

TOWNSVILLE AND DISTRICT RUGBY UNION



Junior Competition Rules 2017

Prepared by:

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Revision:



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1 DEFINITIONS

ARU is the Australian Rugby Union Ltd

BDRU is Bundaberg and District Rugby Union

BJRU is Brisbane Junior Rugby Union

CHRU is Central Highlands Rugby Union

CLUB is the affiliate / body that is a participant of the competition

COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition

CQRU is Central Queensland Rugby Union

DR is Downs Rugby

FNQR is Far North Queensland Rugby

GCDRU is Gold Coast and District Rugby Union

JUDICIARY is a Sub Committee as appointed by the Union

MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition

MDRU is Mackay and District Rugby Union

MIRU is Mt Isa Rugby Union

PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

QCRU is Queensland Country Rugby Union

QJRU is Queensland Junior Rugby Union

QRFSU is Queensland Rugby Football Schools Union

QRU is the Queensland Rugby Union Ltd

QSRU is Queensland Suburban Rugby Union

SCRU is Sunshine Coast Rugby Union

TDRU is Townsville and District Rugby Union

UNION is the governing body of the competition

WQRU is Western Queensland Rugby Union

WR is World Rugby

2 PREAMBLE

This Competition, as are all competitions played under the auspices of QRU, is an amateur competition. 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 / another recognised legal entity (Outside Provider) 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 QRU affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

3 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#) / <http://laws.worldrugby.org/?law=showallbynumbers> subject to as applicable, the following variations:

- 3.1 [Under 19 Variations](#) / <http://laws.worldrugby.org/index.php?variation=1>
 - (a) [ARU Under 19 Variations](#) / <http://www.aru.com.au/Portals/22/2016%20Laws/U19%20Laws%20ARU%202016.pdf>
- 3.2 [ARU Kids Pathway U6 to U12](#) / <http://www.aru.com.au/Portals/22/2016%20Laws/Kids%20Pathway%20Laws/Pathway%20Game%20Mods%20Summary%202016.pdf>
- 3.3 [10-a-side Variations](#) / <http://laws.worldrugby.org/?variation=3>
- 3.4 [7-a-side Variations](#) / <http://www.aru.com.au/communityrugby/PlayRugby/Sevens.aspx>
- 3.5 [And the variations and clarifications set out in Clause 6.](#)

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 ARU AND QRU POLICIES

All games will also be played in accordance with all [ARU Policies and QRU Policies](#) / <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 Number of Players – The Team

(a) Senior Representative Rugby

1. Includes QCRU Country Championships
2. Nominated number of players is 23
3. Law 3.15 applies with a maximum of 8 movements.

6.2 Under 19 Representative Rugby

- (a) Includes QRU Premier Colts and QCRU Country Championships
- (b) Nominated number of players is 23
- (c) Law 3.15 applies with a maximum of 12 movements.

6.3 Senior Non-representative Rugby – for Affiliates with more than two (2) or more grades

- (a) Includes Brisbane Premiership; CQRU; DR; FNQR; GCDRU; MDRU; QSRU; SCRUI; and TDRU
- (b) That for its highest grade i.e. 1st / A Grade, that each Affiliate have the option of implementing:
 - (i) the aforementioned Laws; or
 - (ii) Nominating 15 players; or

Not nominating the number of players, the maximum number of replacement / substitute players is 8 with a maximum of 8 movements (rolling substitutions).
 - (iii) The option is to be stated below at “Specific Union Requirements”
- (c) That for all other grades that the number of nominated players not be stated; however, that the maximum number of replacement / substitute players be 8.
- (d) That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements rolling substitutions).

6.4 Senior Non-representative Rugby – for Affiliates with only one (1) grade and for Outside Providers - includes BDRU; CHRUI; MIRU; and WQRU

- (a) That the number of nominated players be 15 players; or
- (b) Where the number of players is not nominated, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements rolling substitutions).

The option is to be stated below at “Specific Union Requirements”

- 6.5 Under 19 Non-representative Rugby (and Women’s Competitions) and for Outside Providers
- (a) That the number of nominated players not be stated; however that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.
- 6.6 Junior – Representative Rugby (Under 15 – Under 18)
- (a) Includes QRU / QJRU State Championships and BJRU – Division 1 only
- (b) Nominated number of players 23
- (c) Law 3.15 applies with a maximum of 12 movements.
- 6.7 Junior – Non Representative Rugby (Under 15 – Under 18)
- (a) That the number of nominated players be 15; or
- (b) Where the number of players is not nominated, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements
- (c) The option is to be stated below at “Specific Union Requirements”
- 6.8 Junior Rugby (ARU Kids Pathway [Under 6 & 7; Under 8 & 9; Under 10 and 11; and Under 12); Under 13 – Under 14)
- (a) ARU Under 19 Law Variation to Law 3.14 be noted i.e. unlimited rolling substitutions
- 6.9 Law 3.8 states: “A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match. The replacement of an injured player must be made when the ball is dead and with the permission of the referee.”
- 6.10 Scrums
- (a) The following Laws are to be noted as they are applicable:
- (i) Law 3.5; 3.6(b); (c); (d); and 3.14
- (ii) **NB** Law 3.6(d) does not apply to those Competitions that do not nominate the number of players or nominates 15 players
- 6.11 [Rolling Substitutions /
http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf)
- 6.12 [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](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf)
- 6.13 Regulation 12 – Provisions Relating to Player Dress – ARU 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.”

6.14 Regulation 17 – Illegal and Foul Play

(a) Temporary Suspensions (Yellow Card)

1. The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.
2. Where the temporary suspension is recorded against a player, the manager must record the type of temporary suspension as follows:-
 - (i) for a temporary suspension as a result of foul play = “F” (for foul play); and
 - (ii) for a temporary suspension as a result of other indiscretions (such as repeated team infringements, dissent, professional foul etc.) = “O” for other)

The referee will sign the team sheet to verify the designation of the temporary suspension. If the team sheet does not record the type of temporary suspension given to a player, then the player will be deemed to have received a temporary suspension for foul play.

3. 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.
4. Following this suspension the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil.
5. Temporary suspensions do not transfer to the next season.
6. Clubs must keep their own records of the number of temporary suspensions received by each of their players throughout the season.
7. Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.
8. In the event of a player receiving a red card for receiving two yellow cards within the same match, this will be considered dealt with under Part 1, rather than Part 2 of the Australian Disciplinary Rules. <http://www.aru.com.au/Portals/33/Policy%20Register/Disciplinary%20Rules/ARU%20Disciplinary%20Rules%202017.pdf>
9. In respect to any appeals of a suspension under this provision, refer to the Australian Disciplinary Rules.

(b) Send Offs (Red Card)

1. Match officials must, by 10.00 a.m. 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.
2. Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.
3. 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 6:00pm on the evening of the first working day following the weekend.

4. 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.
5. In the event of a match official's report not being before the Judicial Committee when a player would normally be due to appear 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.
6. There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
7. QRU's Rules for Judicial Hearings are available [here](http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf) / <http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf>.

6.15 Sanctions i.e. Suspensions – Foul Play

- (a) 17.19.10 Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:
 1. 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;
 2. 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;
 3. apply and be served when the Player is scheduled to play;
 4. be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
 5. be effective immediately (subject to Regulation 17.19.11(b)).

7 STANDARD COMPETITION RULES

7.1 Rugby Link

- (a) It is a mandatory requirement of ARU that all players are registered via ARU's [Rugby Link System](http://www.aru.com.au/runningrugby/Registration.aspx) – <http://www.aru.com.au/runningrugby/Registration.aspx>.
- (b) It is a mandatory requirement of QRU that the Competition Management System (CMS) attached to Rugby Link is also used for all Sub Union Competition games, Senior and Junior.

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:
1. Number of wins during the regular season; then if not resolved;
 2. Basis of the best ratio of points scored for and against; then if not resolved;
 3. The team that has scored the most number of tries in competition rounds; then if not resolved; and
 4. 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 must be contacted immediately the ground is considered unplayable or doubtful of being playable.
1. The Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (b) Subject to Clause 7.3(d), In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
1. 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.
 2. Where a match has been abandoned during half time or 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).
- (d) If a match is abandoned due solely to the behaviour or actions of one of the participating teams and/or their Participants (as determined by the match officials) then the Management Committee, in consultation with the match officials, may award the result of the match and the allocation of points to the opposition team.

7.4 Playing Field

- (a) Clubs hosting matches played under these rules must comply with the [ARU Medical and Safety Recommendations](http://www.aru.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx) / <http://www.aru.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx> 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 ARU Medical and Safety Recommendations when seeking any clarification.
- (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

1. All Goal posts within the playing enclosure must be padded.

(d) Playing Enclosure

1. All persons who are not Participants or Authorised Persons, pursuant to Clause 7.4(d)2 and 7.5, are not permitted to be within a 5 metre perimeter of the playing enclosure.
2. Persons authorised to enter Playing Enclosure (Authorised Persons) are as follows:
 - Medically Qualified Person – maximum two (2) / team
 - Teams (2 x)
 - Referee
 - Assistant Referees / Touch Judges (2 x)
 - No. 4 and No. 5
 - Sports Trainer – maximum two (2) per team
 - A maximum of 4 ball persons

7.5 Restrictions for Authorised Persons

- (a) 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.
- (b) Authorised Persons do not include a coach with the following exceptions:
 - Where the nominated coach is required to fulfil one of the listed roles in Clause 7.4(d). No coaching or technical instruction can take place while fulfilling one of the listed roles.
 - Where the nominated coach has been requested to enter the playing enclosure by the match official.

7.6 Authorised Persons

(a) Process

1. It is intended that the Club nominate persons to become Authorised Persons.
 - No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
 - Clubs seeking authorisation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to authorise a person at its absolute discretion.
 - An Authorised (ex Ball Persons) must have completed a SmartRugby course or higher qualification.

- All Authorised Persons entering the playing enclosure must be registered on Rugby Link – their details may be confirmed by searching Rugby Link.
- The home team shall appoint a field marshal who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee.
- Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

7.7 Schedule of Penalties

(a) 1st Breach of any Competition Rule may include any or all of the following:

1. Warning
2. Loss of Competition Point(s)
3. Issue of a Show Cause Notice
4. Monetary Fine
5. Expulsion from the Competition
6. Reversal of the match result (ie the losing team shall become the winning team and vice versa).

(b) 2nd or any Subsequent Breach of the same Competition Rule may include any or all of the following:

1. Warning
2. Loss of Competition Point(s)
3. Issue of a Show Cause Notice
4. Monetary Fine
5. Expulsion from the Competition
6. Reversal of the match result (ie the losing team shall become the winning team and vice versa).

7.8 Protests

- (a) All protests must be made in writing and signed by either the Club President or Club Secretary.
- (b) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.
- (c) Protests must be received by the Competition Manager by:-

- (i) the close of business on the first business day after the alleged breach in the case of a breach of the competition rules or the result of a match; or
 - (ii) by the close of business 7 days after the decision is published or distributed by the Management Committee or the act or omission is committed in the case of other protests.
- (d) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
 - (e) All witness statements must be tendered on a signed statutory declaration form.
 - (f) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
 - (g) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
 - (h) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

7.9 Time Periods

- (a) Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his or her discretion to allow reasonable extensions of time.
- (b) Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his or her discretion to shorten the timeframe specified herein to allow for urgent resolution of protests.

7.10 Uncontested scrums

- (a) It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at 1st Grade level.
- (b) That to be successful in the competition at this level a team should have contested scrums.
- (c) It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible.
- (d) If a team commences the game with non-contested scrums as confirmed by the referee the Competition Committee shall require the team to provide an explanation and depending upon all of the circumstances the Competition Committee shall determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in clause 7.7.

- (e) No decision shall be made until such time as the club has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums.
- (f) There is no appeal against the decision of the Competition Committee to the Judicial Appeals Committee or otherwise except against the decision to disqualify the team from participation in the competition.

8 SPECIFIC UNION REQUIREMENTS

8.1 TEAM NOMINATIONS

- (a) Participation and/or competitions shall be initiated by the calling of nominations at a time determined by the Management Committee.
- (b) Team nominations must list the name of the team and all information requested by the Management Committee for the purpose of placing the team in the most appropriate competition.
- (c) Team nominations must list contact information for that team and provide all other information requested by the Management Committee.
- (d) Team nominations must be accompanied by any team nomination fee fixed by the Management Committee.
- (e) A team will be considered registered on approval of its nomination by the Management Committee.
- (f) A registered team nomination may be cancelled or suspended by the Management Committee.

8.2 REGISTRATION OF PLAYERS

- (a) A player may play for the club of his/her choice, subject to compliance with the Rules of Competition as set out herein.
- (b) No person shall be eligible to play with a club within the Association unless that player has been registered with the ARU via the Rugby Link system.
- (c) Senior players must be 18 years of age to be eligible to play in any open age competition (excluding U19 Competitions). A player registered in the U19 Competition who has attained the age of 18 years is eligible to participate in both Open Age Competition and U19 Competition subject to compliance with the QRU policy for Movement between Age Grade (U19 law variations) and Senior Rugby.
- (d) Clubs must prove to their satisfaction the eligibility of players to participate. Failure to confirm the eligibility will make the club and/or player liable to suspension and/or penalty.
- (e) No permission to play will be granted to a registered player of another Union unless he/she produces the written consent on the appropriate form provided by the ARU.
- (f) A player officially registered with a club may only change clubs across competitions in Queensland with the written permission of the QRU. Applications for permission to change clubs must be submitted to the QRU.
- (g) A player officially registered with a club may only change clubs within the same competition with the written permission of the Management Committee. Applications for permission to change clubs must be submitted to the Management Committee via the

ARU Rugby Link system. Such player shall not play with the club to which he/she wishes to transfer until confirmation of the transfer via the ARU Rugby Link system. If such transfer has not been approved prior to the player playing for the proposed new club, the Management Committee will subsequently notify the club that the club has played a player registered with another club. The Management Committee will then determine the resultant penalties. The player concerned shall be deemed ineligible to play for any club until his/her application has been considered by the Management Committee.

- (h) Any player or reserve player selected to represent Townsville or any other TDRU approved Representative Team in any grade who does not play in the match for which they are so selected or does not attend the appointed training times without reasonable excuse shall not be eligible to represent their club or any other body in any match under the jurisdiction of the TDRU played within fifteen days of the representative match or such other lesser time period as determined by the Management Committee. A player (or club on player's behalf) may apply to the Management Committee to be excused from Representative commitments.
- (i) A club in breach of any of the above rules may:-
- Receive a warning;
 - Lose all Competition Points derived from the actual (match(es) in question or have the result of the match reversed, as determined by the Management Committee;
 - Lose additional Competition Points;
 - Be issued with a Show Cause Notice as to why any further sanction should not be imposed on the offending Club/Team Management – this includes, but not limited to, such things as Breach of Code of Conduct proceedings/monetary fine/loss of additional competition points.

8.3. THE COMPETITION

8.3.1 THE 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) Request for amendments to the schedule of matches are to be received in writing from a Club President or Secretary and lodged by hand, fax, post or e-mail to the Competition Manager of the TDRU.

8.3.2 COMPETITION POINTS

- (a) Position on the competition table will be determined by competition points.
- (b) Where ever possible, every team in each competition shall be drawn to meet every other team in that competition in a series of rounds and the number of such rounds to be played in any competition shall be determined by the Management Committee.
- (c) A win shall count as four competition points to the winning side and in the event of a draw each side shall be awarded two points.

- (d) No competition points will be awarded for a bye.
- (e) Any team scoring four tries or more in a competition game shall be awarded one point irrespective of the outcome. A losing team shall receive one competition point if that team loses by seven (7) points or less in addition to any bonus point that it may receive for scoring four (4) tries or more.
- (f) At the end of the final round in any competition there shall be determined a final round ladder of all teams. The first of the teams shall be the minor premiers of the competition and play the second of the teams in a match called the qualifying semi-final. The third of the teams shall play the fourth of the teams in a match to be called the elimination final. The losing team of the elimination final is eliminated from the competition. The losing team in the qualifying semi-final shall play the winning team in the elimination final in a match to be called the preliminary final. The winner of the qualifying semi-final shall play the winning team in the preliminary final in a match to be called the grand final and the winner of the grand final shall be the winner of the competition.
- (g) The positions on the final round ladder shall be determined in accordance with clause 7.2.
- (h) In the event of there being less than four teams in a competition ladder at the end of the final round in any competition, or in the event of there remaining less than four participants in any competition at any stage of the season the winner of that competition shall be decided in such a manner as the Management Committee from time to time shall determine.
- (i) Coaches and Managers of teams in the competition must ensure that all players have been registered on Rugby Link in accordance with Clause 8.2 (b).
- (j) Coaches and Managers of teams competing in the competition will be required to have a current Smart Rugby Accreditation from the ARU.
- (k) Coaches and Managers of teams playing in the Under 19 competition are required to have a current The Commission for Children and Young People and Child Guardian Suitability Card (Blue Card), subject to any exemptions allowed for under the *Working with Children (Risk Management & Screening) Act 2000*.

8.3.3 FORFEITS

- (a) 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 opposing club will be awarded 5 competition points for that match and their points "for" will be increased by 50 points. The forfeiting club will be awarded no competition points for that match and their points "against" will be increased by 50 points. In addition any team which forfeits a match and has not provided notice of the forfeit to both the opposing team and the Management Committee before 8pm on the Thursday immediately prior to the allocated match will have deducted 5 competition points. However, upon written request the Management Committee is entitled to review the deduction of the competition points and can reinstate the deducted competition points if satisfied exceptional circumstances exist.
- (b) In the case of a club withdrawing a team(s) from the competition, the Management Committee will determine what occurs with competition points so as to ensure no team remaining in the competition is unfairly affected by the withdrawal of that team.

- (c) A club which has reasonable grounds for suspecting that it may not be able to field a team at the time, date and place set for a match must give notice to the opposing club, the Townsville & Districts Rugby Referees Association and the Management Committee not later than 8:00 p.m. on the Thursday immediately prior to the allocated match.
- (d) Any club which is unable to field 80% of their team at the time, date and place set for the match may forfeit the match. In the case where the team alleged to have forfeited have not given notice in accordance with Clause 8.3.3(e) above, then the team seeking to claim a forfeit must establish that they, themselves, had at least 80% of their players at the time, date and place set for the match and that either:-
- (i) that the opposing team through a club or team official verbally notified the club that they forfeit the match; or
 - (ii) that the opposing team did not have available 80% of their players at the time, date and place set for the match; or
 - (iii) that the opposing team did not comply with a specific by-law or rule giving rise to an entitlement to claim a forfeit.
 - (iv) that the Management Committee have determined that the game should be declared a forfeit;
- (e) Any team which forfeits three matches in any one grade from the competition must be referred to the Management Committee to determine what if any penalty should be imposed upon that team.

8.3.4 DURATION OF MATCHES

- (a) All matches are to be played in accordance with Law 5. The Competition Manager will make variations for the Second Grade, Third Grade, Under 19 and Women competitions consistent with WR and ARU Under 19 Law Variations and for reasons associated with player safety.
- (b) Any team not prepared to commence a match at the time, date and place set for the match may be the subject of a claim for a forfeit.
- (c) The Management Committee may give directions from time to time to match officials to reduce playing time to ensure following matches commence at the scheduled time or for reasons associated with player safety. Wherever possible this should not be applied to 1st Grade fixtures.
- (d) Subject to the above, the game time shall be as follows:
- U08 – 15 minutes each way;
 - U10 – 20 minutes each way;
 - U11 – 20 minutes each way;
 - U12 – 25 minutes each way;
 - U13 – 25 minutes each way;
 - U14 – 25 minutes each way;
 - U15 – 25 minutes each way;
 - U16 – 25 minutes each way;
 - U17 – 30 minutes each way;

8.3.5 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.

8.4 CODE OF CONDUCT

- (a) All players, club administrators, employees, club supporters, coaches and managers must comply with the Code of Conduct of the Australian Rugby Union;
- (b) Alleged breaches of the Code of Conduct will be dealt with pursuant to the "Breach of Code of Conduct Procedures" adopted by the TDRU.

8.5 CITING BY OFFICIALS

- (a) A Nominated Club Official may cite a player in accordance with the Australian Disciplinary Rules adopted by the TDRU.
- (b) The TDRU Management Committee may cite a player in accordance with the Australian Disciplinary Rules adopted by the TDRU.
- (c) In this clause a "Nominated Club Official" means the elected:-
 - (i) President;
 - (ii) Secretary; or
 - (iii) Treasurer;

of the club.

8.6 MATCH RESULTS AND TEAM LISTS

- (a) It is the responsibility of each team to furnish, on official forms, to the Competition Manager, the results and team lists for all matches played, no later than the times specified.
- (b) Match result sheets showing team lists, scores and scorers, and any players given a temporary suspension, in each grade, will be completed by each team for both home and away matches and lodged with the Competition Manager no later than the times specified. The form is to be counter-signed by the referee and each Team Manager in the space provided.
- (c) A team that neglects to lodge properly completed match results sheets on time will be referred to the Management Committee by the Competition Manager for second and subsequent breaches.

8.7 CLUB CHAMPIONSHIPS

- (a) In junior grade competitions the TDRU shall also conduct a club championship in every season and that competition shall be determined on the basis that the club having the highest aggregate of competition points in all junior grades shall be the champion club. In the event of a tie there shall be joint champion clubs for the season.

8.8. FINALS SERIES MATCHES

8.8.1 TIMES AND VENUES

- (a) All semi-final (i.e. elimination final and major 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.

8.8.2 FINALS SERIES PLAYER ELIGIBILITY

- (a) A player must have played at least seven (7) games in the current season in the relevant grade competition to be eligible to play in any grade semi-final, final, grand final or play-off matches (final series matches).
- (b) In competitions where clubs nominate multiple teams in the same grade or age group a player is deemed to belong to the team for which the player is first recorded on a team sheet after Round 4.
- (c) For the purposes of Rule 8.8.2, unless it is clearly evident by reference to submitted team sheets that the player is a member of another team, the player's eligibility is determined by reference to the nominated starting team on a team sheet.

8.8.3 DISPENSATION

- (a) The Management Committee have the discretion to allow a player to participate in final series matches where failure on the part of the player in question to participate in seven games has been caused by:
 - (i) Injury;
 - (ii) Forfeits;
 - (iii) Any other reason.

For the removal of any doubt, the fact that a player may fulfil one or more of the criteria set out above does not automatically entitle that player to a dispensation and the dispensation shall remain at the discretion of the Management Committee taking into account all of the facts and circumstances (i.e. a player may not qualify for the 7 games due to injury but this does not automatically qualify the player for dispensation. In exercising its discretion, under this clause, the Management Committee may also take into account the relevant player's playing history, including representative record in rugby union or other sports, such as rugby league, and have regard to the grade that the player is seeking to participate in.

8.8.4 FINAL SERIES RULES

- (a) Unless the Management Committee has approved specific rules, these Competition Rules shall apply to all Final Series matches.

8.8.5 DRAWN MATCHES DURING FINAL SERIES

- (a) For Under 10; 11; and 12 - In the event that the points scored by the respective teams in a final series match are equal at the expiration of the time set out in Rule 8.3.4(d), then the winning team shall be deemed to be the team occupying the higher position on the competition ladder, unless the match is a Grand Final.
- (b) For Under 13; 14; 15 ;16; and 17 – In the event that the points scored by the respective teams are equal at the expiration of the time set out in Rule 8.3.4(d) in a Grand Final, then extra time shall be played. In all grades, extra time of ten (10) minutes shall be played in two (2) equal periods of not more than five (5) minutes.
- (c) In a Grand Final match, if, after extra time (as applicable), the points scored by the respective teams remain tied, then the teams will be declared Joint Premiers.