SYDNEY JUNIOR RUGBY UNION (SJRU)
COMPETITION RULES

Under 10 to Opens (Under 17/Under 18) XVs
Rugby Girls and Boys

(V2.0)

TABLE OF CONTENTS

TABLE OF CONTENTS i
STATEMENT OF INTENT AND INTERPRETATIONS 6
DEFINITIONS 6
1. COMPETITION RULES 12
1.1. APPLICATION OF COMPETITION RULES 12
1.2. REQUESTS FOR INFORMATION 12
1.3. CONTRAVENTION OF COMPETITION RULES 12
1.4. PROTESTS ARISING FROM COMPETITION MATCHES 12
1.5. APPEALS AGAINST DECISIONS 13
1.6. ALTERATION TO COMPETITION RULES 13
2. DISTRICT MEMBERSHIP, CLUB MEMBERSHIP AND FINANCIAL CONDITIONS OF ENTRY 13
2.1. AFFILIATION WITH SJRU 13
2.2. PARTICIPATION IN SJRU COMPETITIONS 13
2.3. AFFILIATION OF DISTRICTS 14
2.4. AFFILIATION OF CLUBS 14
2.5. CLUBS MERGING 16
2.6. NEW CLUBS 17
2.7. CLUBS CHANGING DISTRICT AFFILIATION 17
2.8. ENTICING CLUBS TO CHANGE DISTRICT AFFILIATION 17
2.9. DISCIPLINARY ACTION AGAINST CLUBS BY DISTRICTS 18
2.10. FEES 18
2.11. FINANCIAL CONDITIONS OF ENTRY 18
2.12. FINANCIAL INDEBTEDNESS OF CLUBS 19
3. REGISTRATION, TEAM NOMINATIONS AND COMPETITION STRUCTURE 19
3.1. REGISTRATION POLICY 19
3.2. REGISTRATION PROCESS 19
3.3. PROOF OF AGE AND PRIVACY STATUS 19
3.4. PHOTO IDENTIFICATION AND APPS 20
3.5. IMPORTS 20
3.6. TRANSFERABLE AND NON-TRANSFERABLE PLAYERS 21
3.7. MORE THAN ONE TEAM IN AN AGE GROUP 21
3.8. PLAYERS PLAYING IN MORE THAN ONE AGE GROUP OR GRADE 22
3.9. LATE REGISTRATION 22
3.10. TRANSFER OF PLAYERS 23
3.10.1. TRANSFER OF A PLAYER BETWEEN DISTRICTS/CLUBS AFFILIATED WITH SJRU DURING THE SEASON 23
3.10.2. RESTRICTION OF PLAYER TRANSFERS BETWEEN CLUBS AFFILIATED WITH SJRU 23
3.11. ELIGIBILITY OF PLAYERS 23

3.12. TEAM NOMINATIONS AND JOINT VENTURES 23
3.13. SQUAD/TEAM LISTS AND MATCH SCORE CARDS 24
3.14. AGE ELIGIBILITY AND DETERMINING AGE GROUP 25
3.14.1. DETERMINING AGE GROUP 25
3.14.2. GENERAL AGE DISPENSATIONS 25
3.14.3. REQUEST FOR GENERAL AGE DISPENSATION 25
3.14.4. SIZE FOR AGE DISPENSATION 26
3.14.5. TWO-YEAR WINDOW DISPENSATION 26
3.15. COMPETITION STRUCTURE 26
3.16. WITHDRAWAL OF A TEAM 27
3.17. REGRADING OF COMPETITIONS 27
3.18. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 3 28
4. DISTRICT OFFICIALS, CLUB OFFICIALS AND TEAM OFFICIALS 28
4.1. DISTRICT OFFICIALS AND CLUB OFFICIALS TO COMPLETE REGISTRATION 28
4.2. DISTRICT OFFICIALS AND CLUB OFFICIALS TO COMPLETE WORKING WITH CHILDREN DECLARATION 28
4.3. DISTRICT OFFICIALS AND CLUB OFFICIALS TO ABIDE BY, AND ENFORCE, THE CODE OF CONDUCT 28
4.4. COACH ELIGIBILITY 28
4.5. TEAM OFFICIALS 29
4.6. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 4 29
5. THE COMPETITION 29
5.1. COMPETITION POINTS 29
5.2. MATCHES 30
5.3. SIGNING-ON 30
5.4. MATCH RESULTS AND MATCHES PLAYED 31
5.5. FORFEITS 31
5.6. PENALTIES FOR FORFEITS 31
5.7. INCLEMENT WEATHER 31
5.8. POSTPONED MATCHES 32
5.9. ABANDONMENT OF A MATCH 32
5.10. MATCH AMENDMENT 33
5.11. UNIFORMS 33
5.12. ATTIRE OF PLAYERS 34
5.13. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 5 34
6. LAWS OF RUGBY AND AMENDMENTS FOR SJRU COMPETITIONS 34
6.1. LAWS OF RUGBY 34
6.2. DURATION OF MATCHES AND BALL SIZES 34
6.3. TIME OF MATCHES 34

6.4. LIGHTNING SAFETY CODE 35
6.5. MINIMUM NUMBER OF PLAYERS 35
6.6. REPLACEMENTS AND SUBSTITUTIONS 35
6.7. SHARING AND MATCHING THE NUMBER OF PLAYERS IN EACH TEAM DURING A MATCH 36
6.8. MAYDAY 36
6.9. UNCONTESTED SCRUMS IN UNDER 10 TO UNDER 12 AGE GROUPS 36
6.10. UNCONTESTED SCRUMS IN UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS 37
6.11. MERCY RULE IN UNDER 10 TO UNDER 12 AGE GROUPS 37
6.12. MERCY RULE IN UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS 37
6.13. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 6 38
7. FINALS SERIES 38
7.1. MATCHES AFFECTING THE FINAL SERIES 38
7.2. FINAL SERIES MATCHES 38
7.3. PLAYER ELIGIBILITY FOR THE FINALS SERIES 39
7.4. FORFEIT IN THE FINALS SERIES 40
7.5. SHARING PLAYERS IN FINAL SERIES MATCHES FOR UNDER 10 TO UNDER 12 AGE GROUPS 41
7.6. SHARING PLAYERS AND MATCHING NUMBERS IN FINAL SERIES MATCHES FOR UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS 41
7.7. UNCONTESTED SCRUMS IN THE FINAL SERIES 41
7.8. MERCY RULE IN THE FINAL SERIES 41
7.9. INCLEMENT WEATHER IN THE FINALS SERIES 41
7.10. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 7 41
8. CARNIVALS, TOURNAMENTS AND MATCHES AGAINST VISITING TEAMS 41
9. PLAYING ENCLOSURE AND VENUE CONTROL 42
9.1. AUTHORITY 42
9.2. DISTRICT/CLUB APPOINTED OFFICIALS 42
9.2.1. GROUND MARSHAL(S) 42
9.2.2. SUITABLY QUALIFIED MEDICAL PERSONNEL 43
9.2.3. PENALTIES 43
9.3. GROUND SET UP AND CONDITIONS 44
9.4. GOAL POSTS 44
9.5. PERSONS AUTHORISED TO ENTER PLAYING ENCLOSURE 44
9.6. SPECTATOR AND GROUND CONTROL 45
9.7. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 9 45
10. REFEREES AND ASSISTANT REFEREES 45
10.1. REFEREES 45
10.1.1. APPOINTMENT OF REFEREES 45
10.1.2. NO APPOINTED REFEREE 45
10.1.3. REFEREE UNABLE TO CONTINUE 46

10.1.4. REPORTABLE INCIDENTS BY A REFEREE 46
10.1.5. POWERS OF THE REFEREE 46
10.2. ASSISTANT REFEREES/TOUCH JUDGES 46
10.2.1. DISTRICT/CLUB/TEAM RESPONSIBILITY 46
10.2.2. REPORTING TO THE REFEREE 46
10.2.3. DRESS 46
10.2.4. DETAILS RECORDED ON RUGBY XPLORER 46
10.2.5. REPORTABLE INCIDENTS OF AN ASSISTANT REFEREE/TOUCH JUDGE 47
10.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 10 47
11. CODE OF CONDUCT 47
11.1. APPLICATION OF THE CODE OF CONDUCT TO DISTRICTS/CLUBS 47
11.2. REPEATED CODE OF CONDUCT BREACHES 48
11.3. PUBLIC STATEMENTS 48
11.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 11 48
12. TEMPORARY SUSPENSIONS (YELLOW CARDS) AND SEND OFFS (RED CARDS) 48
12.1. TEMPORARY SUSPENSIONS AND SEND OFFS - TEAMS AND DISTRICTS/CLUBS 48
12.2. TEMPORARY SUSPENSIONS AND SEND OFFS - PLAYERS 50
12.2.1. PLAYERS TEMPORARILY SUSPENDED OR SENT OFF 50
12.2.2. SUSPENDED UNTIL DECISION 50
12.2.3. PERIOD OF SUSPENSION 50
12.2.4. PLAYING WHILE SUSPENDED OR DISQUALIFIED (ALL AGE GROUPS) 51
12.2.5. TEMPORARILY SUSPENDED PLAYERS IN THE UNDER 10 TO UNDER 12 AGE GROUPS 51
12.2.6. TEMPORARILY SUSPENDED PLAYERS IN THE UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS 51
12.2.7. MULTIPLE TEMPORARY SUSPENSIONS 51
12.2.8. PLAYERS SENT OFF IN THE UNDER 10 TO UNDER 12 AGE GROUPS 52
12.2.9. PLAYERS SENT OFF IN THE UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS 52
12.2.10. APPEARANCE AT THE JUDICIARY 53
12.2.11. MULTIPLE SEND OFFS 53
12.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 12 53
13. CITINGS 53
13.1. CITING PROCESS 53
13.2. CITINGS BY DISTRICTS/CLUBS 54
13.3. CITINGS BY MATCH OFFICIALS, COMPETITION MANAGER OR JUDICIARY 54
13.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 13 54
14. JUDICIARY 54
14.1. JUDICIARY PROCESS 54
14.2. ROLE OF JUDICIARY 54
14.3. JUDICIARY HEARINGS 55

14.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 14 55
15. APPEALS TRIBUNAL 55
15.1. APPEALS TRIBUNAL PROCESS 55
15.2. ROLE OF APPEALS TRIBUNAL 55
15.3. APPEALS TRIBUNAL HEARINGS 55
15.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 15 56
APPENDIX A GIRLS XVS (GAME ON) RULES 57
APPENDIX B: MANDATORY AND RECOMMENDED STANDARDS FOR TEAM/MATCH OFFICIALS AND FIRST AID PROVIDERS 58
APPENDIX C: EVIDENCE ADMISSABLE AT HEARINGS 60
APPENDIX D: RECOMMENDED SANCTIONS FOR COMMON OFFENCES FOR SEND OFFS 61

STATEMENT OF INTENT AND INTERPRETATIONS

(A) The Competition Rules shall apply to all Teams, Districts, District Affiliates, Clubs and Club Affiliates participating in Competitions and, where applicable, trial matches between Districts and/or Clubs and Representative trials between Districts.

(B) The SJRU Competition Rules shall be read in conjunction with the SJRU Constitution, SJRU Match Day Manual, World Rugby Laws of the Game, World Rugby Regulations, Rugby Australia Policies, and the Code of Conduct.

(C) The SJRU Constitution takes precedence over the SJRU Competition Rules, which takes precedence over the SJRU Match Day Manual.

(D) In these Competition Rules unless the context indicates a contrary intention:

i. words denoting the singular number include the plural and vice versa.

ii. headings are for convenience only and do not affect interpretation.

iii. references to clauses and sub-clauses are references to clauses and sub-clauses of these Competition Rules; and

iv. words denoting the male gender include the female gender and vice versa.

DEFINITIONS

In these Competition Rules, except in so far as the context or subject matter otherwise indicates or requires:

Affiliation and Competition Participation Agreement means the separate agreement between the SJRU, and each Club, execution of which is a condition of participating in any SJRU competition.

Affiliation Fee means the fee levied to Districts and Clubs each year for affiliation with the SJRU as outlined in these Competition Rules.

Age Dispensation means a Registered Player granted a dispensation in accordance with Competition Rules 3.14.2, 3.14.3, 3.14.4 or **Error! Reference source not found.**

Age Group means Registered Players and Teams participating within a common chronological age group e.g. Under 12.

Appeals Board means the Board or a Committee thereof.

Appeals Tribunal means the tribunal appointed by the Board and convened by the Competition Manager to hear any appeals against decisions of the Judiciary.

Assessing Coach means an accredited independent Assessing Coach.

Assistant Referee means a person who:

(A) is at least two (2) years older than the Age Group participating in the Match; and

(B) holds a current Rugby Australia Referee accreditation; or

(C) holds a current Rugby Australia Assistant Referee accreditation that meets the Mandatory standards set out in Appendix B.

Away Team means the Team which is not the Home Team.

Board means the SJRU Board or a Committee thereof.

Citing Form means the form to cite any District or District Affiliate or Club or Club Affiliate.

Citing Officer means the person appointed by the Competition Manager to investigate an allegation outlined in a Citing Form.

Club means a body, incorporated or unincorporated, that is defined as a "Club" in the SJRU Constitution and executes an Affiliation and Competition Participation Agreement for the current season.

Club Affiliate means any Registered Player, Team, Club Official, Team Affiliate or any other individual or organisation that has an association with the Club.

Club Official means any Team Official, Club Board/Committee member or other official associated with the Club.

Club Registrar means the person(s) responsible for managing the Club's player registrations in Rugby Xplorer.

Club President means the person(s) who is the head of a Club, or their delegate, as advised by the Club to the Competition Manager.

Coach means the coach of the Team. Mandatory and recommended accreditation standards for Coaches are defined in Appendix B.

Code of Conduct includes Codes of Conduct issued by Rugby Australia and its affiliates.

Competition means all competitions organised, administered, and conducted by the Competition Manager.

Competition Committee means the Committee formed by the SJRU Board.

Competition Manager means the person(s) that administer and manage the Competition on behalf of the Board.

Competition Rules mean these rules which are the Competition Rules for the current season. The Competition Rules shall be read in conjunction with the Match Day Manual, Laws of the Game, Rugby Australia Policies, and the Code of Conduct.

Development Player means a Registered Player in the Under 10 and Under 11 Age Groups participating in the NSWJRU State Championships. For those Districts entering multiple teams in the NSWJRU State Championships the players in the lower graded team are NOT considered as Development Players.

District means a body, incorporated or unincorporated, that is defined as a "District" in the SJRU Constitution and executes an Affiliation and Competition Participation Agreement for the current season.

District Affiliate means any player, team, official, affiliate or any other individual or organisation that has an association with the District.

District President means the person(s) who is the head of a District or their delegate, as advised by the District to the Competition Manager.

Fees means the fees outlined in Competition Rule 2.10.

Finals Series means Matches designated as semi-finals, preliminary finals, and grand finals.

Financial Penalty means the financial cost imposed under the Competition Rules which shall be limited to a maximum of ten (10) Penalty Units for a first offence by a District or District Affiliate or Club or Club Affiliate and may increase by a maximum of ten (10) Penalty Units for each and every subsequent offence by that District or District Affiliate or Club or Club Affiliate.

Financially Indebted means any sum outstanding to the SJRU which has remained unpaid for thirty (30) days after the date on which such payment was due.

First Aid Attendant means a volunteer or paid employee who has a valid first aid certificate **or** World Rugby First Aid in Rugby (FAIR) certification and, for all Under 13 and older matchers, has completed the First Aid Attendant Level 1 Accreditation available on the Rugby Learning Centre. Mandatory and recommended accreditation standards for First Aid Attendants are defined in Appendix B.

Gala Day Rounds means the round or rounds designated as Gala Days by the Competition Manager for the Sunday XVs Competition.

Grade means a part of an Age Group for which the Competition Manager conducts a Competition.

Ground Marshal means a person appointed by a Team and/or District and/or Club to fulfil the obligations contained within these Competition Rules. The designated Ground Marshal, who must be five (5) years older than the Age Group participating in the Match, must be identifiable by wearing the orange SJRU vest. Mandatory and recommended standards for Ground Marshalls are defined in Appendix B.

Home and Away Rounds means all rounds of the Sunday XVs Competition held after the completion of the Gala Day round or rounds.

Home Team means the Team who usually plays at the venue at which a Match is to be played or, if there is no such Team, or if both Teams usually play at that venue, the Team that appears first for the Match in the Official Draw. However, if the venue for a Match is moved to a venue that is not the home venue for either Team playing then the Team requesting the move shall be deemed to be the Home Team.

Import is an Import registered in accordance with Competition Rule 3.5.

Insurance Levy means the per player annual levy to cover Insurance for all Rugby players.

Joint Venture Team means where two or more Clubs contribute players to a single combined Team in the situation that each Club does not have enough players to form a Team.

Junior Team is a Team in the Under 10 through to the Opens (Under 17/Under 18) age groups.

Judiciary means a panel appointed by the Board and convened by the Competition Manager to investigate and adjudicate on Send-Offs, and, if applicable, Code of Conduct violations and breaches or disputes of the Competition Rules.

Laws of the Game mean the World Rugby Laws of the Game, the World Rugby Regulations, the Australian Law Variations and the Australian Under 19 Law Variations which are included on the Rugby Australia website.

Laws of Rugby means for Matches in Competitions for:

(A) Under 10 to Under 12 Age Groups shall be played in accordance with the Pathway Laws subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty: and

(B) Under 13 to Opens (Under 17/Under 18) Age Groups shall be played in accordance with the Laws of the Game subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty.

Lodgement Date means the final date for the submission of forms as directed by the Competition Manager.

Match means a game in the Official Draw and, where applicable, trial matches between Clubs.

Match Day App means the Rugby Match Day App used by Clubs and Districts to record Team lists, scores, cards, and other in-match events.

Match Day Manual means the summary of the Competition Rules for the current season. The Match Day Manual shall be read in conjunction with the Competition Rules, Laws of the Game, Rugby Australia Policies and the Code of Conduct.

Match Official means the Referee, Assistant Referee or Ground Marshal.

Match Score Card means the details of Teams, Registered Players, scores, and in-match events for a match recorded in Rugby Xplorer or any other record of a match accepted by the Competition Manager as a true record of that match.

Minimum Number of Players means nine (9) Registered Players for a twelve (12) a side Competition and eleven (11) Registered Players for a fifteen (15) a side Competition.

Misconduct means conduct, action or behaviour that is detrimental to a District, District Affiliate, Club, Club Affiliate, the SJRU or Rugby Australia or one of its affiliates.

No Match means a scheduled Match that has not been played within the required time period.

Non-Transferable Player means a Registered Player who cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Player may play in a higher Graded Team in their Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

Non-Transferable Representative Player means a Registered Player, who is also a Representative Player, who cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Representative Player may play in the same Graded Team, or a higher Graded Team in the Age Group above provided it is in accordance with Competition Rule 3.6. Each Representative Player is only allowed to play up an Age Group two (2) times during a season and if they play up an Age Group in a third match then they will be deemed to have moved up an Age Group permanently and are no longer eligible to play in the lower Age Group.

NSWJRU means New South Wales Junior Rugby Union Inc.

NSWJRU State Championships means the matches and competitions organised by NSWJRU and usually held during the June long weekend.

NSWRU means New South Wales Rugby Union Limited.

NSW Rugby means the NSW Rugby organisation including but not limited to Community Rugby, Talent Identification and Pathways.

Official Draw means the draw for Competitions as issued by the Competition Manager from time to time.

Opens Age Group means the Age Group that consists of Registered Players from both the Under 17 and Under 18 age groups. Registered Players that are eligible to play in the Under 16 Age Group are not permitted to play in an Opens Age Group unless the appropriate Two-Year Window dispensation has been granted.

Other Matches means matches in carnivals, tournaments and gala days and matches against Visiting Teams as referred to in Competition Rule 8.

Participant means any person inside the playing area, this includes but not limited to, players, team officials, club officials and medical persons.

Participation Levy means the levy paid by all full playing registered players to NSWRU, as the member union of SJRU

Pathway Laws means the modified laws of the Australian Try Rugby Kids Pathway.

Penalty Unit means an amount of $50.

Pilot Dispensation Program(s) means any pilot SJRU may run from time to time, with the approval of Rugby Au and NSWRU.

Playing Enclosure means the playing area and the space around it normally bounded by permanent perimeter fencing. If there is no perimeter fencing then the Home Team shall ensure ropes or barriers are erected a minimum distance of 5 metres back from the touch line or, where this is not possible, as far back from the touch line as is practicable.

Proposed Import is any Registered Player who was registered with another District/Club in the current or prior year.

Proven Offence means an offence that has been found proven by a judiciary of a sporting code.

Referee means a person who:

(A) holds a current Rugby Australia Referee accreditation; or

(B) has completed the Rugby Australia Refereeing Kids Rugby (RKR) course and successfully completed the RKR exam and is a member of a Referees Association.

Referees Association means the NSWRU Appointments Officer and/or a Referees Association approved by the Competition Manager.

Registration means the process by which players, coaches and all other Club and District volunteers register in Rugby Xplorer

Registered Player means a person who intends to play rugby in a competition administered by SJRU and who has completed Registration.

Registration Record means the member management record of a Registered Player on Rugby Xplorer.

Regular Season means the season from Round 1 (in gala day format or otherwise) to the last Round immediately prior to the Finals Series.

Representative Game means any match or competition as determined by the Competition Manager and includes but is not limited to the NSWJRU State Championships, the SJRU Regionals, and matches involving the SJRU representative teams and the NSWJRU representative teams and where applicable representative trials.

Representative Player means a Registered Player who is selected and plays in a Representative Game, they will be considered a Representative Player:

(A) up to the day immediately before the first day of the next NSWJRU State Championships.

(B) from the first day of the NSWJRU State Championships, if they play in a Representative Game/State Champs game they will be considered a Rep player until the following years State Championships.

(C) Registered Players playing in an Under 10 or Under 11 Age Group Representative Game are not considered Representative Players.

(D) Except in the Under 10 or Under 11 Age Groups, if a District and/or Club enters multiple teams to play Representative Games then all players will be Representative Players unless granted dispensation by the Competition Manager: and

(E) The definition of a Representative Player is determined by the SJRU and not the District.

Ring-In means an ineligible player either because the player:

(A) is not a Registered Player; or

(B) is not displayed on the Team list on Rugby Xplorer; or

(C) is registered with another District/Club; or

(D) is ineligible to play in that Grade; or

(E) is suspended.

Round means a series of Matches where each Team in a Competition plays another Team from that same Competition on a particular day(s).

Round Series means a full cycle of Matches where each team plays each other once. There may be one, two or three cycle(s) of Matches as determined by the Competition Manager.

Rugby Australia or Rugby Au means Rugby Australia Ltd and its affiliates.

Rugby Australia or Rugby Au Policies means the policies published by Rugby Australia from time to time.

Rugby Xplorer means the player registration and competition management system provided by Rugby Au and the Competition Manager, including but not limited to the Rugby Xplorer app, the Match Day app, the Rugby Xplorer (or RX) Admin portal, and any system nominated by the Competition Manager as their replacement.

Rugby Xplorer means the App used for registration of players, coaches and all other Club and District volunteers.

Scheduled Game Time means the venue, date and time as specified by the Competition Manager in the Official Draw.

Scoring Table means the table situated on or about the halfway line at which both Team Managers sit during the match and record the details of the match on the Match Day App. There must be a Scoring Table at every match.

Send Off, generally signalled by the referee showing the player a red card, means the player is prohibited from any further participation in the Match and prohibited from participation in any future matches, trials, carnivals, or tournaments in any football code until the player has appeared before the Judiciary. Sent Off and/or "red carded" shall have a similar meaning.

Sign-on means the details of Teams and Registered Players for a Match recorded in Rugby Xplorer by Team Managers.

SJRU means Sydney Junior Rugby Union Inc.

SJRU Dispensation Process means SJRU's booking and appointment system for dispensation assessment as communicated to Clubs, and varied as applicable, each season.

SJRU Web site means https://www.sjru.rugby

Sunday XVs Competition means the SJRU Under 10s to Opens XVs Competition

Suspension means a prohibition from playing in any rugby matches organised under the auspices of Rugby Australia or its affiliates (including school rugby) and may be imposed by the Judiciary or automatically pursuant to Competition Rule 12. Suspend and suspended shall have similar meanings. In accordance with Rugby Australia policy the Competition Manager recognises all sanctions and suspensions imposed by other sporting codes in relation to all Proven Offences, including where a player is suspended for multiple Temporary Suspensions.

Team means the list of Registered Players in a team as contained on the team lists on the Match Day App.

Team Affiliate means Trainer, first aid officer, parent, guardian, or spectator.

Team Manager means the Team Manager as defined in Rugby Xplorer. Mandatory and recommended accreditation standards for Team Managers are defined in Appendix B.

Team Official means a Coach, assistant coach, Team Manager, assistant manager of a Team. Mandatory and recommended standards for Team Officials are defined in Appendix B.

Team Zone means the two roped off areas each side of the halfway line, on the same side of the ground, where the reserves and Team Officials of each Team are to sit or stand during the Match.

Temporary Suspension, generally signalled by the referee showing the player a yellow card, means suspended from a Match for a period of five (5) or ten 10) minutes. Temporarily Suspended and/or sin binned and/or "yellow carded" shall have a similar meaning.

Trainer means a person who administers water to players, delivers and retrieves the kicking tee and attends to injured players of their Team. The Trainer must be identifiable by wearing the yellow SJRU vest.

Transferable Player means a Registered Player who is permitted to play in a lower Graded Team in their nominated Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

Two Year Window means the Age Grade Two Year Window policy issued by Rugby Australia which states that a player shall not participate in an age grade competition more than two years above their age on 1 January in the year in which the competition is run. This two-year period is known as the two-year window.

Visiting Team means a team that is not from a District or Club affiliated with the SJRU.

Website means the website maintained by the Competition Manager and located at www.sjru.com.au

World Rugby means the body that was previously referred to as the International Rugby Board or IRB.

World Rugby Laws of the Game means the rugby laws incorporating the Playing Charter that are issued by World Rugby and are on the Rugby Australia website.

World Rugby Regulations means the Regulations of World Rugby which are on the Rugby Australia website.

1. COMPETITION RULES

1.1. APPLICATION OF COMPETITION RULES

(A) The Competition Manager is the sole arbiter of the interpretation and enforcement of the Competition Rules.

(B) If any application is made to the Competition Manager pursuant to a Competition Rule(s) and the Competition Manager has not responded within fourteen (14) days, despite the provisions in the Competition Rules, the applicant may submit its application to the Board for determination. The Board will then have a further fourteen (14) days to hand down a decision.

(C) District/Club Officials are required to ensure their familiarity and understanding of the current Competition Rules prior to the season commencing or prior to their first Competition Match whichever applies first. Where uncertainty exists, a Match will be played and after the Match the Competition Manager will decide if a penalty should be imposed for any contravention of the Competition Rules.

(D) If there is a dispute between two (2) Teams about a particular Competition Rule, then the view of the Home Team will prevail.

(E) It is not the role of the referee to interpret the SJRU Competition Rules; that is the role of the Team Officials, District/Club Officials, and the Competition Manager.

1.2. REQUESTS FOR INFORMATION

Districts, District Affiliates Clubs and Club Affiliates are to respond to requests from the SJRU or the Competition Manager, the Board, the Citing Officer, the Judiciary, and the Appeals Tribunal in a timely manner and within the time frame requested by the applicable body. If a District, District Affiliate, Club or Club Affiliate does not respond to the applicable body in a timely manner then the applicable body may impose a penalty as outlined in Competition Rule 1.3.

1.3. CONTRAVENTION OF COMPETITION RULES

Contravention of any of the Competition Rules will be dealt with by the Competition Manager, the Board, the Appeals Board, the Citing Officer, the Judiciary and/or the Appeals Tribunal as may be appropriate. Districts and/or District Affiliates and/or Clubs and/or Club Affiliates in contravention of these Competition Rules are liable to:

(A) be fined and /or placed on a bond; and/or

(B) suffer loss of Competition points; and/or

(C) be expelled or suspended from the SJRU and/or its Competitions; and/or

(D) suffer any other penalty that the Competition Manager or Board or Appeals Board or Judiciary or Appeals Tribunal may see fit to impose.

1.4. PROTESTS ARISING FROM COMPETITION MATCHES

(A) All protests arising from Competition Matches shall be lodged in writing with the Competition Manager by the Club wishing to protest and affirmed by the Club President of the protesting Club no later than 5:00 pm on the first business day following the date of the Match from which the protest arises.

(B) When a protest has been lodged by the Club under this Competition Rule the protesting Club must also within that time supply to the Club being protested against, a copy of the protest.

(C) The Competition Manager may extend the time for lodging a protest provided the Competition Manager is satisfied there are exceptional circumstances for doing so. The decision of the Competition Manager to grant or refuse an extension of time shall be final and not subject to review.

(D) Where the Club protesting does not fulfil the above requirements, then that Club shall have no further right of protest.

(E) Any protest lodged within the time allowed under this Competition Rule or the time as extended in this Competition Rule will either be decided by the Competition Manager or forwarded to a Citing Officer or be heard by the Judiciary at its earliest convened meeting.

1.5. APPEALS AGAINST DECISIONS

(A) If there is no appeals clause at the end of a particular Competition Rule, then an appeal cannot be lodged against a decision in relation to the relevant Competition Rule.

(B) All appeals against decisions in relation to the Competition Rules must be made in writing to the Competition Manager by the Club President of the appealing District/Club within twenty-four (24) hours of the decision being handed down. Failure to submit an appeal in writing within twenty-four (24) hours of the decision being handed down will result in the appeal being denied. The Appeals Board has the right to extend the period in which the Club President of the appealing District/Club can lodge an appeal.

(C) All appeals against decisions of the Competition Manager are made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(D) The Appeals Board reserves the right to either decide on the appeal or forward the appeal to a Citing Officer or the Judiciary. The decision of the Appeals Board is final.

(E) If the Appeals Board forwards an appeal to a Citing Officer, then the Citing Officer will make a recommendation in accordance with Rule 13.1**.** The Appeals Board will then decide in relation to the recommendation of the Citing Officer.

(F) If the Appeals Board forwards an appeal to the Judiciary, then the decision of Judiciary may be appealed to the Appeals Tribunal. The decision of the Appeals Tribunal is final.

1.6. ALTERATION TO COMPETITION RULES

The Board may from time to time amend or alter the Competition Rules by giving at least seven (7) days' notice to all Districts and Clubs.

2. DISTRICT MEMBERSHIP, CLUB MEMBERSHIP AND FINANCIAL CONDITIONS OF ENTRY

2.1. AFFILIATION WITH SJRU

The SJRU Board is solely responsible for determining the affiliation of Clubs and Districts in the SJRU and in SJRU Competitions.

2.2. PARTICIPATION IN SJRU COMPETITIONS

(A) Teams may only participate in SJRU Competitions if they are part of a Club affiliated with the SJRU or have been given dispensation by the SJRU Board to participate in a SJRU Competition.

(B) Teams must train and play their Home Team Matches within the District which they are affiliated with.

(C) Clubs may only participate in an SJRU Competition or the competitions of a parent union of SJRU, if they have executed the Affiliation and Competition Participation Agreement for the current season by the date set by the SJRU

(D) At the sole discretion of the Competition Manager, it may schedule Teams to play their Home Team Matches within a District which they are not affiliated with due to reasons of travel, convenience, agreements between Clubs, agreement with the SJRU etc.

(E) In exceptional circumstances the SJRU Board may not require a Club to comply with this Competition Rule.

2.3. AFFILIATION OF DISTRICTS

The District's affiliated with the SJRU are as follows:

Districts
Easts
Eastwood
Gordon
Manly
Norths
Penrith
Randwick
Southern Districts
Sydney University
Western Sydney Two Blues
Warringah
Wests

2.4. AFFILIATION OF CLUBS

The Clubs affiliated with the SJRU and the District they are affiliated with are as follows:

Clubs	District
Allambie Heights	Manly
Balmain	Sydney University
Blacktown	Two Blues
Blue Mountains	Penrith
Bondi	Easts
Box Hill	Eastwood
Briars	Wests
Burraneer	Southern Districts
Canterbury	Sydney University
Central Eastwood	Eastwood
Chatswood	Gordon
Clovelly	Randwick
Collaroy	Warringah
Coogee	Randwick

Clubs	District
Dee Why	Warringah
Drummoyne	Norths
Dundas Valley	Two Blues
Dural	Eastwood
Easts Bays	Easts
Easts Junior Beasties	Easts
Easts Wallaroos	Easts
Engadine Lions	Southern Districts
Forest	Manly
Harbord	Manly
Hawkesbury	Two Blues
Hills	Two Blues
Hornsby	Gordon
Hunters Hill	Norths
Killara West Pymble	Gordon
Lane Cove	Gordon
Lindfield	Gordon
Liverpool Cougars	Two Blues
Luddenham	Penrith
Manly Roos	Manly
Manly Savers	Manly
Maroubra Missiles	Randwick
Menai	Southern Districts
Merrylands	Two Blues
Mosman	Norths
Narrabeen	Warringah
Newport	Warringah
North Rocks	Eastwood
Northern Barbarians	Eastwood
Norths Pirates	Norths
Norwest Bulls	Two Blues
Oatley	Southern Districts

Clubs	District
Penrith RSL	Penrith
Petersham	Sydney University
Pittwater	Warringah
Raiders	Manly
Randwick Magic	Randwick
Randwick Warriors	Randwick
Rockdale	Southern Districts
Roseville	Gordon
Ryde	Eastwood
South Coogee	Randwick
St Ives	Gordon
St Patricks Junior Old Boys	Wests
Sylvania	Southern Districts
Terry Hills	Warringah
Wahroonga	Gordon
Wakehurst	Warringah
Western Raptors	Penrith
Wests Juniors	Wests

2.5. CLUBS MERGING

(A) Clubs must apply to the SJRU Board to merge.

(B) The SJRU Board, in consultation with the Clubs and Districts, will assess the information and determine whether to provisionally allow the Clubs to merge or to provisionally allow the Clubs to merge subject to certain conditions.

(C) If the SJRU Board provisionally allows the Clubs to merge or provisionally allows the Clubs to merge subject to certain conditions, then a motion to that effect must be presented to a general meeting of members of both Clubs.

(D) At the general meeting of members of both Club the following is required to occur:

i. At least twenty-one (21) days' notice of the meeting must be given.

ii. The notice of meeting must clearly state the motion that will be presented to the meeting.

iii. The notice of meeting must be forwarded to all members of the Club, all members of the SJRU Board and all members of the SJRU.

iv. All members of the Club and representatives from members of the SJRU and the SJRU Board must be permitted to attend and address the meeting.

v. The motion must be passed by at least 67% of the members eligible to vote at the general meeting of members.

(E) If the motion is passed by both Clubs in accordance with these Competition Rules, then the players and members of the former Clubs will immediately be considered as players and members of the new merged Club.

2.6. NEW CLUBS

(A) A new Club must apply to be affiliated with the SJRU by submitting to the SJRU Board the information requested in the New Club Criteria which is determined by the SJRU Board from time to time.

(B) The submission to form a new Club must be approved by two (2) neighbouring Clubs.

(C) The SJRU Board, in consultation with the new Club, the existing Clubs and the Districts, will assess the information and determine whether to admit the new Club or to admit the new Club subject to certain conditions.

(D) If the SJRU Board, in consultation with the existing Clubs and Districts, decides to admit the new Club then the SJRU Board, in consultation with the existing Clubs and Districts, will allocate the new Club to a District.

(E) The SJRU Board, at its absolute discretion, may deny the application of the new Club and recommend that the players and officials join a neighbouring Club.

(F) The SJRU Board, at its absolute discretion, may choose to waive the requirement of a new Club to comply with Clause 2.6 (B) if the SJRU Board believes that it is in the best interests of the development of junior rugby.

2.7. CLUBS CHANGING DISTRICT AFFILIATION

(A) A Club must apply to the SJRU Board to change its District affiliation.

(B) The SJRU Board, in consultation with the Clubs and Districts, will assess the information and determine whether to provisionally allow the Club to change its District affiliation or to provisionally allow the Club to change its District affiliation subject to certain conditions.

(C) If the SJRU Board provisionally allows the Club to change its District affiliation or provisionally allows the Club to change its District affiliation subject to certain conditions, then a motion to that effect must be presented to a general meeting of members of the Club.

(D) At the general meeting of members of the Club the following is required to occur:

i. At least twenty-one (21) days' notice of the meeting must be given.

ii. The notice of meeting must clearly state the motion that will be presented to the meeting.

iii. The notice of meeting must be forwarded to all members of the Club, all members of the SJRU Board and all members of the SJRU.

iv. All members of the Club and representatives from members of the SJRU and the SJRU Board must be permitted to attend and address the meeting.

v. The motion must be passed by at least 67% of the members eligible to vote at the general meeting of members.

2.8. ENTICING CLUBS TO CHANGE DISTRICT AFFILIATION

(A) Districts, District Affiliates, Clubs and Club Affiliates shall not actively seek to entice Clubs from another District.

(B) Any District, District Affiliate, Club or Club Affiliate seeking to entice Clubs from another District shall immediately be reported to the Competition Manager.

(C) The Competition Manager will impose such penalties as it thinks fit including but not limited to:

i. Suspending the District from participating in the State Championships for a minimum period of twelve (12) months; and/or

ii. Suspending the Club from SJRU Competitions; and/or

iii. Any penalty as outlined in Competition Rule 1.3.

2.9. DISCIPLINARY ACTION AGAINST CLUBS BY DISTRICTS

(A) If a District wishes to take disciplinary action against a Club, then a member of the SJRU Board should be invited to attend and participate in the Disciplinary Hearing.

(B) The SJRU Board has the right to overturn any disciplinary action taken by a District against a Club if procedural fairness and rules of natural justice have not been followed or the action being taken is not in the best interests of the SJRU and/or junior rugby in general.

2.10. FEES

(A) All Districts and Clubs are required to pay an Affiliation Fee each year.

i. The Affiliation fee for Clubs levied per Team entered in the XVs Boys and XVs Girls Rugby Competitions will be advised by SJRU annually, no later than 31 March

ii. For Joint Venture Teams formed under Competition Rule 3.12, the Affiliation Fee for the Team shall be payable in equal portions by the Clubs forming the Joint Venture

iii. The rebate for every new accredited Referee that is primarily registered to a Club as a Match Official and completes a minimum of four (4) SJRU sanctioned matches in season the current season, will be advised by SJRU annually, no later than 31 March

iv. The SJRU at its sole discretion will determine any rounding or calculations relevant to the Affiliation Fee and rebates

(B) Registered Players are required to pay:

i. SJRU Competition Fees; and

ii. Participation Levy; and

iii. Insurance Levy.

(C) The SJRU Board will set the SJRU Competition Fees by 28 January of each year, or such other date as the SJRU Board determines.

2.11. FINANCIAL CONDITIONS OF ENTRY

(A) All Districts and Clubs shall apply for affiliation with the SJRU each season by completing and signing the Affiliation and Competition Participation Agreement. The duly completed Affiliation and Competition Participation Agreement must be lodged with the Competition Manager by the date specified by the Board.

(B) Affiliation Fees are set by the Board at a rate per Club (or per Team per Club) per Competition Rule 2.10 above.

(C) SJRU Competition Fees are set by the Board as a rate per Registered Player.

(D) The Insurance Levy is set by Rugby Au as a rate per Registered Player, and is charged separately for each game format the Player registers for e.g. XVs Rugby, 7s Rugby

(E) The Participation Levy is set by NSWRU as a rate per Registered Player.

(F) The Competition Manager will invoice all Clubs for any outstanding Affiliation Fees on or before 30th June each season. The Affiliation Fees will be

i. due and payable (net of any rebates under Competition Rule 2.10 (A) iii) by 31st of July each season; and

ii. be subject to final adjustments (and further rebates or amended invoicing) by the SJRU within 1 month of completion of the Finals Series

(G) Unless a payment arrangement has been agreed with the Competition Manager all Districts and Clubs are to pay their Fees to the Competition Manager by the due dates on their respective invoices, and in accordance with Competition Rule 2.10.

(H) The Competition Manager has the discretion to require a Club to lodge a bond in addition to the payment of any Fees if during either the current season or the previous season:

i. A Team from the Club forfeited three or more Matches; or

ii. A Team from the Club withdrew from a Competition; or

iii. The Club or a Team from the Club exceeded its Unacceptable Number of Send Offs (Red Cards) or Temporary Suspensions (Yellow Cards).

(I) If a Club or Team that has paid a bond for the current season or the previous season commits any further offences during the current season then the bond shall be forfeited.

2.12. FINANCIAL INDEBTEDNESS OF CLUBS

(A) If as of 31 March a Club is Financially Indebted to the SJRU in relation to any Fees, bonds or other fees or payments from a previous season then the Club's Teams shall not participate in any Competitions until all amounts owing are paid in full or a payment arrangement is agreed with the Competition Manager.

(B) Any Club which is Financially Indebted to the SJRU during the current season will be advised by the Competition Manager that they are suspended from all Competitions until those debts have been paid in full or a payment arrangement is agreed with the Competition Manager.

3. REGISTRATION, TEAM NOMINATIONS AND COMPETITION STRUCTURE

3.1. REGISTRATION POLICY

SJRU policy is that players should play in their local village club and remain playing in that club for as long as is reasonably practical unless there are specific reasons why that cannot apply any longer.

Clubs should, wherever possible, form their own Teams. However, if for any reason a Club does not have enough Registered Players in an age group to form a team then the Club must make all reasonable attempts to form Joint Venture Teams with other clubs in accordance with Rule 3.12. Players are advised that:

(A) Players seeking to change Clubs may be restricted as the Import Rule prevents Clubs registering more than four (4) Import players in aggregate in each Age Group.

(B) Further Representative Players and Development Players seeking to change Clubs may be restricted as the Import Rule limits Clubs registering more than two (2) Import Representative Players/Development Players in each Age Group.

District, Club, District/Club/Team Affiliates shall not actively seek to entice players from another District or Club, and to do is considered a breach of the SJRU Registration Policy. Any District, Club, District/Club/Team Affiliate doing so should immediately be reported to the Competition Manager. Any District, Club, District/Club/Team Affiliate that knowingly entices or allows its District/Club/Team Affiliates to entice players from another District/Club may be required to show cause as to why the Offender/s should not be sent to Judiciary for further action.

3.2. REGISTRATION PROCESS

Players are eligible to play in a SJRU Competition once:

(A) The player has completed Registration in Rugby Xplorer.

(B) Proof of age has been supplied to the District/Club Registrar; and

(C) The Club is satisfied that the player is not currently registered with another Club in that Competition and that the player is eligible according to the Import and Representative Player rules outlined in these Competition Rules; and

(D) All applicable Fees and levies have been paid.

3.3. PROOF OF AGE AND PRIVACY STATUS

(A) Club Registrars must ensure that players have supplied authentic documentary evidence of their proof of age and a registration number must be entered into the online registration system. Proof of age must be one of the following:

i. A birth certificate; or

ii. An extract of entry of birth; or

iii. A current passport; or

iv. Official documentary proof from the state or country of birth; or

v. A current driver's licence or learner's permit; or

vi. Any evidence supported by a Statutory Declaration signed by the player's parent or guardian.

(B) To ensure sufficient disclosure of player's details in the online registration system, electronic applications and sign-on arrangements, the Competition Manager may determine the Public or Private status of any or all Registered Players and has authority to amend such details in the online registration system. A Club Registrar may apply in writing to the Competition Manager on behalf of any Registered Player who wishes to have their details not so disclosed, and any such applications will be dealt with in good faith by the Competition Manager.

3.4. PHOTO IDENTIFICATION AND APPS

(A) All Registered Players' registration must be supported by a valid entry in Rugby Xplorer. In the absence of a valid entry in Rugby Xplorer, a player may not play in a match.

(B) Players must upload a portrait photo of themselves which has been taken within the last twelve (12) months to Rugby Xplorer. The Registered Players must upload their photo no later than the Wednesday prior to the commencement of the Home and Away Rounds or one (1) week from the date of registration, whichever is the latter.

(C) When all required information and photos for a Registered Player have been entered into Rugby Xplorer the Club Registrar or Team Official will ensure Rugby Xplorer displays the Team's details correctly or notify the Competition Manager as soon as possible.

(D) The Competition Manager has the right to view Rugby Xplorer and request proof of age at any time.

(E) Failure to display correct details or photos of every Registered Player will render the Team liable for penalty in accordance with these Competition Rules.

(F) A Club may query a Registered Player's age by written notice, from the Club President to the Competition Manager by 5:00 pm on the first business day after the Match was played.

3.5. IMPORTS

The intention of this rule is to support the Registration Policy outlined in Competition Rule 3.1.

(A) A Club may only accept the registration of a maximum of four (4) Proposed Imports in each age group. It is the responsibility of the club to identify new registrations to their club.

(B) Further Clubs may only accept the registration of a maximum of two (2) Imports who are Representative Players or Development Players in each Age Group. This is included in the maximum allowed Imports referred to in A) above.

(C) A District may have more than a total of two (2) Representative Players, in aggregate, join their affiliate Clubs as Imports, in compliance with Competition Rule (A) and ((B)).

(D) Districts/Clubs are entirely responsible for ensuring their compliance with this rule. Clubs will provide a report based on a template from SJRU of their Proposed Import Players to the Competition Manager no later than the Wednesday prior to the first Home and Away Round of the Sunday XVs Competition. Further, Districts/Clubs must continue to monitor and report to SJRU monthly thereafter on any subsequent changes to their Proposed Imports/Imports.

(E) Any Clubs seeking dispensation from complying with Competition Rule 3.5, must do so in writing to the Competition Manager. The written request must use the required form and provide all requested information and a detailed explanation (including whether the Proposed Import(s) are from within the District of the Import(s) proposed Club) as to why Imports in excess of Competition Rule 3.5 can no longer play for the Club they were previously registered at, or for another Club or Joint Venture Team within their own District. The Competition Manager will respond on applications as soon as is practical, but no later than 7 business days after receipt of the application.

(F) A Proposed Import can be excluded from the requirements of Competition Rule 3.5 if any of the following apply to the complete satisfaction of SJRU:

i. Where a player moves Clubs in the previous season, then returns to their original Club in the current season

ii. Where a player was not registered with any Club in the previous season

iii. Where a player moves their place of residence prior to or during the rugby season and as a result changes Clubs to one nearer to their new place of residence

iv. Where there is no Team available to the player in the age group within their Club/District subject to the relevant Clubs/Districts and their Affiliates having adhered to the requirements of the SJRU Registration policy and demonstrating that they have made all reasonable efforts to form a team or a Joint Venture Team to accommodate players.

(G) In addition to the Penalties outlined in Competition Rule 3.18, a Breach of this Competition Rule 3.5 may also lead to the following sanctions

i. Club Team(s) and or individual Players not complying will not be eligible for Finals for up to two (2) years

ii. Individual Players not complying will not be eligible for Representative rugby for up to two (2) years

iii. Any Club games where ineligible players participate will be deemed Forfeits; and

iv. Non-compliant Districts may not be eligible for the Metropolitan or State Championships.

3.6. TRANSFERABLE AND NON-TRANSFERABLE PLAYERS

(A) All Registered Players will be designated as either Transferable or Non-Transferable.

(B) All Representative Players are designated as Non-Transferable Representative Players and must be nominated in their Club's highest graded team in the corresponding age group. The player must play in their chronological Age Group or the Age Group above. A Non-Transferable Representative Player is permitted to play up in the Age Group above in the same or higher graded team than the one in which he is registered. Each Representative Player is only allowed to play up an Age Group twice during Regular Season Matches and Finals Series Matches and if he plays up an Age Group in a third match then he will be deemed to have moved up an Age Group permanently and is no longer eligible to play in the lower Age Group.

(C) It is the responsibility of each Club to confirm the status of Non-Transferable Representative Players at the start of each season (noting which players retain Representative status because they were a Representative Player in the previous season), and to review the status of Non-Transferable Representative Players during the season as that status changes (refer definitions of Non-Transferable Representative Player and Representative Player).

(D) A Non-Transferable player is one who cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Player (except for Non-Transferable Representative Players) may play in a higher Graded Team in their Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

(E) A Transferable Player is one who is permitted to play in the next lower Graded Team in their nominated Age Group or in a team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.

3.7. MORE THAN ONE TEAM IN AN AGE GROUP

(A) Where a Club enters more than one Team into an Age Group the Club must:

i. Nominate its Registered Players and teams into the most suitable Grade based on ability and experience noting that Grade A is deemed to be the highest grade.

ii. Ensure that Representative Players are nominated in the highest ranked Team in the Age Group.

iii. Designate:

a. eight (8) players as Non-Transferable Players for each of their Under 10 and Under 11 teams excluding their lowest graded teams in those age groups; and

b. twelve (12) players as Non-Transferable Players for each of their Under 12 to Opens Age Groups excluding their lowest graded teams in each age group and advise the details of all players designated as Non-Transferable players in accordance with the rule to the Competition Manager by the date advised in writing to all Clubs

(B) Where a Club enters two (2) Teams in the same Grade in an Age Group the Club must:

i. Designate:

a. eight (8) players as Non-Transferable Players for each team in the Under 10 and Under 11 Age Groups.

b. twelve (12) players as Non-Transferable Players for each team in the Under 12 to Opens Age Groups.

ii. Advise the details of all players designated as Non-Transferable players in accordance with the rule to the Competition Manager by no later than the Wednesday prior to the commencement of the Home and Away Rounds or one (1) week from the date of registration, whichever is the latter. Note that Non-Transferable Players are ineligible to play for the Team in the same Grade but are eligible to play in a higher Grade. Transferable Players may participate in either Team in that Grade.

iii. Ensure that if the two (2) Teams in the same Grade play each other then all Registered Players must sign on with only one Team and cannot transfer between each Team during the Match except where sharing and matching players in accordance with these Competition Rules.

(C) Contravention of this Competition Rule may result in the Competition Manager requiring the Club to show cause as to why all Matches of that Team should not be deemed a forfeit. Clubs may apply for exemption to this Competition Rule under special circumstances.

3.8. PLAYERS PLAYING IN MORE THAN ONE AGE GROUP OR GRADE

(A) All Registered Player may play "up" in any higher Grade within their Age Group for their Club except Non-Transferable Representative Players who are subject to the restrictions in Competition Rule 3.6 (B).

(B) All Registered Players may play "up" in the next Age Group above their nominated Age Group for their Club provided the Grade is no lower than one Grade below their nominated Grade in their Age Group except Non-Transferable Representative Players who are subject to the restrictions in Competition Rule 3.6 (B).

Guide

- *It is strongly recommended that Clubs nominate their Registered Players in a Grade in their chronological Age Group.*
- *If a Registered Player who is NOT a Representative Player whose chronological Age Group is Under 12 and he is nominated in an Under 12 Team, then he can play in either the Under 12 Age Group or the Under 13 Age Group. But if he is registered and nominated in an Under 13 Team then he is ineligible to play in the Under 12 Age Group at any time.*
- *A Registered Player who is NOT a Representative Player and who is nominated for example in the Under 12 Age group, B Grade team may play in the Under 13 A, B or C Grade teams. He cannot play in a team up an Age Group whose Grade is more than one Grade below their nominated Grade in their Age Group.*

(C) Contravention of this Competition Rule may result in the Competition Manager requiring the Club to show cause as to why all Matches of that Team involving the player should not be deemed a forfeit. Clubs may apply for exemption to this Competition Rule under special circumstances.

3.9. LATE REGISTRATION

A player can be registered at any time during the season. However, the Club must make the player and their guardians aware that eligibility criteria exist for Finals Series Matches and dispensations will not be provided on the basis that the player was a late registration.

3.10. TRANSFER OF PLAYERS

3.10.1. TRANSFER OF A PLAYER BETWEEN DISTRICTS/CLUBS AFFILIATED WITH SJRU DURING THE SEASON

A Registered Player may only change Clubs during the current season provided they comply with these Competition Rules and receive clearance on Rugby Xplorer.

3.10.2. RESTRICTION OF PLAYER TRANSFERS BETWEEN CLUBS AFFILIATED WITH SJRU

There will be no transfer of Registered Players after the completion of 50% of the Competition Matches. Clubs may apply to the Competition Manager for dispensation to this Competition Rule in exceptional circumstances.

Applications for dispensation must be made in writing to the Competition Manager by the Club President gaining the player.

3.11. ELIGIBILITY OF PLAYERS

(A) No player may be registered with, or play for, more than one Club in any Competition unless prior written approval has been granted by both Clubs concerned and the Competition Manager.

(B) No player can participate in a Regular Season Match or Final Series Match without being a Registered Player

(C) Female players may compete with males up to and including the calendar year in which the female player turns 12. SJRU offers regular rugby competitions to junior female players aged under 13 and up, including but not limited to competitions played under World Rugby approved Game On law variations, as approved and implemented by SJRU. Due to the provision of the Girls competitions, SJRU does not provide Mixed Gender dispensation for female players aged U13 and up.

(D) Any Team playing a Ring-In shall be required to show cause to the Competition Manager as to why the Match should not be a forfeit.

(E) Any player suspected of playing as a Ring-In will be automatically referred to the Competition Manager.

(F) Any District/Club Affiliate who is suspected of having played a Ring-In will be automatically referred to the Competition Manager.

3.12. TEAM NOMINATIONS AND JOINT VENTURES

(A) Prior to the commencement of each Competition the Competition Manager shall call for nominations from Clubs for teams to compete in each Age Group and shall set the Lodgement Date.

(B) Consistent with the Registration Policy set out in Rule 3.1, Clubs should wherever possible form their own Teams. However, if for any reason a Club does not have enough Registered Players in an age group to form a team then the Club must make all reasonable attempts to form Joint Venture Teams, firstly with other clubs in the same District or secondly with Clubs in other Districts, in accordance with this Rule 3.12:

i. All Joint Venture Teams in each Competition must obtain approval in writing from the Competition Manager. An application to form a Joint Venture Team must be made in writing by the Clubs involved to the Competition Manager no later than seven (7) business days prior to the Grading Round or, as applicable, Round 1 of the Competition relevant to the proposed Joint Venture Team.

ii. Applications for Joint Venture Teams must contain:

a. Names of clubs involved

b. Age Group

c. Suggested grading for JV team

d. List of players from each club plus any Imports or Proposed Imports under Rule 3.5

e. Identification of any Representative or Development players

f. Confirmation of approval by Club Presidents

g. Confirmation of approval by District President(s) or other response from District President

(C) Should Clubs not receive an approval from the Competition Manager for a proposed Joint Venture Team, they may submit their proposal to an Appeals Board for re-consideration and determination. A /Club intending to enter Teams in a Competition must submit by the Lodgement Date:

i. Team Nomination Form.

ii. District/Club Contact Details.

iii. Ground Availability; and

iv. Any other forms requested by the Competition Manager.

Following the Lodgement Date for the Team Nomination and Grading Form the Competition Manager will consider the applications of teams. The Competition Manager reserves the right to accept or refuse the participation in a Competition of any team for any reason.

(D) The Competition Manager reserves the right to determine the appropriate Grade of each nomination, by considering the previous season's results, the grade the team nominated for, playing strength of the Club, the number of teams in a Club and the formation of the Grade. Clubs are not permitted to appeal against a grading decision of the Competition Manager.

(E) A team may apply to enter a Competition after the Lodgement Date, including after the commencement of the relevant Competition, at the sole discretion of the Competition Manager.

(F) If the Competition Manager decides to accept a Team's entry after the commencement of a Competition, the Team entering the Competition shall receive competition points equal to that of the Team fulfilling the midpoint of the applicable competition table upon that Team's entry, however they will receive no for and against points.

3.13. SQUAD/TEAM LISTS AND MATCH SCORE CARDS

(A) Squad/Team lists nominate players into a particular team at the beginning of each Competition and are to be used for eligibility purposes.

(B) If a Club want a player to play in both their chronological Age Group as well as the Age Group immediately above the player's chronological Age Group, then the Club must nominate the player on a Team list in the player's chronological Age Group.

(C) Team list forms must have the minimum number of players shown below, or that team nomination will be withdrawn unless the Competition Manager, at its absolute discretion, approves otherwise:

- Under 10 and Under 11 - 12 players
- Under 12 to Opens (Under 17/Under18) - 15 players
- Under 12 to Opens (Under 17/Under18) - 15 players

Guide
It is recommended that Clubs have a minimum of 15 players to form a 12-a-side Team and 18 players to form a 15-a-side Team. Therefore, Clubs should have 30 players to form two (2) Teams in the same Age Group for 12-a-side Competitions and 36 players to form two (2) Teams in the same Age Group for 15-a-side competitions.

Where a Club has insufficient player numbers to form a Team they are encouraged to form a Joint Venture Team. Please contact the Competition Manager or neighbouring Clubs to ascertain if a Joint Venture Team is viable.

(D) Clubs will be required to ensure that all Registered Players are entered onto Rugby Xplorer. A Registered Player may be included provided they comply with Competition Rule 5.3.

(E) A Registered Player may appear on more than one Match Score Card in accordance with these Competition Rules.

(F) Clubs are required to comply with all relevant Rugby Australia Policies.

(G) Any breach of this Competition Rule shall result in the team nomination being withdrawn. The Competition Manager may accept a further nomination if it is satisfied that the team and/or Club has complied with the Competition Rules.

3.14. AGE ELIGIBILITY AND DETERMINING AGE GROUP

3.14.1. DETERMINING AGE GROUP

The Age Group is determined according to the age the player turns in that calendar year. That is, if a player turns 11 years of age between 1 January and 31 December (inclusive), then they shall be graded as Under 11 for that season.

3.14.2. GENERAL AGE DISPENSATIONS

(A) General Age Dispensation may be granted by the Competition Manager to a Registered Player to play in a Competition that is below that Registered Player's age group as determined in accordance with this Competition Rule, the Rugby AU Safety Policy and, if applicable, any Pilot Dispensation Program.

(B) The outcome of any application for dispensation will be advised in writing to the Club by the Competition Manager.

(C) A Representative Player cannot apply for General Age Dispensation. If a Registered Player has received General Age Dispensation and subsequently becomes a Representative Player, the General Age Dispensation shall immediately lapse.

(D) Any Registered Player that has requested General Age Dispensation must play in their chronological Age Group until the General Age Dispensation request is granted by the Competition Manager.

(E) The Competition Manager reserves the right to monitor the progress of a Registered Player granted General Age Dispensation throughout the season and reconsider its decision accordingly.

(F) Any Registered Player granted General Age Dispensation who subsequently participates in their chronological Age Group will have their General Age Dispensation revoked.

(G) The Competition Manager may mandate a player move up an age group after consideration of the Rugby AU Safety Policy.

(H) The General Age Dispensation is valid only for the season during which it is granted.

(I) The Club of any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

3.14.3. REQUEST FOR GENERAL AGE DISPENSATION

A Registered Player requesting dispensation to play below that Registered Player's chronological Age Group must complete an online Dispensation Consent via Rugby Xplorer and then follow the SJRU Dispensation Process to book an assessment with an Assessing Coach.

The Assessing Coach's report will be forwarded to the Competition Manager for consideration and approval by the Competition Manager. The Competition Manager will adopt the following criteria when assessing a Registered Player's Request for General Age Dispensation:

(A) General Age Dispensation is limited to four (4) players per age group at a Club. For the purposes of Rule 3.14.3 a JV Team is a Club.

(B) Any Club wishing to seek dispensation from complying with 3.14.3 (A) must do so in writing to the Competition Manager. The Competition Manager will respond as soon as is practical, but no later than 7 business days after receipt of the dispensation application.

(C) In relation to applications for Age Dispensation, the Competition Manager will make the determination considering the Assessing Coach's report recommendations, the Rugby AU Safety Policy and all criteria in any applicable Pilot Dispensation Program.

3.14.4. SIZE FOR AGE DISPENSATION

(A) The Rugby Australia Size for Age Policy and processes are applicable, in addition to the General Age Dispensation process outlined in this Rule.

(B) A Registered Player's height and weight are recorded at the time of Registration; however, every Club must check the actual height and weight of all its Registered Players in the chronological Under 10 to Under 15 age groups.

(C) Height and weight data for the players referred to in (B) above must be verified, and amended if required by a club committee member or other analogous official on each player's Registration Record by no later than the Wednesday prior to the commencement of the Home and Away Rounds or one (1) week from the date of registration, whichever is the latter.

(D) Players that fall above both height and weight parameters are required to undertake a mandatory assessment if they wish to participate in their chronological age group. Players that fall below both height and weight parameters of these guidelines are required to undertake a mandatory assessment if they wish to participate in one age grade below their chronological age group. These players must complete an online Dispensation Consent via Rugby Xplorer and then follow the SJRU Dispensation Process to book an assessment with an Assessing Coach. The Assessing Coach's report will be forwarded to the Competition Manager for consideration by the Competition Manager. The Competition Manager will make the determination considering the Assessing Coach's report recommendations and the Rugby AU Safety Policy.

(E) The Competition Manager has the discretion to require any Registered Player in any Competition to undergo an assessment in accordance with the Rugby Australia Size for Age Policy and may as a result, in their absolute discretion, require that player to play in a different age group.

(F) The Club of any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

3.14.5. TWO-YEAR WINDOW DISPENSATION

(A) No Registered Player may play in an Age Group more than one year above the Age Group corresponding to the Registered Player's chronological age as determined in accordance with Competition Rule 3.14.1 without the prior written approval of the Competition Manager, which will be subject to the Two-Year Window.

(B) A Registered Player requesting dispensation to play two years above that Registered Player's chronological Age Group must complete an online Dispensation Consent via Rugby Xplorer and then follow the SJRU Dispensation Process to book an assessment with an Assessing Coach. The Assessing Coach's report will be forwarded to the Competition Manager for consideration and approval by the Competition Manager.

(C) The outcome of any application for Two Year Window dispensation will be advised in writing to the District/Club by the Competition Manager.

(D) Any Registered Player that has requested a Two-Year Window dispensation must play in their chronological Age Group or the Age Group immediately above their chronological Age Group until the Two-Year Window dispensation request is granted by the Competition Manager.

(E) The Competition Manager reserves the right to monitor the progress of a Registered Player granted Two Year Window dispensation throughout the season and reconsider its decision accordingly.

(F) The Two-Year Window dispensation is valid only for the season during which it is granted.

(G) The Club of any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

3.15. COMPETITION STRUCTURE

The Competitions shall be conducted in Age Groups.

(A) Where sufficient nominations are received in a particular Age Group, the Competition Manager may divide the Age Group into two or more Grades.

(B) The Competition Manager shall determine the appropriate Competition structure according to the number of nominations received.

(C) The Competition will be conducted in accordance with the Official Draw.

(D) Where an Age Group is divided into two or more Grades, the Competition shall be graded on ability, with Grade A considered to be the highest ranked Grade.

(E) The Competition Manager may at any time during the season alter the structure of any Competition in any Age Group or Grade as it, in its absolute discretion, shall so determine.

(F) The decision of the Competition Manager in relation to Competition structure is final.

3.16. WITHDRAWAL OF A TEAM

(A) The Competition Manager must be notified of any withdrawal of a Team. This must be in writing and signed by the District/Club President.

(B) If a Team withdraws after the first Competition Match the District/Club will not be refunded the applicable Fees and may incur further penalties as determined by the Competition Manager.

(C) Where a District/Club is withdrawing a Team, and has two or more Teams within that same Age Group, the Team in the lowest Grade will be deemed withdrawn unless determined otherwise by the Competition Manager in its absolute discretion.

(D) When a Team withdraws from a Grade during the first or subsequent Round Series of Matches:

i. if in the first or subsequent completed Round Series of Matches there are Matches that have been deferred and not played involving the withdrawn Team then the withdrawn Team will be deemed to have forfeited the deferred Match/es; and

ii. if the Round Series has not been completed then Teams who have played the withdrawn Team will have their for and against points removed but the Competition points obtained in the Match will remain; and

iii. If the Round Series has been completed, then all Competition points and all for and against acquired will be retained by opposing teams.

(E) After a Team has withdrawn from the Competition, the Competition Manager will, at its absolute discretion, either:

i. Issue a new draw for the remaining Rounds of the Regular Season for that Competition; or

ii. Allow the draw to stay the same for the remainder of the Regular Season. In this case, a Team that is then scheduled to play against a withdrawn Team will automatically be awarded a bye.

(F) The decision of the Competition Manager in relation to the Withdrawal of a Team is final.

3.17. REGRADING OF COMPETITIONS

(A) The Competition Manager may at any time regrade any Team, Grade or Age Group in its absolute discretion.

(B) All Teams, Grades or Age Groups who have been regraded will be advised by 9:00 am five (5) business days after the last completed Round or such later time and date as advised by the Competition Manager.

(C) The Competition Manager may amend competition points after regrading if deemed necessary.

(D) If a Competition includes a regraded Team, the Team/s entering the Competition shall receive competition points equal to that of the Team fulfilling the midpoint of the applicable competition table upon that Team's entry, however they will receive no for and against points.

(E) When Teams are regraded/withdrawn from a Grade during the first or subsequent Round Series:

i. If in the first or subsequent completed Round Series of Matches, there are Matches that have been deferred and not played involving the regraded/withdrawn Team then the regarded/withdrawn Team will be deemed to have forfeited the deferred Match(es); and

ii. If the Round Series has not been completed, then Teams who have played the regraded or withdrawn Team will have they're for and against points removed but the Competition points obtained in the Match will remain; and

iii. If the Round Series has been completed, then all Competition points and all for and against acquired will be retained by opposing teams.

(F) The decision of the Competition Manager in relation to Regrading of Competitions is final.

3.18. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 3

(A) Failure to comply with Competition Rule 3 may render the District, District Affiliate, Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 3 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

4. DISTRICT OFFICIALS, CLUB OFFICIALS AND TEAM OFFICIALS

4.1. DISTRICT OFFICIALS AND CLUB OFFICIALS TO COMPLETE REGISTRATION

District Officials and Club Officials must be registered in Rugby Xplorer. It should be noted that all District Officials and Club Officials must be registered with Rugby Australia to obtain insurance coverage.

4.2. DISTRICT OFFICIALS AND CLUB OFFICIALS TO COMPLETE WORKING WITH CHILDREN DECLARATION

Any District Official or Club Official that may have unsupervised contact with children under the age of 18 years must comply with the Child Protection (Working with Children) Act 2012 and must have a valid Working with Children (WWC) number. Information regarding working with children declarations can be found at the following website https://ocg.nsw.gov.au/

All Clubs and Districts must retain records of WWC numbers of their Officials and comply with the requirements specified by the Act.

4.3. DISTRICT OFFICIALS AND CLUB OFFICIALS TO ABIDE BY, AND ENFORCE, THE CODE OF CONDUCT

By accepting a position as a District Official or a Club Official you agree to abide by, and enforce, all relevant Rugby Australia and SJRU Policies.

4.4. COACH ELIGIBILITY

(A) Each District and Club must ensure that each of its Teams is coached by a Smart Rugby qualified person.

(B) The Coach of a Team must be Smart Rugby qualified and have completed Season Ready (Coach) by of the commencement of each season.

(C) The following are the recommended coaching qualifications of all coaches:

i. Under 10 to Under 15: At least one Coach of every Team in these Age Groups should, as a minimum, have attended and obtained Junior Coach Course.

ii. Under 16 to Opens (Under 17/Under 18): At least one Coach of every Team in these Age Groups should as a minimum have attended and obtained Community Coach (U16-Senior) course coaching accreditation, or by 30 June of the current season have attended, or be enrolled to attend, a coaching course.

4.5. TEAM OFFICIALS

(A) Team Officials are responsible for the actions of their Team, and they must be acquainted with the applicable Laws of Rugby and the Competition Rules. Ignorance of the Laws of Rugby or the Competition Rules is not an acceptable excuse for any breach/es.

(B) Team Officials shall be responsible for:

i. checking the opposition's player details on Rugby Xplorer as per Competition Rule 3.4;

ii. provision of adequate security for the protection of District/Club Affiliates and the public; and

iii. ensuring the ground is set up as per Competition Rule 9.3; and

iv. the welfare of the Match Officials.

4.6. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 4

(A) Failure to comply with Competition Rule 4 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 4 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

5. THE COMPETITION

5.1. COMPETITION POINTS

(A) The following points shall be allocated to all Under 10 to Opens (Under 17/Under 18) Age Groups for all Competition Matches:

i. Win – Four (4) points

ii. Loss – One (1) point

iii. Draw – Two (2) points

iv. Win on Forfeit - Four (4) points

v. Loss on Forfeit – Zero (0) points

vi. Bye – Four (4) points

vii. No Match – Zero (0) points for both teams

viii. Grading Rounds – 1 point per game played

(B) The Competition Manager may review the allocation of competition points in exceptional circumstances.

(C) In Under 10's to Opens (Under 17/Under 18) Age Groups from Round 1 onwards all Teams may have one (1) point deducted for each Match they participate in if the Competition Manager is satisfied that they (or the Club) failed to provide an Assistant Referee (touch judge) to officiate in that Match or a Ground Marshal for that Match.

(D) For and against points shall be the actual score, with a maximum differential of 50 points, for any Match played; 0-0 for a Bye or No Match; and either 28-0 or the actual score, whichever is the greater for and against differential, for a forfeit.

(E) Should a complete Round be cancelled, in accordance with Competition Rule 5.7, for a Grade, Age Group or Competition, then all Matches that were to be played in that Round, including any Matches that had been played or forfeited prior to the Round being cancelled and any byes, will be declared to be No Matches.

5.2. MATCHES

(A) Matches shall be played at the Scheduled Game Time. The Scheduled Game Time may include any daytime or evening on a weekday, Saturday, Sunday, or Public Holiday.

(B) Notwithstanding any other Competition Rule, the Competition Manager may alter the Scheduled Game Time or abandon a Match provided at least seven (7) days' notice is given to the District/Club by the Competition Manager. The Clubs and the Competition Manager may agree to waive the seven (7) days' notice.

(C) The Competition Manager has the right to make alterations to the Scheduled Game Time with less than seven (7) days' notice if grounds become unavailable or if any other unforeseen circumstance may arise which inhibits the Match from proceeding as per the Official Draw.

(D) With the agreement of the participating Clubs and the Competition Manager, a Match may be played wholly or in part under floodlights, provided that:

i. any alteration to the Schedule Game Time is approved by the Competition Manager; and

ii. the Home Team deems the ground is fit for purpose.

(E) Disruption of any Matches for any because whatsoever shall be immediately reported to the Competition Manager by the Clubs concerned.

(F) All re-arrangements of Matches shall be determined and approved by the Competition Manager and at no time may Clubs organise and agree between themselves to change Matches.

(G) Any disputes between Teams about the arrangement of a Match shall be referred to Competition Rule 5.10 Deferment of a Match.

5.3. SIGNING-ON

(A) Each Team shall use Rugby Xplorer in the manner prescribed in the Match Day Manual or otherwise by the Competition Manager for each Match. If Rugby Xplorer is not available then a blank form, available from the Website, may be used.

(B) The sign-on occurs when a Registered Player, dressed in their Club uniform, having the intention of playing and able to take the field during the Match, if required, is shown on Rugby Xplorer and signs on following the prescribed process.

(C) Team Officials are required to follow the prescribed process to confirm details of all Registered Players participating in the Match

(D) No Registered Player is allowed to compete in a Match without first signing on. If a Team breaches this Competition Rule, they shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit.

(E) A Registered Player may be signed on at any time during a Match, up until full time, by presenting himself to the opposing Team Manager, and signing on in accordance with this Competition Rule. Rugby Xplorer may be requested for viewing by an opposing Team Official at any stage during the Match. Once the prescribed process for signing on has been completed then the Teams surrender the right to appeal over any signing-on irregularities for that Match, unless the Competition Manager determines, at their sole discretion, to investigate further.

(F) If one or more Registered Players are, for whatever reason, not shown on Rugby Xplorer for a Match in accordance with this Competition Rule then the following shall apply:

i. The Match shall be played; and

ii. If any Registered Player who is not shown on Rugby Xplorer takes the field, the offending Team will be required to furnish an explanation to the Competition Manager, by 5:00 pm on the first business day following the Match, as to why the Team should not be deemed to have forfeited the Match. The Competition Manager will determine whether the Team will be deemed to have forfeited the Match and, the Competition Manager at its absolute discretion, may impose other penalties that it sees fit to impose on the offending Team.

5.4. MATCH RESULTS AND MATCHES PLAYED

(A) Both Teams shall record, in the manner required by Rugby Xplorer, the Match score plus any Temporary Suspensions, Send Offs, serious injuries, whether uncontested scrums were called and by which Team, the names of the Assistant Referees, the names of the Ground Marshals and any other incidents of note in Rugby Xplorer.

(B) Teams that dispute the details entered for the opposition Team have until the second business day after the Match to submit their objection. Requests for corrections to information contained in Rugby Xplorer must be made in writing to the Competition Manager.

(C) A Team that is guilty of repeated failure to comply with this Competition Rule shall become liable for additional penalties at the discretion of the Competition Manager.

(D) The Competition Manager may grant a Club dispensation from complying with this Competition Rule in exceptional circumstances.

5.5. FORFEITS

(A) SJRU supports the policy that all Matches should be played provided it is deemed safe by the referee.

(B) If a Team does not sign on the Minimum Number of Players in accordance with Competition Rule 6.5, but plays the Match on 'friendly game' initiatives, then the Match will not be considered a Forfeit for the purposes of Competition Rule 5.5 (C) and 5.5 (E).

(C) If a Team forfeits a Match in either Round 1 or Round 2 of the Competition, then they may render themselves liable to a penalty in accordance with these Competition Rules. The penalty, if any, will apply to the Competition after the regrading has been completed.

(D) If a Team will be forfeiting a Match, then the Club must advise the Competition Manager in writing no later than 48 hours prior to the scheduled kick off for all other Matches.

(E) The Competition Manager may disqualify any Team that forfeits three (3) or more Matches in a season. If a Team forfeits three (3) or more Matches in a season, they will be required to furnish an explanation to the Competition Manager as to why they should remain in the Competition. In this instance the Team will be deemed to have withdrawn from the Competition and Competition Rule 3.16 will apply and/or the Team will become ineligible to participate in the Final Series.

(F) Any Club that, without just cause, fails to fulfil an engagement to play a Match will be deemed to have forfeited the Match. The offending District/Club shall also be liable for any penalties as per Competition Rule 5.6

5.6. PENALTIES FOR FORFEITS

(A) In the event of a Team forfeiting its Match, the following shall take effect:

i. The Competition points will be determined in accordance with Competition Rule 5.1.

ii. If a Team forfeits after 6pm of the day prior to the match the club will incur a financial penalty determined by the Competition manager.

iii. The Competition Manager, at its absolute discretion, may impose further penalties that it sees fit to impose.

(B) Clubs will be exempt from the penalty in Competition Rule 5.6 (A)(A)ii. if the Mercy Rule (Competition Rules 6.11 and 6.12) has been applied.

5.7. INCLEMENT WEATHER

(A) The Competition Manager may at its discretion cancel any complete Round in any Grade in any Age Group in the event of inclement weather. Matches that have been played or a Match that has been forfeited prior to the decision being made to cancel the complete Round will be treated as part of the cancelled Round. The allocation of points for all Matches in a cancelled Round shall be in accordance with Competition Rule 5.1.

(B) If a Team has given notice of a forfeit but the complete Round is subsequently cancelled due to inclement weather, then the notice of a forfeit will be withdrawn.

(C) The Competition Manager may reschedule any Round that is washed out, in any Grade, Age Group or Competition, to the weekend, if any, reserved in the Official Draw for that purpose. If, however no wet weather weekend is available and an alternative date for these Matches cannot be supplied by the Districts/Clubs or the Competition Manager, no points shall be awarded to any Team, and the matches will not be replayed.

5.8. POSTPONED MATCHES

(A) In the event of any Match not being able to be played owing to inclement weather or any other unforeseen circumstance then the Match will immediately be rescheduled in the following order of priority:

i. to the Away Team's home ground on the same day within reasonable proximity to the kick-off time of the original fixture.

ii. to a neutral venue on the same day within reasonable proximity to the kick-off time of the original fixture.

iii. to the Home Team's home ground, no later than the completion of the last Round of Regular Season Matches.

(B) The Competition Manager will have the ultimate decision as to when and where a rescheduled Match will be played. The Competition Manager reserves the right to grant dispensation to this Competition Rule in exceptional circumstances.

(C) If a Team cannot play a Match as directed by the Competition Manager, the Match will be Treated as a No Match and neither team will be awarded any Competition Points.

(D) If a Team has given notice of a forfeit of a Match but the corresponding Round is subsequently called off due to inclement weather or other unforeseen circumstance, then the forfeit will stand except when Competition Rule 5.8 applies.

5.9. ABANDONMENT OF A MATCH

(A) The referee may not start a Match, or may end a Match before the designated playing time has expired, if in the opinion of the referee:

i. the treatment of an injured player prevents the Match continuing or starting; or

ii. there is either a lack of light or inclement weather; or

iii. the ground has become unplayable or any authority, such as council, closes the ground; or

iv. the safety of players is jeopardised; or

v. there has been a disruption that may jeopardise the continuing safe conduct of a Match; or

vi. any other reason covered by the Laws of the Game or the Competition Rules.

(B) If a Match is affected by the circumstances outlined in Competition Rule 5.9 (A), then the following shall apply. These decisions will be determined by the Competition Manager after the Match regardless of any terminology used by the referee at the time.

i. if a Match ends during half time or in the second half of the Match, the result of the Match stands.

ii. if a Match is not started, or full-time is called when still in the first half of the Match, the Match shall be deemed abandoned.

(C) The exceptions to Competition Rule 5.9 (B) are:

i. In the case of Competition Rule 5.9 (A), when disruption to a Match has been deemed to have been caused by actions contrary to the Competition Rules by one Team or the other, or both, or by their District/Club Affiliates, the Competition Manager shall adjudicate upon the evidence presented and take any appropriate action and apply any penalty, including financial and/or referral to the Citing Officer that the Competition Manager, at its absolute discretion, deems appropriate.

ii. In a case where regardless of how much of the Match has been played, a Team who is unable to field at least the Minimum Number of Players at any stage during the Match shall forfeit the Match without right of appeal.

iii. If either Team believes that the decision in Competition Rule 5.9 (B) ii is unfair then the Team has the right to appeal to the Competition Manager as follows:

a. The appeal must be in writing, signed by the District/Club President, and be received by the Competition Manager no later than 5:00 pm three (3) business days following the date on which the Match was abandoned; and

b. The Competition Manager may rule the Match result invalid and deem the match abandoned.

(D) Teams are to advise the Competition Manager of any Match abandonment by 12:00 midday of the first business day after the Match was abandoned. Failure to notify the Competition Manager by such time may render the Team subject to penalty.

(E) If required, an abandoned Match shall be replayed at a new Scheduled Game Time as determined by the Competition Manager. If either team cannot make the rescheduled Match, they are to refer to Competition Rule 5.10. Should either Team elects not to replay the Match the other Team shall be deemed to have won on forfeit.

5.10. MATCH AMENDMENT

(A) There shall not be any changes to scheduled Matches permitted unless prior written approval has been granted by the Competition Manager. Changes will only be considered in exceptional circumstances.

(B) Match amendment must be done via email using the prescribed format advised to Clubs and must include by copy all Clubs involved in the Match and must be submitted to the Competition Manager by 5:00 pm on Monday in the week prior to the original Scheduled Game Time.

(C) If the Match Amendment request is not submitted to the Competition Manager by 5:00 pm on Monday in the week prior to the original Scheduled Game Time, then the Match will remain at the Scheduled Game Time.

(D) Within two (2) business days of receiving the completed Match amendment request the Competition Manager will advise whether the request to defer the Scheduled Game Time has been granted.

(E) The Match must be played prior to the completion of the last Round of the Regular Season Matches.

(F) Any outstanding matches yet to be played at the completion of the last Round of the Regular Season Matches will be considered No Match. There shall be no avenue for appeal.

(G) The Competition Manager reserves the right to deny any request or grant dispensation to this Competition Rule in exceptional circumstances.

5.11. UNIFORMS

(A) Teams are to have an official uniform which all their Registered Players must wear.

(B) If the Teams have identical or similar colours then the Home Team, or in Finals Series Matches the lower placed Team, shall supply, and wear alternative jerseys.

(C) Each jersey is to be identified uniquely by a number, a letter or no letter or no number in accordance with the Sign-on Sheet, with no two (2) players in the one Team displaying the same number or letter or no letter or no number.

(D) Any Breaches of this Competition Rule in a Regular Season Match or Final Series Match will require the Team to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager, at its absolute discretion may impose further penalties.

(E) The Competition Manager has the absolute discretion to waive this Competition Rule in exceptional circumstances.

5.12. ATTIRE OF PLAYERS

Notwithstanding the requirements of the Laws of the Game and in particular Law 4 - Players Clothing the following rules also apply:

(A) Skins, compression garments etc. that have legs that go past the knees are not permitted to be worn by players participating in a Match.

(B) It is recommended that a mouthguard be always worn whilst playing, including warmups and training.

(C) The wearing of jewellery such as rings, earrings, wrist bands, hair beads, head bands and any similar items of adornment are strictly prohibited whilst playing and any player not conforming to this Competition Rule is not to take part, or any further part, in the Match until the item is removed to the satisfaction of the referee. For the avoidance of doubt, taping of jewellery is strictly prohibited.

5.13. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 5

(A) Failure to comply with Competition Rule 5 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 5 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

6. LAWS OF RUGBY AND AMENDMENTS FOR SJRU COMPETITIONS

6.1. LAWS OF RUGBY

(A) Laws of Rugby means for Matches in Competitions for:

i. Under 10 to Under 12 Age Groups shall be played in accordance with the Pathway Laws subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty: and

ii. Under 13 to Opens (Under 17/Under 18) Age Groups shall be played in accordance with the Laws of the Game subject to the variations as outlined in these Competition Rules which will have preference in the case of any uncertainty.

(B) The Team Officials, and not the referee, are responsible for interpreting the Competition Rules. If there is a dispute regarding the Competition Rules then the opinion of the Home Team will prevail and, if required, a protest may be lodged at the end of the Match, and the Competition Manager will adjudicate on the matter on the first business day following the Match.

6.2. DURATION OF MATCHES AND BALL SIZES

Age Group	Duration	Ball Size
Under 10 and Under 11	20-minute halves/5-minute half time	Size 4
Under 12	25-minute halves/5-minute half time	Size 4
Under 13 and Under 14	25-minute halves/5-minute half time	Size 5
Under 15 and 16	30-minute halves/5-minute half time	Size 5
Under 17 and Opens (Under 17/Under 18)	35-minute halves/5-minute half time	Size 5

There will be no time off for injury or other stoppages.

6.3. TIME OF MATCHES

(A) Teams shall be ready to take the field two (2) minutes prior to the Scheduled Game Time.

(B) Teams shall take the field when requested by the Match referee.

(C) All Matches must finish two (2) minutes before the Scheduled Game Time of the next Match.

(D) The time for each half will always be equal.

(E) If a Match starts late for whatever reason and the Match will not be completed two (2) minutes before the Scheduled Game Time of the next Match, then the time for each half and the Match will be reduced accordingly. However, if there is no Match immediately following then this Competition Rule may be waived by agreement by both Teams, a District/Club Official of the Home Team, and the referee.

(F) If a Match is stopped due to a serious injury or other unforeseen circumstance and an adjacent venue is available then the Match may be moved to the adjacent venue with the agreement of both Teams, a District/Club Official of the Home Team, and the referee.

(G) If in a prior Match there is a serious injury or other unforeseen circumstance that prevents a Match starting on time then Competition Rule 6.3 (F) may be waived by agreement with both Teams, a District/Club Official of the Home Team and the referee.

6.4. LIGHTNING SAFETY CODE

(A) The Lightning Safety Code applies to all Matches, tournaments, carnivals, and training.

(B) Statistics have shown that people participating in sports are at risk of being struck and killed by lightning.

(C) The Australian Standard on Lightning Protection is based on the 30/30 rule which recommends that:

i. Play is stopped when the lightning/thunder ratio reaches 30 seconds or less. (i.e. the time between when the lightning is seen, and the thunder is heard is 30 seconds or less) as this means that the lightning is 10km away and the next strike has a "significant risk" of hitting the people who have seen the lightning and heard the thunder.

ii. Play should not commence until 30 minutes after the last time lightning is observed or thunder is heard. Each time lightning is observed, or thunder is heard, the 30-minute clock should be re-started.

(D) The SJRU recommends the following Lighting Safety Code to avoid being hit by lightning while playing rugby or training for rugby. If there is thunder and lightning the Match Officials and Team Officials must:

i. ensure that the safety of the players, Match Officials, Team Officials and Team Affiliates is always paramount; and

ii. not recommence a Match or training until it is safe to do so considering the 30/30 rule, the weather conditions and the condition of the ground and venue.

(E) The Referee has the ultimate decision as to whether it is safe to start a Match or to continue to play a Match or stop a Match or to resume a Match.

6.5. MINIMUM NUMBER OF PLAYERS

Age Group	Minimum No. of Players on the Field	Maximum No. of Players on the Field	Maximum No. of Players that can sign on
Under 10 and Under 11	9	12	18
Under 12 to Opens	11	15	23

The Competition Manager may, by giving written notice to affected Clubs and Districts, vary the Minimum Number of Players for any Match, Grade or Age Group.

6.6. REPLACEMENTS AND SUBSTITUTIONS

(A) In all Age Groups unlimited rolling substitutions will be allowed, with the permission of the referee, except that a player replaced due to serious injury (e.g. concussion) may not return.

(B) Other than in cases of injury or games called off by the Referee, all Registered Players must play at least half of each Match for which they are listed to play in Rugby Xplorer.

(C) If a Team Official has reason to believe their opposition is not complying with Competition Rule 6.6 (B), the Team Official may report this to the Competition Manager who may undertake further investigations to confirm the alleged non-compliance. If the Competition Manager is satisfied this Competition Rule was breached, then he will notify the Club of the breach and the penalty under Competition Rule 6.13.

(D) Any Team found guilty of reverting to uncontested scrums to gain advantage over their opposition, or any breach to this Competition Rule, shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager at its absolute discretion may impose further penalties.

6.7. SHARING AND MATCHING THE NUMBER OF PLAYERS IN EACH TEAM DURING A MATCH

(A) If a Team commences a Match with the Minimum Number of Players (or more) and for whatever reason through the course of the Match the Team is reduced to less than the Minimum Number of Players, then the Team is deemed to have forfeited the Match. If a Team is required to forfeit a Match under this Competition Rule, then the Match should be completed on "friendly game" initiatives.

(B) Under 10, Under 11 and Under 12 Age Group Matches must be played with an equal number of players on the field. Teams must share players so that there are an equal and maximum number of players on the field with unlimited rolling substitutions. If a Team is sharing players, then the number of players being shared will be adjusted if a player is injured, replaced due to blood, Temporarily Suspended or Sent Off.

(C) For the Under 13 to Opens Age Groups a Team that does not have the maximum number of players on the field (15) may request the opposition team to match player numbers at any time. Player numbers may be adjusted if a player is injured or in blood bin but not if a player is Temporarily Suspended or Sent Off. Teams in these age groups are not compelled to share players, but they must match numbers if requested to do so.

(D) If an opposition team refuses to match numbers and/or share (subject to Competition Rules 6.7 (B) or (C) whichever is applicable to the age group) as requested, then they are deemed to have forfeited the match.

(E) Teams that require the opposition Team to share or match players in more than 50% of Regular Season Matches will be deemed ineligible to compete in Final Series Matches.

(F) If a Team(s) has less than twelve (12) players in Under 10 and Under 11 and fifteen (15) players in Under 12 to Opens (Under 17/Under 18) then the Team with the least number of suitable trained players for its scrum determines the number of players in the scrum.

(G) For Regular Season Matches and Finals Series Matches the maximum number of players that may be signed on in a Match is 18 for a 12-a-side Competition and 23 for a 15-a-side Competition.

6.8. MAYDAY

All Teams are required to know and understand Rugby Australia's mayday call and procedures. If a Team does not know and understand Rugby Australia's mayday call and procedures at the commencement of the Match, then they are deemed to have forfeited the Match, and the Match cannot be played on "friendly game" initiatives.

6.9. UNCONTESTED SCRUMS IN UNDER 10 TO UNDER 12 AGE GROUPS

(A) Uncontested scrums will be played in accordance with the Laws of Rugby and Competition Rule 6.6 Replacements and Substitutions.

(B) 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 prop is required, and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums.

(C) Any Team which plays uncontested scrums in more than two (2) Matches during a Regular Season of which a maximum of one (1) can occur in the last seven (7) Rounds of the Competition shall be deemed ineligible to participate in the Finals Series.

(D) Systematic abuse of this Competition Rule will not be tolerated, and all instances of these incidents will be reviewed by the Competition Manager.

6.10. UNCONTESTED SCRUMS IN UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS

(A) Uncontested scrums will be played in accordance with the Laws of Rugby and Competition Rule 6.6 Replacements and Substitutions.

(B) 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 prop is required, and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums.

(C) Should a Team not be able to meet this obligation for any reason during a Match, then at the point in the Match when the front row replacement is required, this Team must call for uncontested scrums and play with one player fewer than would otherwise be allowed.

(D) Should a Team not have three suitably trained front row players to commence a Match with contested scrums, then this Team must call for uncontested scrums and play with one player fewer than would otherwise be allowed.

(E) If, subsequently, a qualified front rower becomes available (or returns from either the 'Blood Bin' or Temporary Suspension) so that scrums can be contested then that player will be allowed onto the field and the Team may return to the appropriate complement of players.

(F) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.

(G) Any Team which plays uncontested scrums in more than two (2) Matches during a Regular Season of which a maximum of one (1) can occur in the last seven (7) Rounds of the Competition shall be deemed ineligible to participate in the Finals Series.

(H) Systematic abuse of this Competition Rule will not be tolerated, and all instances of these incidents will be reviewed by the Competition Manager.

6.11. MERCY RULE IN UNDER 10 TO UNDER 12 AGE GROUPS

(A) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the losing Team may call to stop the Match and declare the Match completed, irrespective of normal time remaining.

(B) For recording purposes, the Match shall be declared a victory to the winning Team with the appropriate Competition points and for and against points awarded to both Teams at the time the Match is stopped.

(C) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.

(D) The failure of any District/Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.

(E) The maximum For and Against differential recorded in any match is 50 points.

6.12. MERCY RULE IN UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS

(A) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the winning Team must reduce the number of players on the field by one (1). However, if the difference reduces to less than 40 points then the player can return to the field.

(B) If the difference in score between two Teams during Regular Season Matches reaches 50 points or more then the winning Team must reduce the number of players on the field by another player so that the Team is two (2) players short. However, if the difference reduces to less than 50 points then one (1) of the players can return to the field.

(C) Competition Rule 6.5 in relation to the Minimum Number of players is waived while applying this Competition Rule.

(D) Teams who are required to reduce players in accordance with this Competition Rule must not remove front row players to cause the Team to play uncontested scrums. Teams must have sufficient front row players to play at hooker, tight-head prop, and loose-head prop as per Competition Rule 6.10.

(E) In applying this Competition Rule when a Team has less than fifteen (15) players then the Team with the least number of suitably trained players for its scrum determines the number of players in the scrum.

(F) The failure of any District/Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.

(G) The maximum For and Against differential recorded in any match is 50 points.

6.13. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 6

(A) Failure to comply with Competition Rule 6 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 6 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

7. FINALS SERIES

7.1. MATCHES AFFECTING THE FINAL SERIES

(A) Any scheduled Match affecting the final series positions must be played prior to the completion of the last Round of the Regular Season Matches.

(B) If a rescheduled Match is not played prior to the completion of the last Round of the Regular Season Matches and the rescheduled Match is not dealt with elsewhere in these Competition Rules, then the Match will be deemed a No Match, and no points will be allocated.

(C) In the event of unforeseen circumstances affecting a Match in the last Round of the Regular Season Matches, the Competition Manager shall determine if the Match is to be replayed.

7.2. FINAL SERIES MATCHES

(A) Should two (2) or more Teams in the same Grade, having completed their Regular Season Matches, possess the same number of Competition points then the higher placed Team on the Competition table shall be determined in accordance with the following order of priority:

i. firstly, by the Team with the higher difference of total points scored for and total points scored against during the Regular Season; and then

ii. secondly by the Team with the higher ratio of total points scored for divided by total points scored against during the Regular Season; and then

iii. thirdly, by the higher aggregate for and against points differential between the Teams during Regular Season Matches; and then

iv. fourthly the Team which has won more Matches during the Regular Season; and then

v. fifthly by the Team which scored the greater number of points for; and

vi. finally, a toss of a coin involving a District/Club Official from each Team and presided over by the Competition Manager.

(B) All Competitions will participate in the following Finals Series:

i. Elimination final (Match A) = 1st versus 4th

ii. Elimination final (Match B) = 2nd versus 3rd

iii. Grand final (Match C) = Winner of Match A versus Winner of Match B

(C) Plate Finals Series are subject to the discretion of the Board and in any case will only be conducted for Under 10 to Under 12 Age Groups which have eight (8) or more Teams in the Competition.

(D) The Plate Finals Series will be as follows:

i. Consolation elimination final (Match D) = 5th versus 8th

ii. Consolation elimination final (Match E) = 6th versus 7th

iii. Plate grand final (Match F) = Winner of Match D versus Winner of Match E

(E) The Finals Series Matches will be played at Scheduled Game Times as determined by the Competition Manager.

(F) There will be no extra time played in Final Series Matches unless the Competition Manager decides otherwise and notifies all Districts/Clubs no later than seven (7) days prior to the scheduled commencement of the Finals Series. In the event of a draw in a Finals Series Match then the Team that finished higher on the Competition table in accordance with Competition Rule 7.2 (A) shall be declared the winner of the drawn Final Series Match except in the case of the grand final where the two Teams will be declared joint premiers.

(G) If a Finals Series Match is cancelled in accordance with these Competition Rules, then the Final Series Match may be rescheduled at the Competition Manager's sole discretion. Should the Finals Series Match not be rescheduled then the Team that finished higher on the Competition table in accordance with Competition Rule 7.2 (A) shall be declared the winner of the cancelled Final Series Match except in the case of the grand final where the two Teams will be declared joint premiers.

(H) The Competition Manager may, at its absolute discretion, implement a different Finals Series format, in which case the revised format shall be advised to all Districts/Clubs prior to Round 8.

(I) Results for Finals Series Matches must be submitted on the day of the Match.

7.3. PLAYER ELIGIBILITY FOR THE FINALS SERIES

(A) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:

i. be a Registered Player in accordance with these Competition Rules; and

ii. have played 50% or more of all Matches played or won on forfeit for the Team during the Regular Season; or

iii. have qualified in a lower Graded Team within the same Age Group; or

iv. have qualified in the Age Group immediately below in a Team Graded no higher than one Grade above the Grade in which the Registered Player wishes to be eligible for.

(B) For the purposes of this Competition Rule (and subject to Competition Rule 6.7 (G)):

i. a bye will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time of the bye.

ii. a loss on forfeit will not count as a Match played, regardless of whether the Match was played or not, or when the forfeit is awarded.

iii. if a Round 1 Match is washed out it will count towards a Match played provided the Registered Player has registered prior to the Round 1 Match.

iv. A washed- out round will count as a Match played provided the Registered Player played in the immediate round prior to the washout round.

v. a win on forfeit will count as a Match played for all Registered Players signing on for the Match except Registered Players under Suspension, at the time the forfeit is awarded; and

vi. Matches played in a higher Graded Team, or an older Age Group will not count towards eligibility for a lower Graded Team or younger Age Group in the Finals Series.

(C) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the Competition Manager may be sought by the District/Club involved. A request for dispensation must be:

i. In writing to the Competition Manager at sjruops@sjru.rugby with all supporting documentation attached.

ii. Medical dispensations must be accompanied by a medical certificate issued by a doctor or equivalent.

iii. lodged with the Competition Manager prior to the end of the final Home and Away Round. or such time as is agreed by the Competition Manager in its absolute discretion.

iv. Dispensations will be for the entire Finals Series and there will be no further avenue for dispensations after the set time in point (iii). The Competition Manager may review extraordinary situations at its discretion.

(D) The dispensation will be granted if:

i. in the case of sickness or injury, a medical certificate accompanies the application (the medical certificate must specify the period the Registered Player was not able to play on medical grounds) and dated at or around the time the injury/sickness occurred; or

ii. the Registered Player participated in a Representative Team managed under the auspices of SJRU or NSWJRU, participation in such representative Match(es) prevented the Registered Player from playing in Competition Match(es) and had such representative Match(es) been Competition Match(es) the Registered Player would have met the requirements of Competition Rule 7.3 (B); or

iii. the Registered Player must have played 50% or more of the Regular Season Matches scheduled while the Registered Player was not attending a long-term school event and have written documentation from their school that the Registered Player had attended a long-term school event during the Regular Season Matches.

iv. in the opinion of the Competition Manager there are extenuating circumstances beyond the control of the Registered Player or District/Club concerned.

(E) Requests for dispensation will not be granted unless exceptional circumstances exist. All Districts/Clubs believe compliance with this Competition Rule (having played 50% or more of all Matches to be played or won on forfeit) is fair and reasonable.

(F) Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the Competition Manager elects to impose in its absolute discretion.

7.4. FORFEIT IN THE FINALS SERIES

(A) For all Finals Series Matches, if it is proven that a Ring-In has participated in the Match then, the players' Team will be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager may at its absolute discretion impose further penalties, including financial, that it sees fit to impose.

(B) Any Team which forfeits a Finals Series Match will be deemed to have forfeited their right to participate in all remaining Finals Series Matches that the Team is due to play.

(C) The Competition Manager may at its absolute discretion impose penalties on Teams and Districts/Clubs which forfeit a Finals Series Match.

(D) The immediate expulsion penalty under this Competition Rule can, at the absolute discretion of the Competition Manager, extend to other Teams from the forfeiting District/Club who have qualified for Final Series Matches.

7.5. SHARING PLAYERS IN FINAL SERIES MATCHES FOR UNDER 10 TO UNDER 12 AGE GROUPS

Any Team in the Under 10 to Under 12 Age Groups which is required to share players in a Finals Series Match to comply with the Pathway Law will be deemed to have forfeited their right to participate in all remaining Finals Series Matches and the Match will be played on "friendly game" initiatives.

7.6. SHARING PLAYERS AND MATCHING NUMBERS IN FINAL SERIES MATCHES FOR UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS

Any Team in the Under 13 to Opens (Under 17/Under 18) Age Groups which requests the sharing of players or the matching of numbers in a Finals Series Match will be deemed to have forfeited their right to participate in all remaining Finals Series Matches that the Team is due to play.

7.7. UNCONTESTED SCRUMS IN THE FINAL SERIES

Any Team which breaches Competition Rule 6.9 or Competition 6.10 during a Finals Series Match will be deemed to have forfeited the Match and forfeited their right to participate in all remaining Finals Series Matches that the Team is due to play.

7.8. MERCY RULE IN THE FINAL SERIES

If any Team invokes Competition Rule 6.11 or Competition Rule 6.12 during a Finals Series Match will be deemed to have forfeited the Match and forfeited their right to participate in all remaining Finals Series Matches that the Team is due to play.

7.9. INCLEMENT WEATHER IN THE FINALS SERIES

(A) The Competition Manager may at its absolute discretion cancel one or more Final Series Matches. A cancelled Finals Series Match may, at the absolute discretion of the Competition Manager, be rescheduled. If a cancelled Finals Series Match is not rescheduled, then Competition Rule 7.2 (H) shall apply.

(B) The Competition Manager will notify Districts/Clubs of a cancelled Finals Series Match.

7.10. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 7

(A) Failure to comply with Competition Rule 7 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 7 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

8. CARNIVALS, TOURNAMENTS AND MATCHES AGAINST VISITING TEAMS

(A) Districts and Clubs are encouraged to run carnivals, tournaments, and gala days and to play matches against Visiting Teams. In this Competition Rule all these matches are referred to as Other Matches.

(B) Districts and Clubs are to inform the Competition Manager in writing of these Other Matches using the Rugby Australia Event Sanctioning Application available on the Rugby Australia website.

(C) The Competition Manager will sanction or impose certain conditions on these Other Matches provided it complies with the Competition Rules and does not clash with another event on the same day.

(D) All Other Matches must be sanctioned by the Competition Manager to ensure that the match is covered by Rugby Australia's insurance scheme.

9. PLAYING ENCLOSURE AND VENUE CONTROL

9.1. AUTHORITY

(A) Directions given by any appointed District/Club Official or Ground Marshal, which are within the bounds of their authority, are to be obeyed, and if a dispute arises it should immediately be reported to the District/Club President or their delegate who is to decide on any further action.

(B) If the venue for a Match is moved to a venue that is not the home venue for either Team playing, then the Team requesting the move shall be deemed to be the Home Team or where the Competition Manager has moved the venue then the first team on the draw will be deemed to be the Home Team.

9.2. DISTRICT/CLUB APPOINTED OFFICIALS

9.2.1. GROUND MARSHAL(S)

(A) At all Matches both Teams/Clubs are to provide a Ground Marshal.

(B) If a Team/Club does not provide a Ground Marshal, then the Team will be deemed to have forfeited the Match.

(C) The Ground Marshal for a Team may be anyone who isn't the Coach or Trainer of the Team.

(D) The Ground Marshal must be identifiable by wearing the orange SJRU vest.

(E) The Ground Marshal shall be responsible for spectator and crowd control, and their instructions and/or directions shall be always obeyed.

(F) If there is a difference between the decision of the Home Team Ground Marshal and the decision of the Away Team Ground Marshal, then the decision of the Home Team Ground Marshal shall prevail.

(G) The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.

(H) The Ground Marshals shall introduce themselves to the referee prior to the commencement of the Match and be responsible for rectifying any issues which are brought to their attention by the referee throughout the course of the Match. If the circumstances warrant it, the Ground Marshal should stay with the Referee after the Match and escort him from the venue to ensure no further incidents occur.

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

(J) Ground Marshals shall be responsible for:

i. the supervision of the venue and all appointed officials; and

ii. maintenance of and patrolling of the Playing Enclosure including the Ground Marshals of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and

iii. preventing the illegal entry of any person onto the Playing Enclosure; and

iv. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and

v. ensuring Assistant Referees/touch judges are not calling out or coaching the players; and

vi. ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and

vii. managing the behaviour of participants within the Team Zone; and

viii. point of contact for all enquiries; and

ix. responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and

x. be familiar with, and have available, a copy of the SJRU Match Day Manual which includes the Rugby Australia Medical and Safety Recommendations including the Rugby Australia Protocol for Serious Injury; and

xi. checking with the referee on the policy for attending injured players; and

xii. report any irregularities or breaches of the Competition Rules that they are unable to resolve to their Club President who will contact the Competition Manager to determine what further action, if any, should be take; and

xiii. subject to the nature of an incident or issue arising, the Ground Marshals may need to speak with the Referee and ascertain the facts of the incident, including identification of the perpetrator(s), and the seriousness of the offence. Further the Ground Marshals may need to:

a. issue a warning to the perpetrator(s); or

b. seek assistance from Club Officials to manage the situation; or

c. request the perpetrator(s) to leave the venue; or

d. call the Police

xiv. the implementation of this Competition Rule

(K) The Home Team Ground Marshal(s) are also responsible for:

i. setting up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and

ii. ensure that an appropriately stocked medical kit, ice and a stretcher are available; and

iii. ensuring that the SJRU Expectations of Behaviour sign is prominently displayed; and

iv. having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and

v. having access to an emergency list of contacts and addresses for:

a. two (2) after hours doctors or local medical centre and/or facilities; and

b. nearest public hospital and/or emergency facility; and

c. the local Police and Ambulance.

vi. submit any incident or issues report (on matters warranting further investigation or actions) to their District/Club President who is to submit the incident report to the Competition Manager by 12:00 midday of the first business day after the Match

9.2.2. SUITABLY QUALIFIED MEDICAL PERSONNEL

(A) At all venues it is required that the Home District/Club provide a First Aid Attendant for each Match.

(B) The First Aid Attendant must be identifiable and be in a prominent position.

(C) The First Aid Attendant should check with each Team to establish who is going to attend to players who appear injured in the first instance, and if a Team is using Trainers, they only attend when called for by the Team or referee, or when the Trainer is not available to attend to the player (regardless common sense must prevail and the players safety come first).

(D) A First Aid Attendant may assist the Ground Marshal in undertaking duties outlined in Competition Rule 9.2.1.

9.2.3. PENALTIES

Failure of a Team or District/Club Affiliate to comply with Competition Rule 9.2.1 may result in a fine of one (1) Penalty Unit and/or loss of Competition points and/or any other fines or penalties as the Competition Manager may at its absolute discretion see fit to impose.

9.3. GROUND SET UP AND CONDITIONS

(A) All grounds shall be dressed in accordance with the Laws of Rugby and these Competition Rules.

(B) In Under 10 and Under 11 Matches the field can be no more than 60 metres wide. As a result, the touchline only must be brought in sufficient distance on either one or both sides of the Field of Play so that the width of the Field of Play is no greater than 60 metres.

(C) Home Teams shall ensure that objects such as cricket pitches or in-ground watering systems are properly covered for the safety of the players.

(D) If there is no perimeter fencing then the Home Team shall ensure ropes or barriers are erected a minimum distance of 5 metres back from the touch line or, where this is not possible, as far back from the touch line as is practicable.

(E) Games and training at night are to comply with the recommendations and requirements of Australian Standard - Sports Lighting (AS 2560.2.3-2007).

(F) Fields are to be set up with two (2) Team Zones and a Sign-on Table with the Expectations of Behaviour sign prominently displayed as outlined in the Match Day Manual.

(G) Any objection by either Team regarding the ground or the way in which it is marked out must be made to the referee before the kick-off. If Teams cannot agree as to the safety of the ground the referee will be the sole judge as to whether the Match may begin. If there is any doubt by the referee as to the safety of the ground, the referee will not allow the Match to begin until the ground has been made safe. If the referee elects not to start or to abandon a Match where, in the referee's opinion, the ground safety standards are not met, then the Match will be determined in accordance with Competition Rule 5.9.

9.4. GOAL POSTS

No Match will be allowed to proceed unless goal posts are correctly padded. If the goal posts are not correctly padded the Home Team shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager may at its absolute discretion impose further penalties that it sees fit to impose.

9.5. PERSONS AUTHORISED TO ENTER PLAYING ENCLOSURE

(A) The only persons permitted within the Playing Enclosure during a Match are:

i. the referee; and

ii. the Assistant Referees and touch judges; and

iii. the players participating in the Match (excluding reserve players and any players Temporarily Suspended or Sent Off); and

iv. a maximum of two Trainers per Team to administer water, to deliver and retrieve the kicking tee and attend to injured players: and

v. the Ground Marshals.

(B) During each half the reserves of each Team are required to remain in the Team Zone. Reserve players may enter the Playing Enclosure immediately prior to taking the field.

(C) Trainers may enter the playing area only after the ball is dead and may not impede the conduct of the Match, unless attending an injury. At all other times the Trainers must remain in the Team Zone. The Trainer must be identifiable by wearing the yellow SJRU vest or similar attire.

(D) During each half the Team Officials, which includes Coaches, are required to remain in the Team Zone. Team Officials are not permitted to act as Trainers for their Team.

(E) No coaching of players is to occur inside the Playing Enclosure by any District/Club Affiliate except at half time.

(F) Persons, other than Trainers, are only permitted to enter the Playing Enclosure upon the invitation of the referee, except at half time when the Team Officials, Trainers and reserve players may enter the Playing Enclosure. Players who have been Sent Off are not permitted to enter the Playing Enclosure at any time.

9.6. SPECTATOR AND GROUND CONTROL

(A) It shall be the duty of Clubs to maintain control of spectators, to prevent any disturbance amongst its spectators and to generally assist all officials in the preservation of order and good discipline at any Match. Failure to do so shall result in the imposition of penalties and/or sanctions as the Competition Manager sees fit.

(B) In the event of a report being made to the Competition Manager (and subsequently upheld) that the misbehaviour of spectators has had a material effect on the result of a Match, the Competition Manager may declare the Match and result void and order the Match to be replayed at such Scheduled Game Time as the Competition Manager shall think proper, or deduct a maximum of four (4) Competition points from the offending Club and/or impose such other sanctions as the Competition Manager may at its absolute discretion think proper.

(C) In the event of a Match being abandoned due to a field invasion the Competition Manager shall have the power to have the Match replayed, to allow the result to stand or award a forfeit if it so determines.

(D) Any such report shall be lodged with the Competition Manager in writing no later than 5:00 pm on the second business day after the Match.

9.7. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 9

(A) Failure to comply with Competition Rule 9 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 9 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

10. REFEREES AND ASSISTANT REFEREES

10.1. REFEREES

10.1.1. APPOINTMENT OF REFEREES

A Referee for each Match shall be appointed by the NSWRU Appointment Officer, if possible. In the event of a Referee not being appointed or not attending within ten (10) minutes of the Scheduled Game Time, a substitute referee shall be appointed.

10.1.2. NO APPOINTED REFEREE

(A) If a Referee is available, then they will automatically assume control of the Match until such time as the appointed Referee arrives.

(B) If a Referee is available from both Teams and if no Referees are available, then the Team Officials of each Team will jointly appoint the substitute referee. The substitute referee must be Smart Rugby qualified.

(C) Failing such an agreement between the Team Officials, each Team shall nominate an individual to referee one half of the remaining game time each, with the Home Team nomination refereeing the first half. On arrival the appointed Referee shall assume control of the Match during the next break in play.

(D) Any District/Club unable to supply a Smart Rugby qualified referee when required shall be fined one (1) Penalty Unit for each offence.

10.1.3. REFEREE UNABLE TO CONTINUE

In the event of the Referee appointed being unable to continue through illness or injury, a substitute referee shall be appointed by such Referee for the remainder of the Match. If this process cannot be followed, then the Team Officials of each Team will jointly appoint the substitute referee in accordance with Competition Rule 10.1.2.

10.1.4. REPORTABLE INCIDENTS BY A REFEREE

(A) A Referee is required to notify a "reportable incident" by checking:

i. any incident which resulted in a player being Temporarily Suspended or Sent Off; and

ii. any incident which necessitates the Home Ground Marshal in needing to lodge a report under Rule 9.2.1 (K) vi ;

has been reported on Rugby Xplorer by the Team Officials.

(B) In the event of a player being Sent Off the Referee must, on the day of the Match lodge a Send Off Report via Rugby Xplorer by 5 pm on the first business day following the Match. The Competition Manager will send a copy of the Send Off Report to the Judiciary and the Club President of the player's Club within 24 hours or as soon as is practical after the Send Off Report has been reviewed by the NSWRU Appointment Officer.

(C) In the event of a breach Code of Conduct the Referee must lodge a full report of the incident via Rugby Xplorer or the Rugby Au web site. The Competition Manager will review the report and either act on the report or refer the matter to the Board for a decision or refer the matter direct to a Citing Officer or the Judiciary.

10.1.5. POWERS OF THE REFEREE

Referees have wide ranging powers that extend past the boundaries of the field of play, past the playing enclosure to the perimeter of the venue. These powers include the ability to direct a District/Club Affiliate or spectator to leave the venue. Ground Marshals shall be responsible for implementing the directions of the referees.

10.2. ASSISTANT REFEREES/TOUCH JUDGES

10.2.1. DISTRICT/CLUB/TEAM RESPONSIBILITY

Every Team must provide an Assistant Referee, who is not a Team Official to officiate for each Match played by that Team. Where a Team does not have an Assistant Referee, the opposition may appoint both Assistant Referees.

10.2.2. REPORTING TO THE REFEREE

All Assistant Referees/touch judges shall report to the Referee at least five (5) minutes prior to the start of the Match to ask the referee what duties he wants the Assistant Referees to perform during the Match and to advise the referee whether they are accredited.

10.2.3. DRESS

Every Assistant Referee/touch judge must be equipped with a flag and be appropriately dressed wearing an Assistant Referee/Touch Judge shirt (not in District/Club colours) and suitable enclosed footwear.

10.2.4. DETAILS RECORDED ON RUGBY XPLORER

All Assistant Referees officiating in a Match must be registered as a volunteer in Rugby Xplorer and be designated by their Club or District as an Assistant Referee. Their details are to be recorded in Rugby Xplorer as the Assistant Referee for the match in which they are officiating.

10.2.5. REPORTABLE INCIDENTS OF AN ASSISTANT REFEREE/TOUCH JUDGE

(A) In the event of a player being Sent Off based on an Assistant Referee's report, the Assistant Referee must forward on the day of the Match a Send Off Report via Rugby Xplorer. The Competition Manager will send a copy of the Send Off Report to the Judiciary and the Club President of the player's Club within 24 hours or as soon as is practical after the Send Off Report has been reviewed by the NSWRU Appointment Officer.

(B) In the event of a breach of the Competition Rules or Code of Conduct the Assistant Referee must forward, by 5 pm on the first business day following the Match, a full report of the incident to the Competition Manager via Rugby Xplorer or the Rugby Au web site. The Competition Manager will review the report and either act on the report or refer the matter to the Board for a decision or refer the matter direct to a Citing Officer or the Judiciary.

(C) If the touch judge is not a qualified Assistant Referee, then in the event of a "reportable incident" then the touch judge will send a report to the Competition Manager by 12:00 midday on the first business day following the Match. The Competition Manager will review the report and either act on the report or refer the matter to the Board for a decision or refer the matter direct to a Citing Officer or the Judiciary.

10.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 10

(A) Failure to comply with Competition Rule 10 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions in relation to Competition Rule 10 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

11. CODE OF CONDUCT

11.1. APPLICATION OF THE CODE OF CONDUCT TO DISTRICTS/CLUBS

(A) Districts/Clubs and District/Club Affiliates must comply with the Code of Conduct. The Code of Conduct defines the expected behaviour of Districts/Clubs and District/Club Affiliates. Each District/Club is responsible for the distribution and education of the Code of Conduct to District/Club Affiliates. The Code of Conduct is available on the Website.

(B) A District/Club Affiliate shall not at any time act in a manner detrimental towards the game or spirit of rugby union.

(C) All Districts/Clubs shall take all reasonable steps to ensure that District/Club Affiliates do not act in a manner detrimental towards the game or spirit of rugby union.

(D) During a Match/Representative Game, or after a Match/Representative Game, a District/Club Affiliate shall not abuse or address a player or Match Official in insulting terms or act in a provocative manner towards a player or a Match Official.

(E) Clubs and Teams must comply with the unacceptable number of Temporary Suspensions as per Competition Rule 12.1 (F) (G) and unacceptable number of Send Offs as per Competition Rule 12.1 (G).

(F) The Competition Manager, in accordance with Rugby Australia policy, recognises sanctions and suspensions imposed by other sporting codes in relation to all Proven Offences. Breach of this policy will be regarded as a breach of the Code of Conduct and may include loss of competition points and/or any other penalty, including financial, that the Competition Manager, in its absolute discretion, sees fit to impose.

(G) If the Competition Manager deems that a District/Club or District/Club Affiliate has committed an act of misconduct or unacceptable behaviour, then the Competition Manager will refer the matter to the SJRU Board or the Citing Officer or the Judiciary.

11.2. REPEATED CODE OF CONDUCT BREACHES

(A) Any Team or District/Club (including but not limited to any Participant or Team Affiliate) that is proven to have received three (3) Code of Conduct breaches will be automatically placed on probation, and District/Club and relevant Team Officials will be required to appear before the Competition Manager to explain what procedures are being taken to rectify the Code of Conduct issues with their District/Club/Team(s).

(B) A club on probation must immediately distribute and reiterate the contents of the Code of Conduct to its players, Participants, Team Affiliates and District/Club Affiliates

(C) Penalties for a District/Club/Team breaching the Code of Conduct, or its probation conditions may include:

i. a fine.

ii. a good behaviour bond.

iii. loss of Team or Club Competition points.

iv. exclusion of Teams or Clubs from Final Series; and/or

v. any other penalty, including financial, the Competition Manager sees fit to impose including penalties set out in the Code of Conduct.

(D) Repeated breaches of probation by a District/Club will induce penalties of increasing severity, including Club/District Officials being asked to show cause why the Club/District should remain in SJRU Competitions.

11.3. PUBLIC STATEMENTS

If the Competition Manager deems that a District/Club Affiliate has made a comment in any publication, whether written, televised, broadcast or via social media, which is detrimental to the interests, welfare or image of the game of rugby or criticising the SJRU, the Competition Manager, a District, a Club, a District Referee Association or one of its members or affiliates including a Registered Player, a Team Official or Team Affiliate then the Competition Manager will refer the matter to the SJRU Board or the Citing Officer or the Judiciary.

11.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 11

(A) Failure to comply with Competition Rule 11 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(B) Appeals against decisions of the Competition Manager in relation to Competition Rule 11 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

(D) Appeals against decisions of the SJRU Board in relation to Competition Rule 11 may be made to the Judiciary unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(E) Appeals against decisions of the Judiciary in relation to Competition Rule 11 may be made to the Appeals Tribunal unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

12. TEMPORARY SUSPENSIONS (YELLOW CARDS) AND SEND OFFS (RED CARDS)

12.1. TEMPORARY SUSPENSIONS AND SEND OFFS - TEAMS AND DISTRICTS/CLUBS

In any given Season:

(A) Any Team or Club that attains an unacceptable number of Temporary Suspensions (Yellow Cards) or Send Offs (Red Cards) will be automatically placed on probation immediately upon reaching the Unacceptable Number of Temporary Suspensions or Send Offs. Any and every Temporary Suspension or Send Off after the probation being imposed will be deemed a breach of its probation.

(B) Penalties for a Team breaching its probation may include loss of Competition points and/or any other penalty that the Competition Manager at its absolute discretion sees fit to impose. In addition, Team Officials may be required to appear before the Competition Manager to explain what procedures are being taken to rectify the discipline of their Team.

(C) If a Team breaches its probation on one or more occasions, Team Officials may be asked to show cause as to why the Team should remain in the Competition. Teams will also receive a loss of points sanction for each breach of probation beyond (and including) the first breach of probation.

i. Ie the acceptable tolerance level for a 'Team' is FOUR (4) x yellow cards. The receipt of a 5th yellow card puts the team on automatic probation. The receipt of a 6th (and any subsequent) yellow cards means the team will have breached this probation. This shall mean the team will then receive a sanction of the loss of competition points for the receipt of this 6th yellow card as well as each subsequent yellow card.

(D) Penalties for a Club breaching its probation may include a fine, a good behaviour bond and/or any other penalty, including financial, the Competition Manager sees fit to impose. In addition, Club Official(s) will be required to appear before the Competition Manager to explain what procedures are being taken to rectify the discipline of its Teams.

(E) Repeated breaches of probation by a Club will induce penalties of increasing severity.

(F) Unacceptable Number of Temporary Suspensions (Yellow Cards) means:

i. For a Team, greater than four (4) Temporary Suspensions per season; and

ii. For a Club:

a. that has 1 Junior Team - 4 Temporary Suspensions per season.

b. that has 2 Junior Teams – 5 Temporary Suspensions per season.

c. that has 3 Junior Teams – 6 Temporary Suspensions per season.

d. that has 4 Junior Teams – 8 Temporary Suspensions per season.

e. that has 5 Junior Teams – 9 Temporary Suspensions per season.

f. that has 6 Junior Teams – 10 Temporary Suspensions per season.

g. that has 7 Junior Teams – 12 Temporary Suspensions per season.

h. that has 8 Junior Teams – 13 Temporary Suspensions per season.

i. that has 9 Junior Teams – 15 Temporary Suspensions per season.

j. that has 10 Junior Teams – 16 Temporary Suspensions per season.

k. that has 11 Junior Teams – 18 Temporary Suspensions per season.

l. that has 12 Junior Teams – 20 Temporary Suspensions per season.

m. that has 13 Junior Teams – 21 Temporary Suspensions per season.

n. that has 14 Junior Teams – 23 Temporary Suspensions per season.

o. that has 15 Junior Teams – 24 Temporary Suspensions per season.

p. that has 16 Junior Teams – 26 Temporary Suspensions per season.

q. that has 17 Junior Teams – 28 Temporary Suspensions per season.

r. that has 18 Junior Teams – 29 Temporary Suspensions per season.

s. that has 19 Junior Teams – 31 Temporary Suspensions per season.

t. that has 20 Junior Teams – 32 Temporary Suspensions per season.

u. that has 21 or more Junior Teams - 34 Temporary Suspensions per season.

iii. For the purposes of Competition Rule 12.1 (F), if a player receives two Temporary Suspensions in a single game, which gives rise to a Send Off (Red Card), then the Temporary Suspensions will be

added to the Team and Club Yellow Cards totals. The automatic Red Card arising, will not be added to the aggregate Red Cards for the purposes of Competition Rule 12.1(G)

iv. Clubs which breach these acceptable tolerances shall be deemed ineligible for the 'Club Championships' for that season.

(G) Unacceptable Number of Send Offs (Red Cards) means:

i. For a Team, greater than two (2) Send offs per season; and

ii. For a Club:

a. that has less than 3 Junior Teams - 2 Send Offs per season.

b. that has 3 to 5 Junior Teams - 3 Send Offs per season.

c. that has 6 to 9 Junior Teams - 4 Send Offs per season.

d. that has 10 to 12 Junior Teams - 5 Send Offs per season.

e. that has 13 to 15 Junior Teams - 6 Send Offs per season.

f. that has 16 to 18 Junior Teams - 7 Send Offs per season.

g. that has 19 to 20 Junior Teams - 8 Send Offs per season: and

h. that has 21 or more Junior Teams - 9 Send Offs per season.

12.2. TEMPORARY SUSPENSIONS AND SEND OFFS - PLAYERS

12.2.1. PLAYERS TEMPORARILY SUSPENDED OR SENT OFF

(A) Any player ordered from the field of play by the Referee shall be reported on Rugby Xplorer. The report shall include the player's name, number, offence and whether the incident was a Temporary Suspension or a Send Off. Failure to do so will leave the player and the District/Club liable to suspension and/or other penalty, at the discretion of the Competition Manager.

(B) Any player who is Temporarily Suspended is not permitted to enter the Playing Area again until allowed to do so by the Referee but is allowed to attend the half time talk. Under no circumstances shall the Temporarily Suspended player take the field until given permission to do so by the Referee. Team Officials may advise the Referee if the Temporary Suspension time has elapsed but permission to re-enter the field of play must be expressly given by the Referee.

(C) Any player who is Sent Off is not permitted to enter the Playing Area again during the Match and is not allowed to attend the half time talk.

12.2.2. SUSPENDED UNTIL DECISION

Any player who is Sent Off during a Match is automatically suspended from taking part in any further matches including any Regular Season, Finals Series, trial, school, representative or premiership matches, until a decision has been handed down by the Judiciary or where an early plea has been entered then a decision has been handed down by the Competition Manager.

Likewise, any player who is Sent Off during a school match, or in a match for another code (e.g. Rugby League), is automatically suspended from taking part in any further SJRU matches including any Regular Season, Finals Series, trial, or representative matches, until a decision has been handed down by the relevant judiciary or its school-based equivalent.

12.2.3. PERIOD OF SUSPENSION

(A) To determine whether a player has served their Suspension, only Matches (excluding trial games) organised under the auspices of the Competition Manager and Representative Games (excluding trial games) organised under the auspices of either the SJRU or NSWJRU shall count.

(B) The player may not participate in any matches (including trial, school, representative and premiership matches) during the term of their Suspension.

(C) Bye Rounds and wins on forfeit shall count towards the Suspension.

(D) Washed out matches due to wet weather or if a Match is deferred, then these games will not be included as part of the Suspension.

(E) The Suspension must be served in the Competition in which the offence occurred. A suspended player may not play any form of rugby until their suspension has been served. For example, a player who receives a one Round Suspension for an offence in a Sunday Competition Match must not play in any Match or Competition, such as Friday or Saturday Competitions, until they miss one Round in the Sunday Competition.

(F) A player may serve their Suspension during any NSWJRU organised fixture (except trials). One day of competition shall equal one Round of Suspension. That is, if a player receives a one Round Suspension, they may serve this Suspension by sitting out one full day of competition matches at the State or Regional Championships. To be eligible the player must be listed in the team's sign-on sheet.

(G) Any Suspension left over at the completion of the season is carried over to the following season. However, the player may apply to the Competition Manager to play in NSWJRU and District/Club preseason trials, but they will serve their Suspension during the Regular Season Matches.

(H) The Judiciary has the right to not to comply with Competition Rule 12.2.3in extenuating circumstances.

12.2.4. PLAYING WHILE SUSPENDED OR DISQUALIFIED (ALL AGE GROUPS)

(A) Any Team playing a player required to appear before a Judiciary or while under Suspension shall be required to show cause to the Competition Manager as to why all Matches of that Team involving the player while under Suspension should not be deemed a forfeit by that Team.

(B) It is the responsibility of the Suspended player's District/Club to ensure that the player does not compete in any Matches while under Suspension.

(C) Any District/Club playing a player whilst under Suspension may incur further penalties as determined by the Competition Manager.

12.2.5. TEMPORARILY SUSPENDED PLAYERS IN THE UNDER 10 TO UNDER 12 AGE GROUPS

A player Temporarily Suspended in the Under 10 to Under 12 Age Groups shall spend a period of five (5) minutes off the field of play as determined by the referee. During this time, the player may be replaced. Time is calculated based on actual time (i.e. half time is counted).

12.2.6. TEMPORARILY SUSPENDED PLAYERS IN THE UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS

A player Temporarily Suspended in the Under 13 or Under 14 Age Groups will remain off the field of play for a period of five (5) minutes. During this time, the player may NOT be replaced. Time is calculated based on **playing** time (i.e. half time is NOT counted).

A player Temporarily Suspended in the Under 15 to Opens (Under 17/Under 18) Age Groups will remain off the field of play for a period of ten (10) minutes. During this time, the player may NOT be replaced. Time is calculated based on **playing** time (i.e. half time is NOT counted).

12.2.7. MULTIPLE TEMPORARY SUSPENSIONS

If any player is Temporarily Suspended more than twice during the Regular Season and the Final Series of the current season, then upon the third time the player is Temporarily Suspended the player will be given an automatic one (1) Round suspension without right of an appeal. If any player is Temporarily Suspended more than three times during the Regular Season and the Final Series of the current season, then upon the fourth and every subsequent time the player is Temporarily Suspended the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.

12.2.8. PLAYERS SENT OFF IN THE UNDER 10 TO UNDER 12 AGE GROUPS

Any rugby disciplinary matter arising in an U12 match and below shall be dealt with in accordance with the Rugby Australia Disciplinary Rules by the Player's Club or person(s) delegated within the Club to deal with the matter, subject to this Competition Rule 12.2.8. Penalties for all players Sent Off in a match in the Under 10 to Under 12 Age Groups shall be as follows:

(A) If the send-off was because of two (2) Temporary Suspensions (i.e. yellow cards) and the Temporary Suspensions were NOT for foul play OR abuse of Match Officials including dissent then the player is cautioned and has no suspension to serve.

(B) In all other situations where it is the first offence by a player during a season, except for any offence involving abuse of Match Officials including dissent, the Registered Player will receive an automatic one (1) Round Suspension, subject to the following procedure:

i. The Referee of the match may recommend in their Send Off Report that the Judiciary review the automatic Suspension. The Competition Manager, at its absolute discretion, has the right to deny a Referee's request to refer the Send Off to the Judiciary.

ii. The Competition Manager, at its absolute discretion, may refer the matter to the players club or the Judiciary.

iii. A District/Club whose Team was involved in the match may request the Judiciary to review an automatic Suspension. Any such request must be advised in writing by the District/Club President to the Competition Manager by 12:00 midday on the first business day following the match in which the player was Sent Off. The Competition Manager, at its absolute discretion, has the right to deny a District's/Club's request to refer the Send Off to the Judiciary.

(C) If the Competition Manager refers the Send Off to the Judiciary, then the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.

(D) The Competition Manager may request the Judiciary to review an automatic Suspension. If the Competition Manager requests the Judiciary to review an automatic Suspension, then the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.

(E) Any offence involving abuse of Match Officials including dissent and any second or subsequent offence during a season will be subject to Competition Rule 12.2.10 or Competition Rule 12.2.11(as applicable).

12.2.9. PLAYERS SENT OFF IN THE UNDER 13 TO OPENS (UNDER 17/UNDER 18) AGE GROUPS

Any rugby disciplinary matter arising in an Under 13 to Opens (Under17/Under 18) match shall be dealt with in accordance with the Rugby Australia Disciplinary Rules, subject to this Competition Rule 12.2.9. Penalties for all players Sent Off in a match in the Under 13 to Opens (Under 17/Under 18) Age Groups shall be as follows:

(A) If the send-off was because of two (2) Temporary Suspensions (i.e. yellow cards) and the Temporary Suspensions were NOT for foul play abuse of Match Officials including dissent then the player is cautioned and has no suspension to serve.

(B) If the Competition Manager, in consultation with a representative(s) from the Referees Association, deems the offence low range then the player may be offered an early guilty plea and receive an automatic one (1) Round Suspension. If the player and the District/Club do NOT accept the early guilty plea then the player must appear before the Judiciary.

(C) Players will also not be eligible for an early plea if any of the following circumstances apply:

i. the player has previously been Sent Off during the Regular Season and/or Finals Series of the current season (i.e. a repeat offender); or

ii. the offence is graded as mid-range or top end by the Referee (i.e. only low-end offences qualify for an early plea); or

iii. any offence involving abuse of Match Officials in any way including dissent; or iv. a District/Club whose Team was involved in the Match may request that the Send Off be referred to the Judiciary.

(D) If a District/Club whose Team was involved in the Match requests that the Send Off be referred to the Judiciary then any such request must be made in writing by the District/Club President to the Competition Manager by 12:00 midday on the first business day following the Match in which the player was Sent Off. The Competition Manager, at its absolute discretion, has the right to deny a District's/Club's request to refer the Send Off to the Judiciary.

(E) If the Referee deems the offence mid-range or top end, then the player is required to appear before the next meeting of the Judiciary.

(F) Any offence involving abuse of Match Officials including dissent and any second or subsequent offence during a season will be subject to Competition Rule 12.2.10 or Competition Rule 12.2.11 (as applicable).

12.2.10. APPEARANCE AT THE JUDICIARY

(A) The Competition Manager will advise the District/Club of the place and time at which the player is to appear before the Judiciary.

(B) If a player is unable to appear before the Judiciary, then the player or a District/Club Official from the player's District/Club shall notify the Competition Manager prior to 4:00 pm on the day of the Judiciary hearing.

(C) In the event a player is unable to appear before the Judiciary then the player, or a District/Club Official from the player's District/Club may notify the Competition Manager that a District/Club Official will be appearing on behalf of the player and pleading their case.

(D) Should a player or a District/Club Official of the player's District/Club fail to appear or provide an explanation prior to 4:00 pm on the day of the Judiciary hearing then the District/Club and /or player shall be liable to any penalties, including financial, that the Judiciary may see fit to impose.

12.2.11. MULTIPLE SEND OFFS

If any player is Sent Off or otherwise Suspended more than once in any one season, then upon the second and every subsequent Send Off the player, their parent or legal guardian and a Team Official or other appropriate District/Club Official must attend the next Judiciary hearing.

12.3. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 12

(A) Temporary Suspensions (Yellow Cards) can only be appealed in the case of alleged mistaken identity. There are no other avenues for appeals. This applies to Players, Teams and Districts/Clubs.

(B) Failure to comply with Competition Rule 12 may render the District or District Affiliate or Club or Club Affiliate liable to a penalty as outlined in Competition Rule 1.3.

(C) Appeals against decisions of the Competition Manager in relation to Competition Rule 12 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(D) The decision of the Appeals Board is final.

(E) Appeals against decisions of the SJRU Board in relation to Competition Rule 12 may be made to the Judiciary unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(F) Appeals against decisions of the Judiciary in relation to Competition Rule 12 may be made to the Appeals Tribunal unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

13. CITINGS

13.1. CITING PROCESS

The Citing Process is conducted in accordance with the Rugby Australia Disciplinary Rules (link to Rugby AU Disciplinary Rules). This includes:

(A) the procedures of and recommendations of Citing Officer(s) to whom the Competition Manager may refer matters and

(B) the decision(s) that the Competition Manager makes in response to the recommendations of Citing Officer(s)

13.2. CITINGS BY DISTRICTS/CLUBS

(A) When a District/Club believes the conduct of an opposition District/Club or District/Club Affiliate is in breach of the Laws of Rugby, the Code of Conduct, or the Competition Rules then it may request that the opposition District/Club or District/Club Affiliate be cited.

(B) The citing District/Club ("Citing District/Club") must submit the Citing Form to the Competition Manager no later than 72 hours following the conclusion of the match.

(C) The Competition Manager may extend the deadline for lodging the Citing Form provided they are satisfied there are exceptional circumstances for doing so. Such a decision shall be final and not subject to review.

(D) If the Competition Manager decides that no further action should be taken regarding the Citing Report, then the Competition Manager shall advise both the person referred to in the allegation (the "nominated person") and the Citing District/Club. No reasons need be given.

13.3. CITINGS BY MATCH OFFICIALS, COMPETITION MANAGER OR JUDICIARY

(A) Match Officials or the Competition Manager or the Citing Officer or the Judiciary may at their discretion cite a District/Club or District/Club Affiliate for an alleged breach of the Laws of the Game or the Code of Conduct or the Competition Rules.

(B) The citing by the persons listed in the Competition Rule 13.3 (A) must be submitted on the Citing Form or Incident Report Form to the Competition Manager no later than three (3) months after the incident.

(C) If the Competition Manager decides that no further action should be taken regarding the Citing Report, then the Competition Manager shall advise both the person referred to in the allegation (the "nominated person") and the Citing Official. No reasons need be given.

13.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 13

(A) The penalties that can be imposed on a District or District Affiliate or Club or Club Affiliate under Competition Rule 13 are outlined in Competition Rule 1.3.

(B) Appeals against decisions of the Competition Manager in relation to Competition Rule 13 may be made to the Appeals Board unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Board is final.

14. JUDICIARY

14.1. JUDICIARY PROCESS

The Judicial Process is conducted in accordance with the Rugby Australia Disciplinary Rules (link to Rugby AU Disciplinary Rules).

14.2. ROLE OF JUDICIARY

(A) The Judiciary shall deal with all protests, disputes, misconduct, or other matters stipulated in the Competition Rules, or such other matters referred to it by the Competition Manager.

(B) Each year the Board will appoint a panel of Judiciary members. The Board may appoint additional Judiciary members at any time during the year. From the panel of Judiciary members appointed, the Board will appoint a chairman and, if required, a Deputy Chairman.

(C) The Competition Manager will appoint the Judiciary members for each hearing. At each Judiciary hearing there must be a minimum of two (2) Judiciary members.

14.3. JUDICIARY HEARINGS

(A) The Judiciary will meet as directed by the Competition Manager either in person or online.

(B) A fee of one (1) Penalty Units must be paid to the SJRU by the offending person or the offending person's District/Club. This fee, or some part of it, may be waived or refunded at the sole discretion of the Judiciary, based on the recommendations of the Competition Manager. Invoices will be issued by the Competition Manager to each District/Club who has a player, Team Official or Affiliate appearing at a Judiciary.

(C) At any Judiciary hearing, the offending person will be given an opportunity to respond to the charges, by way of appearance at the hearing and submission of evidence in accordance with Appendix B, such evidence to be submitted by 3:00 p.m. on the day of the Judiciary hearing.

(D) The offending person may be represented at the hearing by one (1) parent or guardian and one (1) District/Club Official from the offender's District/Club.

(E) The recommended SJRU sanctions for common offences for Send Offs are outlined in Appendix C of these Competition Rules.

(F) The Judiciary will only communicate with the offending person and/or their parent/guardian and/or a District/Club Official from the offending person's District/Club. The Judiciary will not communicate with any other person or organisation.

14.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 14

(A) The penalties that can be imposed on a District or District Affiliate or Club or Club Affiliate under Competition Rule 14 are outlined in Competition Rule 1.3.

(B) Appeals against decisions of the Judiciary may be made to the Appeals Tribunal unless it is specifically stated in the Competition Rule that an appeal against the decision is not allowed.

(C) The decision of the Appeals Tribunal is final.

15. APPEALS TRIBUNAL

15.1. APPEALS TRIBUNAL PROCESS

The SJRU Appeals Tribunal Process is conducted in accordance with the Rugby Australia Disciplinary Rules (link to Rugby AU Disciplinary Rules).

15.2. ROLE OF APPEALS TRIBUNAL

(A) The Appeals Tribunal shall deal with all appeals by Districts or District Affiliates or Clubs or Club Affiliates arising from the decisions of the Judiciary and the Appeals Board.

(B) All appeals must be made in writing and lodged with an appeal fee of three (3) Penalty Units within three (3) business days of the original decision. This fee, or some part of it, may be waived or refunded at the sole discretion of the Appeals Tribunal, based on the recommendations of the Competition Manager. Invoices will be issued by the Competition Manager.

(C) The Competition Manager will appoint the Appeals Tribunal members for each hearing. The Appeals Tribunal members will be drawn from the panel of Judiciary members who did not adjudicate at the Judiciary hearing. At each Appeals Tribunal hearing there must be a minimum of three (3) Appeals Tribunal members.

15.3. APPEALS TRIBUNAL HEARINGS

(A) The Appeals Tribunal shall meet within fourteen (14) days, or such other time as determined by the Competition Manager, of receipt of the notice of an appeal at a time and place or online as directed by the

Competition Manager. At this time a complete rehearing of the case shall take place. The Competition Manager may extend the time period in which an appeal can be heard.

(B) Pending the rehearing of the case all decisions appealed against will remain operative.

(C) The Appeals Tribunal will only communicate with the offending person or person involved in the matter and/or their parent/guardian and/or a District/Club Official from the cited person's District/Club. The Appeals Tribunal will not communicate with any other person or organisation.

15.4. PENALTIES AND APPEAL PROCESS IN RELATION TO COMPETITION RULE 15

(A) The penalties that can be imposed on a District or District Affiliate or Club or Club Affiliate under Competition Rule 15 are outlined in Competition Rule 1.3.

(B) The decision of the Appeals Tribunal is final.

APPENDIX A GIRLS XVS (GAME ON) RULES

These guidelines apply to all Girls Rugby (Game On) fixtures; they are an appendix to the Sydney Junior Rugby Union Competition Rules. All other competition rules are to be followed as per the SJRU Competition Rules and Sydney Junior Rugby Union Match Day Manual.

Match Format

- Games can be played from 10-a-side up to 15-a-side.
- Minimum number of players on the field is 10.
- 15-a-side laws apply to all matches, regardless of playing numbers.

Game Duration

- U12s to U15s: 20-minute halves
- U16s to Opens: 25-minute halves

Team/Club Communication

- Club/Team Officials must contact the opposition team and the competition manager at least 48 hours before the match to confirm player numbers and agree on the playing format (10s to 15s).

Team Sizes

- If a team does not have enough players for 15-a-side:
  - The number of players on field must be mutually agreed.
  - The team with fewer players may retain up to 2 reserves, provided this does not bring their on-field numbers below 10.

If a team for any reason falls below the minimum of 10 players at any time during the match, then the team is deemed to have forfeited the match, the match should be completed under “friendly game” initiatives.

All competition rules for matching and sharing of numbers must be followed as per 6.7 Sharing and Matching the Number of Players in Each Team During a Match of the SJRU Competition Rules

Scrum Sizes & Formations

Team Size	Forwards	Backs	Scrum Formation
14-a-side	7	7	3-4
13-a-side	7	6	3-4
12-a-side	6	6	3-2-1
11-a-side	6	5	3-2-1
10-a-side	5	5	3-2

- Scrums may still be contested with differing formations, provided there are at least three (3) qualified front rowers on the field.
- With reduced team numbers, there is no requirement to have additional front rowers as named replacements.

APPENDIX B: MANDATORY AND RECOMMENDED STANDARDS FOR TEAM/MATCH OFFICIALS AND FIRST AID PROVIDERS

(M) = Mandatory

(R) = Recommended

Team Officials

Role	U10-U15	U16-Opens
Coach/Assistant Coach	Smart Rugby (M) Season Ready (Coach) (M) Working With Children Check (M) Concussion & Serious injury Management (R) Junior Coach Course (U10-U15) (R)	Smart Rugby (M) Season Ready (Coach) (M) Working With Children Check (M) Concussion & Serious injury Management (R) Community Coach (U16-Senior) (R)
Manager	Working With Children Check (M) Concussion & Serious injury Management (M) Rugby Xplorer Team Manager Program (M)	Working With Children Check (M) Concussion & Serious injury Management (M) Rugby Xplorer Team Manager Program (M)
Ground Marshall	Ground Marshal Program (M)	Ground Marshal Program (M)
Trainer	First Aid Attendant Kids Rugby U6-U12 Program (R) Concussion & Serious injury Management (R)	First Aid Attendant Level 1 Program (R) Concussion & Serious injury Management (R)

Match Officials

Role	U10-U12	U13-Opens
Assistant Referee	Assistant Referee Level 1 (M)	Assistant Referee Level 1 (M)

First Aid Providers

Role	U10-U12	U13-Opens
First Aid	*If Club Volunteer:* First Aid Attendant Kids Rugby U6-U12 Program (M) Concussion & Serious injury Management (M) HLTAID009 – Provide CPR (this expires annually) (R) HLTAID010 – Provide basic emergency life support (expires every 3 years) (R) HLTAID011 – Provide First Aid (expires every 3 years) (R) *If External First Aid Provider:*	*If Club Volunteer:* First Aid Attendant Level 1 Program (noting inclusive of Concussion and Serious Injury Management) (M) HLTAID009 – Provide CPR (this expires annually) (R) HLTAID010 – Provide basic emergency life support (expires every 3 years) (R)

	HLTAID009 – Provide CPR (this expires annually) (M) HLTAID010 – Provide basic emergency life support (expires every 3 years) (M) HLTAID011 – Provide First Aid (expires every 3 years) (M)	HLTAID011 – Provide First Aid (expires every 3 years) (R) *If External First Aid Provider:* HLTAID009 – Provide CPR (this expires annually) (M) HLTAID010 – Provide basic emergency life support (expires every 3 years) (M) HLTAID011 – Provide First Aid (expires every 3 years) (M)

Please refer to the Rugby Learning Centre for more details. Login to the Rugby Learning Centre at:

https://myaccount.rugby.com.au/

APPENDIX C: EVIDENCE ADMISSABLE AT HEARINGS

Extract from Rugby Australian Disciplinary Rules

EVIDENCE ADMISSIBLE AT HEARINGS

72. The Judicial Committee is not bound by the strict rules of evidence and may inform itself as it sees fit (Including by the receipt of evidence in writing) and is entitled to attach such weight to that evidence as the Judicial Committee sees fit.

73. First-hand accounts from persons present at the hearing as to their observations of the incident in question is to be preferred. Hearsay evidence (i.e., second-hand accounts of what occurred) and/or opinion evidence (other than expert opinion evidence), should generally not be admitted or considered by the Judicial Committee in reaching its decision. Expert evidence is only likely to be permitted when the evidence falls outside the everyday knowledge of members of the Judicial Committee.

74. A Participant may tender evidence to the Judicial Committee in writing. Similarly, evidence tendered by witnesses may be in writing.

75. Audio Visual evidence:

    (a) The Judicial Committee has the sole discretion to determine if it will accept evidence in the form of video recordings.

    (b) The Judicial Committee will decide what weight should be attached to any video evidence it accepts into evidence.

    (c) If there is a dispute on the facts, any video accepted into evidence may be shown again on as many occasions as are considered necessary by the Judicial Committee, and at any speed, to resolve any factual discrepancies. The Judicial Committee can, in its discretion, determine, if and when, the video will be replayed; and

    (d) The Judicial Committee shall inform the alleged offending Participant of the nature of any conclusions it has drawn from the video evidence.

76. Character evidence will be admissible only in relation to the sanction to be imposed by the Judicial Committee.

APPENDIX D: RECOMMENDED SANCTIONS FOR COMMON OFFENCES FOR SEND OFFS

The Sanctions Table below is adopted from the Rugby Australia Disciplinary Rules 2020, which is consistent with World Rugby Age Grade Sanctions for Foul Play (WR Regulation 17).

NOTE: Any act of foul play which results in contact with the head and/or neck shall result in at least a mid-range sanction, other than the following Laws whose low-end entry points already take into account head contact being a potential feature or consequence of such breach reaching the red-card threshold: 9.12 (biting, contact with eye(s)/eye area, striking with head and tripping), 9.18 and 9.27 (hair pulling). **9.11. Players must not do anything that is reckless or dangerous to others.**

	Low-end	**Mid-range**	**Top-end**
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	4 matches	6+matches

9.12. A player must not physically abuse anyone. Physical abuse includes, but is not limited to:

		Low-end	**Mid-range**	**Top-end**
Biting	**Up to U15s Sanction**	4 matches	8 matches	12 + matches
	U16 to U18 Sanction	8 matches	10 matches	14+ matches
Intentional Contact with Eye(s)1	**Up to U15s Sanction**	4 matches	8 matches	12+ matches
	U16 to U18 Sanction	8 matches	10 matches	14+ matches
Reckless Contact with Eye(s)3	**Up to U15s Sanction**	2 matches	4 matches	8+ matches
	U16 to U18 Sanction	4 matches	6 matches	12+ matches
Contact with Eye Area4	**Up to U15s Sanction**	2 matches	4 matches	6+ matches
	U16 to U18 Sanction	4 matches	6 matches	10+ matches
Punching or striking with hand or arm (including stiff- arm tackle)	**Up to U15s Sanction**	1 match	2 matches	4+ matches
	U16 to U18 Sanction	2 matches	4 matches	6+ matches
Striking with the elbow	**Up to U15s Sanction**	1 match	2 matches	4+ matches
	U16 to U18 Sanction	2 matches	6 matches	8+ matches
Striking with shoulder	**Up to U15s Sanction**	1 match	2 matches	4+ matches
	U16 to U18 Sanction	2 matches	6 matches	8+ matches

		Low-end	Mid-range	Top-end
Striking with head	**Up to U15s Sanction**	2 matches	4 matches:	6+ matches
	U16 to U18 Sanction	4 matches	6 matches	10+ matches
Striking with knee	**Up to U15s Sanction**	2 matches	4 matches	6+ matches
	U16 to U18 Sanction	4 matches	6 matches	8+ matches
Stamping or Trampling	**Up to U15s Sanction**	1 match	2 matches	4+ matches
	U16 to U18 Sanction	2 matches	4 matches	10+ matches
Tripping	**Up to U15s Sanction**	1 match	2 matches	4+ matches
	U16 to U18 Sanction	2 matches	4 matches	6+ matches
Kicking	**Up to U15s Sanction**	2 matches	4 matches	6+ matches
	U16 to U18 Sanction	4 matches	6 matches	10+ matches

9.12. A player must not verbally abuse anyone. Verbal abuse includes, but is not limited to, abuse based on religion, colour, national or ethnic origin, sexual orientation.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	2 matches	4 matches	6+ matches
U16 to U18 Sanction	4 matches	8 matches	12+ matches

9.13. A player must not tackle an opponent early, late or dangerously. Dangerous tackling includes, but is not limited to, tackling or attempting to tackle an opponent above the line of the shoulders even if the tackle starts below the line of the shoulders.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	6 matches	8+ matches

9.14. A player must not tackle an opponent who is not in possession of the ball.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	6 matches	8+ matches

9.15. Except in a scrum, ruck or maul, a player who is not in possession of the ball must not hold, push, charge or obstruct an opponent not in possession of the ball.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	4 matches	6+ matches

9.16. A player must not charge or knock down an opponent carrying the ball without attempting to grasp that player.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	6 matches	8+ matches

9.17. A player must not tackle, charge, pull, push or grasp an opponent whose feet are off the ground.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	2 matches	4 matches	6+ matches
U16 to U18 Sanction	4 matches	6 matches	10+ matches

9.18. A player must not lift an opponent off the ground and drop or drive that player so that their head and/or upper body make contact with the ground.

	Low-end	Mid-range	Top-end
Up to U15s Sanction	2 matches	4 matches	6+ matches
U16 to U18 Sanction	4 matches	6 matches	10+ matches

9.19. Dangerous play in a scrum.

a. **The front row of a scrum must not form at a distance from its opponents and rush against them.**
b. **A front-row player must not pull an opponent.**
c. **A front-row player must not intentionally lift an opponent off their feet or force the opponent upwards out of the scrum.**
d. **A front-row player must not intentionally collapse a scrum.**

	Low-end	**Mid-range**	**Top-end**
Up to U15s Sanction	warning2	1 match	2+ matches
U16 to U18 Sanction	1 match	2 matches	4+ matches

9.20. Dangerous play in a ruck or maul.

a. **A player must not charge into a ruck or maul. Charging includes any contact made without binding onto another player in the ruck or maul.**
b. **A player must not make contact with an opponent above the line of the shoulders.**
c. **A player must not intentionally collapse a ruck or a maul**

	Low-end	**Mid-range**	**Top-end**
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	4 matches	6+ matches

9.25. A player must not intentionally charge or obstruct an opponent who has just kicked the ball.

	Low-end	**Mid-range**	**Top-end**
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	2 matches	6 matches	8+ matches

9.27. A player must not do anything that is against the spirit of good sportsmanship including but not limited to:

		Low-end	**Mid-range**	**Top-end**
Hair pulling or grabbing	**Up to U15s Sanction**	1 match	2 matches	4+ matches
	U16 to U18 Sanction	2 matches	4 matches	6+ matches
Spitting at anyone	**Up to U15s Sanction**	2 matches	4 matches	6+ matches
	U16 to U18 Sanction	4 matches	6 matches	10+ matches

		Low-end	Mid-range	Top-end
Grabbing, twisting or squeezing the genitals (and/or breasts in the case of a female players)	**Up to U15s Sanction**	4 matches	6 matches	12+ matches
	U16 to U18 Sanction	6 matches	12 matches	18+ matches
Other	**Up to U15s Sanction**	2 matches	4 matches	6+ matches
	U16 to U18 Sanction	4 matches	6 matches	10+ matches

9.28 A player must not disrespect the authority of a Match Official

	Low-end	Mid-range	Top-end
Up to U15s Sanction	1 match	2 matches	4+ matches
U16 to U18 Sanction	1 match	2 matches	4+ matches

9.28 A player must not verbally abuse a Match Official. Verbal abuse includes, but is not limited to, abuse based on religion, colour, national or ethnic origin, sexual orientation

	Low-end	Mid-range	Top-end
Up to U15s Sanction	2 matches	4 matches	6+ matches
U16 to U18 Sanction	4 matches	6 matches	10+ matches

9.28. A player must not make physical contact with Match Officials

	Low-end	Mid-range	Top-end
Up to U15s Sanction	2 matches	4 matches	6+ matches
U16 to U18 Sanction	4 matches	6 matches	10+ matches

9.28. A player must not use threatening actions or words towards Match Officials

	Low-end	Mid-range	Top-end
Up to U15s Sanction	4 matches	6 matches	12+ matches
U16 to U18 Sanction	6 matches	12 matches	24+ matches

9.28. A player must not physically abuse Match Officials

	Low-end	**Mid-range**	**Top-end**
Up to U15s Sanction	6 matches	12 matches	24+ matches
U16 to U18 Sanction	12 matches	24 matches	48+ matches