against the decision to stop or abandon play by a Referee. The Referee shall be the sole judge of fact in accordance with Law 5.7 (d) of the Laws of the Game of Rugby Union.

5.2 Duration of Matches

- 5.2.1 The maximum playing time (exclusive of time lost and extra time) of any match shall be forty (40) minutes for each half with a break of five (5) minutes. Different playing times or match duration (i.e. inclusive of time lost and extra time) may be specified for some grades, age groups and finals.
- 5.2.2 Match durations times permitted for each Grade for 2018 are as follows:

Grade	Halves	Injury/ Stoppage Time
Dewar 1 & 2, Premiership Seniors and Res Championship	40 min	Yes, within timeframe permissible
3 rd Grade Colts & Women's, Under 18s	35 min	Yes, within timeframe permissible.
Under 16	30 min	Yes, within timeframe permissible
Under 12s, 13s & 14s	25 min	Yes within timeframe permissible.
Under 11	20 min	Yes, within timeframe permissible

- 5.2.3 The match times specified notwithstanding, each match must finish (5) five minutes before the listed start time of any subsequent match scheduled for the same ground. The Referee shall seek to ensure equal playing times for the halves.

5.3 Squad Numbers

- 5.3.1 The maximum squad numbers for any team in any senior Grade competition match, including Colts, shall be twenty three (23). There must be a minimum of six (6) front row players in each squad to play at hooker, tight-head prop and loose head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required; the team can continue to play safely with contested scrums.

5.3.2 The exception to Clause 5.3.1 above is Premier 3, Premier 4, Premiership B Grade and Third Division and the Juniors Competition Under 12s to and including Under 18s, where maximum squad numbers shall be twenty five (25) and, when and wherever possible, a minimum of six (6) suitably trained and experienced front row players shall be provided.

5.3.3 Teams taking part in the Under 11 competition are capped to twenty (20) players for any one match. This includes the starting twelve (12) and a maximum of eight (8) replacements.

5.4 Front Row Playing Numbers

5.4.1 The provisions of Clause 5.4 shall be applicable for the Home and Away season for all senior grades of competition excluding Masters.

5.4.2 Maximum Squad numbers permitted for each Grade shall be as follows:

Grade	Max Squad Nos	Front Rowers- Min No's	Max Squad no's if min of 6 Front Rowers not asterisked on Match Report Sheet
Premier 1 & Premier 2 Premiership A Grade	23	6	Squad No's reduced by each Front Rower not listed e.g. 3FRs = 20 squad players
Premier 3 Premiership B Grade & Championship	25	6	24
Colts Women's	23	6	22
U12s - U18s	25	6*	25
U11s	20	6*	20

*Encouragement only, when and wherever possible

5.4.3 Squads of 23 or 25 for senior grades other than Premier 1 & 2 and Premiership A Grade should include 6 front rowers when and wherever possible – otherwise squads shall be reduced to maximum of 22 or 24. Junior grades are exempt from squad reductions.

5.4.4 It shall be mandatory for a minimum of six front players to be listed in Premier 1, 2 & A Grade – otherwise maximum squad numbers are reduced by each front rower not listed.

5.4.5 The Match Report Sheet submitted to the VRRM Match Official (No 4) or Club authorised Official shall list the **front row players** available in the Squad of 23 or 25.

5.5 Discouragement of uncontested scrums

5.5.1 The provisions of Clause 5.5 shall apply to all senior grade competitions including Colts and Women's, and Juniors (U13s-U18s), excluding U11s and U12s.

- 5.5.2 There must be sufficient front row players in each squad to play at hooker, tight-head prop and loose head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.
- 5.5.3 Should a team not be able to meet this obligation for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.
- 5.5.4 Should a team not have three suitably trained front row players to commence a game with contested scrums, then this team must play with one player fewer than would otherwise be allowed.
- 5.5.5 If subsequently a qualified front row player becomes available (or returns from blood bin or temporary suspension) so that scrums can be contested then the player will be allowed onto the field and the team may return to the appropriate complement of players.
- 5.5.6 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 row players subsequently become available.
- 5.5.7 Uncontested scrums shall be permitted as a safety requirement if before commencement and during the course of the game suitably trained and experienced front row players are not available. All clubs competing are expected to coach and prepare suitably trained front row players well in advance of the match.

5.6 Player Substitutions

- 5.6.1 In accordance with World Rugby & ARU directions for Domestic Rugby competitions the number of rolling substitutions (movements) permitted for each Grade of competition shall be as follows:

Grade	No of Substitutions
Premier 1 & Premier 2	8
Premiership A Colts & Women's	8
Premier 3	12
Premiership B, Championship	12
U16s & U18s	12
U11s, U12s, U13s & U14s	Unlimited

- 5.6.2 The substitutions shall be in accordance with the ARU directions and shall be controlled through the No 4 Match Official or the Assistant Referee on the nominated sideline.
- 5.6.3 Managers are required to use the movement Cards numbered 1-8 or 1-12 as provided and applicable for the Grade involved

- 5.6.4 For Senior and Junior matches where there is no accredited Assist Ref or No 4, the Home Club Match Day Manager shall control subs in conjunction with the Team managers.

5.7 Playing Numbers

5.7.1 U13s to U18s

A team shall not be permitted to have playing in excess of one additional player more than its opponent. For example:

- i) If one team has 20 players available, and the opposition has only 11, then the team with the most players shall be required to give the opposition team a minimum of 3 players so they can play 15 v 14 a side, or;
- ii) If one team has 11 players available, and the opposition has only 15, then the team with the most players shall only field 12, not 15 (if not offering players to the opposition).

5.7.2 The exception to clause 5.7.1 is that:

Non offending teams are not required to reduce playing numbers if opposition team players are Red or Yellow carded.

5.8 Mercy Rule

5.8.1 Competition Age groups – Under 11 to Under 14.

If the difference in score between two sides competing in the Under 11s to Under 14s Age group competitions reaches 50 points then the Referee shall stop the game and declare the match completed, irrespective of normal time remaining.

5.8.2 For recording purposes the match shall be declared a victory to the winning team with the appropriate competition and scoring points awarded to both teams based on the completed score.

5.8.3 If sufficient time remains before the commencement of scheduled following fixtures, both team coaches shall liaise with the Referee to arrange to play another friendly game of Rugby or 'Ruck Touch' or similarly suitable games pursuant to 10.1.4 below.

5.8.4 The "friendly" game of Rugby or Ruck Touch shall be conducted with both teams merging their players, with teams selected equal in numbers and ability, in order to achieve a fair balance.

5.8.5 Competition Age groups – Under 16 and Under 18.

5.8.6 If the difference in score between two sides competing in the Under 16 to Under 18 Age group competitions reaches 50 points then the Referee shall stop the game and declare the match completed, irrespective of normal time remaining.

- 5.8.7 For recording purposes the match shall be declared a victory to the winning team with the appropriate competition and scoring points awarded to both teams based on the completed score.
- 5.8.8 If sufficient time remains before the commencement of scheduled following fixtures, both team coaches shall liaise with the Referee to *either*
- i) arrange to play another friendly game of Rugby with the winning team reducing the number of players in their team to two less than the losing team (providing this still allows for a minimum of eleven players in that team), *or*
 - ii) comply with clauses 5.8.3 and 5.8.4 above.
- 5.8.9 Coaches, in conjunction with the Referee, shall be expected to encourage the development and enjoyment of the game for all participants by co-operating on such "friendly" initiatives as mentioned in clauses 5.8.1 and 5.8.5 above.
- 5.8.10 The Referee shall be required to report to the RV any incidences of junior club officials not co-operating to offer such opportunities of enjoyment and participation to players. In such cases the RV shall investigate and ask the Clubs to report on the matter and its proposed course of action.
- 5.8.11 The failure of any Club to satisfy the RV regarding its course of action in accordance with Clauses 5.8.9 and 5.8.10 above, or a repeated infringement by the same team shall lead to the loss of competition points by the offending team for the match(es) concerned, or fines, or both.

6 GROUND SET UP AND ASSOCIATED REQUIREMENTS

6.1 Marking of Playing Enclosure

- 6.1.1 The playing field for competition matches (which excludes U6's to 10's) shall be a full sized pitch. The playing field for U11 matches shall be a full-sized pitch, less 10 meters in width (5 meters each side)
- 6.1.2 The Host Club team shall be responsible for marking and flagging of the pitch, the erection of appropriate barriers and supply of safety equipment for the playing enclosure in accordance with the Laws of the Game.
- 6.1.3 In the case of a match on a neutral playing enclosure the responsibility for the flagging and marking of the playing enclosure shall lie with the drawn home team unless otherwise determined by the Rugby Services Manager.

6.2 Ground Condition

- 6.2.1 If the playing enclosure is not marked to the satisfaction of the Referee then the Match Day Manager and captains of both teams shall be informed and the breach reported to the Rugby Services Manager by the first working day following the match.

6.3 Spectator Control

- 6.3.1 At all RV matches the Host Club is to provide a properly prepared and roped playing enclosure otherwise the Referee may abandon the match and Competition points will be awarded to the visiting team. The following should be attended to when preparing a playing enclosure:

Please refer to Appendix 1

6.4 Assistant Referees (i.e. formerly known as Touch Judges)

- 6.4.1 In the absence of appointed Assistant Referees for senior grades each team shall provide one Assistant Referee for each match in which it plays. The Referee shall have the power to use or to dispense with an Assistant Referee at any time during the match, and to appoint any other.
- 6.4.2 A non-accredited Assistant Referee shall be permitted to report Foul Play provided the Referee is satisfied with the accuracy and integrity of the person providing the report. In such cases it is at the Referee's discretion as to how he/she should act upon such a report.
- 6.4.3 Each Assistant Referee appointed by the Club shall wear a distinctive tracksuit or uniform.
- 6.4.4 Each Club shall be responsible for the accreditation, appointment, competence and proper attire of its Assistant Referees. The responsibilities of Assistant Referees are defined in the Laws of the Game.
- 6.4.5 An Assistant Referee shall NOT be the coach of a participating team and during the course of his duties shall not coach or barrack for a participating team or dissent the rulings of the Match Referee.
- 6.4.6 Club Assistant Referees shall make themselves known to the Referee prior to the commencement of any match.
- 6.4.7 It is a requirement for all junior teams (U11 to U18) to supply a nominated person to perform the role of Assistant Referee (Touch judge) at each competition match. Failure of a club to provide an Assistant Referee shall at the discretion of the Rugby Services Manager be liable for a fine and or possible loss of competition points.
- 6.4.8 All Assistant Referees at junior matches are required to wear the RV supplied vest.

6.5 Ball Persons – Premier 1st Grade & Premiership A Grade

- 6.5.1 Each Club hosting a Premier Division 1st Grade or Premiership A Grade match shall appoint four (4) ball persons for the duration of the match. The Ball persons shall wear

the club playing strip or tracksuit and shall report to the Assistant Referee on each side of the pitch (two ball persons per side) at least 5 minutes prior to the scheduled commencement time.

- 6.5.2 The failure of the Host Club to provide the four balls persons shall, following a warning in writing, result in a fine of not less than \$50 for each subsequent occasion. Repeated breaches may lead to the loss of competition points.

6.6 Match Balls

- 6.6.1 All matches shall be played with match balls approved by the Board as notified to the Clubs. The Host Club shall be responsible for the provision of three (3) match balls for use in each match.

- 6.6.2 The approved match ball for 2018 is the Gilbert brand Match ball, size 5 for all open grade matches and from Junior matches Under 13s upwards. The approved match ball for the Under 10 to Under 12 age groups is Gilbert, size 4. The recommended match ball for Under 8's and Under 9's is Gilbert, size 3 and the recommended match ball for Under 6's and Under 7's is Gilbert, size 2.

- 6.6.3 The Referee shall inspect the Rugby balls provided for the match by the Host Club (or those provided by the RV if a finals Match) and shall have the sole authority to determine which Rugby balls shall be used in the match.

- 6.6.4 If the Host Club cannot provide Gilbert brand approved Rugby balls the Referee shall allow the use of any other brand Rugby ball from any other source. In such a case the Referee shall report the breach by the Host Club to the Rugby Services Manager for consideration of a fine not exceeding \$100.

6.7 Sideline Location of Team Management and Reserves.

Please refer to Appendix 2

6.8 Scoreboard

- 6.8.1 The Home team shall provide suitable scoreboard facilities and attendants.
- 6.8.2 The scoreboard, including its letter and numbers, shall be of sufficient size and appropriate colour to allow clear definition of scores from a distance of not less than seventy (70) metres – positioned for players and spectators alike.

6.9 Recording of Premier Division matches

- 6.9.1 It is a requirement of participation in Premier Division that the Premier Grade 1st Grade fixture and its Curtain Raiser (2nd Grade or Colts) be recorded by the RV contractor Sports Recording Services (SRS).
- 6.9.2 The costs for the Service provided by SRS shall be determined by the RV with each participating Club required to meet its nominated share of the cost.
- 6.9.3 The Host Club shall be required to provide a suitably approved platform for the Cameraman to provide the Service. This may NOT be the tray platform of a Ute or similar vehicle, and needs to comply with safety requirements for the Cameraman, nearby spectators, match officials and the on-field players. The provision of all safety requirements regarding the playing enclosure and its 5 metre safety zone needs to be adhered to.
- 6.9.4 Each cameraman shall record the match upon a USB stick which will be provided by the club and for the club to re- present prior to each subsequent Match over the course of the season. Referees and referee coaches shall provide a USB memory stick to the cameraman for recording purposes.

6.10 Player Clothing

- 6.10.1 The Referee or his appointed delegate, by agreement with team management, shall inspect the dress and fingernail length of all players prior to their taking part in the match. A player with jewelry, playing uniform including footwear or fingernails deemed to be unsafe or unsuitable and who fails to correct this shall not be allowed to take part in the match. The Referee shall apply the standard as set out under the Laws of the Game.
- 6.10.2 Each player shall wear the approved playing uniform of the team for which they are playing. The back of the jersey shall bear the position number of the player. Proposed changes to club jerseys (design or colour) shall first be approved by the RV prior to orders for manufacture being authorised. The RV shall retain the right to refuse permission to the use of any design or colour that reflects a similarity to the playing strip and colours of another participating Club.

6.11 Protective Clothing

- 6.11.1 World Rugby has a policy on garments approved for play requiring that shoulder pads, headgear, and football boots shall conform to approved safety standards. Definitions are included in the Laws of the Game. Details of approved brands, style and colour are listed on the IRB website www.worldrugby.org

7 MATCH DAY MANAGER RESPONSIBILITIES

Please refer to Appendix 3

8 TEAM MATCH REPORTS

- 8.1 Team match sheets for all matches need to be selected using the Rugbylink system by 10pm on Thursday prior to Saturday games. All playing positions (1-15), Captain, Coach, AR for juniors) and manager must be submitted on this team sheet.
- 8.2 The Rugbylink generated team sheet must be printed and used by the team manager for scoring of matches on the Saturday. Any late changes to the pre-filled team sheet need to be updated on the hard copy match sheet.
- 8.3 Team sheets must be filled out during game on Saturday. The team sheet must be signed by both the home team manager, away team manager and Referee.
- 8.4 It is a requirement that ALL match results are entered onto the Rugby Link system by 7.30pm on the Saturday of Games.
- 8.5 Player incidents (Yellow Card/Red Card) shall be submitted through the Competition Participation section on Rugby Link by 7.00pm Sunday following each game
- 8.6 Results will be made official once both competing teams have entered the same scores and these scores have been confirmed on Rugby Link.
- 8.7 All individual participant data (Try Scorers, Goal Kickers etc) must be entered into Rugby Link by 10.00am Wednesday following the game.
- 8.8 The failure to comply with competition rule 8.1 shall be deemed misconduct and be liable to a penalty, not exceeding \$50 for each Team Match Report/score not presented as requested. If a Club is consistently in breach of the requirements of Rule 8.1 the matter may be subject reported to the General Manager which may at their discretion, impose further sanctions including the loss of Competition points.

9 FINALS SERIES FORMAT

9.1 Play-offs

- 9.1.1 At the end of the series of home and away matches there shall be a finals series of play-off matches to determine the Premiership Winner in each Grade. The exception to this is Masters Grade where the matches are non-competition and played as friendlies. The Minor Premiership winner shall be determined as the team which finishes 1st after completion of all rounds of competition matches.
- 9.1.2 The number of teams to play off in a finals series, after the completion of all rounds of competition in each Grade, shall be as follows:

- i) Dewar Shield, grades 1-3 Four
- i) Premiership A Four

ii)	Premiership	B	Four
iii)	Championship		Four
iv)	Colts		Four
iv)	Women		Four
v)	Junior grades U11s–18s		Four

9.2 Finals Format

9.2.1 The final four series of matches for all senior grades, shall be played as follows:

- I. Week 1- the first Semi Final SF1. The team in first position shall play the team in second position. The winner shall advance to the Grand Final. The loser shall advance to the Preliminary Final.
- II. Week 1- the second Semi Final SF2. The team in third position shall play the team in fourth position. The winner shall advance to the Preliminary Final. The loser shall be eliminated
- III. Week 2- Preliminary Final PF. The winner shall advance to the Grand Final, the loser shall be eliminated.
- IV. Week 3 - Grand Final GF. Winner SF1 v Winner PF

9.2.2 Junior grades (U11s-U18s)

The final four series of matches for U11s to U18s shall be played as follows:

- i) Week 1- the first Semi Final SF1. The team in first position shall play the team in fourth position. The winner shall advance to the Grand Final. The loser shall be eliminated.
- ii) Week 1- the second Semi Final SF2. The team in second position shall play the team in third position. The winner shall advance to the Grand Final. The loser shall be eliminated.
- iii) Week 2- the Grand Final GF. The winner of SF1 shall play the winner of SF2. The winner of the Grand Final shall be deemed Premiers of the competition. The loser shall be deemed Runners up.

9.2.3 The Board, at its discretion, may vary the number of teams or games described if circumstances require a lesser or greater number of games.

9.3 Drawn Matches of the Qualifying, Semi & Preliminary Finals

- 9.3.1 In the event that the scores of participating teams in the Premier Division 1st Grade & Premiership A Grade Semi & Preliminary final matches are equal at the completion of the allotted time, then the Referee shall play extra time.
- 9.3.2 Following a break of two minutes the Referee shall order the teams to change ends from the completion of normal time and shall play an additional period of extra time. This shall be comprised of a maximum of twenty (20) minutes to be played, being 10 minute halves, plus injury time. There shall be a half time break of two minutes followed by the teams changing ends.
- 9.3.3 The extra period played is on the basis of the first team to score in this period wins the match and there is no further time played. The Referee shall declare the match completed.
- 9.3.4 Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 9.3.5 Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 9.3.6 Players who have been temporarily suspended by yellow card (sin bin for 10 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension shall be deemed in suspension for the extra period of time required to complete the suspension.
- 9.3.7 In the event that the scores of participating teams remain equal at the completion of extra time the Team which finished the Home and Away rounds in the higher position on the competition table shall proceed to the next match in the finals series.
- 9.3.8 **For all other senior grades** - in the event that the scores of participating teams in any qualifying, semi or preliminary final are equal at the completion of normal time, no extra time shall be played. The Team which finished the Home and Away rounds in the higher position on the Competition Ladder shall be declared the winner and proceed to the next match in the finals series.
- 9.3.9 **For Junior grades** In the event that the scores of participating teams in the Semi Finals are equal at the completion of the match, there shall be no extra time, the Team which finished the Home and Away rounds in the higher position on the competition table shall be declared the winner and proceed to the next match in the finals series.
- 9.4 Drawn Matches of the Grand Finals**
- 9.4.1 **Premier Division 1st Grade.** If, at the completion of normal time in the Grand Final of the Premier Division 1st Grade the scores are still level, then following a break of two minutes the Referee shall order a period of extra time.

- 9.4.2 The extra time shall be comprised of a maximum of twenty (20) minutes to be played, being 10 minute halves, plus injury time. The teams shall change ends from completion of normal time. There shall be a half time break of two minutes followed by the teams changing ends.
- 9.4.3 The extra period shall be played with the first team to score in this period winning the match. At this time the Referee shall declare the match completed. The winning team shall be deemed Premiers of the Competition and the losing team shall be deemed Runners up.
- 9.4.4 Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 9.4.5 Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 9.4.6 Players who have been temporarily suspended (cautioned by yellow card for 10 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension, shall be deemed in suspension for the extra period of time required to complete the suspension.
- 9.4.7 If, at the completion of the period of extra time the scores are still level, then the Referee shall order a second period extra time under the same provisions of clauses 9.4.1, to 9.4.6 above.
- 9.4.8 If at the completion of the second period of extra time the scores are still level the team which finished higher on the competition ladders shall be declared the winners.

9.4.9 For all other grades

In the event that the scores of participating teams, junior and senior, in any Grand Final are equal at the completion of normal time, a period of extra time shall be played, in accordance with the following times:

Grade	Halves (Mins)	Half time (Mins)
Dewar Shield 2,3	10	2
Premiership A & B	10	2
Colts	10	2
Women	10	2
Under 18s	10	2
Under 16s	7	2
Under 11s, 12s, 13s & 14s	5	2

- 9.4.10 The extra period shall be played with the first team to score in this period winning the match. At this time the Referee shall declare the match completed. The winning team

shall be deemed Premiers of the Competition and the losing team shall be deemed Runners up.

- 9.4.11 Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 9.4.12 Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 9.4.13 Players who have been temporarily suspended (yellow carded - Seniors 10 minutes, Juniors 5 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension, shall be deemed in suspension for the extra period of time required to complete the suspension.
- 9.4.14 If, at the completion of the period of extra time the scores are still level, no extra time shall be played or a replay at a later date. The Team which finished the Home and Away rounds in the higher position on the Competition Ladder shall be declared the Winner and the lower placed team on the Competition Ladder shall be deemed Runners up.

10 REFEREES

- 10.1 Referees shall be appointed to matches in accordance with their Group Ranking, as determined by the appointed RV/VRRRA Grading Panel and the priority listing established for all grades.
- 10.2 In the event there are not sufficient Referees available to Referee competition matches, the RV/VRRRA will publish a 'club to appoint'. The home team is required to appoint a person who is Smart Rugby compliant to Referee the match. The club shall advise Referee Appointments officer who this person is.
- 10.3 At the end of the match, the Referee shall check the match sheet of each team, and shall note all temporary suspensions and send-offs on the match sheet and shall sight the offending player's photo ID and confirm the player's name with the Team Manager.
- 10.5 If there is no SmartRugby compliant person or, if required, an accredited Referee available from either the Host or visiting Club to conduct the Match then the game shall not commence. In such a case the Host Club shall be deemed responsible for failing to meet the provisions of 10.3 and a forfeit shall be awarded to the visiting or non offending team.
- 10.6 The forfeit shall be awarded in accordance with Clause 4.4 (Forfeits). In addition the Host Club team shall incur a penalty of minus two (-2) Competition points and a scoreline of Nil points for and 28 points against for failing to meet the provisions of 10.3.
- 10.7 If during the first half and prior to its completion the appointed or replacement referee is injured and cannot continue and there is no further replacement available from either team, then the match shall not continue. The match shall be declared unplayable and

each team shall be allocated three and one half (3) competition points in Senior grades and three (3) competition points in Junior grades. In each case, no scoreline shall be recorded.

- 10.8 If during the half time break or second half of a match a RV appointed referee is injured and cannot continue and a reserve referee or Host or visiting Club replacement is not available, the match shall be declared played and no further time permitted. The score at the time of the stoppage shall stand and be recorded as the result for the purposes of awarding competition points.

11 ASSAULT ON A MATCH OFFICIAL

- 11.1 "Assault" means any intentional physical or verbal abuse, intimidation or threat and includes, but is not restricted to, striking, kicking, pushing, spitting etc. The assault as defined above is action taken by, but not restricted to, a player, club member, spectator or any person actively associated with a club.

- 11.2 If a Match Official is assaulted in connection with the performance of his role, the Match Official, Referee or the Referee's delegate will verbally advise the details of the incident to the RV Rugby Services Manager or any RV Official designated to receive such information. The RV shall advise both Clubs involved within forty-eight (48) hours of the incident occurring. A written report from the Referee or the Referee's delegate, should the Referee be unable to provide a written report, fully detailing the incident shall be forwarded to reach the RV Office within forty-eight (48) hours of the game during which the incident occurred.

- 11.3 The President or a delegated Office Bearer from the club(s) involved in the incident shall submit a written report fully detailing the incident to arrive at the RV Office on the first working day following the incident, and such Official shall attend any subsequent hearing provided such person can be found with reasonable diligence.

- 11.4 Failure to comply with clause 11.3 above shall result in the Club being suspended from further competition until the matter is dealt with.

- 11.5 The Judicial Committee shall treat these incidents as a matter of urgency and will convene a hearing by the following Wednesday after the Match and upon receipt of the Match Official's Report as mentioned in clause 11.2 above.

- 11.6 Any player, official, club member or any other person actively associated with a Club found guilty of assaulting a Match Official (before, during or after a match) shall automatically be suspended in accordance with the penalties determined by the Judicial Committee.

- 11.7 If a Club is found to have contributed to an incident involving the assault on a Match Official (either before, during or after a match) by failing to control its members, supporters or other persons actively involved with that Club, then the Judicial Committee shall recommend to the Board that the Club(s) be suspended from the competition or face a range of recommended penalties including fines and or loss of competition points.

12 PLAYER REGISTRATION AND IDENTIFICATION

12.1 Registration of Players

12.1.1 Each player shall be registered on the Rugby Link system as a player for their club for the current season. If the player is not registered they will not be covered by insurance and clause 12.2 may apply

12.2 Unregistered or ineligible Players

12.2.1 A Club playing a non-registered player, or a player ineligible being under current RV/ARU/World Rugby judicial suspension, or a player ineligible under the terms of the general rules shall at the discretion of the Rugby Services Manager be liable to the following penalties 12.2.1 (i) to (iii) shall be read with the discretionary Penalties provision in rule 20:

- i) A reprimand issued to the offending team, and or;
- ii) The offending club shall incur a fine for each offending player, the amount of which shall be decided by the Rugby Services Manager, and or;
- iii) The match shall be declared a forfeit win to the non-offending team with five competition points (six (6) for Juniors U11s – U18s) awarded and a forfeit score-line of twenty-eight (28) points for and Nil against. The offending team shall incur the forfeit penalty of minus four (-4) competition points (minus two (-2) for Juniors U11-U18) and a score-line of Nil for and twenty-eight (28) against, and or;
- iv) The Manager and the GM of the RV may refer a matter directly to the Board for its interpretation of the Rules, alternatively for its decisions on the merits or Penalty
- v) If both teams in a match play an unregistered or ineligible player then the match shall be declared a forfeit loss to both teams with the forfeit penalty of minus four (-4) competition points (minus two (-2) for Juniors U11s-U18s) and a score-line of Nil for and twenty-eight (28) against.

12.2.2

- i. Notwithstanding the penalties as listed above a club which plays an ineligible player in any RV sanctioned trial, tournament or club competition match and such player was, at the time serving a period of Judicial sanction without RV written permission to participate, shall be liable for further penalties as determined by the Board. This may involve, but not be limited to, a substantial
- ii. fine, loss of further competition points or, if a repeated offence in the same season, suspension from the competition.

- iii. Players deemed ineligible to play (i.e. to take the field as a member of a team) while serving a period of Judicial sanction, imposed either locally, interstate or overseas, shall be requested to attend a Judicial Hearing for investigation and consideration of an extended or further sanction.

12.3 Player Identification

- 12.3.1 All players excluding pathway players (Under 6-Under 10s) shall be required to produce, upon request, proof of registration and photo identity.
- 12.3.2 All junior players shall have a photo attached to their person record on Rugby Link. This will form the basis of the ID Cards. All junior clubs shall print or have available on a tablet device their squad, using the RugbyLink template, which will include players, name, DOB, RugbyLink number and photo
- 12.3.3 Seniors player are required to produce upon request a suitably accredited form of ID such as a current Driver's License or passport
- 12.3.4 Players participating in the Pathway Program (Under 6s to Under 10s) shall not be required to have a Card as mentioned in 12.3.1 above but shall be required, upon request of the RV, to produce evidence of Date of Birth in the form of a Birth Certificate or a Passport.
- 12.3.5 The ID Card, both RV and other credible source shall be available, upon request to a RV authorized Official or Match Official, to establish player eligibility for competition, both Junior and Senior. The failure to produce a Card upon request shall deem such player as ineligible to play and the provisions of Clause 12.2 shall apply.

12.4 ID Check

- 12.4.1 For all Junior grades from Under 11s to Under 18s there shall be a formal process of checking player eligibility, as follows:
- 12.4.2 The principle of "No Card, No Play" is to be observed except in the following instance;
 - i) A newly registered player has one week (7 Days) period of grace, from the date of registration on the ARU Form, to obtain a Player ID Card.
 - ii) The newly registered player must produce copies of his/her signed ARU registration form which should also state the players reference number from their proof of age document.
 - iii) The newly registered player will be indicated on the Team Sheet by placing an asterisk next to his/her name and a note made that a photo ID is pending.
- 12.4.3 At least 15 minutes prior to the scheduled commencement time of each Junior match, team managers shall inspect the opposition match report and identify/reconcile

opposition players, standing with their ID cards, against the Name and ARU Registration numbers.

- 12.4.4 If an ID Card is not presented for a player, the player concerned cannot participate in the match, except under the provisions of Clause 12.4.2.
- 12.4.5 Any discrepancies or irregularities shall be reported on the Form 'Registration and Player Identification Irregularities' provided and submitted to the RV Office with own Match Report on the Monday immediately following the Match.
- 12.4.6 If a Team Manager, who has a player/s with an existing ID Card challenged for eligibility by the opposition Team Manager, is satisfied that his player/s are correctly identified, registered and playing in the correct Age group then the player/s concerned shall be permitted to play. No player who has an ID Card shall be refused permission to play unless both managers agree that the player or players concerned are unable to be proven eligible.
- 12.4.7 The failure of a Team Manager to check the eligibility of opposition players when the opposition Match Report, players and ID cards were available prior to the commencement of the match, rescinds the right of that Manager to either challenge or report any potential ineligibility of an opposition player both during and following the match.
- 12.4.8 The failure of a Team Manager to present to the opposition Manager the Match Report, players and ID cards within a reasonable period prior to the commencement of a Match shall at the discretion of the Rugby Services Manager invoke the provisions of a Forfeit. A reasonable period is defined as up to 15 minutes prior to the scheduled commencement time of the Match but can be reduced to five minutes if special circumstances permit.
- 12.4.9 An ID check by the opposition team manager shall be completed for each player before the player takes the field.

13 PLAYER CLEARANCES

- 13.1 It is the responsibility of the player and new club seeking a clearance to ensure that the clearance has been lodged on the Rugby Link system and any outstanding subscriptions or equipment debts for the previous season are met to the satisfaction of the existing club he/she is seeking the clearance from.
- 13.2 No player shall play for any Club other than the Club to which he is registered, unless and until he applies and is granted an approved. These rules also apply to players wishing to change clubs between seasons.
- 13.3 A player shall not receive a clearance from one Victorian Club to another Victorian Club once he/she has played one (1) competition match within the current season The Rugby Services Manager shall only consider extenuating circumstances from the player to allow an exemption to this Rule.

- 13.4 The new Club seeking a clearance shall initiate an online request through Rugby Link. The Club from which the clearance is being sought is required to, within three days action the clearance via Rugby Link. Reasons for not approving a transfer must relate to the provisions of Rule 13.1 above.
- 13.5 Any unnecessarily long dispute between the player and his existing Club should be reported to the RV by the player and/or applicant club if there are issues of grievance. As a general rule the RV will not intercede in these matters unless there is clear evidence that the Club from which the clearance is being sought is seeking to unfairly delay the process or cannot satisfy the RV that the reasons for the denial are fair and justified. In such a case the Rugby Services Manager shall make a ruling which shall be binding on both the Club involved and the player.

**14 MISCONDUCT/FOUL PLAY
TEMPORARY SUSPENSIONS (YELLOW CARDS)**

Preamble:

Foul Play is covered under Law 10 of the Laws of the Game.

Misconduct is covered under Laws 6 & 10 of the Laws of the Game.

Professional fouls, covered under Laws 6 and 10, are defined as repeated individual/team infringements, unfair & cynical play, time wasting, throwing ball into touch, etc.)

- 14.1 When a player under the open Laws of the Game is cautioned (yellow card) and therefore subject to temporary suspension for the period required under the Laws of the Game he shall be required to report to the nominated No 4 Match Official next to the "Sin Bin" area at the center-field position on the nominated line of touch.
- 14.2 In the absence of a nominated No 4 Match Official the Match Day Manager or his nominated delegate shall supervise the Sin Bin" area as described in 14.1 above. A designated Club trainer may attend him for the purpose of supplying fluids and/or warm apparel. No other contact shall be made with the suspended player by team players or team management.
- 14.3 The exception to 14.1 and 14.2 is the variation permitted for matches played under the Australian Under 19 Law variations to the game. In accordance with these variations the player temporarily suspended (yellow card) shall report to his Coach for counseling for the period required.
- 14.4 All Junior matches have a no foul language or sledging policy. The Referee shall warn the first offender with the Captain present, then, if it continues with any team member, move to penalties and/or Yellow Cards.
- 14.5 Temporary suspension (Yellow Cards) for Junior players is as follows:
 U8 - U12s 5 minutes of actual time, expires at half time, players may be replaced.
 U13 & U14 5 minutes of playing time, players may not be replaced
 U16 & U18 10 minutes of playing time, players may not be replaced.

- 14.6 The Match Referee shall be required to record all temporary suspensions on the official match sheet including sighting RV Player ID Card with ARU Registration number as provided by the Team Manager after the match.
- 14.7 Match sanctions for a player receiving three yellow cards whether for technical infringement or foul play, or a combination of both, shall be an **Automatic one-match suspension** from the next available match as determined by the Rugby Services Manager without attendance at a Judicial Hearing.
- 14.8 The exception to Rule 14.5 is if a player is recorded as a repeat offender in the current or past seasons or receives two yellow cards for foul play (therefore invoking a Red Card) in the one Match. In such a case, at the discretion of the Rugby Services Manager, the player may be asked to attend a Judiciary Hearing for consideration of additional sanctions.
- 14.9 Any one or two Yellow Card recordings for a player shall be carried over from Home and Away matches into the finals series.

15 SEND OFFS – RED CARDS

Please refer to the ARU Disciplinary Rules

PRE-DETERMINED SANCTIONS (EARLY PLEA) ADMISSION OF BREACH SUSPENSION

Please refer to the ARU Disciplinary Rules

16 CITINGS – RV JUDICIAL RULES

Please refer to ARU Disciplinary Rules

17 CODE OF CONDUCT/ INCIDENT REPORTS/MELEES

Please refer to ARU Disciplinary Rules

17 Melees

- 17.1 A melee is defined as an incident involving four or more players in a match either striking, kicking, stomping, wrestling, grappling or otherwise pushing and struggling with one another or engaging in similar, unseemly conduct which, in the opinion of the Match Referee is likely to raise issues of safety and bring the game of Rugby into disrepute, prejudicing the interests or reputation of the RV and its stakeholders.
- 17.2 In such an event the Referee shall determine if there is a risk of further player incidents if the game was to continue and his/her own personal safety was in jeopardy then in such circumstances the Referee shall abandon the match.
- 17.3 An abandoned match under the ground as defined in 5.1.11 will not count towards the awarding of competition points.

- 17.4 In addition to dealing with any Red Card Offence the RV will determine if, as part of the subsequent Investigation whether one or both clubs should be held accountable and shall determine penalties ranging from fines ranging from \$500 to \$1,000 and the subsequent loss of competition points ranging from four to eight points.

18 ELIGIBILITY - FINALS

18.1 Finals

- 18.1.1 The objective of this section is to ensure, as best as possible that unfair selection tactics cannot be used to strengthen or otherwise unreasonably advantage a team playing in the Finals Series.

- 18.1.2 No player shall take part in any finals Match in a Grade or recognized standard lower than that which he or she has been playing in during the current season in Victoria unless:

- i) At least 50% of home and away competition matches have been played in that Grade or a lower standard, or
- ii) At least 4 of the last 7 rounds of home and away competition matches for all grades.
 - a. A player will not be eligible to qualify for finals under rule 18.1.2ii if they previously qualify in a higher grade under rule 18.1.2i

eg if a player qualifies for Premier Grade having started 50% of season they will not be eligible to qualify for Reserve Grade starting in 4 of the last 7.

- iii) At least 4 of the last 7 of home and away competition matches for Women or
- iv) In the case of the player is returning from an injury, sickness or interstate/overseas work related absence, and has not played in a sufficient number of competition matches to normally qualify. In all such cases proof of circumstances shall be required (e.g. letter from Employer or a Doctor's Certificate or similar) for an exemption to be granted by the Rugby Services Manager, or
- v) The only exception to rule 18.1.2ii is where the number of teams, from any one club participating in the finals on that day ensures that selection integrity is evident at the discretion of the Rugby Services Manager
- vi)

*** The Rugby Link system will be used to determine the number of matches played by an individual, if a player starts in a game wearing a reserve number this player must be placed in the starting line up on Rugbylink***

- 18.1.3 Players will receive eligibility for one match only per competition round and that eligibility will be attributed to the highest grade that player started in that round

- 18.1.4 The finals eligibility for contracted Rebels players is four (4) competition matches for the season or three (3) competition matches of the last round i.e. eight (8) competition matches. The bye will not count as a competition match. Clause 18.1.2 (iv) will not apply for contracted Rebels players. Rebels contracted players are only permitted to participate in the Dewar Shield (Premier 1) finals and not any lower grade.
- 18.1.5 For the purposes of grading, players selected for Representative matches which coincide with Competition matches not played shall have such Representative matches counted toward eligibility for the Club's senior 1st Team, or corresponding equivalent grade, i.e U20s. For U20s representative games to count towards their Club U20s eligibility, the players must have played a minimum two club U20s games.
- 18.1.6 Colts Grade shall be is deemed to be the same standard as Premier Division 2nd Grade or Premiership A Grade. Acting as a replacement due to injury of a player playing in a higher Grade shall not count as a match in that Grade if a match has already been played in a lower Grade.
- 18.1.7 Byes do not count towards eligibility unless, in extenuating circumstances, an uneven number of byes in a competition causes a disadvantage to a club and its player seeking eligibility.
- 18.1.8 Forfeits awarded to shall count towards eligibility provided a Match Report sheet for the forfeit is submitted by the normal time and shows a similar selection pattern as in previous matches at that grade.
- 18.1.9 Forfeits awarded against do not count towards eligibility.
- 18.1.10 For a player to have been regarded as having played a match he shall have played at least one half of the match unless prevented from doing so by injury.

18.2 Junior Competitions - Under 11s to Under 18s

- 18.2.1 For a Junior player to participate in and be eligible for matches of the finals, he/she shall have played a minimum of four (4) competition matches over the season.
- 18.2.2 B grade competitions will be classified as a lower standard of competition than A grade competition and therefore players who have played 4 games in a B grade competition can play up in an A grade final.

19 AWARDS

19.1 Club Championship

- 19.1.1 The object of the Club Championship shall be to encourage Clubs to recruit and field as many teams as possible, to foster the development of junior rugby, to increase the participation numbers at all levels and to improve the standard of play.

- 19.1.2 The Club Championship shall be decided at the end of the home and away matches. The Championship shall be awarded to that Club which has received the most Club Championship points based upon the Competition results as recorded by the Union – subject to the following conditions:

All teams, junior and senior, which take part in the competition and Pathway age groups (U6s, 7s, 8s, 9s and 10s) are eligible to score Club Championship points.

Points shall be calculated as follows:

TEAM	2018 WIN/PARTICIPATION
Club first team	5/0
Other grades	3/1
Masters	0/1 (per match day)
Womens	3/1
Colts and Under 18	4/1
Under 11, 12,13,14 & 16	4/1
Under 6, 7, 8, 9 & 10	0/1

Draw = ½ the Win points from U11s and up.

Mergers (e.g. two-club teams, as approved by the RV), each Club receives full points.

Forfeit = Minus two (-2) for each occasion from U11s and up

Red Card (proven offence)= Minus two (-2) for each occasion from U11s and up

Cited player (proven offence)= Minus two (-2) for each occasion from U11s and up

Club 1st team denotes the highest graded senior team in your club.

*Women's - Home and Away competition matches only.

In addition to win points all teams which play as the Senior club subsequent grades, Colts, Women, Junior Competitions and Pathway age groups (U6s, 7s, 8s, U9s & U10s) shall receive one (1) participation point for each competition and pathway match in which they take part. This shall be regardless of the final score, however, this point shall only be awarded if the team takes the field and the match played.

The club with the highest aggregate number of Club Championship points shall be the Champion Club and Winner of the Cowper Shield.

In the event that two or more Clubs finish the season with an equal number of points, the Club Championship will be awarded to that Club with the highest aggregate of match points scored for the Club expressed as a percentage of those scored against the Club (with the exception of scores from Junior matches).

In the event that the scores are still tied after clause 20.1.2 v) has been applied, those clubs shall share the Club Championship.

19.2 Most Tries Award

- 19.2.1 The Most Tries Award shall be won by the team and Club whose First Grade (or most senior) team scores most tries in the home and away matches of the Competition in whichever Grade that team plays.
- 19.2.2 In the event of two players finishing the home and away rounds of the competition with the same number of tries, both players will be awarded top try scorer

19.3 Player of the Year Award (Seniors)

- 19.3.1 Any players sent from the field (Red Card offences) and the offence is **confirmed with subsequent sanction/reprimand by the Judiciary** will be ineligible to accept the award regardless of votes granted. Two Yellow cards in the one match, therefore a technical Red Card, shall not be part of this penalty unless a further sanction is applied or unless covered under 20.3.2.
- 19.3.2 An award for the Best Team player in Premier 1st Grade, Premiership A Grade, Championship, Colts, and Women's Division will be made each Season.
- 19.3.3 Votes will be awarded to the three players judged by the Referee to be the best on the day.
- 19.3.4 The voting will be three (3), two (2), one (1) in descending order of merit.

20 PENALTIES AND APPEALS (Other than Judicial)

- 20.1 The Board shall provide the Rugby Services Manager with delegation of the Competition rules for the 2018 season as approved at the RV Board meeting on 21 February 2018 .
- 20.2 The RV Board may from time to time delegate to the Rugby Services Manager fixed penalties to be applied for non-compliance with these Rules.
- 20.3 Any penalties imposed by the Rugby Services Manager shall be communicated to both parties affected.
- 20.4 A decision may be appealed in writing within seven (7) days of notification by the Rugby Services Manager by either party or club affected by the decision. The Board may, in its absolute discretion, vary such penalties in any manner that it deems fit, including the increase of such penalty. Any appeal from a Club shall set out the material facts upon which the Club relies in support of the appeal and the Board shall consider the penalty afresh.
- 20.5 The RV Board may expressly extend or vary the time as required within the Rules.

21 ARU MEDICAL AND SAFETY RECOMMENDATIONS

All Clubs, Team Management, Referees and players are required to adhere to the ARU Concussion guidelines which can be found by clicking the below link.
<http://www.rugby.com.au/tryrugby/Administration/ConcussionGuidelines.aspx>

21.1 **Re-hydration** An adequate supply of fluid should be made available to players by Team Management during a match, so that appropriate levels of hydration are maintained.

21.2 There is NO HIA process at any level in Victorian Community Rugby, if any player is suspected of concussion (including if the Referee has such a concern) they must be removed from the field and shall take no further part in the match. Please review the ARU Concussion Guidance for Community Rugby in Australia:
<http://www.aru.com.au/runningrugby/PolicyRegister/ConcussionProcedureManagement.aspx>

22 SERIOUS INJURY PROTOCOL

22.1 A Serious Injury Report must be completed for the following match or training related injuries:

any head or neck injury that results in a player being treated at an emergency department, hospital or after- hours medical centre, or; any injury that results in the admission of a player into hospital

22.2 **ARU Serious Injury Case Manager** – The Australian Rugby Union (ARU) has appointed a Serious Injury Case Manager (SICM) to assist the club in managing traumatic injuries. The SICM is your first point of contact in the event of a serious injury to a players head or neck (i.e. suspected spinal injury) or fatality and will provide a link between the club, the ARU and the RV.

22.3 Club Responsibilities

22.3.1 Provide immediate on-field medical care and arrange suitable transportation (ie. ambulance) to the hospital for the injured player.

22.3.2 Phone SICM on the ARU Hotline 1800 036 156 in the event of a serious injury (ie: suspected spinal injury or fatality), who in turn notifies ARU nominee.

22.3.3 Phone Will Nicholson (Rugby Services Manager on 0405 831 459)

22.3.4 Accurately record any details and persons associated with the injury.

22.3.5 Notify next of kin in the case of a serious injury to a players head or neck.

22.3.6 In the case of a fatality, the Police will notify the next of kin.

22.3.7 Monitor players/match officials (referees, touch judges)/club officials (coaches, managers, runners, trainers, physiotherapists etc) for team debrief and/or personal counselling.

22.3.8 Complete the Serious Injury Report and submit online at
<http://form.jotform.co/form/33276909669875> portal within 48 hours of the time of injury occurring.

- 22.3.9 Complete the ARU Sports Injury Claim Form for all insurance claims. For more information please contact Gow-Gates Insurance Brokers (1800 811 371) or visit www.rugby.com.au/tryrugby.
- 22.4 The **ARU Serious Injury Report** Form is available from both the Community Rugby and the ARU websites.
- 22.5 The seriousness of the injury ascertained shall only be determined by a qualified medical practitioner.
- 22.6 The SICM shall assist in managing the injury, dealing with the family of the injured player, what forms need to be completed, insurance inquiries, liaising with the ARU Media Manager to deal with all media inquiries, etc.
- 22.7 In the days following the serious injury the SICM, in conjunction with the Club, the ARU and the RV shall implement the serious injury protocol.
- 22.8 The SICM, in conjunction with the ARU and the RV, will insure that ongoing counselling and contact is maintained with all parties in the serious injury.

23 Membership Protection Policy

- 23.1 The Member Protection Policy applies to all individuals involved in rugby and all Rugby Bodies including Member Unions, Affiliate Unions and clubs and supersedes any other existing Member Protection related policies. Please note the ARU's Code of Conduct remains as a separate stand-alone document.
- 23.2 The Member Protection Policy is comprised of four sections:
- 24.2.1 Policy statements regarding child protection, anti-discrimination and harassment, pregnancy and gender identity;
- 24.2.2 Child Protection Requirements including a summary of relevant state legislation and recommended screening process for those states and territories that do not have specific child protection legislation;
- 24.2.3 Procedures including step-by-step guide to all dispute resolution procedures: complaints procedure, mediation procedure, child abuse investigation procedure, conduct committee and appeals procedure, and summary of disciplinary measures; and Reporting documents and forms.
- 24.2.4 All Rugby Victoriavolunteers, officials and employees who are involved in activity with children are governed by the Working with Children Act 2005 (The Act) and are required to hold a Working with Children Check (refer section below). [Victorian State Legislation Working with Children Act 2005 \(the Act\)](#)

24.3 Appointment of persons to receive and handle complaints

- 24.3.1 Under the Policy, every Rugby Body must appoint a person or persons to receive and handle complaints and allegations made under this policy and must display their names and contact details in a way that is readily accessible.
- 24.3.2 The ARU and Member Unions must appoint a trained Member Protection Officer.
- 24.3.3 The Member Protection Officer for the RV is Will Nicholson (Rugby Services Manager on 0405 831 459)
- 24.3.3 All other Rugby Bodies (including affiliated Clubs) must appoint at least a Member Protection Contact.

24.4 Member Protection Contact

- 24.4.1 A Member Protection Contact is a person or group of persons who are a member's first point of contact in relation to any issue or complaint covered by this policy. This person should be familiar with the Policy, especially the dispute resolution procedures.
- 24.4.2 The ARU Member Protection Policy is available for download at <http://www.rugby.com.au/tryrugby/Administration/MemberProtectionPolicy.aspx>

APPENDIX 1

OPERATIONAL MATCH DAY PROCEDURES - Infrastructure

Lead Area	Community Rugby Competitions
Produced by	Chris Evans
Match Day Procedure No.	1 (INFRASTRUCTURE)
Date last Modified	11 March 2015

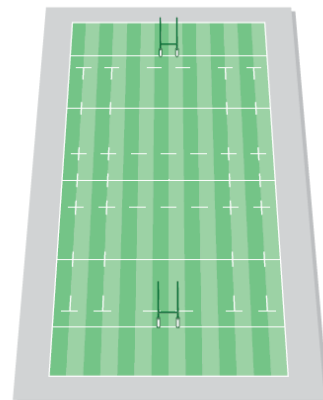
INFRASTRUCTURE

PREAMBLE

The Host club shall treat the visiting team as guests and not as opposition. A guiding principle is that infrastructure set up for the home team shall be the same for the visiting team.

A. Marking of the FIELD OF PLAY

1. The playing area for competition matches (which excludes U6's to 10's) shall be a full sized pitch.
2. The playing area for U11 matches shall be a full-sized pitch, less 10 meters in width (5 meters each side)
3. The Host Club team shall be responsible for marking and flagging of the pitch. The playing area is defined in accordance with the Laws of the Game.
4. The Host Club team shall be responsible for the erection of appropriate barriers and supply of safety equipment for the playing enclosure
5. Star pickets with safety caps or similar of sufficient number, height and strength should be provided to allow rope barriers to



Playing area

be suspended one meter above the ground, on all four sides of the pitch, including behind the dead ball line. The pickets should be:

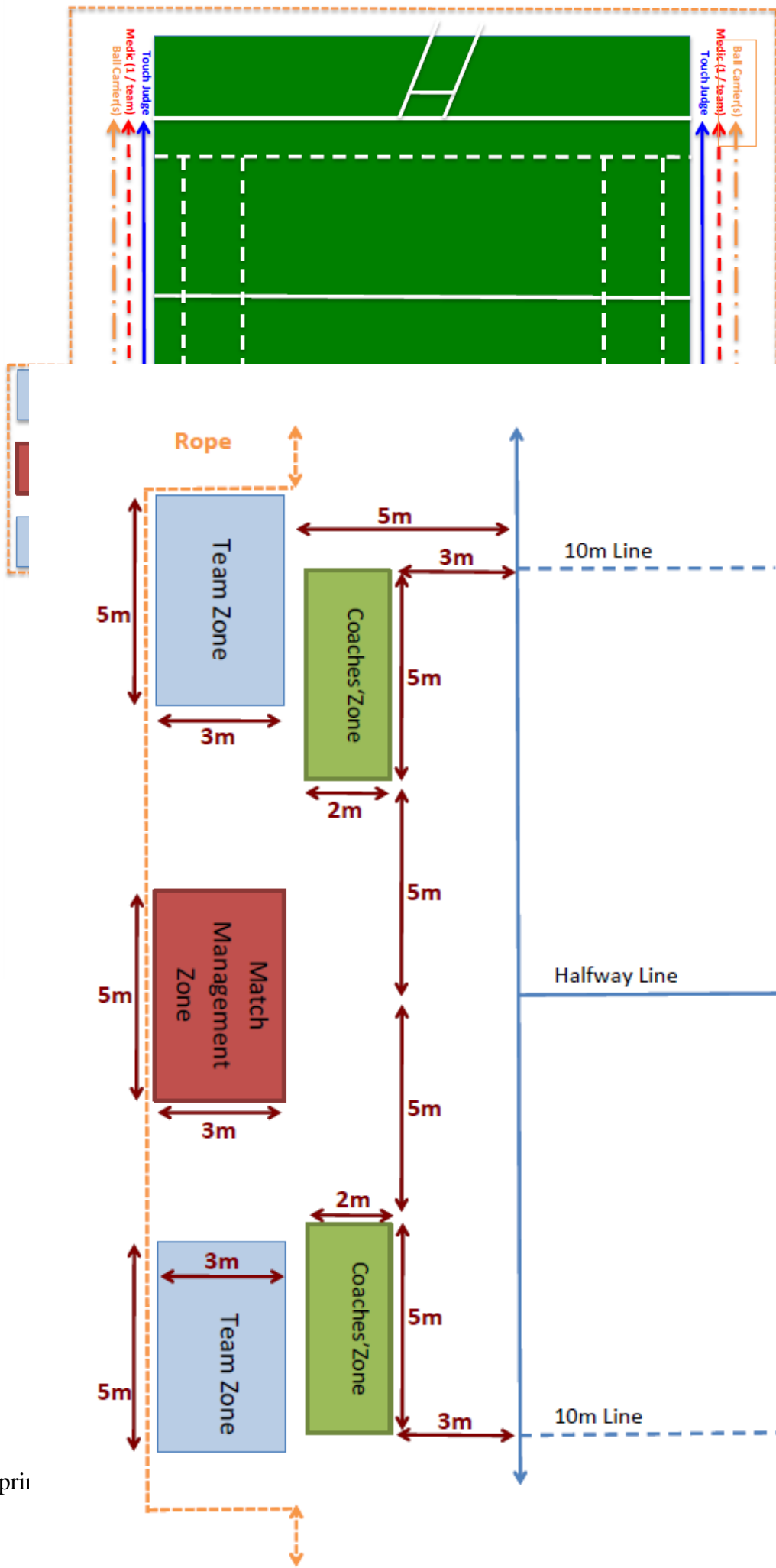
- 5.1. approximately 1.5 metres in length;
- 5.2. hammered into the ground for a depth of at least 0.4 metre;
- 5.3. spaced at equal distances apart at a maximum distance of 10 metres and inserted into the ground so they are sloping away from the pitch on a ten to twenty degree angle from the vertical in order to protect players tackled close to the touchline. *** Ropes are not required if a permanent fence exists***
6. If any part of the roped-off areas are shaped, sized or located in a way that is in conflict with the Competition Rules, exemption to these standards shall be sought by the Home Club from the Manager, Community Rugby Competitions, in writing (email).
7. If the Field of Play, Coaches' Zone or Team Zone are not safe or are not marked and roped off to the satisfaction of the Referee, then the Match Manager, Head Coaches and captains of both teams should be informed and the breach should be reported to the Manager, Community Rugby Competitions by the first working day following the match.

B. COACHES' ZONE

1. The Coaches' Zones must be marked with white lines.

C. TEAM ZONE

1. The Team Zones should be roped off from spectators and are separated from the Coaches' Zones, the Field of Play - and its surrounding 5 metre area - by rope.
2. A 3 x 3m Marquee should, wherever possible, be made available for shelter for each Team Zone
3. Seating for a minimum 10 persons should be made available in each Team Zone.
4. Medical equipment, including a stretcher/spine-board and neckbrace, should be provided in the Home Team's Team Zone for the entire match.



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APPENDIX 2 OPERATIONAL MATCH DAY PROCEDURES – Roles & Responsibilities

Lead Area	Community Rugby Competitions
Produced by	Chris Evans
Match Day Procedure No.	2 (Roles & Responsibilities)
Date last Modified	11 March 2015

1. Medics

- Each team should provide 1 or 2 trained Medics.
- Medics must wear the official, Rebels-supplied, orange Medic's bib, usually provided by the Team Manager. They may not enter the Field of Play unless they are wearing these bibs.
- Medics may move along the sidelines.
- Medics are encouraged to work on either side of the Field of Play.
- Medics should keep 2m back from the sideline to avoid getting in the way of the Assistant Referee.
- Medics may enter the Field of Play whenever a player is injured, at their discretion.
- Medics are encouraged to offer to assist other team's medic(s) in cases of serious injury or if they have special knowledge of managing a specific injury.
- Medics may not carry a kicking tee onto the Field of Play.
- Medics may not offer water to anyone other than the player being treated for injury.
- Medical equipment may only be stored in the Team Zone.
- Medical equipment must include a spine-board and neck brace which must be present before the start of the match.
- Medics are allowed on the Field of Play at half-time.



2. Water Carriers

- Each team should provide 1 or 2 Water Carriers.
- Water Carriers must wear the official, Rebels-supplied, yellow Water bib, usually provided by the Team Manager. They may not enter the Field of Play unless they are wearing these bibs.
- Water Carriers may be Assistant Coaches.
- The Head Coach may not be a Water carrier.



- Water Carriers must be positioned in the Team Zone unless they are delivering water onto the Field of Play.
- Water may only be delivered onto the Field of Play during:
 - a. Referee’s official “Time-Out”
 - b. a conversion
 - c. at the referee’s discretion (e.g. hot day).
- Water may not be carried onto the Field of Play for any other break such as a free kick, penalty, scrum, line-out or any other situation.
- Water Carriers may carry a kicking tee to a kicker after the referee has indicated that a place-kick will be taken but may not take water onto the field while delivering the kicking tee.
- Water Carriers may offer players water during a penalty kick but they must be positioned on the sideline at the Coaches’ Zone.
- Water carriers are allowed on the Field of Play at half-time.

3. Kicking-Tee Carriers

- Only bibbed Water Carriers may carry a kicking tee onto the Field of Play.
- They must not take water onto the field while delivering the kicking tee.

4. Team Manager

- The Team Manager must show the filled-in Team Sheet to the Match Manager before the match starts. The Match Manager will take a photo of the Team Sheet which will become the point of reference in the case of any subsequent disputes.
- The Team Manager may interact with the Referee at half time
- The Team Manager should provide Water and Medic bibs to authorized personnel.
- The Team Manager may move to the Match Management Zone to liaise with the Match Manager, the Number 4 Official or a sin-binned player.
- The Team Manager may provide water and warm clothing to a sin-binned player but must not otherwise engage with them.
- Team managers are only allowed on the Field of Play at half-time.

5. Coaches

- Coaches include a Head Coach and up to two Assistant Coaches.
- Assistant Coaches may be (but do not have to be) bibbed as Water Carriers.
- Coaches must remain within the Coaches’ Zone or Team Zone.
- Coaches may not communicate with the Referee or Assistant Referees, even at half-time and may not coach players from the sideline during the match.
- The Team Manager is the only person empowered to communicate with Match Officials including the Number 4 Official, Match Manager and the other Team Manager, where necessary, such as for substitutions.

- The Team Manager, not Coaches, should support a sin-binned player with water and warm clothing.
- Coaches may liaise with Medics (who work on the sidelines) and the Water Carriers (who must remain in the Team Zone when not in the Field of Play).
- Coaches are only allowed on the field at half-time.

5. Reserves

- Reserves must appear on the official Team List.
- No changes to the Team List may be made after the start of the match.
- Reserves must be positioned in their Team Zone or outside the roped areas.
- Reserves may not enter the roped area immediately surrounding the field unless involved in a substitution, pre-approved by the Number 4 Official or the Match Manager.
- Reserves may warm up behind the opposing team's dead ball area, outside of the roped area, but must proceed to that area staying outside of the roped area at all times.
- Reserves are allowed on the field at half-time.

5. Ball Carriers

- Ball Carriers should be provided by the Home Team and should report to the Match Manager, five minutes before the start of the MATCH
- The Match Manager will deploy the Ball Carriers on each sideline – preferably two per side.
- Ball Carriers should be encouraged to wear club clothing.

OPERATIONAL MATCH DAY PROCEDURES - Match Manager Responsibilities

Lead Area	Community Rugby Competitions
Produced by	Chris Evans
Match Day Procedure No.	3 (MATCH MANAGER)
Date last Modified	11 March 2015

The Match Manager's role is to ensure that the match is conducted in a pleasant and efficient manner.

Responsibilities include:

1. Ensure that the match starts on time.
2. Ensure that 3 properly inflated, Gilbert No. 5 match balls are available for the match.
3. Complete the ARU/RV Match Day inspection
4. Ensure that the entire roped-off area is maintained in accordance with Competition Rules and IRB Laws to provide security and safety for everyone. See Infrastructure document.
5. Ensure that the Roles & Responsibilities described are carried out by all parties listed. If any party fails to carry out their responsibilities, they can be warned by the Match Manager, they can be asked to leave the roped area and/or their behaviour can be reported to the Club and/or Community Rugby for further action.
6. Ensure that a scoreboard is available and is updated throughout the match.
7. Keep a record of incidents in a match such as substitutions (team/player's-number(s)/time/Reason). Injuries, concussions, yellow and red cards can also be recorded, along with the incident, time, team & number(s) of the player(s) involved. The Reason for a substitution (blood, injury, concussion, substitution, including front-row substitutions) should be recorded to avoid subsequent disputes relating to later substitutions. A Referee or Assistant Referee may nominate a Reason if, for example, a player is substituted, in the view of the officials, as a result of a concussion. A Match Manager's Record is provided as a suggested template for this data.
8. Ensure that spectators behave respectfully and refrain from abuse of players, officials of any other person present or from strong dissent. If transgressions occur, a photo of the offender(s) should be taken and submitted to the clubs or Community Rugby for action.
9. Ensure that a Referee and two Assistant Referees are available for the match.
10. Ensure that the video team is able to film the match properly from suitable infrastructure, conducive to a pleasant atmosphere (e.g. with access to power, where possible, to avoid the use of noisy petrol generators.)

11. Manage all substitutions (by delegation if necessary).
12. Follow the ARU Serious Injuries Protocol and call ambulances, where necessary. (Ensure that the player is accompanied to the hospital and that their possessions and mobile phone go with them, if possible, or are otherwise kept secure by a member of the team. Get the player's and accompanying person's mobile phone number(s) for follow-up later.)
13. Ensure that ambulances have immediate access to the Field of Play, where required.
14. Ensure that all Officials are safe before, during and after the match.