

# **Rugby Gold Coast Ltd.**

## **Senior**

### **Competition Rules**

**2011**



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## 1. DEFINITION OF TERMS

### For the purposes of this document:

- (a) **ARU** is the Australian Rugby Union Ltd.
- (b) **QRU** is the Queensland Rugby Union Ltd.
- (c) **RGC** is Rugby Gold Coast Ltd.
- (d) **SENIOR MANAGEMENT STEERING COMMITTEE (SMSC)** is the Committee nominated by the RGC Board to oversee the management of the Senior Competition.
- (e) **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the Senior Competition.
- (f) **CLUB** is the rugby body that is affiliated with RGC and is a participant in the Competition.
- (g) **JUDICIARY** is the Sub Committee as appointed by the RGC Board.
- (h) **MyRugbyAdmin** is the Administrative system set up by the ARU to facilitate the online Registration of Rugby players Australia-wide.
- (i) **Playing Enclosure** is the area within a boundary of five (5) metres outside the perimeter of the playing field.
- (j) **Competition** is the RGC Senior Competition
- (k) **International Rugby Board (IRB) Laws of the Game** are the Laws under which the RGC Senior Competition Rules are derived.
- (l) **GCCC** is the Gold Coast City Council.
- (m) **ECMS; Electronic Competition Management System.** A sub-system of MRA which allows RGC and individual Clubs to electronically enter, monitor and record their teams and results.

## 2. LAWS OF THE GAME

Matches must be played in accordance with the Laws of the Game of Rugby Football and the rulings thereon, as published by the International Rugby Board (IRB) including 7 a side variations, together with all by-laws and directives of both the ARU and QRU.

## 3. TEAM NOMINATIONS

- i) Participation in the Competition shall be initiated by RGC calling for nominations for each grade by the 12<sup>th</sup> February 2010.
- ii) Team Nominations must be lodged by the 18<sup>th</sup> February and must list the name of the team and all other information requested by RGC.
- iii) Team Nominations must also identify the Coach for that team and their accompanying MyRugbyAdmin Registration Number, so that mandatory SmartRugby compliance can be assessed. **All** coaches must hold **ARU Level 1 Coaching Accreditation**. All Club coaching data must be forwarded to RGC by the **1<sup>st</sup> APRIL 2011**.
- iv) A team will be considered accepted on approval of its nomination by the Senior Management Steering Committee. **(SMSC)**
- v) All teams nominated to participate in the RGC Competition, must be insured with the ARU-nominated Insurer, Failure to do so will result in that team being excluded from the Competition until insured. (See Appendix 2)
- vi) No Club holding a debt to RGC will be permitted to compete in any Finals Series, unless a Repayment Schedule has been approved by the RGC Board.

## 4. REGISTRATION OF PLAYERS

Please see the RGC Registration and Clearance Policy at Appendix 2 of this document.

- i) A player may play for the club of his choice.
- ii) No player shall be eligible to play or train with a Club within RGC unless that player has signed a Registration Form. The player

must be then registered by the Club, via MyRugbyAdmin (MRA), by 12:00 noon the following **working** day. Every registration form is to be retained by the club and produced on demand.

***Penalty: Unregistered Players; First Occurrence may result in the loss of Four (4) Competition Points, or a Suspended sentence with a Warning. Second Occurrence will result in the loss of Double Points (ie. Eight (8) Points.***

**iii)** Player Registrations **must** be entered on MRA by the Club **prior** to that player participating in **any** further rugby fixture or training once the time frame in **para ii)** above has expired. Clubs must be satisfied by way of either Birth Certificate or Official Passport only, the eligibility of players to participate in their nominated age group.

**NOTE:** Proper registration of players will ensure that the Club Administration has fulfilled their responsibilities under Duty of Care to the players as prescribed by SmartRugby.

***Penalty : Four (4) Competition Points.***

**iv)** All players in open grade competitions must be eighteen (18) years of age or more by the commencement of the competition to be eligible to play Senior Rugby. The ARU's 'Exception to the Senior Rugby Policy' exists to allow players of exceptional development, skill level and experience, to play Senior Rugby while younger than 18 years of age. This policy and process needs to be followed prior to a player younger than 18 playing Senior Rugby and is available from [www.rugby.com.au](http://www.rugby.com.au) or on request from RGC.

The maximum age for U20 Colts is turning twenty (20) in 2011.

***Penalty : Clubs found in breach of this Rule may incur a penalty of Four (4) Competition Points and reversal of match results.***

**vii)** Any player who participates in Junior Rugby and turns 18 during the course of the season may apply, through their club to the SMSC, for approval to join the Colts Competition. The QRU's Movement

Between Dispensated and Non-Dispensated Rugby Policy which covers this area must also be adhered to. See **Appendix 3**.

## **5.0 THE COMPETITION**

### **5.1 THE DRAW**

The Competition will be conducted in accordance with a schedule of matches drawn up by the Competition Manager prior to the start of the playing season and **varied as necessary from time to time**.

### **5.2 COMPETITION POINTS**

(i) Position on the Competition Table will be determined by Competition Points.

**Win** **Four (4) Points**

**Win by Forfeit** **Five (5) Points**

**Loss** **Zero (0) Points**

**Draw** **Two (2) Points**

**Bye** **Zero (0) Points**

**Bonus Points :**

**4 or more tries** **One (1) Point**

**Loss by 7 points or less** **One (1) Point**

**Supply of Qualified Assistant Referee** **One (1) Point**

(ii) In the event of two or more teams being equal on Competition Points at the completion of the season proper, the higher placed team shall be determined on the basis of the team with the **best For and Against ratio** of points. In the event of further calculation being required, the higher placed team shall be determined by the number of games **won** during the competition, followed by the **most** tries scored and then the **fewest** Red Cards for the season.

**(iii) Club Championships.**

The Club Championship shall be determined by adding the total Weighted Competition Points gained by each Clubs' Senior teams.

The weighting shall be as follows;

First Grade	Multiply by five	(5)
Under 20 Colts	Multiply by four	(4)
Second Grade	Multiply by three	(3)

Third Grade	Multiply by one	(1)
Fourth Grade	Multiply by one	(1)

In the event that two Clubs have equal points, Joint Winners shall be declared.

**Note:** Fourth Grade will compete for the **Bob Sinclair Cup** and these matches will be played on Friday evenings.

### 5.3 POSTPONED/ABANDONED MATCHES

(i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "Home" club to advise the Opposition teams, the Referees Association and the RGC Competition Manager immediately the ground is considered unplayable or in doubt of being playable. The **SMSC**, after consultation with the Competition Manager and the Clubs involved, will direct how the abandoned match will be dealt with. **See Wet Weather Policy below.**

***Penalty. Each matter will be dealt with on a case-by-case basis; however, previous infractions will be taken into account when penalties are imposed.***

(ii) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

- Where a match is abandoned during the first half the result will be declared a draw with no points awarded for or against.
- Where a match has been abandoned after the completion of the first half, the score at that point will be the result.

(iii) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the **SMSC** will determine if any penalties will be imposed on the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the Citing, Judicial or breaches of the Code of Conduct protocols).

***Penalty: To be determined by the RGC Judiciary Committee.***

**(iv) Wet Weather Policy.** Following inclement weather and a GCCC directive to close Gold Coast playing fields, the following process shall be activated at 9:00am Saturday, for **1<sup>st</sup> Grade only**;

- if the "Home" field is unplayable, then the "Away" field will be considered,
- if the "Away" field is unplayable and an alternative is unsuitable, then,
- the matches will be scheduled for play the following Tuesday evening at 8:00pm at the Draw venues. Should the grounds remain unplayable at that point, a further two Tuesdays will be scheduled by RGC.
- if this cannot be achieved, the points will be split with no for or against being recorded.

**Note:** For 2<sup>nd</sup> Grade and Colts, washed out matches will transfer to Tuesday evening at 6:30pm, 3<sup>rd</sup> Grade at 8:00pm, and if a result is not achievable, the points split above will be applied.

**Note:** For Bob Sinclair Cup matches, a match will be recorded, but the points split will apply. The venues for all matches will be at the discretion of the Competition Manager and the applicable Club President to ensure necessary field lighting.

## **5.4 FORFEITS**

**(i)** Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such a forfeit, would have been played. The **highest** points scored in that grade, on that day, to Nil shall be awarded **TO** the non-forfeiting team and **AGAINST** the forfeiting team.

***Penalty. The non-forfeiting team will be awarded five (5) Competition points (4 Competition points plus 1 Bonus point). The forfeiting team will lose two (2) Competition Points.***

**(ii)** The forfeiting team will automatically cause a club to forfeit any matches of a lower grade in that Round, even though they may have been played (Colts and 4<sup>th</sup> Grade excluded).

**(iii)** In the case of a club withdrawing a team(s) from the Competition, match points (“for and against”) in all matches of such team(s) shall not be counted, and any Club Competition points shall be cancelled.

**(iv)** The **SMSC** may impose further penalties for withdrawing teams from the competition.

**(v)** All forfeits for Saturday matches must be declared by **9:00am on the Friday immediately prior to the match**. The minimum notice for all other matches is thirty-six (36) hours prior to the match. Notification should be made to the Opposition Club, Referees Association and the RGC Senior Competition Manager.

***Penalty: Four (4) Competition Points.***

## **5.5 DURATION OF MATCHES**

**(i)** All matches are to be played in accordance with the Laws of the Game, specifically Law 5 as below, and including 5 minutes Half Time for all matches;

First Grade	2 x 40 minute halves. <b>Plus</b> injury time.
2 <sup>nd</sup> and 3rd Grade	2 x 35 minute halves. ( <b>No</b> injury time)
4 <sup>th</sup> Grade (Sinclair Cup)	2 x 30 minute halves ( <b>No</b> injury time)
Under 20 Colts	2 x 35 minute halves. ( <b>No</b> injury time)

**Note:** Injury time shall be added to all Finals matches.

**(ii)** Any team not prepared to commence a match within five (5) minutes of the designated starting time, without the permission of the Referee, shall forfeit the match.

**(iii)** Any time lost in commencing a game for whatever reason will, if necessary, be deducted from that match so that the following matches may commence at the scheduled time.

## **5.6 PLAYERS ATTIRE AND EQUIPMENT**

**(i)** Every player taking part in a match shall wear the approved Club jersey, shorts, socks and boots. Each player shall wear on the back of their jersey a distinguishing number, which shall be a minimum length of 150 millimetres and of such a colour as to be easily discernible from the line of touch.

**(ii)** No two players shall wear the same number jersey.

***Penalty: Two (2) Competition Points.***

**(iii)** The distinguishing number must correspond with the information supplied by the club on the Electronic Team Sheet for that match.

***Penalty: Two (2) Competition Points.***

**(iv)** Underwear – “Underwear: an undergarment, that covers the body from waist having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “Skins” that have legs that go past the knees are not permitted to be worn by any players participating in a rugby game.

**(v)** The designated match ball for the competition will be a KooGa Match-Quality ball. Each Home Club will provide two (2) match-quality balls for all matches.

## **5.7 PLAYING FIELD**

**(i)** Clubs hosting matches played under these Competition Rules **must** comply with the ARU Safety Directives with respect to Medical Requirements. Both teams and the referee are responsible for ensuring that matches do not progress if the requirements for medical care are not in place.

Reference should be made to the ARU Safety Directives when seeking any clarification. (See [rugby.com.au](http://rugby.com.au) / community rugby/ policies and procedures /ARU policy register /occupational health and safety/safety directives.)

***Penalty: Non-adherence to this policy will be dealt with by the Competition Manager in consultation with the SMSC and may include Club Suspension.***

**(ii)** For all Competition games the Host club shall be responsible for ensuring that the field of play is correctly marked and set up in

accordance with the Laws of the Game. Technical Zones are to be incorporated and enforced for **all** games. All Goal posts within the playing enclosure must be padded. See RGC Operations Handbook: Field Setup.

***Penalty. As in Rule 5.7.(i)***

**(iii) Playing Enclosure:**

Entry to the playing enclosure must be restricted by a fence, barricade or rope and be a minimum of five (5) metres from the playing area perimeter. The Technical Zones (2 metres x 10 metres) shall be within the Playing Enclosure, positioned five (5) metres either side of the half-way line and backing on to the 5 metre perimeter fence, barricade or rope. See RGC Operations Handbook: Field Setup.

***Penalty. As in Rule 5.7.(i)***

**(iv) Persons authorised to enter Playing Enclosure:**

- a) Medically Qualified Person.
- b) Teams (x 2)
- c) Referee
- d) Touch Judges (x 2)
- e) No. 4 Referee
- f) Sports Trainer: within the Technical Zone (maximum 2 persons per team).
- g) Team Coach; seated within the Technical Zone.
- h) Team Manager; seated within the Technical Zone.
- i) Team Reserves; seated within the Technical Zone

**Note: (i) Persons at f), g) and h) may only enter the playing enclosure if they are SmartRugby compliant**

**(ii) If no Technical Zone is marked, g), h) and i) must remain outside the Playing Enclosure, as previously defined.**

**Restrictions for Authorised Persons**

- The sports trainer is a person or persons from each team who is / are responsible for immediately attending to a player who may appear to be

injured, or who provides water to the players. Water may only be provided during a break in play and then at the discretion of the Referee. **An awarded Penalty does not constitute a break in play.**

- NOTE: “authorised persons” does not include a coach with the following exceptions:
  - i) Where the nominated coach is required to fulfil one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.
  - ii) A Technical Zone is defined.

***Penalty. As in Rule 5.7.(i)***

## **5.8 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS**

### **Rugby Laws 3.1 to 3.14 are Applicable**

#### **(i) Nominated number of players:**

For the purposes of this Competition the **SMSC** has not specified a number of nominated players for **Second Grade, Colts, Third Grade or Fourth Grade** Competitions.

For **First Grade**, the nominated number of players shall be **twenty-three (23)** to allow for both Front Row and Competition integrity. For the **Finals Series**, the nominated number of players for **ALL** grades is **twenty-three (23)**.

#### **(ii) Replacements/ Substitutions:**

In 2011, with the inclusion of Rolling Substitutions, substitutions shall be carried out through the use of “Movements”. (See Appendix 5 for more detail) The movement allocation per grade is as follows,

1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Grade – 8 Movements

4<sup>th</sup> Grade and Colts – 12 Movements

When the number of players **is not** nominated, any number of players, to a maximum of 8 and as governed by your allocated ‘movements’, may be replaced due to illness or injury, as per the Laws of the Game (3.4). When the number of players **is** nominated, the allocated movements may be used up to the maximum allocation and using no more than the 8 specified reserves. A player who has

been replaced due to injury is not to participate further in the game; Blood Bin replacements excepted.

***Penalty: Four (4) Competition Points during the Competition or Disqualification during the Finals Series.***

**(iii) Uncontested Scrums:**

If a team cannot sustain a suitably trained front row because players are either not available, are injured or sent off, the Referee must order uncontested scrums. The period/s of play during which uncontested scrums occurred must be noted on both teams' score sheets and signed by the Referee.

Where playing numbers are **not** nominated, there is no inherent requirement to play contested scrums. However, the following should be noted,

Ideally each team (ALL GRADES) will have twenty-three (23) players. However, if it is considered by the Team Management that they cannot field three (3) players who are suitably trained and experienced to play in the front row (as above), then that team will also play the game with a reduced reserve bench. That is, only one (1) suitably trained and experienced front row player reserve = a total of six (6) reserves. With nil (0) suitably trained and experienced front row player reserves = a total of five (5) reserves. Should a team not be able to field the full complement of reserve players; then that club must advise both the Match Officials and Opposition of this situation prior to commencement of the game.

Where 23 players **are** nominated (i.e. 1<sup>st</sup> & 2<sup>nd</sup> Grade), the following should be noted,

“When 23 players are nominated in a team there must be sufficient front row players 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 each front row position is

required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.”

**(v)** In the event of a team creating the need for uncontested scrums in three (3) matches in any one season, that club must report to the **SMSC** on the reasons for the shortage of suitably trained front rowers.

## **5.9 TEMPORARY SUSPENSION**

**(i)** The temporary suspension of a player must be recorded on the Team Sheet prior to post-match signing by the referee and must be recorded into the **ECMS by both teams.**

***Penalty: Four (4) Competition Points.***

**(ii)** Should a player incur three (3) temporary suspensions during the season, he will automatically be suspended from playing in the next round of scheduled matches.

Following this suspension, the matter is deemed to have been heard and the player’s temporary suspension count shall revert to nil.

Temporary suspensions do not transfer to the next season.

**(iii)** Clubs will receive notification of two suspensions against a player, or three suspensions together with the resultant suspension.

**(iv)** The suspended player will sit in the designated area for such players and must be divorced from his team for the period of the suspension (10 minutes of **playing** time). Hydration and/or injuries may be attended to by the Sports Injury Medic only; **no Coach/Manager inter-action with the player is permitted.**

**(v)** Two temporary suspensions in one match will result in that player taking no further part in that game and will be required to appear before the next Judiciary hearing. **Two Yellows equals a Red.**

**Note: Abuse of any Official during a match will result in an immediate Red Card being issued.**

#### **5.10 PLAYERS ORDERED OFF FOR MISCONDUCT**

**(i)** Match officials will, by midday on the Monday following the day of the match, report in writing to the Competition Manager, via the Referee Liaison Officer, on the approved form, any player or players ordered off the field of play. For a non-weekend match the Report shall be submitted within 48 hours, or prior to that team's next match.

**(ii)** Any player ordered off the field will be suspended from further play for One (1) Match / Ten (10) Days pending review of the incident by the Judicial Committee. Further penalties may apply.

**(iii)** The Judicial Committee will meet as directed by the **SMSC** or when the Judicial Committee deems necessary throughout the season to hear cases. Any player ordered off the field **will** attend the next meeting of the Judicial Committee, unless otherwise advised. The player's Club must contact the Competition Manager on the first business day following the match in which he was ordered off. Unless otherwise advised, the Judicial Committee will meet on each Tuesday at 6:00pm, at RGC Headquarters, Varsity Lakes.

**(iv)** Should a player be unable to attend a regular meeting of the Judicial Committee, he may give written (signed) permission to be

represented by an official of his club, or request a layover until the next week. The player shall remain suspended from play.

**(v)** There is a **Right of Appeal** against decisions of the Judicial Committee, to the Judicial Appeals Committee. Notification of such an appeal must be made in writing, within forty-eight (48) hours of the Judiciary Decision, to the RGC Administration Manager.

**(vi)** The final Right of Appeal for any decision by an Affiliate or Member rests with the QRU. Such appeals will be heard against the current Competition Rules maintained by the QRU for that Affiliate or Member. All other versions will be regarded as null and void for the purpose of Competition Management

**NOTE: (i) All matches conducted under the auspices of RGC and under the control of an accredited Referee, are subject to the RGC Senior Rules of Competition, Expectations of Behaviour and agreed Code of Conduct as detailed in the RGC Operations Handbook and at Appendix 5 of these RoC. All normal Judicial Procedures will apply and all penalties will remain in force. This edict covers International and Friendly matches as well as Trials and Postponed matches.**

**(ii) RGC retains the right to request a Show Cause from any Coach, Official, parent or spectator who acts outside the published RGC Code of Conduct. (Appendix 5)**

## **5.11 MATCH RESULTS**

**(i)** It is the responsibility of each team manager to enter the Team results into the **ECMS** by **12:00 pm the following business day.**

The results should include, but are not limited to;

- correct entry of correlating names/jersey numbers (inc. reserves)
- only players who take the field are to be entered
- correct scorers
- correct entry of Yellow and Red Cards for **both** teams

***Penalty : First occurrence; Two (2) Competition Points.  
 Second occurrence; Four (4) Competition Points  
 Third occurrence; Eight (8) Competition Points.***

***Note: Repeated failure to register correct results will result in further penalty. As determined by the Competition Manager, in consultation with the SMSC.***

## **6. FINALS SERIES MATCHES**

### **6.1 VENUES, TIMES AND DURATION**

All Semi-final, Preliminary Final and Grand Final matches in all grades will be played at the venues, and commence at such times, as determined by the Draw. The top four (4) teams determined by Competition Points in each grade, will participate in the final series.

The formula for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Grade and Colts will be as follows:-

<b>Week One</b>	<b>Major Semi-Final</b>	First V Second
	<b>Minor Semi-Final</b>	Third V Fourth
<b>Week Two</b>	<b>Preliminary Final</b>	Loser of Major Semi-Final V Winner of Minor Semi- Final.
<b>Week Three</b>	<b>Grand Final</b>	Winner of Major Semi-Final V Winner of Preliminary Final.

The formula for 4<sup>th</sup> Grade (Bob Sinclair Cup) will be as follows:-

<b>Week One</b>	<b>Semi-finals</b>	<b>i)</b> First V Fourth
		<b>ii)</b> Second V Third
<b>Week Two</b>	<b>Grand Final</b>	Winner of <b>i)</b> V Winner of <b>ii</b>

### **6.2 DRAWN SEMI / PRELIMINARY FINAL.**

In the event that the scores are equal in any Semi- or Preliminary final at the completion of normal time, there will be a one minute break, followed by an extra ten (10) minutes each way, ( five [5] minutes 4<sup>th</sup> Grade) with no interval. If, after the completion of extra time the scores are still equal, then the team which finished higher on the Competition Ladder shall be deemed the winner of the match and progress in the Finals Series.

### **6.3 DRAWN GRAND FINAL.**

In the event of equal scores at the completion of normal time, there will be a one minute break, followed by an extra ten (10) minutes each way (five [5] minutes 4<sup>th</sup> Grade) with no interval. If, after the completion of extra time the scores are still equal, the Teams shall be declared Joint Premiers.

#### **6.4 FINALS SERIES PLAYER ELIGIBILITY.**

**(i)** To be eligible to play in a final series a player must have played **seven (7) Rounds** for his Club during the season. Fourth Grade players are to have played **five (5)** matches **in** 4<sup>th</sup> Grade to be eligible for 4<sup>th</sup> Grade Finals. All players must be registered no later than 7weeks prior to the Finals. The Competition Manager, in consultation with the **SMSC** shall have the discretionary power to approve applications from players not fulfilling this requirement where this has been caused by:-

- a. injury,
- b. absence from the area due to work or education reasons,
- c. forfeiture of matches by other Teams,
- d. Representative duties,

**(ii)** Dispensation shall be granted on a **weekly basis** for each player. e.g. If Bill is injured this weekend, dispensation must be applied for, the week following the game. This must be repeated for each week that Bill misses. A Medical Certificate, or similar must be sighted by RGC.

**(iii)** Players who have played **eight (8)** or more **run-on matches** for a team, shall not qualify for a lower grade team: that is, Tom, who has started 8 First Grade matches for a Club is therefore not eligible for Second Grade or lower.

**EXCEPTION:** If a club has two grades in the final series, a player who has played 8 or more matches in a higher grade may play in a lower grade, i.e., Bill has played 8 First grade matches and the Club has First and Second grade in the Finals; Bill may be selected in the Second grade team. This exception only applies between two consecutive grades; that is, First and Second grade, or Second and Third grade. If the finals are on different days, that is, Saturday and Sunday, the player may be a substitute but is to be the last player used as a substitute unless he is a

front-row player. This exception only applies as long as the higher grade team remains in the Finals series.

## **6.5 DISPENSATIONS**

**Note:** See **Appendix 1** for Finals Series Dispensation Application Form. Applications must be received by RGC Administration no later than **seven (7)** days prior to the applicable Finals match being applied for.

**No late applications will be accepted.**

**These will be dealt with by the Competition Manager in consultation with the SMSC, on a case by case basis.**

## **7. REPRESENTATIVE PLAYERS**

**(i)** Only players registered with a RGC Affiliated Club are eligible to be selected for Representative Teams.

**(ii)** All players are deemed to be available for selection at Representative level unless the selectors have been advised otherwise.

**(iii)** Two Representative pre-season squads will be selected and trimmed to twenty two (22) players each. One Squad for the Emerging Players and one for the Breakers' Season proper. Players in these Squads may be interchangeable.

**(iv)** Any player selected in a Representative Team who withdraws for any reason, is not eligible to play for their Club on the weekend in which they should have been on Representative duties, without the permission of the coach and selectors for that team.

**(v)** Players selected for Representative Teams are not permitted to play for their Club within three (3) days prior to the next Representative fixture, unless the coach and selectors have given permission to do so.

**(vi)** Players in Representative Teams who miss scheduled Club matches, under **Rule 6.4 (i)**, are to be credited with playing in that Club's First Grade (for Senior Rep. Teams) or Colts (for U19 Rep. Teams) match with regards to eligibility for Finals Series games.

**(vii)** Any player breaching the Code of Conduct of RGC (**Appendix 4**) shall be removed from the Representative side and have action taken against them at the discretion of the RGC Board.

## **8. PROTESTS**

**(i)** ALL protests must be made in writing.

**(ii)** Protest must be received by the Competition Manager within forty-eight (48) hours of the alleged breach of the Competition Rules.

**(iii)** All protests must specifically nominate the Competition Rule (by number) under which the breach occurred.

**(iv)** All witness statements must be tendered on a signed Statutory Declaration form.

**(v)** Protests shall be heard by the Senior Management Committee at their discretion.

## **9. APPENDIX**

**Appendix 1.** Competition Finals Series Dispensation Request Form.

**Appendix 2.** RGC Registration and Transfer Policy

**Appendix 3.** QRU Policy: Movement between Age Grade and Senior Rugby

**Appendix 4.** RGC Code of Conduct

**Appendix 5.** Rolling Substitution Explanation

**Appendix 1.**

**Competition Finals Series Dispensation Request Form.**

**Date. ....**

**Club.....**

**Player's Name .....**

**ARU Registration No. ....**

**Team for which Dispensation requested.....**

**Number of games played for that Team .....**

**Date Player joined Club. ....**

- Reason for Dispensation request:(please tick)**
- i) Medical**
  - ii) Employment**
  - iii) Education**
  - iv) Family**
  - v) Other**

**Supporting Evidence (Medical Certificate, Employers Letter, Other) .....**

**Team Sheet Evidence; notations made during player absence.....**

**Other comments or attachments.....**  
.....

## Appendix 2.

### RGC Registration and Transfer Policy.

#### ARU Insurance

To enable all members of your club to come under the annual ARU Insurance scheme, it is a requirement of both ARU, QRU and RGC that all members of a club i.e. players, coaches, team management and volunteers:

1. Complete and sign an ARU Registration Form for 2011
2. That all members are registered for 2011 on the ARU Registration System (currently MyRugby)
3. That all premiums are paid to ARU Insurers by no later than Monday 30<sup>th</sup> June 2011

For more information on ARU Insurance, please refer to the following link: [http://aru.rugby.com.au/community\\_rugby/policies\\_and\\_procedures/insurance,598.html](http://aru.rugby.com.au/community_rugby/policies_and_procedures/insurance,598.html).

#### Registration

In tandem with the aforementioned ARU Insurance, it is a further requirement of both ARU, QRU and RGC that all members of a club i.e. players, coaches, team management and volunteers are registered, that year, on MyRugby.

Please note that this covers all players regardless if they are professional or amateur i.e. all players in Queensland **MUST** be registered with a club in 2011.

For more information on Registration, please refer to the following link: [http://aru.rugby.com.au/community\\_rugby/policies\\_and\\_procedures/registration,599.html](http://aru.rugby.com.au/community_rugby/policies_and_procedures/registration,599.html).

#### Player Transfers

1. As at 1<sup>st</sup> January 2011, all players are required to complete an ARU Registration form and be registered on MyRugby should they be participating in a 2011 competition.
2. Clubs **MUST** follow the following process:
  - a. Ask the player where they last played rugby
    - i. If for the same club (regardless of when) the player may be renewed – **no player transfer is required**
    - ii. If for a different club in the same union as exemplified below:
      1. Player played for Nerang in 2010 and wishes to play for Helensvale in 2011 – **no player transfer is required**
    - iii. If for a club in the same Union (IN THE SAME YEAR) as exemplified below:

1. Player played for Palm Beach in 2011 and now wishes to play for Colleges in 2011 – **a player transfer is required (refer # 1 below)**
- iv. If for a club in a different Union within Queensland (regardless of year) as exemplified below
  1. Player played for Bowen (MDRU) in 2007 and now wishes to play for Surfers (RGC) in 2011
  2. Player played for Wests (Brisbane) in 2008 and now wishes to play for Nerang (RGC) in 2011 – **a player transfer IS required (refer # 2 below)**
- v. If for a club in a different Union outside Queensland, but within Australia (regardless of year)
  1. Player played for Randwick (NSWRU) in 2006 and now wishes to play for Bond (RGC) in 2011 – **a player transfer IS required (refer # 2 below)**
- vi. If for an overseas club Union (regardless of year)
  1. Player played for Saracens (RFU) in 2005 and now wishes to play for GC Eagles (RGC) in 2011 – **a player transfer IS required (refer # 3 below)**

**All transfers must be completed prior to that player participating in a game with his / her new club.**

To further assist and in further explanation, please refer below and to the attachments (4):

1. Application for clearance to play with another club within the same Union
2. Domestic Transfer Application
3. International Rugby Board Clearance
4. ARU clearance to another International Union

**To avoid any unnecessary delays, clearances must be initiated by the player in question prior to them leaving their current club / union.**

The procedure for each clearance is detailed below:

1. **Application for clearance to play with another Club within the same Union**
  - a. Player completes as required and forwards to current club management
  - b. Current club completes as required and forwards to new club management
  - c. New club management complete as necessary and forwards to its Union
  - d. Union advises new club

## **2. Domestic Transfer Application**

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union
- c. Current Union completes as required and forwards to the new Union
- d. New union will advise new club

## **3. International Rugby Board Clearance (inbound)**

- a. Player completes as required and forwards to club management
- b. Current club completes as required and forwards to their respective Union
- c. Current union will complete as required and forward to ARU
- d. ARU will forward to QRU
- e. QRU will forward to RGC
- f. RGC will advise new Club

## **4. International Rugby Board Clearance (outbound)**

- a. Player completes as required and forwards to club management
- b. Current club completes as required and forwards to RGC
- c. RGC will complete as required and forward to QRU
- d. QRU will complete and will forward to ARU
- g. ARU will forward to new international Union
- h. New International Union will advise new Club

## **5. ARU Clearance to another International Union**

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union (RGC)
- c. Current union (RGC) will complete as required and forward to QRU
- d. QRU will forward to ARU
- e. ARU will complete and forward to the International Union
- f. International Union will advise their respective new club / Sub Union (as applicable)

To obtain contact details for Australian based clubs, please use the following link:

[http://www.rugby.com.au/community\\_rugby/find\\_a\\_club/find\\_a\\_club,1049.html](http://www.rugby.com.au/community_rugby/find_a_club/find_a_club,1049.html)

To obtain contact details for International Unions / Provincial Unions / Clubs, please utilise the following link <http://www.irb.com/> and the go to "Pick Your Union" (top right) and proceed to Provincial Unions / Clubs etc.

Each Union is to maintain a register to record player transfers both in and out of their respective Union.

For further information on Player Transfers, please refer to the following: [http://www.rugby.com.au/community\\_rugby/policies\\_and\\_procedures/player\\_transfers,594.html](http://www.rugby.com.au/community_rugby/policies_and_procedures/player_transfers,594.html)

## Appendix 3



### **QUEENSLAND RUGBY UNION POLICY**

**QRU Functional Area:** Community Rugby

**Policy Title:** Movement between Age Grade (U19 laws) and Senior Rugby

**Policy Reference 090429** – Movement Between Dispensated (Age Grade – U19) and Non-Dispensated (Senior Rugby) Policy

**Policy:** A player of 18 years of age shall be eligible to move between the Age Grade Rugby and Senior Rugby environments freely except where the movement is to a position in the Senior Rugby "tight 5" positions (Front row and 2nd row).

A player who is 17 years of age shall only be conditionally eligible to move between the Age Grade Rugby and Senior Rugby environments if he/she has received a Senior Rugby Policy exception.

When a player of 18 years of age wishes to move to a "tight 5" position in Senior Rugby environment they will be required to abide by the following conditions which will also apply to players who have received a Senior Rugby Policy exception in any/all position(s).

- The above player may move to a competition played within a Senior Rugby environment, if it is believed the player is capable of playing within this new environment. If subsequently, it is believed, that in the best interests of the player, he/she should return to the Age Grade environment, then he/she will be permitted to do so upon application to the competition manager. This will only be permitted once, within the same competition structure, during a calendar year.
- The player will be subject to the current requirements for eligibility to participate in finals as set out in the competition rules.
- Any player eligible by age, regardless of the environment they are playing within, may be chosen for an Age Grade representative team as long as that team is a recognised team of the controlling union in which the player is registered or a State representative team.

#### **Policy Objective and Rationale**

- Definition: A dispensated (Age Grade) environment is one in which the game is played under the iRB Laws of the Game, including Under 19 Variations and ARU Under 19 Law Variations and the ARU Safety Directives.
- The purpose of Age Grade competitions is to provide a transitional environment for players from Junior or School participation to Senior Rugby participation, relative to their social and physical maturation, the most significant differences between the Age Grade and Senior Rugby environments occur in the front row and second row positions.
- This policy allows for "tight 5" 18 year olds and eligible 17 year old Senior Rugby Policy exception players to transfer to Senior Rugby and return once to a Age Grade competition at any time rather than at the start of the season therefore better supporting the individual and specific nature of player development and maturation.
- Age Grade representative rugby involves a significant screening process therefore is exempt from this policy including the "tight 5" positions.

**Impacted Parties:** Affiliated members and their affiliates, clubs and players, coaches and match officials

**Contributors:** QRU Community Rugby & Performance Rugby Departments

**Communications Strategy Outline:** General Manager – Community Rugby to communicate to affiliates

**Related Policies:** IRB Regulation 3 Domestic Regulations

**Approved By:** QRU Board – June 2009

## Appendix 4

### **RGC CODE OF CONDUCT**

This is in addition to and not in the place of the ARU's Code of Conduct

A Behavioural Code is vital for the safe and enjoyable conduct of Rugby Union matches and is applicable to players, coaches, managers, parents and spectators in general.

The following Code of Conduct must be read and signed by all players, coaches, managers, club officials and parents, prior to any player taking the field. The abuse and vilification of Referees and Officials will not be tolerated under any circumstances, and persons ignoring this edict will find themselves in breach of this agreement and subject to a Code of Conduct Violation Hearing before the RGC Judiciary.

#### **For Players and Captains; I agree**

- to play by the Laws of the Game, including RGC Rules of Competition
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official
- to not show unnecessary, obvious dissension, displeasure or disapproval to a Referee or other official, following a decision on Law or Rule.
- to not use crude or abusive language or gestures towards Referees, other match officials, opposition players or spectators
- to not intimidate, offend, insult or humiliate other participants on the grounds of religion, race, colour, or National or ethnic origin of the person
- to not bring the game of rugby into disrepute, with any behaviour that would impair public confidence in the honest and orderly conduct of matches and the Competition, or of the participants within them.

#### **For Coaches, Managers and Club Officials; I agree**

- to teach and coach by the Laws of the Game, including RGC Rules of Competition
- to not publicly question the Referee's decisions, ability or honesty
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official
- to encourage team respect for the opposition, officials and spectators
- to take all means to discourage crude and offensive language, abuse of officials, opposition players and spectators, by all players.
- to present a good example to players for the enjoyment and progress in their sport

#### **For Parents and Spectators; I agree**

- to insist that the players abide by, and play within, the Laws of the Game, including the RGC Rules of Competition
- to display high standards of language, behaviour and respect for Referees and other officials
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official, or any opposition player, coach or parent
- to insist on a disciplined player attitude and discourage crude or offensive language, intimidatory or offensive behaviour, or any actions that would reflect poorly on the Game

Signed..... Name.....

Date.....

## Appendix 5

### Rolling Substitution - Procedural Guidelines

- A. Sequentially numbered cards indicating Home 1 up to Home 12 and Away 1 to Away 12 will be provided electronically by Rugby Gold Coast to all clubs in advance of the first match in which rolling substitutions are permitted. These cards may be altered where required. Particularly we recommend that rather than 'Home' and 'Away', clubs add their logo to cards to further differentiate their substitutions from their opposition's.

**NOTE: While 12 cards are issued, the following maximum movements are applied across the RGC Competitions:**

- U6 – U14: Unlimited movements, no cards required.
  - U15 – U17: 12 movements.
  - 4<sup>th</sup> Grade and Colts: 12 movements.
  - 3<sup>rd</sup>, 2<sup>nd</sup> and 1<sup>st</sup> Grade: 8 movements ONLY.
- B. Each club will then be responsible for providing its own supply of cards for each match in which its teams compete, preferably with different colour cards for each team.
- C. Each team's Manager shall be required to hand the appropriate substitution card in the correct sequence to the opposition team's manager **before** each substitute takes to the field of play. There is no requirement to record or write anything on the card. The correct sequentially numbered card is simply handed over.
- D. Team Managers shall receive and retain the cards during the match and thus monitor each team's use of its substitutes. He / she is not required to record any information but shall simply retain the submitted cards until the end of the match. The cards shall not be returned to the appropriate team (or discarded) until the referee is satisfied of the final number of substitutes used by each team.
- E. The teams will be aware of the number of permitted substitutions still remaining from the number of cards they still hold.

### Managing Rolling Substitutions

Rugby Gold Coast have requested that Match Referees take certain action in regards to "Rolling Substitutions". This will be applicable to all grades from U15 through to and including 1<sup>st</sup> Grade. *It is not applicable to U14 and below as those Age groups have unlimited substitutions. However, these age groups are still required to make any changes through the Referee.*

Pre-Match, Referees will confirm with the Team Management that their team will be complying with the above procedure in regards to Rolling Substitutions.

If both teams confirm they will comply, no further action is required from the referee but to assess the swapped cards at the conclusion of the

match. However, **if one or both teams advise they do not intend to comply, they have no cards, etc. the Referee will advise them that they will not allow any substitutions from their team during the match as this would contravene ARU Law.**

Note: The above only applies to teams that advise they will not comply. i.e. if one team does not comply & one team does, the complying team is allowed substitutions. If both teams agree to comply and one becomes non-compliant during the match, the opposition is requested to alert the referee *immediately* of this at which stage they will assess the swapped cards to that point and monitor/resolve the situation from there.

The following exceptions apply to non complying teams/teams that have used their full complement of movements; at which time substitutions can only be made under these circumstances:

- Blood Bin – Player may be substituted but the same 2 players must reverse interchange within the 15 mins time period. If the Blood Bin player is unable to return in 15 mins, the substitution must leave the field.
- Front-Row Player: A substitution may be allowed for an injured Front Row player providing the substitution is a suitably trained Front Row player & contested scrums can continue. The substitution should not be allowed if the player is not a suitably trained Front Rower.

*NOTE:* In *all Grades* a player deemed injured cannot return to the field of play under any circumstances. If a player goes off injured (it is important that you determine when subs are for injury) he must take no further part in the game.

**During the Match, if a referee becomes/is made aware that a team has made an illegal substitution, they will ensure that the substitution is reversed & penalty kick the offending team where they became aware of the illegal substitution.**

**For this process to work effectively for all parties, this requires all team management to be stringent in their carrying out and monitoring of the situation. Should an issue arise at any point during a match, the referee should be notified immediately, thus allowing the correct process (penalty and reversal) to take place.**

<b>HOME</b> <b>1</b>	<b>HOME</b> <b>4</b>
<b>HOME</b> <b>2</b>	<b>HOME</b> <b>5</b>
<b>HOME</b> <b>3</b>	<b>HOME</b> <b>6</b>
<b>HOME</b> <b>7</b>	<b>HOME</b> <b>10</b>
<b>HOME</b> <b>8</b>	<b>HOME</b> <b>11</b>
<b>HOME</b> <b>9</b>	<b>HOME</b> <b>12</b>

**AWAY**

**1**

**AWAY**

**2**

**AWAY**

**3**

**AWAY**

**7**

**AWAY**

**8**

**AWAY**

**9**

**AWAY**

**4**

**AWAY**

**5**

**AWAY**

**6**

**AWAY**

**10**

**AWAY**

**11**

**AWAY**

**12**