



QUEENSLAND SUBURBAN RUGBY UNION INC.

QUEENSLAND SUBURBAN RUGBY UNION

Competition Rules

2020

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1 DEFINITIONS

For the purposes of this document:

- (a) CLUB is the affiliate / body that is a participant of the competition;
- (b) COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition;
- (c) JUDICIARY is the Sub Committee as appointed by the Union;
- (d) MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition;
- (e) PARTICIPANT(S) includes, but not limited to: Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers;
- (f) QRU is the Queensland Rugby Union Ltd;
- (g) QSRU is Queensland Suburban Rugby Union;
- (h) RA is Rugby Australia (formerly Australian Rugby Union "ARU");
- (i) UNION is the governing body of the competition;
- (j) WR is World Rugby.

2 PREAMBLE

This Competition as are all competitions played under the auspices of QRU are amateur competitions. All participants in the Competition are to be made aware of the [WR Playing Charter](#); / <http://laws.worldrugby.org/?charter=all> which include:

- (a) Principles of the Game;
- (b) Principles of the Laws.

All participants are to be made aware that by virtue of the acceptance of a team into this competition, the Match Organiser e.g. QRU Affiliate and their respective Coaches, Managers, Players, Match Officials, Medical Officers, Sports Trainers, Water Runners, Volunteers, and any other person entering the playing enclosure related to the QSRU affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

3 LAWS OF THE GAME

All games will be played in terms of the WR Laws of the Game - <http://laws.worldrugby.org/> including / not including, as applicable, the following variations:

- 3.1 Under 19 Variations - <http://laws.worldrugby.org/?variation=1;>

3.2 RA Under 19 Variations -

<http://www.rugbyaustralia.com.au/Portals/22/2018%20Laws/U19%20Laws%20Rugby%20AU%202018.pdf>.

4 REGULATIONS OF THE GAME

All games will also be played in accordance with the WR Regulations of the Game - <http://www.worldrugby.org/regulations>.

5 RA AND QRU POLICIES

All games will also played in accordance with all RA and QRU Policies and Regulations - <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>.

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 Number of Players – The Team

(a) Barber Cup:

- (i) In reference to Law 3, the nominated number of players is 15;
- (ii) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 10 movements.

(b) Pegg Cup:

- (i) In reference to Law 3, the nominated number of players is not stated;
- (ii) Law 3.34 applies with a maximum of replacement/substitute player that is 8 with unlimited movements.
- (iii) Where 15 players are not available, teams will enter the field of play with equal numbers down to and including 7 players. A team able to field only 6 players or less shall forfeit the fixture. A “friendly” match should be played with equal numbers;

(c) Normanby Cup:

- (i) In reference to Law 3, the nominated number of players is 15;
- (ii) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 12 movements.

(d) Women’s 12’s Cup:

- (i) In reference to Law 3, the nominated number of players is not stated;
- (ii) Where 12 players are not available, teams will enter the field of play with equal numbers down to and including 7 players. A team able to field only 6 players or less shall forfeit the fixture. A “friendly” match should be played with equal numbers;
- (iii) If both teams have enough numbers to play 15 aside then this is encouraged if both teams agree in consultation with the referee;

- (iv) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with unlimited movements.
- (e) Refer also to Laws 3.20 to 34 (inclusive):
 - (i) **NB** Laws 3.27(a) and (b) as well as Law 3.33(c) relating to Head Injury Assessment, DO NOT APPLY WHATSOEVER.

6.2 Scrums

- (a) The following Laws are to be noted as they are applicable:
 - (i) Laws 3.13 – 3.20 (inclusive);

6.3 Rolling Substitutions -

<http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx>.

6.4 Regulation 11 – Advertising Within the Playing Enclosure -

<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-20Branding%20regulations%20for%20On%20Field%20Apparel.pdf>.

6.5 Regulation 12 – Provisions Relating to Player Dress –

RA has directed that this does not apply to females of any age, however, applies to males Under 15 and above:

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

6.6 Regulation 17 – Illegal and Foul Play

- (a) Temporary Suspensions (Yellow Card):
 - (i) The temporary suspension of a player must be recorded on the Rugby Xplorer Match day app prior to the confirmation by the referee;
 - (ii) Should a player incur three (3) temporary suspensions in one season he / she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match;
 - (iii) Following this suspension, the matter is deemed to have been heard and the players’ temporary suspensions count shall revert to nil;
 - (iv) Temporary suspensions do not transfer to the next season;
 - (v) Clubs may receive notification once a player receives two (2) temporary suspensions;
 - (vi) Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.
- (b) Send Offs (Red Card):
 - (i) Match officials must, by 9.00 am on the first business day following the day of the match, report in writing to the Competition Manager (or

designated person) on the approved form, any player or players ordered off the field of play;

- (ii) Any player ordered off the field will be suspended from playing until his / her case has been decided by the Judicial Committee;
- (iii) The Judicial Committee will meet as directed by the Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player's Club must contact the Competition Manager on the first business day following the match in which he was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00 pm on the evening of the first working day following the weekend;
- (iv) Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her Club;
- (v) In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee;
- (vi) There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee;
- (vii) QRU's Rules for Judicial Hearings are available here - <http://www.redsrugby.com.au/Portals/10/2018/Documents/Policies/RugbyAU-DisciplinaryRules-2018.PDF>.

6.7 Sanctions i.e. Suspensions – Foul Play

- (a) Decisions on sanctions and suspensions imposed on Players under WR Regulation 17:
 - (i) Be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the Game (or any form thereof) or be involved in any on-field Match Day activities anywhere during the period of suspension;
 - (ii) Not allow Players to avoid the full consequences of their actions by, for example, playing in Matches prior to the commencement of their suspension, or playing in Matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly Matches;
 - (iii) Apply and be served when the Player is scheduled to play;
 - (iv) Be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
 - (v) Be effective immediately (subject to Regulation 17.19.11(b)).

7 STANDARD COMPETITION RULES

7.1 Rugby Xplorer

- (a) It is a mandatory requirement of RA that all players are registered via RA's Rugby Xplorer App – <http://www.rugbyaustralia.com.au/runningrugby/Registration.aspx>.
- (b) It is a mandatory requirement of QSRU that the Match Day App attached to Rugby Xplorer is also used for all Competition games.

7.2 How Ladder Positions Are Determined (for Competitions with Premierships)

- (a) In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:
 - (i) Number of wins during the regular season; then if not resolved;
 - (ii) Basis of the best ratio of points scored for and against; then if not resolved;
 - (iii) The team that has scored the greatest number of tries in competition rounds; then if not resolved;
 - (iv) The matter shall be determined by a toss of a coin.

7.3 Postponed / Abandoned Matches

- (a) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "Home" Club to advise the Competition Manager, who must be contacted immediately the ground is considered unplayable or doubtful of being playable.
 - (i) The Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
 - (i) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded;
 - (ii) Where a match has been abandoned during the second half the result will be the result.
- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

7.4 Playing Field

- (a) Clubs hosting matches played under these rules must comply with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the RA Medical and Safety Recommendations when seeking any clarification.
<http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx>
- (b) For all competition games, the host Club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.
- (c) Goal Posts:
- (i) All Goal posts within the playing enclosure must be padded.
- (d) Playing Enclosure:
- (i) Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter;
- (ii) Persons authorised to enter Playing Enclosure;
- Medically Qualified Person – maximum two (2) / team,
 - Teams (2 x),
 - Referee,
 - Assistant Referees / Touch Judge(s) (2 x) / No. 4/5,
 - Sports Trainer – maximum two (2) / team,
 - A maximum of 4 ball attendants.
- (e) Restrictions for Authorised Persons:
- (i) The Sports Trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players;

Note that authorised persons do not include a coach with the following exceptions:

- (ii) Where the nominated Coach is required to fulfil one of the roles listed in Clause 7.6(b). No coaching or technical instruction can take place while fulfilling one of these roles.

7.5 Schedule of Penalties

- (a) 1st Breach of any Competition Rule:
- (i) Warning;
- (ii) Loss of Competition/Club Championship Point(s);
- (iii) Issue of a Show Cause Notice;

- (iv) Monetary Fine;
 - (v) ineligibility for final series;
 - (vi) Expulsion from the Competition.
- (b) 2nd or any subsequent breach of any Competition Rule, may include any or all of the following:
- (i) Warning;
 - (ii) Loss of Competition/Club Championship Point(s);
 - (iii) Issue of a Show Cause Notice;
 - (iv) Monetary Fine;
 - (v) ineligibility for final series;
 - (vi) Expulsion from the Competition.
- (c) Breach of multiple Competition Rules in the One match may include any or all of the following:
- (i) Loss of Competition/Club Championship Point(s);
 - (ii) Issue of a Show Cause Notice;
 - (iii) Monetary Fine;
 - (iv) ineligibility for final series;
 - (v) Expulsion from the Competition.

7.6 Citing by Clubs

- (a) When a Club believes the conduct of an opposition Club or Club Member is in breach of the laws of rugby or of the QSRU Competition rules then it may request that the opposition Club or Club Member be cited to appear before the Union's Judiciary.
- (b) the Citing Report must be accompanied by a deposit of \$200 (in an attempt to discourage frivolous claims).
- (c) The QSRU citing process is as follows:
- (i) The citing Club must complete the Union's citing request form. (Refer Sect 5.2);
 - (ii) The citing Club must compile objective evidence;
 - (iii) The citing Club must submit the citing request form and all objective evidence to the Union office no later than 5pm on the third business day following the match.
 - (iv) Upon receiving the citing request the Competition Manager shall decide if it will proceed. If so, the citing process continues as follows:

1. All citing documentation and details of the Judiciary hearing will be forwarded to the Club involved as soon as possible;
2. Upon receipt of the above information the cited Club or cited person must respond within three business days - through a guilty plea, or if pleading not guilty, through the submission of objective evidence. Failure to respond within the required timeframe will incur an automatic suspension until such time as the citing is heard;
3. The cited person and/or Club must be present at the Judiciary hearing. Failure of the cited person to appear will incur suspension until such time as the person does appear;
4. The Competition Manager may also compel the citing Club to be present at the Judiciary hearing. Failure of the citing Club to appear when requested will incur a \$100 fine;
5. The Competition Manager may extend the deadline for lodging and responding to a citing provided there are exceptional grounds for doing so. Such a decision shall be final and not subject to review;
6. In a citing, when the Judiciary or Judicial Appeals Committee considers an incident ruled on by the referee, it shall not make a contrary finding unless it is comfortably satisfied the referee's decision was either inappropriate or wrong;
7. In a citing, when the Judiciary or Judicial Appeals Committee considers an incident not ruled on by the referee, it shall not impose any penalty unless it is comfortably satisfied that the allegation is proved;
8. A cited player can continue playing whilst the Judiciary determines a finding;
9. If either party involved in the citing wishes to appeal the Judiciary's decision, the appeal will be heard in accordance with **Rule 1.1(vii)**.

7.7 Citing By Union Officials

- (a) Members of the Judiciary, members of the QSRU Management Committee or match officials may at their discretion cite an affiliated Club or Club Member on an alleged breach of the Laws of the Game, and/or Code of Conduct, and/or Competition Playing Rules;
- (b) A citing by any of the persons noted in **Rule 7.6(a)** can be carried out at any time;
- (c) The cited Club or Club Member will be required to appear before the Judiciary, or if deemed necessary, before the QSRU Management Committee as directed by the Competition Manager;
- (d) Citings by Union Officials that proceed to the Judiciary will follow the same procedures as set down in **Rule 1.1(vii)**, however rulings emanating from a citing dealt with by the QSRU Management Committee are not appealable to the Judicial Appeals Committee.

7.8 Uncontested Scrums

- (a) Law 3.12 specifies that it is a **team's** responsibility to ensure that all front row players and front row replacements are trained
- (b) With the exception of the Women's 12's, Pegg and Normanby Cups, for Barber Cup, there must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums. For Games played prior to 1st August 2020 in the Barber Cup, uncontested scrums are mandatory.
- (c) With the exception of the Women's 12's, Pegg and Normanby Cups, for all other competitions, should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed. Games played prior to 1st August 2020 in the Barber Cup, uncontested scrums are Mandatory.
- (d) If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.
- (e) If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.
- (f) Any Club which plays uncontested scrums in two or more consecutive matches in Barber Cup during a season, shall receive a written warning from the Union and may be called to appear before, or give a written submission to the QSRU Management Committee as a matter of urgency at a time notified by the Competition Manager. The QSRU Management Committee may determine appropriate action be taken against the club in the form of **Rule 7.5**.

8 SPECIFIC UNION REQUIREMENTS

8.1 Players Eligible to play

- (a) Any player who is correctly registered that year with a Club affiliated with the QSRU / an affiliated Club of the QRU.
- (b) For Women's competitions teams may have dual registered players (Premier and QSRU, they must register in Rugby Xplorer for the QSRU club), for finals no more than 2 dual registered players can take the field at any time and must be identified to the QSRU officials prior to the game commencing.

8.2 Team Nominations

- (a) Participation and / or competitions shall be initiated by the calling of initial nominations in July of the preceding year in every grade and / or division.
- (b) Nominating Clubs will then be asked to reconfirm their nominations on or around the 31st January

- (c) Final Team Nominations must list the name of the team and all information requested by the Committee for the purpose of placing the team in the most appropriate competition.
- (d) Final Team Nominations must list the current names and numbers of Front row players for your Club.
- (e) Final Team nominations must list the names of all accredited Assistant Referees accompanying RA registration number so that their qualifications may be assessed.
- (f) A Security Deposit for each team must be paid within the timeframe as advised by the Management Committee. The Security deposit is \$500.00 for the 1st team and \$250.00 for each team thereafter (for new Clubs). Current members should have this in place already.
- (g) A team will be considered accepted on approval of its nomination by the QSRU Management Committee.
- (h) Condition of Entry - as a condition of entry into the competition, Clubs are to appoint a qualified Manager for each team and ensure that the Coach is accredited IAW guidelines outlined in **Rule 8.4**.
- (i) Team Squad list - Players must be assigned to their competition team in the RA Competition Systems by the advertised date for each competition, including the assignment of the Coach and Manager to the squad list.

8.3 Affiliation Fee's/Player Levies/Other Payments & Insurance

- (a) Affiliation Fee
 - (i) This fee is applicable to affiliated members of the Union and an invoice for the QSRU Affiliation Fee of \$55 (incl GST) will be forwarded from the QSRU Treasurer to each affiliated Club that enters the competition at the beginning of each season (February). A Club is not entitled to vote at a general meeting if the member's annual subscription is in arrears at the date of the meeting.
- (b) Player Levy
 - (i) The QSRU player levy of \$60 incl GST is paid for as part of their online registration
 - (ii) RA and QRU Participation Levy
 - 1. The RA and QRU participation levy is paid for as part of their online registration.
 - (iii) Player Insurance
 - 1. The Insurance Levy is paid for as part of their online registration.
 - (iv) Referee's Payment
 - 1. The Referee's Fee is paid for as part of their online registration, this forms part of the QSRU Player Levy.

8.4 Team Management

Team Management are responsible for the actions of their team, and they are also to be conversant with the applicable Laws, Variations, Competition Rules and QSRU, QRU & RA Policies and Procedures.

- (a) Registration
 - (i) All Team Management are to have current registrations in RA Registration System.
- (b) Coach and Team Management Details
 - (i) Clubs are to ensure that the Coach and Manager are assigned to their appropriate squad list in RA's Registration System.
- (c) Coaches are to:
 - (i) Hold the required coaching accreditation for their team. (Must have minimum Accreditation Requirements. (Smart Rugby accreditation plus preferable Level 1 for all senior teams);
 - (ii) Have read the current WR Laws of the Game, RA Game Management Guidelines and QSRU Competition Rules.
- (d) Managers are to:
 - (i) Be registered in RA's Registration System.
 - (ii) Be conversant with the Competition Rules, and Player Safety Guidelines.

8.5 Competition and Grades

- (a) Participating Clubs are:
 - (i) QSRU Div 1 Barber Cup
 1. Goodna
 2. Redlands
 3. Brisbane Irish
 4. Ipswich
 5. Springfield
 6. North Lakes
 - (ii) QSRU Div 2- Normanby Cup (Friday Night)
 1. Beaudesert
 2. Brisbane Irish
 3. Riverside
 4. Ipswich
 5. Southern Bay
 6. Logan City

(iii) QSRU Div 3-Women's Cup (12's)

1. Brisbane Irish
2. Ipswich
3. Logan City
4. Redlands
5. North Lakes

(iv) QSRU Div 4-Pegg Cup

1. Goodna
2. Redlands
3. Brisbane Irish
4. Ipswich
5. Springfield
6. North Lakes
7. Brisbane Hustlers

8.6 Draw

- (a) The competition will be conducted in accordance with a schedule of matches drawn up by the Management Committee prior to the start of the playing season and varied as necessary from time to time.
- (b) All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where there is not possible, NO players who has started in a higher grade is permitted to participate i.e. start / reserve in a lower grade.

8.7 Competition Points

- (a) Points for a win – four (4)
- (b) Points for a draw – two (2)
- (c) Points for a bye (where applicable) – zero (0)
- (d) Points for a loss by seven points or less – One (1)
- (e) Points for scoring three (3) tries or more than your opponent – One (1)
- (f) Points for scoring four (4) tries or more– One (1)

8.8 Forfeits/Withdrawals

- (a) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) A minimum of 12 players is required to constitute a team for QSRU Men's (Barber and Normanby Cup) competition matches. Any team unable to field 12 players within ten minutes of the official kick-off time, as determined by the

Referee shall forfeit the match without right of appeal. Teams playing against an opposition with less than 15 players are not required to match opposition team numbers.

- (c) For Pegg Cup and Women’s 12’s teams will enter the field of play with equal numbers down to and including 7 players. A team able to field only 6 players or less shall forfeit the fixture. A “friendly” match should be played with equal numbers.
- (d) With the exception of Pegg cup, each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit shall be loss of two (2) competition points, no points for, and the awarding of the greater of 21 points or the maximum number of points (including competition points) scored by any team in fixture games in that round as points against. The penalty shall include a fine of \$200 payable to the QSRU on invoice within 7 days. For Pegg cup it shall be classed as a non fixture should a team not be able to play.
- (e) In the case of a Club withdrawing a team(s) from the Competition, match points (“for and against”) in all Matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (f) If a Club withdraws a team from the competition after the publication of the Committee approved draw, then the Club will forfeit an amount of \$500.00 from the balance of its security deposit. Upon notice of withdrawal by a club of one of its teams from the competition, the Club must reimburse its security deposit to the amount which complies with **Rule 8.2(f)**. to be eligible to remain in the competition.
- (g) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

8.9 Duration of Matches

- (a) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations.

Competition	Time	Injury Time	Halftime
1 st Div - Barber Cup	2 X 40 Mins	Yes	5 Min
2 nd Div - Normanby Cup	2 X 30 Mins	No	5 Min
3 rd Div- Women’s Cup	2 x 20 Mins	No	5 Min
4 th Div - Pegg Cup	2 X 20 Mins	No	5 Min

- (b) Any team not prepared to commence a match within 10 minutes after the designated kick off time shall forfeit the match (as determined by the referee).

8.10 Number of Players

- (a) The aforementioned Clause 6 shall apply.

8.11 Assistant Referees

- (a) Each Club must have as registered members the following number of accredited Assistant Referees (AR):

Division	Number of AR
1	1
2	1
3	1
4	1

- (b) Each Club must have one accredited AR available to perform the duties of AR for every grade played each day.
- (c) In the event of there being no AR appointed by the Queensland Rugby Referee Association (QRRA) at the time allocated for a match to start, each Club shall provide an accredited AR for the match.
- (d) Should there only be one AR appointed by the QRRA it shall be the responsibility of the home club to supply the other accredited AR.

8.12 Replacements, Reserves

- (a) Rolling substitutions (refer to Rule 6.3), with a maximum of 10 movements will be implemented for Barber Minor competitions,
- (b) Rolling substitutions (refer to Rule 6.3), with a maximum of 12 movements will be implemented for Normanby Cup Minor competitions,
- (c) Rolling substitutions (refer to Rule 6.3), with unlimited movements will be implemented for Pegg and Women's Cup Minor competitions,
- (d) Refer to **Rule 6.1.** for clarification the law says for all competitions there is no more than 23 players permitted to be used in any game.
- (e) Refer to **Rule 6.2** for guidance on uncontested scrum rules as well as **Rule 7.8.**
- (f) Where no Substitution Controller is appointed, the Home Ground Marshall is responsible for managing replacements entering the field, taking particular care in enforcing **Rule 6.1.** Team Managers of both teams are to take the replacement player and cards to the Ground Marshall who once satisfied shall direct the player to the Assistant Referee's.

8.13 Club Championship (QSRU)

- (a) In QSRU Competitions a championship will be conducted to determine the champion Club for the Season.
- (b) Points will be allocated by multiplying the total competition points secured by each team:
- (i) Barber Cup x 22
 - (ii) Pegg Cup x 22
 - (iii) Normanby Cup x 22
 - (iv) QSRU Women's Cup x 22

- (c) In the event of a tie for a Club Championship between two or more Clubs, the following provisions will apply:
 - (i) The Club with the greater number of total win points will be awarded the Club Championship.
 - (ii) If there is still a tie between Clubs, then both Clubs will be declared as Club Champions.
- (d) In the Club Championship competition, the Sydney Cup shall be awarded to the Club scoring the most points in QSRU competitions.

8.14 Presidents Cup (QSRU)

- (a) In Division One Barber Cup there will be a cup that will be competed for after the completion of the 1st Round. This will be decided by a match between the top 2 teams on the table (at the end of the 1st Round) and will be played when both teams meet each other in the remainder of the competition rounds.

8.15 Players' Attire and Equipment

- (a) Every player taking part in a match shall wear the approved club jersey, shorts and socks. Players taking part in a match shall wear on the back of their jersey a distinguishing number. Numbers shall be of a minimum length of 150 millimetres and of such a colour as to be easily discernible within a reasonable distance of the match.
- (b) No two players shall wear a jersey with the same number.
- (c) The distinguishing number shall correspond with the information supplied by the Club on the team sheet for that match and for any programme for the match.
- (d) Where opposing Clubs have similar Jersey designs and colours the Club that has the most recent change in jersey design shall play in an alternate set.

8.16 Playing Fields and Venue Control

- (a) The set up and control of playing fields and a venue are critical to the safety and enjoyment of all participants including spectators.
- (b) Ground Marshals:
 - (i) Please refer to the following link for the applicable Course – <https://rugby.canopihr.com.au/mylearning/catalogue/index?menu=Home#/list?page=1&pageSize=10&searchItem=GroundMarshal&tab=none;>
 - (ii) The Club classified as the "Home" Club shall provide a Ground Marshal for each fixture. The Ground Marshals must wear a clearly identifiable bib;
 - (iii) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times;
 - (iv) Where a Substitution Controller is not appointed, the Ground Marshall is to act as the Substitution Controllers and assist the Referee in the management the replacements and be aware of **Rules 6.1 and 6.3;**

- (v) The Ground Marshals shall introduce themselves to the Referee prior to the commencement of each match and be responsible for rectifying any problems which are brought to their attention by the referee throughout the course of a day;
 - (vi) The Ground Marshal shall ensure that the visiting Club is made aware of the home ground changing, playing, medical, food and drink facilities available, as well as procedures for the post-match function;
 - (vii) Contravention of any of the Ground Marshal rules can attract a fine of \$100.00, without right of appeal, and/or loss of competition points and any other fines or penalties as the Judiciary may see fit.
- (c) Suitably Qualified Medical Person/s
- (i) As per accreditation requirements – identifiable (wearing a clearly marked Vest/Shirt with “MEDIC/AL’ or the medical uniform of a professional contracted medical service) and be in a prominent position visible to the field. One medic must be appointed to a minimum of one medic per full size field. For games they should be located adjacent to the centre of the field, between the areas set aside for reserves. **Their Duties and Responsibilities are:**
 1. Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
 2. Ensure the Club has a means of communication and contact for Ambulance: and
 3. That the Club has an Emergency List of contacts and addresses for:
 - (i) Afterhours doctor;
 - (ii) Nearest public hospital and/or emergency facility;
 - (iii) Local Medical Centre and /or facility;
 - (iv) Local Police; and
 4. Be familiar with and have available a copy of Rugby AU Safety Directives and Concussion Management Guidelines as a reference when seeking any clarification: and
 5. Have on hand copies of the:
 - (i) RA Head Injury Fact Sheet;
 - (ii) Concussion Referral & Return Form.
 6. Checking 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 qualified Sports Trainer is not available to attend to the player (regardless common sense must prevail, and the players’ safety comes first); and
 7. To be familiar on the policy for attending players:

- (i) Where the attending medical person in the first instance (either home or visiting), seeks assistance from another qualified medical person/s, the person with the senior qualification (i.e. Doctor overrides Paramedic, Paramedic overrides Qualified Sports Trainer, Qualified Sports Trainer overrides First Aid, First Aid overrides trainer) shall have precedence in any decisions made.

8.17 Team Announcements

- (a) Each Club must enter their respective team(s) online via RA Match Day App by no later than 7.00 pm the day prior to the game to be played.

8.18 Match Day App & Results

- (a) For ALL games, **Both Clubs** need to enter the results of all games via the Match Day App and Scores are to be finalised within 15 minutes of game completion.
- (b) ALL CLUBS must enter the results of all games (and full team lists, Temporary Suspensions (Yellow Cards) and Send Offs (Red Cards) online via Rugby Match Day App following completion of the game.
- (c) Teams MUST consult with the Referee who will confirm the correct score and details of any carded players are recorded. The **Referee** will be responsible for finalizing the game in Rugby Xplorer on each Team Manager's device.
- (d) INFORMATION MUST INCLUDE:
 - (i) All players who played i.e. took the field of play;
 - (ii) Result of Game;
 - (iii) Point Scorers i.e.
 - Tries
 - Conversions
 - Penalties
 - Dropped goals
 - Penalty tries
 - Players temporarily suspended (yellow card) – both teams
 - Players sent from the field of play (red card) – both teams
 - Players sent from the field of play (blue card) – both teams
- (e) It is the responsibility of BOTH TEAMS to act in terms of the following instructions:
 - (i) All players who took the field are to be listed on the respective Team List (Match Day App) i.e. DO NOT list the reserves who did not play;
 - (ii) All details of point scorers are to be listed;

- (iii) All players (both teams) who have been temporarily suspended (yellow card) / sent from the field of play (red card) / have a suspected concussion (blue card) are to be listed;
- (iv) The Referee is to confirm the result of the game by confirming on the Match Day App for both teams in the presence of both teams;
- (f) Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties.

9 TRAINING & SUPPORT

- (a) QRU will conduct a compulsory training session for all participating Clubs prior to the commencement of the season.
- (b) Rugby Xplorer web page has resources available on the following link to assist clubs.

<http://www.rugbyau.com/participate/rugby-administration/club-administration/resource-library>

10 FINALS SERIES MATCHES & ELIGIBILITY (QSRU)

10.1 Finals Series Matches

- (a) A player shall not be permitted to participate in any final game if he/she is not wearing their approved club jersey, shorts and socks.
- (b) All Clubs must be financial with the QSRU including the payment of any fines incurred to participate in the finals.
- (c) Uncontested Scrums
 - (i) In the Barber Cup team for a semi-final, final or grand final 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 **commence** the game. This does not apply to Women's and Normanby Cups.
 - (ii) Contravention of this rule will bring an automatic forfeit.
- (d) Rolling Substitutions
 - (i) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 8 movements for all Competitions
- (e) Venues; Times and Duration
 - (i) All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Management Committee. All Grand finals matches will be played a venue set by the QSRU.
 - (ii) In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.

- (iii) For all QSRU competitions a four (4) week finals series consisting of the top five (5) will be contested, the format will be as follows:
- Week 1 – 1st (Bye) 2nd v 3rd (A) and 4th v 5th (B)
 - Week 2 – 1st v Winner A (C) and Loser A v Winner B (D)
 - Week 3 – Loser C v Winner D (E)
 - Week 4 – Winner C v Winner E
- (iv) For 4th Division Pegg Cup- The winner will be declared at the end of the Minor Season, No finals will be played.
- (v) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations:

Competition	Time	Injury Time	Halftime
1 st Div - Barber Cup	2 X 40 Mins	Yes	5 Min
2 nd Div - Normanby Cup	2 X 30 Mins	No	5 Min
3 rd Div- Women's -Scotney Cup	2 x 20 Mins	No	5 Min

- (f) In the event of the scores being equal at full time in Barber Cup semi-final, preliminary final and grand final matches, the following shall apply
- (i) Two (2) x ten (10) minute periods plus injury time to be played – with a one (1) minute interval – each ten (10) minute period plus injury time will commence with a kick-off i.e. first period by the team that originally commenced the match etc.; then if no result
 - (ii) One (1) x maximum ten (10) minute plus injury time golden point period coin toss to be conducted by referee to determine which team kicks off; then if no result
 - (iii) Higher placed team from the regular season; then if no result
 - (iv) Most tries in the actual game; then if no result
 - (v) First try in the game: then if no result
 - (vi) Coin Toss
- (g) In the event of the scores being equal at full time in Normanby and Women's-Scotney Cup semi-final, preliminary final and grand final matches, the following shall apply
- (i) Most tries in the actual game; then if no result
 - (ii) The team that finished highest on the minor premierships ladder will be declared the winner then if no result
 - (iii) Coin Toss

10.2 Final Series Player Eligibility

- (a) Management Committee requirements for players to be eligible to participate in the finals.

- (i) All teams competing in any Finals match must lodge with the Competition Manager by 10 am on the last Tuesday before the match, a finalised official Team List on Rugby Xplorer- Rugby Match Day App. This list must be truthful and accurate in every material detail as it will be used and relied upon by QRSU for the purpose of determining final Player Eligibility. Accordingly, strict compliance with this sub rule is vital and any Club that contravenes it shall be fined such an amount as may from time to time be determined by the Management Committee.
- (ii) A player must have been properly registered with the club no later than Four (4) weeks prior to the commencement of the finals. Otherwise they are ineligible for any semi-final, preliminary final or grand final (a bye is considered a match in this instance) This includes being registered on Rugby Xplorer in that year of competition and appearing on the online team sheet via the Match Day App.
- (iii) A player will be eligible to play in any semi-final, preliminary final or grand final if he has been in the run on team for the club at least four (4) of the regular competition matches in that grade and/or any lower grades prior to the finals series.
- (iv) A player will be eligible to play in any higher grade in any semi-final, preliminary final or grand final if he/she qualifies under **Rule 10.2 (a) (iii)** and the club has all its senior grade teams playing in that final series.
- (v) A player will not be eligible to play in any semi-final, preliminary final or grand final, if he has only participated the minimum number of matches as per **Rule 10.2 (a) (iii)** and one half (1/2) or more of these matches have been in the run-on team in a higher grade.
- (vi) A player will not be eligible to play in any semi-final, preliminary final or grand final, if he/she has played in the run-on team a total of five (5) of the competition matches in a higher graded competition.
- (vii) A player who satisfies the Competition Rules regarding eligibility to play in any semi-final, preliminary final or grand final has unqualified eligibility and such eligibility may not be challenged by the Management Committee. This eligibility is provided that no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series excepting if that player is replacing an injured player in a higher grade.
- (viii) The Management Committee reserves the right to appoint a sub-committee of the Management Committee for this purpose.
- (ix) Eligibility shall be determined by the Management Committee at its discretion.

NB For QSRU Competitions where a Club has two (2) teams; the team with the designation of 1 is deemed to be a higher graded team than the team with the designation of 2

- (b) Dispensation
 - (i) Management Committee requirements for applications of dispensation for players to participate in the finals.

- (ii) Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 3.00 pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 5.00 pm on Tuesday, the names of players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application where failure to be in the run-on team in accordance with **Rule 10.2 (a) (iii)** has been caused by injury or forfeits in that grade.
- (iii) Any further changes in teams (including reserves) must be advised in writing to the Competition Manager by 10.00 am on the Friday preceding the match. The Competition Manager will rule on the eligibility of the nominated player/s.
- (iv) Any Club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The Club concerned will lose the match for which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

NB The following is to be noted:

- (v) Specific Dispensation Guideline

The following is to be noted:

1. Any request received outside the timelines as detailed will not be considered and will be automatically denied by the Management Committee
2. To reiterate, the only discretionary power available to the Management Committee is with regards to injury to the player for whom dispensation is sought and/or forfeits (For forfeits this will not be considered for the team that created the forfeit).
3. An injury or suspension of a different player in a higher grade is not the basis for dispensation for a different player who has played in a higher grade because of his injury or suspension.
4. Once a player has played 5 games in the run on team in a higher grade, he is not eligible for dispensation for selection in a lower grade team for the semi-finals and finals.

11 WET WEATHER POLICY

- (a) **Day/Night Prior-**In the event that the venue of a match or matches be made unplayable due to weather, it will be the responsibility of the "home" club to advise the Competition Manager at least 24hrs prior to the first match taking place.

- (b) **Morning of the Match-** In the event that the venue of a match or matches be made unplayable due to weather, it will be the responsibility of the "home" club to advise the Competition Manager IAW the following steps:
 - (i) 9.00 am - Club Representative (e.g. President) to notify competition manager by phone and text message that fields are unavailable after recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.
 - (ii) 9.30 to 10.00 am - After direction from the Competition Manager, the Club Representative is to contact opposition Club Contacts to notify them of field closure, or alternate arrangement.
 - (iii) 10.00 am - Competition Manager will notify the Referee Representative of any field closures and/or alternate arrangements.
 - (iv) 10.10 am - Clubs effected notify their Team Managers of field closures or alternate arrangements as directed by the Competition Manager.
- (c) For wet weather affected matches the Management Committee, after consultation with Clubs involved, will direct that
 - (i) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) or
 - (ii) The match or matches be postponed to a date set by the Management Committee. The date to play the postponed game must be agreed to by the two Clubs by no later than the second Friday after the date of the original game. If a date cannot be agreed upon, the Management Committee will determine the day/date/venue and time the game is to be played.
- (d) In all cases, the Home Club retains the responsibility of the Match Day requirements e.g. Medical, Ball Boys etc. Arrangements may be made with the Away Club should the match be played at the Away Club's venue.

12 SUMMARY OF WOMEN'S (12's) RUGBY COMPETITION RULE VARIATIONS

All Laws of Rugby and Competition Rules remain consistent with the Men's Competition, the following is a summary of the rule variations permitted for Women's 12's Rugby.

- (a) Where 12 players are not available, teams will enter the field of play with equal numbers down to and including 7 players.
- (b) A team able to field only 6 players or less shall forfeit the fixture. A "friendly" match should be played with equal numbers.
- (c) If both teams have sufficient numbers to play 15 aside then this is encouraged as long as both teams agree in consultation with the Referee.
- (d) Games will be played for 20 Minute Halves with 5 minutes for Half time
- (e) Rolling substitutions (refer to Rule 6.3), with unlimited movements will be implemented for Women's Cup Minor competitions
- (f) Scrums shall consist of 6 players for 12's and reduce down to 3 for 7's

- (g) Women's 12's games are able to be commence and be played with uncontested scrums with no penalty to the team that caused the uncontested scrum, however if both teams wish to contest scrums then this is encouraged.
- (h) Women's teams may have dual registered players (Premier and QSRU), for finals no more than 2 can take the field at any time and must be identified to the QSRU officials prior to the game commencing.

13 SUMMARY OF UNCONTESTED SCRUM RULES

- (a) Follow scrum rules as per Para 7.8 and the Laws of Rugby.
- (b) For Barber Cup, if a team does not have enough players to start a game contested, then they shall drop one of the Front Rowers from the team and play with one less player (i.e. if you have 15 players on the field you will play with 14, if you have 14 players on the field you will play with 13 and so on).
- (c) For Barber Cup, if a front row player is injured during a game and the team does not have another player to replace them, then they will reduce their on-field player numbers by one (1) for the remainder of the game.
- (d) For Barber Cup, a player that is injured and causes the game to be played with uncontested scrums **MUST** leave the field of play.
- (e) For Barber Cup, a team that has gone uncontested, and is reduced to 14 or less players must have 8 players in a scrum as per the Law 3.15
- (f) Where both teams are uncontested then a match may start with the full complement of players.
- (g) For Barber Cup final series, if a team does not **commence** the game with contested scrums then they shall forfeit the game.
- (h) Women's, Pegg and Normanby matches may be played with Uncontested scrums with no penalty.

14 SUMMARY OF HOSTING REQUIREMENTS FOR SENIOR COMPETITION GAMES

- (a) First aid cover for games to be provided by host Club and clearly identified. (No First Aid then the games must not commence)
- (b) Match balls to be provided for games by the host Club (unless it is a finals or representative match)
- (c) Match balls for games where host Club not involved to be provided by competing Clubs.
- (d) Where specific facilities do not exist, adequate consideration to be given to suitable Women's dressing rooms.
- (e) Suitable, mature Lines Person (1 host Club, 1 visitor Club) to be provided where required. Need to have completed Smart Rugby online.
- (f) Fields to be properly roped and marked with goal post pads in place (playing enclosure).

- (g) A clearly identified Ground Marshall to be present and opposition teams shall notify them of an appropriate contact.
- (h) Ground Marshalls shall introduce themselves to the Appointed Referee and advise them of the club facilities
- (i) Only approved persons shall be within the playing enclosure.