

**2011 SYDNEY JUNIOR RUGBY UNION
(SJRU)
COMPETITION RULES**



Under 10 to Under 17/18

2.1 Membership

Any Club who is Financially Indebted to the SJRU will be advised by the Competition Manager that they are suspended from all Competitions until those debts have been paid in full unless the Competition Manager decides to waive this Rule for a period of time at its absolute discretion.

2.1.1 Nominations

- (A) A Club intending to enter Teams in a Competition must submit by the Lodgement Date:
- i. Team Nomination Form
 - a. Intention to Participate Form;
 - i. Teams are to nominate to play in the Saturday Competition and/or the Sunday Competition
 - ii. Teams may nominate to play their home fixtures on a Friday night. Friday night fixtures are normally reserved for the Under 10, Under 11 and Under 12 Age Groups however the Competition Manager, at its absolute discretion, may permit other Age Groups to play on Friday night.
 - b. Contact Details for Club Committee including all relevant Age-Coordination;
 - c. Ground Availability;
 - d. Ground Marshal, Setup and Emergency Contacts
 - e. Coaches Contact List and Accreditation Information
 - f. Teams Contact List; and
 - g. Any other forms requested by the Competition Manager
- (B) Following the Lodgement Date for the Participation 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, and the right not to provide a reason for any such decision
- (C) Clubs will be advised which of their teams have been accepted to participate in a Competition by the Competition Manager.
- (D) The Competition Manager reserves the right to determine the appropriate Grade of each nomination, by taking into account the previous season's results, playing strength of the Club and the formation of the Grade.
- (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) In the event that 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

2.2 Team Lists and Sign-on Sheets

- (A) Team lists nominate players into a particular team at the beginning of each Competition and are to be used for eligibility purposes.
- (B) 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:
- i. Under 10 and Under 11 – 14 players
 - ii. Under 12 upwards – 18 players

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- *It is recommended that Clubs have a minimum of 18 players to form a 15 a side Team and 15 players to form a 12 a side Team. Therefore Clubs should have 36 players to form 2 Teams in the same age group for 15 a side competitions and 30 players to form 2 Teams in the same Age Group for 12 a side Competitions.*
 - *Where a Club has insufficient player numbers to form a Team they are encouraged to form a Joint Venture Team. (Contact the Administrator or neighbouring Clubs to see if a Joint Venture Team is viable).*
- (C) Clubs will be required to ensure that all Registered Players are entered onto the appropriate Sign-on Sheet on the Online Administration System. A Registered Player may be included on a Sign-on Sheet for an Age Group provided they comply with Rule 2.3.

Imports

- (A) Clubs shall not actively seek to entice players from another Club. Any Club or Club Affiliate doing so shall immediately be reported to the Competition Manager. Any Club that knowingly entices or allows its Club Affiliates to entice players from another Club shall be required to show cause as to why it should not be suspended from all Competitions. Any Club or Club Affiliate found guilty of enticing players from another Club shall be suspended from participation in all Competitions for a minimum of twelve (12) months. In addition, the Competition Manager may impose Financial Penalties on the Club and / or the Club Affiliate.
- (A) For each Age Group a club cannot register more than two (2) Imports from any other Club.
- (B) In exceptional circumstances a player or Club may appeal to the Competition Manager to be given dispensation from the Import Rule.

4.0 THE COMPETITION

- (A) Six (6) team competitions will play three (3) rounds totalling fifteen (15) games, eight (8) team competitions will play two (2) rounds totally fourteen (14) games, ten (10) team competitions will play one (1) full round and a split round totalling fourteen (14) games.
- (B) The Competition Manager may at any time during the course of the season alter the structure of any Competition in any Age Group or Grade as it, in its absolute discretion, shall so determine.

4.1 COMPETITION POINTS

- (A) The following points shall be allocated to all Under 10 to Under 12 Age Groups for all Competition Matches. In Under 13 and above Age Groups the following points shall be allocated for all Competition Matches up to and including round 4:
- i. Win – Four (4) points
 - ii. Loss – Two (2) points
 - iii. Draw – Three (3) 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

(B) The following points shall be allocated for all Under 13 and above Age Groups for all Competition Matches from round 5:

- i. Win – Three (3) 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

(C) In Under 13's to opens (under 18's) inclusive from round 5 onwards Under 13 and above Age Group Teams will receive one (1) bonus point for each Match they participate in if an Assistant Referee who is a Club Affiliate officiates in the Match and signs their name and ARU number on the Sign-on Sheet.

(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, either 28-0 or the actual score, whichever is the greater for and against differential, for a forfeit and 0-0 for a No Match.

4.2 Age Groups, Laws and Number of Players

Age Group	Law	Number of players	Scrums
Under 10 and 11	Pathway (with variations)	12 (minimum 10)	6 players
Under 12	Pathway (with variations)	15 (minimum 12)	8 players
Under 13 to Under 18	U19 (with variations)	15 (minimum 12)	8 players

(A) Subject to Rule 4.4 (c) in the event that an Under 10 or Under 11 Team is unable to field a full team of 12 players or an Under 12 Team is unable to field a full team of 15 players, there must be equal number of players on each team and teams must share players to reach maximum number of equal players, with unlimited rolling substitutions.

(B) In the event that and Under 13 to Opens (Under 18) Team is unable to field a full team of 15 players during any of the first four (4) rounds, at any time during the Match, the opposing Team will be required to Match the number of players. The exception to this is where a Team's numbers have been reduced as a result of uncontested scrums under Rule 4.15. In this instance the opposition Team is not required to match numbers.

(C) No Team will be allowed to compete with less than the Minimum Number of Players specified in this Rule. If a Team commences the Match with not less than the Minimum Number of Players and is reduced to less than the Minimum Number of Players for whatever reason throughout the course of the Match, then the Team reduced to less than the Minimum Number of Players will be deemed to have forfeited the Match.

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

4.12 Deferment of a Match

(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) Should a Team be unable to play at the Scheduled Game Time, the Match may be deferred by agreement with the opposing Team, provided that the Match is played

within twenty-one (21) days of the original Scheduled Game Time or prior to the competition of the last round of the Regular Season Matches whichever is earlier.

- (C) In the event of either Team subsequently finding that it is unable to reschedule the Match then the Match will be forfeited by the Team who originally requested the deferment.
- (D) Notice of deferment signed and dated by a Team Official of each Team, must be provided to the Competition Manager by 5:00pm ten (10) businesses days prior to the original scheduled Match.
- (A) The Competition Manager reserves the right to deny any request or grant dispensation to this Rule in exceptional circumstances.
- (B) Any deferment form received after the Lodgement Date may result in approval being denied or a Referee not being appointed.

4.13 Forfeits

- (A) If a Team will be forfeiting a Match then the Club must advise the Competition Manager on the appropriate form available from the Website by 5pm on the Wednesday before the Match for all weekend matches or 48 hours prior to the scheduled kick off for all other Matches.

4.13.1 Penalties for Forfeits

- (A) In the event of a Team forfeiting its Match, the following procedure shall take effect:
 - i. The Competition points will be determined in accordance with Rule 4.1.
 - ii. If a Team forfeits a Match after the commencement of the Match or a Club fails to provide the notice set out in Rule 4.13 (F), the offending Club may, at the sole discretion of the Competition Manager, be liable to:
 - a. Be fined a fee up to two (2) Penalty Units as determined by the Competition Manager; and
 - b. Pay all appropriate Referees Fees; and
 - c. May be liable for deduction of Competition points
- (B) Clubs will be exempt from the penalty in Rule 14.3.1 (A) (ii) if the Mercy Rule has been applied.

5.2 Final Series Matches

- (A) Should two (2) or more Teams in the same Competition, having completed their Competition, possess the same number of Competition points then each Teams position on the competition table shall be determined;-
 - 1) Firstly by the Team with the higher difference of the total points scored for and against during the Regular Season;
 - 2) Secondly by the Team which scored the greater number of pointes for;

- 3) Thirdly, the Team which has won more Matches during the regular season;
 - 4) Fourthly by the higher aggregate for and against points differentiate between the Teams during Regular Season Matches; and
 - 5) Finally, a toss of a coin involving a club official of each Team and presided over by the Competition Manager will be determined to be higher.
- (B) All teams in a eight (8) and ten (10) team Competition will participate in the following final series
- i. Semi final (Match A) = 1st verses 2nd
 - ii. Semi final (Match B) = 3rd verses 4th
 - iii. Preliminary final (Match C) = Loser of Match A verses Winner of Match B
 - iv. Grand final = Winner of Match A verses Winner of Match C
- (C) All teams in a six (6) team competition will participate in an elimination Final Series:
- i. Semi final Match A = 1st verses 4th
 - ii. Semi final Match B = 2nd verses 3rd
 - iii. Grand final = Winner of Match A verses Winner of Match B
- (D) Plate Final Series will run for all Under 10 to Under 15 Age Groups (inclusive).
- (E) The Plate Final Series will be as follows:
- i. Six (6) Team Competitions will participate in a consolation Final Series Plate Grand final= 5th versus 6th.
 - ii. Eight (8) and Ten (10) Team Competitions will participate in consolation Final Series
- (F) The Finals Series Matches will be played at Scheduled Game Times as determined by the Competition Manager.

5.3 Player Eligibility for Finals

- (A) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:
- i. Be registered with the Club in accordance with Rule 3; and
 - ii. Have played 50% or more of all Matches played or won on forfeit for a particular Team during the Regular Season;
 - iii. Have qualified in a lower Graded team within the same Age Group or a lower graded team in the Age Group immediately below.

9.2 Judiciaries

- (A) A fee of two (2) Penalty Units must be paid to the SJRU prior to the Judiciary Hearing by either the player required to appear or by the Club with whom the player is registered. This fee (or some part of it) may be refunded at the discretion of the Judiciary if the Judiciary is of the view that the facts or circumstance leading up to the appearance before the Judiciary were such that they did not warrant the appearance before the Judiciary. Invoices will be issued by the Competition Manager.

11.0 FINANCIAL CONDITIONS OF ENTRY

- (A) Participation Fees are charged at a rate per Registered Player set by the Committee.
- (B) The Competition Manager will invoice all Clubs 100% of Participation Fees as at the commencement of round 1 and 50% of all Referees Levies. After round 7 Clubs will be invoiced for all the remaining Participation Fees and Referee Levies. After the completion of Regular Season Matches Clubs will be invoiced any outstanding Participation Fees and Referee Levies.
- (C) Clubs are to pay their Participation Fees to the Competition Manager within 30 days of the month of the invoice.
- (D) The Competition Manager has, at its absolute discretion, the power to impose sanctions, including financial, on Clubs who have not paid their Participation Fees by the due date. This includes, but is not limited to, the disqualification of Teams from competing in all Finals Series matches of the current season.

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Laws of the Game – Competition Summary

The following table has been produced as a guide to the Laws of Rugby that apply to Matches conducted under the auspices of the SJRU. If there is any conflict between this summary (Appendix A) and the Rules that apply to games conducted under the auspices of the SJRU then the Rules shall have priority.

Management Laws

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Laws applicable	Pathway with variations as included in the Rules	Pathway with variations as included in the Rules	ARU Under 19 Laws with variations as included in the Rules
Field of Play	Maximum of 100m x 60m + in goal (maximum 10m) (ie touch lines taken 5m in)	Maximum of 100m x 70m + in-goal (maximum 10m)	Maximum of 100m x 70m + in-goal (maximum 22m)
Player Numbers	12 per side; minimum 10	15 per side; minimum 12	15 per side; minimum 12
Match Player Numbers	Yes in All Matches	Yes in All Matches	Yes in rounds 1 to 4 only
Send Offs	May be replaced but cannot return	May be replaced but cannot return	May NOT be replaced and cannot return
Sin Bins	a) 5 min (actual time) b) Sin Bin time expires at half time c) May be replaced	a) 5 min (actual time) b) Sin Bin time expires at half time c) May be replaced	a) 10 min (game time) b) May NOT be replaced
Time	20 mins each way	25 mins each way	Under 13 and Under 14 25 mins each way Under 15 and Under 16 30 mins each way Opens (Under 17 and Under 18) 35 mins each way
Ball	Size 4	Size 4	Size 5
Sharing of Players	Teams to share players if one team has less than 12 players	Teams to share players if one team has less than 15 players	In rounds 1 to 4 Teams are to share players if one team has less than 15 players.
Substitutions	Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead	Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead	TBA
Injury Time	There is no time off for injury or other stoppages	There is no time off for injury or other stoppages	There is no time off for injury or other stoppages

Kicking Laws

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Start game	Drop kick + 2 nd chance If second kick is also unsuccessful then scrum is awarded at centre of the half-way line with the throw in to the non-infringing	Drop kick	Drop kick

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	team		
Restart	Drop kick + 2 nd chance If second kick is also unsuccessful then scrum is awarded at centre of the half-way line with the throw in to the non-infringing team	Drop kick	Drop kick
Penalty	Tap, kick for touch or kick for territory Penalty kicks at goal are NOT allowed	Tap, kick for touch or kick for territory Penalty kicks at goal are NOT allowed	Tap, kick for touch, kick for territory and kick for goal Penalty kicks at goal are allowed
Drop out	Drop kick on or behind 22m line + 2 nd chance If second kick is also unsuccessful then scrum is awarded at the centre of the 22m line with the throw into the non- infringing team.	Drop kick on or behind 22m line	Drop kick on or behind 22m line
General play	Kicking in general play allowed. Drop goals are NOT allowed	Kicking in general play allowed. Drop goals are NOT allowed	Kicking in general play allowed. Drop goals are allowed
Kick for goal	Drop goals and Penalty goals are NOT allowed The conversion kick (place or drop kick) is taken in line with where the try was scored but no further from the goal posts than the marked 15m line or 10m from the touch line if no line is marked. No charging at conversion kick.	Drop goals and Penalty goals are NOT allowed The conversion kick (place or drop kick) is taken in line with where the try was scored but no further from the goal posts than the marked 15m line or 15m from the touch line if no line is marked. No charging at conversion kick.	Drop goals and Penalty goals ARE allowed The conversion kick (place or drop kick) in line with where the try is scored. Charging at conversion allowed.

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Lineout Laws [Law 19]

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Features	Contested	Contested	Contested
Numbers	<p>4 to 5 players depending on Team numbers plus hooker Numbers must match If Teams are short one (1) player (i.e. 11 per side) then each lineout remains with five (5) players each If Teams are short two (2) players, then each lineout should have four (4) players each</p> <p>Short lineout's NOT allowed Quick lineout's NOT allowed</p>	<p>5 to 7 players depending on Team numbers plus hooker Numbers must match If Teams are short one (1) player (i.e. 14 per side) then each lineout remains with seven (7) players each If Teams are short two (2) players, then each lineout should have six (6) players each If Teams are short three (3) players, then each lineout should have five (5) players each</p> <p>Short lineout's NOT allowed Quick lineout's NOT allowed</p>	<p>Minimum of 2, no maximum, throwing team determines maximum numbers</p> <p>Short lineout's allowed Quick lineout's allowed</p>
Throw	<p>Down the line of touch 2nd chance if not correct If the second attempt is also incorrect a scrum is awarded to the non-infringing team</p>	<p>Down the line of touch No 2nd chance</p>	<p>Down the line of touch No 2nd chance</p>
Beginning	Ball leaves throwers hands	Ball leaves throwers hands	Ball leaves throwers hands
End	Ball clears the lineout or travels beyond / off the line of touch including all feet if involved in maul	Ball clears the lineout or travels beyond / off the line of touch including all feet if involved in maul	Ball clears the lineout or travels beyond / off the line of touch including all feet if involved in maul
Receiver	<p>Each team must have a receiver at all times Must be 2m back from lineout May not switch positions or join the lineout until the ball is thrown in</p>	<p>Each team must have a receiver at all times Must be 2m back from lineout May not switch positions or join the lineout until the ball is thrown in</p>	<p>Each team must have a receiver at all times Must be 2m back from lineout May switch positions or join the lineout before the ball is thrown in</p>
Opposition Thrower	The throwers immediate opponent must stand on their side between the lineout and touch line and 2 meters from the line of touch	The throwers immediate opponent must stand on their side between the lineout and touch line and 2 meters from the line of touch	The throwers immediate opponent must stand on their side between the lineout and touch line and 2 meters from the line of touch
Offside	10m from line of touch	10m from line of touch	10m from line of touch
Support	No lifting or supporting allowed (FK)	No lifting or supporting allowed (FK)	Lifting – grip on shorts

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Scrum Laws [Law 20]

	Under 10 and Under 11	Under 12	Under 13 to Opens (Under 18)
Features	Contested	Contested	Contested
Safety [Law 20.1]	The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums. No wheeling. (PK) 1 metre push (FK) Ball must be released from scrum, no holding at scrum base. (FK) Mayday procedure if called	The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums. No wheeling. (PK) 1.5 metre push (FK) Ball must be released from scrum, no holding at scrum base (FK) Mayday procedure if called	The tight five (props, hooker, locks) must have been suitably trained for these positions. If not uncontested scrums. No wheeling. (PK) 1.5 metre push (FK) Ball must be released from scrum, no holding at scrum base (FK) Mayday procedure if called
No. 8	No No.8 moves are allowed (FK)	No No.8 moves are allowed (FK)	No.8 moves are allowed
Numbers [Law 20.1(f)]	5 to 6 players depending on Team numbers Numbers must match	6 to 8 players depending on Team numbers Numbers must match	6 to 8 players depending on Team numbers Numbers must match
Formation [Law 20.1(f)]	Must be 3-2-1 formation If Teams are short one (1) player (i.e. 11 per side) then each scrum remains with six (6) players each If Teams are short two (2) players, then each scrum should have five (5) players from each Team and formation must be 3-2 These arrangements also apply if scrums are uncontested for any reason	Must be 3-4-1 formation If Teams are short one (1) player (i.e. 14 per side) then each scrum remains with eight (8) players each If Teams are short two (2) players, then each scrum should have seven (7) players from each Team and formation must be 3-4 If Teams are short three (3) players, then each scrum should have six (6) players from each Team and formation must be 3-2-1 These arrangements also apply if scrums are uncontested for any reason	Must be 3-4-1 formation If Teams are short one (1) player (i.e. 14 per side) then each scrum remains with eight (8) players each If Teams are short two (2) players, then each scrum should have seven (7) players from each Team and formation must be 3-4 If Teams are short three (3) players, then each scrum should have six (6) players from each Team and formation must be 3-2-1 These arrangements also apply if scrums are uncontested for any reason
Binding [Law 20 (3) (e)]	Binding between the legs by the lock is illegal (PK) Breaking away early = offside (PK)	Binding between the legs by the lock is illegal (PK) Breaking away early = offside (PK)	Binding between the legs by the lock is illegal (PK) Breaking away early = offside (PK)
Scrumhalf Attacking	Can run, pass or kick	Can run, pass or kick	Can run, pass or kick
Scrumhalf Defending	Defending scrumhalf cannot go past the mid line of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over	Defending scrumhalf cannot go past the mid line of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over	Defending scrumhalf can either - follow ball through (correctly); or - retreat to the hindmost foot; or - stand 5 meters behind last feet

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Offside line	5 metres behind last feet	5 metres behind last feet	5 metres behind last feet
Scrum Completion	The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrum half has hands on the ball it is not out)	The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrum half has hands on the ball it is not out)	The scrum is not over until the ball is completely out of the scrum (e.g. even if the scrum half has hands on the ball it is not out)
Uncontested Scrums	Team feeding scrum must win No pushing Other Laws unchanged	Team feeding scrum must win No pushing Other Laws unchanged	Team feeding scrum must win No pushing Other Laws unchanged

Other

	Under 10 and Under 11	Under 12	Under 12 to Opens (Under 18)
Foul Play	No fending to the face or head allowed (PK)	No fending to the face or head allowed (PK)	No fending to the face or head allowed (PK)
Tackle [Law 15]	Shoulder charges, collar, jersey and shoulder slings are illegal (PK) Squeeze ball (between legs) permitted if played immediately. (PK)	Shoulder charges, collar, jersey and shoulder slings are illegal.(PK) Squeeze ball (between legs) permitted if played immediately. (PK)	Shoulder charges, collar, jersey and shoulder slings are illegal.(PK) Squeeze ball (between legs) permitted if played immediately. (PK)
Maul [Law 17]	A player must not intentionally collapse a maul. (PK)	A player must not intentionally collapse a maul.(PK)	A player must not intentionally collapse a maul. (PK)
Mixed Gender Rugby [Policy COM006]	Permitted	Permitted	Not permitted

Duration of Matches and Ball Sizes (Rule 4.2)

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

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

Time of Games (Rule 4.3)

- (A) If, within five (5) minutes of the referee calling the Teams onto the field (via whistle or orally) a Team does not have the Minimum Number of Players or is not ready for the kick off then the referee will award a free kick to the non-offending Team and play may commence.
- (B) Matches must start within ten (10) minutes of the stipulated starting time. Any Team that refuses to begin a match within this time will be dealt with in accordance with Rule 4.13(C).
- (C) All Matches must finish two (2) minutes before the scheduled starting time of the next Match.

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- (D) The time for each half will be equal at all times.
- (E) If a Match starts late for whatever reason and the Match will not be completed two (2) minutes before the scheduled starting time of the next Match then the time for each half and the Match will be reduced accordingly.

Replacements (Rule 4.14)

- (A) Replacements shall be allowed, with the permission of the referee, throughout the Match, and shall be unlimited in all Under 10 to Under 14 Age Groups (inclusive) and Under 15 to Opens C grade and below. Except that a player replaced due to serious injury (e.g. concussion) may not return. All other Competitions will operate under the ARU Rolling Substitution Rule which has a maximum of twelve (12) substitutions per Team per Match. Substitutions under this Rule shall include any time one player substitutes another player from the same Team, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.
- (B) A Blood Bin replacement does not count as one of the twelve (12) substitutions referred to in (A) above.
- (C) For front row forwards the Rule mentioned above does not apply in situations where a front row forward is substituted by an untrained front row player thus causing uncontested scrums. Should this occur, the trained front row player who leaves the field is deemed to have been “replaced due to injury” rather than being “substituted”. Under the Laws of Rugby, the Match will continue with uncontested scrums but the player who was “replaced” will not be permitted to return to the match at a later time for any reason.
- (D) A Team may only revert from uncontested scrums to contested scrums in the following situations:
 - i. A trained front row player who was cautioned and temporarily suspended (i.e. Yellow Card) returns to the game; or
 - ii. A trained front row player who left the field due to blood (i.e. ‘Blood Bin’) returns to the game; or
 - iii. A trained front row player who arrived at the game late enters the field of play after having signed the Sign-on Sheet.
 - iv. This interpretation applies to front row players only.
- (E) Any Team found guilty of reverting to uncontested scrums to gain advantage over their opposition or any breach to this Rule by a 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 at its absolute discretion may, impose further penalties, that it sees fit to impose.

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Uncontested Scrums Under 13's to Opens (Under 18's) (Rule 4.15)

- Teams must have five players who can 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 in order to continue to play safely with contested scrums.

If your team cannot meet this obligation then the team concerned must play with one player fewer than would otherwise be allowed.

Mercy Rule (Rule 4.18)

- (A) If the difference in score between two Teams reaches 50 points or more then the losing Team may call to stop the game 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 and for and against points awarded to both Teams at the time the game 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 Club to satisfy the Competition Manager regarding its course of action in accordance with this 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, including financial, that it sees fit to impose.

Attire of Players (Rule 4.20)

- (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 worn at all times whilst playing, including warm ups and training.
- (C) The wearing of jewellery such as rings, earrings, wrist bands, hair beads and any similar items of adornment are strictly prohibited whilst playing and any player not conforming to this Rule is not to take part, or any further part in the Match until the item are removed or adequately covered over to the satisfaction of the referee.

Ground Marshall(s) (Rule 7.2.1)

- (A) At all Matches Clubs are to provide a Ground Marshall:
- (B) The Home Team must appoint a Ground Marshall for each field on which Matches are being played.
- (C) Ground Marshall(s) must be available and identifiable (wear a coloured vest), and their duties and responsibilities are:
 - i. The supervision of the venue and all appointed officials; and
 - ii. Set up and dress the field in accordance with the Laws of Rugby; and
 - iii. Maintenance of and patrolling the Playing Enclosure; and
 - iv. Preventing the illegal entry of any person onto the Playing Enclosure; and
 - v. Assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
 - vi. Ensuring Assistant Referees are not calling out or coaching the players; and
 - vii. Ensuring runners are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
 - viii. Point of contact for all enquiries; and
 - ix. Responsible for the control and behaviour of Team Affiliates and that they comply with the Code of Conduct; and
 - x. Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - xi. Having access to a telephone and emergency telephone list; and
 - xii. Report any irregularities or breaches of the Rules, that they are unable to resolve, to the Competition Manager for further action.
 - xiii. That the Club has an emergency list of contacts and addresses for:
 - a. Two (2) after hours doctors or local medical centres and / or facilities
 - b. Nearest public hospital and/ or emergency facility;
 - c. Local Police and Ambulance; and
 - d. Having access to the ARU Protocol for Serious Injury; and
 - xiv. Be familiar with and have available a copy of the ARU Safety Directives as a reference when seeking any clarification; and
 - xv. The qualified medical personnel 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 runners, they only attend when called for by the Team or Referee, or when the runner is not available to attend to the player (regardless commonsense must prevail and the players safety comes first); and
 - xvi. Checking with the Referee on the policy for attending players.
 - xvii. Ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
 - xviii. The implementation of this Rule

Field Setup and Conditions (Rule 7.3)

- (D) All grounds shall be dressed in accordance with the Laws of Rugby.
- (E) Home Teams shall ensure that objects such as cricket pitches or in-ground watering systems are properly covered for the safety of players.
- (F) The Home Team shall ensure ropes or barriers are erected a minimum distance of 5 metres back from the goal line and 10 metres at the half way line or, where this is not possible, as far back from the touch line as is practicable.
- (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 Rule 4.11.

Goal Posts (Rule 7.4)

No Match will be allowed to proceed unless goal posts are correctly padded. If the 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, at its absolute discretion may impose further penalties, including financial, that it sees fit to impose.

Persons Authorised to Enter Playing Enclosure (Rule 7.5)

- (A) The only persons permitted within the Playing Enclosure during a Match are:
 - i. The referee, and
 - ii. The assistant referees, and
 - iii. The players participating in the Match (excluding reserve players and any players Sin Binned or Sent Off) and a
 - iv. Maximum of two runners per Team to administer water, to deliver and retrieve the kicking tee and attend to injured players.
- (B) Runners may enter the playing area only after the ball is dead and may not impede the conduct of the Match, unless attending an injury as directed by the referee.
- (C) Team Officials are not permitted to act as runners for the Team.
- (D) Reserve players may enter the Playing Enclosure immediately prior to taking the field. Other persons are permitted to enter the Playing Enclosure only upon the invitation of the referee, except at half time when the Team Officials and reserve players may enter the Playing Enclosure.
- (E) No coaching of players is to occur inside the Playing Enclosure by any Club Affiliate except at half time.

Reportable Incidents by a Referee

- (A) A Referee is required to notify of a reportable incident by indicating on the Sign-on Sheet. Any incident which resulted in a player being Sin Binned or Sent Off, and
- (B) Any breaches of the Rules or Code of Conduct;
- (A) In the event of a player being Sent Off, the Referee must forward by 12:00 midday on the first business day following the Match, on the official NSWRU Send Off Report form, a full report of the incident to the Administrator. The Administrator will send a copy of the report to the Committee, the Judiciary and the President of the player's Club within 24 hours.
- (B) In the event of a breach of Rules or Code of Conduct the Referee must forward by 12:00 midday on the first business day following the Match on the Incident Report Form (available on the Website) a full report of the incident to the Administrator. The Administrator will review the report and either take action on the report, or refer the matter to the Committee for a decision, or refer the matter direct to the Judiciary.