

Illawarra District Rugby Union Inc.

Competition Rules 2017



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Part 1. Definitions and Interpretation

- 1.1 In these rules, unless the contrary intention appears:
- 1.1.1 **ARU** means the Australian Rugby Union Ltd;
 - 1.1.2 **board** means the board of directors of the IDRU;
 - 1.1.3 **business day** means any day other than a Saturday, Sunday or public holiday in New South Wales;
 - 1.1.4 **club** means each rugby body that is a participant in the competition;
 - 1.1.5 **code of conduct** means the IDRU Code of Conduct;
 - 1.1.6 **combined team** means an U19 Colts team comprising members of 2 or more clubs;
 - 1.1.7 **competition** means the rugby competition conducted by the IDRU between teams having no age limit and U19 Colts;
 - 1.1.8 **finals series** means the competition matches described in rule 6.1;
 - 1.1.9 **first aid officer** means a person with basic first aid certification or higher qualification;
 - 1.1.10 **home club** means the club at whose home ground a competition match is played;
 - 1.1.11 **IDRU** means the Illawarra District Rugby Union Incorporated;
 - 1.1.12 **IDRURA** means the Illawarra District Rugby Union Referees Association Incorporated;
 - 1.1.13 **IRB** means the International Rugby Board;
 - 1.1.14 **judiciary** means the judicial committee appointed by the IDRU;
 - 1.1.15 **Laws of the Game** means the Laws of the Game of Rugby Union as framed by the IRB;
 - 1.1.16 **match day controllers** means the persons appointed as such by the home club and the visiting club for the purpose of these rules;
 - 1.1.17 **match score card** means the match result sheet referred to in rule 5.15;
 - 1.1.18 **minor premiership competition** means the competition matches described in rule 5.1.2;
 - 1.1.19 **playing enclosure** means the area so defined in the Laws of the Game;
 - 1.1.20 **registrar** means the registrar of the IDRU;
 - 1.1.21 **replacement** means a player who replaces an injured team-mate;
 - 1.1.22 **rolling substitution** means the replacement of a player by a substitute and the subsequent return to the field of play by the player on unlimited occasions during a match but within the total team replacement limit;
 - 1.1.23 **rugby chairman** means the chairman of the rugby committee;



- 1.1.24 **rugby committee** means the committee appointed by the IDRU to oversee the management of the competition;
- 1.1.25 **Rugby Link** means ARU online player registration and competition management system;
- 1.1.26 **substitute** means a player who replaces a teammate for tactical reasons;
- 1.1.27 **team** means the 15 players of a club who start a match plus any authorized replacements and/or substitutes;
- 1.1.28 **U19 Colts** means teams of players who are less than 19 years old at 1 January in the year of the competition;
- 1.1.29 **visiting club** means the club against which a home club plays a competition match.

1.2 In these rules:

- 1.2.1 words indicating the singular number include the plural number and vice versa;
- 1.2.2 words indicating a gender include each other gender;
- 1.2.3 where an expression is defined, another part of speech or grammatical form of that expression has a corresponding meaning.

Part 2 Laws of the Game

- 2.1 Matches must be played in accordance with the *Laws of the Game* and the rulings on those laws, as published by the *IRB*, and the Australian Rugby Pathway, the *code of conduct* and all rules, by-laws, policies and directions of both the *ARU* and *IDRU*.

Part 3 Team Nominations

- 3.1 Clubs wishing to participate in the competition must submit to the rugby chairman, by the date specified by the IDRU Board, details of their teams, coaches and all other information required by the IDRU Board for the purpose of placing those teams in the most appropriate competition and grades.
- 3.2 A team will be considered accepted into the competition on approval of its nomination by the IDRU Board.
- 3.3 First grade and club coaches must be level 2 accredited by the ARU.
- 3.4 All coaches of lower grades and U19 Colts must be level 1 accredited by the ARU as a minimum.
- 3.5 All coaches and assistant coaches must have current accreditation by the ARU and be Smart Rugby compliant.
- 3.6 In exceptional cases, exemption from the above coaching requirements may be granted by the IDRU Board following application in writing.
- 3.7 Where a team or club cannot demonstrate compliance of the above coaching requirements, financial and/or competition point penalties may be imposed.



- 3.8 Each team nomination must list the coach for that team and the coach's Rugby Link registration number so that the mandatory Smart Rugby compliance and other qualification compliances can be assessed.

Part 4 Registration of players

- 4.1 A player can play for the club of the player's choice.
- 4.2 Subject to rule 4.3, no person can play for a club unless that player has signed a registration form and is registered by the club via Rugby Link, with the ARU. A player under the age of 18 years must have the player's registration form signed by the player's parent or legal guardian and be accompanied by appropriate proof of the player's age.
- 4.3 Each player's registration must be entered on Rugby Link by the club prior to the player taking part in any trial or competition match for the club.
- 4.4 All players must have photo ID (taken not more than 3 years previously) entered on Rugby Link by their club.

Note: A player is **NOT** deemed to be registered unless the registration has been activated in Rugby Link. If the player does not appear in the list of available players when selecting teams in Rugby Link, they are **NOT** registered and therefore should **NOT** take the field. Proper registration of players will ensure that the club has fulfilled its responsibilities under duty of care to the players as prescribed by Smart Rugby.

- 4.5 Each registration form must be retained by the player's club for 10 years and must be produced for inspection on request by the rugby chairman. The rugby chairman must produce for inspection any registration form held by the IDRU within 7 days after request by a club.
- 4.6 All players in the competition must be at least 18 years of age to be eligible to play unless an exception has been granted under the ARU Senior Rugby Policy. Application for an exception should be made to the rugby chairman as Competition Manager. No exception will be granted unless the applicant is at least 17 years of age.

Note: Reference should be made to the ARU Senior Rugby Policy on the 2 Year Window.

- 4.7 Clubs must be able to prove to the rugby chairman's reasonable satisfaction the eligibility of players to participate in the competition and the correctness of all information in the registration forms. Failure to do so will make the club and the player concerned liable to suspension or other penalty.
- 4.8 A player currently registered with a club can only change to another club with the permission of the rugby chairman. An application for that permission must be made as follows:
 - 4.8.1 Clearance application must be submitted to the rugby chairman via Rugby Link.
 - 4.8.2 The player's current club must respond to notice of the application within 5 days.



4.8.3 The application will not be granted if the player is:

- a) indebted to that club (i.e. if any sum of money remains unpaid by the player for 30 days after the date by which payment was due to be made to the club); or
- b) a member of a U19 Colts team applying to change during the current season from a club having players in that team to another club having members of a U19 Colts team.

4.8.4 The player must not play with the club to which the player wishes to change until the application has been approved.

4.9 A player registered with a rugby body other than the IDRU must obtain all relevant clearances from that body via Rugby Link and to the satisfaction of the rugby chairman prior to registration with a club.

4.10 All players registered to play in the competition must be available for selection in IDRU representative teams. If a player is given not less 48 hours notice of selection in such a team but is unable or unwilling to play for any reason, the player will be ineligible to play for the player's club on the same weekend of the relevant representative match.

4.11 The board can grant a player exemption from rule 4.9 if it considers that there is good reason for doing so.

4.12 Any application for exemption must be made in writing stating the reason for applying not later the first competition match in which the player participates.

5. Minor Premiership Competition

5.1 Draw

5.1.1 The competition will be conducted in accordance with a schedule of matches, including venues, drawn up before the start of the playing season and varied as necessary from time to time.

5.1.2 As far as practicable, the draw must provide for each club to play each other club once at one club's home ground and once at the other club's home ground. Where the team is part of a combined team, the home ground must be decided by clubs having members in that team.

5.2 Competition points

5.2.1 Positions on the competition table at the conclusion of the minor premiership series will be determined by competition points awarded as follows:

Win – 4 Bonus point for win or loss including 4 tries or more – 1

Draw – 2

Loss by 7 or less – 1

Loss by more than 7 points – 0



Bye – 0

- 5.2.2 If 2 or more teams are equal on competition points for any position, the higher placed team will be determined:
- a) by the most number of wins during the minor premierships series, but
 - b) if still equal, by the higher ratio of points scored for and against the team in all competition matches, but
 - c) if still equal, by the higher ratio of points scored for and against the team in matches played against teams on equal competition points.
- 5.2.3 The club championship will be awarded to the club gaining the highest aggregate of competition points awarded to all its teams in the minor premierships series and adjusted as follows:
- 1st grade - competition points x 5
 - 2nd grade - competition points x 3
 - Colts – Competition points x 2
 - 3rd grade - competition points x 1
- 5.2.4 If 2 or more clubs gain the same number of points, they will be declared joint club champions.

5.3 Change of venue

- 5.3.1 If the venue of a match is unplayable or otherwise unavailable for any reason, the home club must, using the IDRU change of venue notification form, advise the rugby chairman, the visiting club and the IDRURA as soon as practicable after the venue is considered unplayable or otherwise unavailable.
- 5.3.2 The rugby chairman, after consultation with the clubs involved, must direct that the match be played at a suitable alternative venue using the following procedure:
- 5.3.2.1 If the change in venue occurs in the first round:
- a) The home club should identify an acceptable alternative venue for the match to be played, on the originally allocated date and time, but if this is not possible
 - b) The home club and the visiting club will swap rounds, but if this is not possible due to conflicting events
 - c) The match will be transferred to the first available spare round, but if this is not possible
 - d) the match will be played at a time and venue as directed by the rugby chairman.
- 5.3.2.2 If the change in venue occurs in the second round:
- a) The match will be played at the visiting club's home ground on the originally allocated date and time, but if this is not possible
 - b) The home club should identify an acceptable alternative venue for the match to be played, on the originally allocated date and time, but if this is not possible
 - c) The match will be played at a time and venue as directed by the rugby chairman.

5.3.2.3 If the match is played on a ground which is not the home ground of either club, the club originally drawn to be the home club is taken to be the home club for the purpose of these rules.

5.4 Abandoned Matches

5.4.1 If a match has to be abandoned for any reason beyond the control of the referee:

5.4.1.1 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; and

5.4.1.2 Where a match has been abandoned after the completion of the first half, the score at the time of abandonment will be the result.

5.4.2 If a match has to be abandoned for any reason involving unacceptable behavior on the part of players or any other persons, or for any other similar reason, the board must determine if any points will be awarded to, and if any penalties will be imposed on, the competing teams.

Note: Action under this rule will not affect any other action which may be taken under these rules.

5.4.3 If a serious injury prevents the completion of a match, the result of that match at the time when it is terminated will stand if 50% or more of actual playing time has been played. The clubs involved may, by mutual agreement and with the approval of the IDRU, replay the match even where 50% of actual playing time has been completed.

5.5 Forfeits

5.5.1 If a club is forced to forfeit a match in the grade competition, it must forfeit the lowest grade of grades representing that club on the day of that match.

5.5.2 If a club forfeits a grade higher than a grade already played on that day, that club will be taken to have forfeited all grades previously played on that day. However, any point differential greater than 28 - 0 in favor of the non-forfeiting club will be preserved.

5.5.3 Each match forfeited by a club will be taken to have been won 28 – 0, including 4 tries, by the opposing club on the day on which the match, but for the forfeit, would have been played. The opposing club must enter the player statistics for that match regardless. The home team must enter the match result as 4 tries and 4 conversions into rugby link (See 5.15).

5.5.4 A club proposing to forfeit a match must inform the rugby chairman, the IDRURA and the opposing club of that proposal as soon as practicable and not later than 12 noon on the Friday preceding the match.

5.5.5 A team which forfeits 2 consecutive matches or a total of 4 matches will be taken to have withdrawn from the competition. Match points (for and against) scored in matches played by that team, and competition points awarded for those matches, will not be counted.

5.5.6 A team which forfeits a 1st grade match will also lose 4 competition points.

5.6 Times and duration of matches

5.6.1 Competition matches will be conducted in 2 equal periods with an interval of 5 minutes. The duration of competition matches and commencement times will be:

Grade	Each half	Commencement
1st	40 mins	3.20pm
2nd	35 mins	1.50pm
3rd	30 mins	12.40pm
U19 Colts	35 mins	

5.6.2 Any team with less than 10 players on the field:

5.6.2.1 properly dressed and ready to play 10 minutes after the appointed time for commencement of the match; or

5.6.2.2 During the course of the match as a result of injury or temporary suspension or ordering off by the referee, will be taken to have forfeited that match. The referee must note that occurrence on the match score card.

5.6.3 Any time lost in commencing a match for whatever reason must be taken off that match if that is necessary to ensure that the following matches can commence at the scheduled time.

5.6.4 Subject to rule 5.3, the time, day and venue must not be altered less than 10 days prior to the match unless under exceptional circumstances. Any alteration must be with the approval of the opposing club and the rugby chairman.

5.6.5 Subject to the above rules, all matches are to be played in accordance with Law 5 of the Laws of the Game.

5.7 Player uniform

5.7.1 Each player taking part in a match must wear a jersey with sleeves, shorts and long socks in the colours of the player's club approved by the IDRU. The back of each jersey must have a distinguishing number. Numbers must be of a minimum height of 150 mm and be of a colour that is easily discernible at a reasonable distance from the match.

5.7.2 Playing apparel must display the logo of the IDRU principle sponsor "The Builders Club" as per logo distributed to all clubs and of standard size 9.5cm x 6.5cm.

5.7.3 No 2 players can wear the same number jersey. It is accepted that where there is provision for 12 replacements (3rd grade) that 4 players may need to wear a jumper with a number that has already been on the field. However at no time are two matching numbers allowed on the field at the

same time (i.e. two number 8)

- 5.7.4 The distinguishing number must correspond with the information supplied by the club on the Match Score Card for that match and for any program for the match.
- 5.7.5 Players must wear only boots or shoes that conform to IRB Regulation 12.
- 5.7.6 A player who is not correctly attired as per Clause 5.7.1 through 5.7.4 will not be permitted to participate in a match.
- 5.7.7 Players in combined teams must wear the jersey of one of the clubs of which the players are members. The decision on which jersey must be agreed on between the relevant clubs. This may change on a match to match basis. Those players must wear the shorts and socks of the club with which they are registered.

5.8 Footballs

- 5.8.1 The home club must provide 3 serviceable ARU approved footballs for every match.
- 5.8.2 The footballs not in play must be kept on each touch line for the duration of the match to avoid time loss when the match ball goes out of play.
- 5.8.3 The IDRU must provide footballs for all finals series matches
- 5.8.4 The IDRU can issue sponsored footballs for use in any match as directed by the IDRU.

5.9 Venue facilities and personnel

5.9.1 Playing Enclosure

- 5.9.1.1 Where a fully enclosed playing enclosure is being used for a match, the home club must ensure that the spectators remain outside the playing enclosure.
- 5.9.1.2 Where the playing enclosure is not fully enclosed, the home club must provide ropes supported by stakes or other barriers for the control of spectators. Those ropes or other barriers must be erected a minimum distance of 5 metres from each touch line, or where that is not possible, as far from each touch line as practicable and generally in accordance with the attached plan.
- 5.9.1.3 The only persons authorized to enter the playing enclosure during a match are:
 - the 2 competing teams
 - the referee
 - assistant referees/touch judges
 - 2 ball boys
 - reserve players
 - a medical practitioner, physiotherapist or first aid officer
 - 3 water runners for each team
 - the manager of each team
 - the match day controllers.

- 5.9.1.4 The home club must ensure that all other persons, including coaches, remain outside the playing enclosure bounded by the ropes or other barriers.
- 5.9.1.5 The reserve players, medical practitioner, physiotherapist or first aid officer, water runners and team managers must retire to the seats to be provided for them by the home club when their services on the playing enclosure are not immediately required. Water runners may only enter the field of play with the referee's consent and must not do so at kick off or when a penalty kick is being taken.
- 5.9.1.6 Medical practitioners, physiotherapists, first aid officers and water runners must wear the colored vests that indicate their role.

5.9.2 Ground conditions

- 5.9.2.1 The home club must ensure that the ground is marked out in accordance with the Laws of the Game, including all flag posts. All 4 goal post uprights must be fitted with protective pads.
- 5.9.2.2 The home club must ensure that objects such as cricket pitches or in ground watering systems are properly covered for the safety of players.
- 5.9.2.3 Any objection by either team about the ground or the way in which it is marked out and protected must be made to the referee before the match starts. If teams cannot agree as to the safety of the ground the referee must decide whether the game can begin. If there is any doubt as to the safety of the ground the referee must not allow the game to begin until the ground has been made safe.

5.9.3 First aid

- 5.9.3.1 In accordance with ARU safety directives, the home club must supply:
- a stretcher, preferably a scoop stretcher and cervical collar;
 - a medical room equipped with adequate lighting, running water, first aid equipment and a telephone;
 - a fully equipped first aid kit;
 - a person with a current Neck Safe qualification.
- 5.9.3.2 at each match each club must supply a first aid officer.

5.9.4 Referees

- 5.9.4.1 A referee must be appointed for each match by the IDRURA. All referees appointed by the IDRURA must be Smart Rugby compliant.
- 5.9.4.2 If the referee appointed does not attend within 5 minutes before the time appointed for commencement of the match, a suitably qualified referee must be appointed by agreement between the teams. If they cannot agree, the home club must appoint a referee.

- 5.9.4.3 If the appointed referee cannot continue to officiate through illness or injury, a suitably qualified substitute for the remainder of the match must be appointed by that referee unless the referee's illness or injury is of such nature to disable the referee from doing so. In that case a substitute must be appointed by agreement between the teams. If they cannot agree, the home club must appoint a referee.
- 5.9.4.4 Each club must have as registered members one referee for every team. At least one of these referees must be available to substitute for the referee appointed to officiate at each match. For the purpose of this rule a referee is a person who has completed the Foundation Course conducted by the New South Wales Rugby Union.
- 5.9.4.5 If the home club is unable to appoint a referee when necessary under rule 5.9.4.3 or rule 5.9.4.4, it will be taken to have forfeited the match.
- 5.9.4.6 Prior to the commencement of any match, referees must inform players that they are required to comply with the code of conduct.
- 5.9.4.7 Referees must act immediately upon any report received from an assistant referee involving a breach of the code of conduct.

5.9.5 Assistant referees/touch judges and ball boys

- 5.9.5.1 In all matches except finals series matches each club must provide an assistant referee and a ball boy.
- 5.9.5.2 Assistant referees must wear a jersey or shirt of a colour distinguishable from those of the competing teams, boots or shoes and must carry a flag.
- 5.9.5.3 Assistant referees must carry out their duties as defined in the Laws of the Game and each club is responsible for the competence and proper uniforming of those assistant referees.
- 5.9.5.4 Upon receipt of a report from a match day controller involving a breach of the code of conduct an assistant referee must request the referee to halt play until such time that the incident leading to the report has been resolved.
- 5.9.5.5 In finals series matches assistant referees must be appointed by the IDRURA and the competing clubs must provide ball boys.

5.9.6 Match day controllers

- 5.9.6.1 The home club must appoint a match day controller to be responsible for the proper conduct of matches at that club's home ground and specifically to be responsible for compliance, during and after matches, with the code of conduct and the competition rules.
- 5.9.6.2 The home club match day controller must ensure that:
- 5.9.6.2.1 the ground is properly prepared in accordance with these rules;



- 5.9.6.2.2 the first aid equipment and facilities required by these rules have been provided;
 - 5.9.6.2.3 each club has provided a competent assistant referee/touch judge in uniform complying with these rules;
 - 5.9.6.2.4 players take the field for each match on time;
 - 5.9.6.2.5 players' jerseys are correctly numbered and correspond with any match program and that any ground announcer is notified of any changes;
 - 5.9.6.2.6 the score is accurately and legibly displayed throughout each match;
 - 5.9.6.2.7 only persons authorized to enter the playing enclosure do so in accordance with these rules;
 - 5.9.6.2.8 each player temporarily suspended retires from the playing enclosure and that the referee is notified when 10 minutes has elapsed following that suspension;
 - 5.9.6.2.9 each player ordered to have bleeding controlled and/or have an open wound covered retires from the playing enclosure;
 - 5.9.6.2.10 players temporarily suspended or ordered to have bleeding controlled and/or have an open wound covered return to the playing enclosure only when permitted by the referee;
 - 5.9.6.2.11 in conjunction with the visiting club's match day controller ensure that all spectators, including club officials and reserve players, abide by the code of conduct and, if necessary, take such action as provided by the code and the competition rules to ensure compliance.
- 5.9.6.3 The visiting club must appoint a match day controller who must:
- 5.9.6.3.1 identify himself or herself to the home club's match day controller before the commencement of play;
 - 5.9.6.3.2 be responsible for his or her club's compliance with the competition rules;
 - 5.9.6.3.3 comply with all reasonable requests of the home club's match day controller; and
 - 5.9.6.3.4 in conjunction with the home club's match day controller ensure that all spectators, including club officials and reserve players, abide by the code of conduct and, if necessary, take such action as provided by the code and the competition rules to ensure compliance



5.9.6.4 Match day controllers must wear coloured vests bearing the title “Match Day Controller” and club name represented.

5.10 Replacement and substitution of players

- 5.10.1 Law 3 of the Laws of the Game relating to the replacement and substitution of players in competition matches will apply subject to the following variations:
- 5.10.2 A club may nominate up to 12 replacements/substitutes in 3rd grade teams and up to 8 replacements/substitutes in other teams. Teams can only use nominated players as replacements or substitutes;
- 5.10.3 there shall be a team replacement limit in 1st, 2nd and Colts grades of 8 replacements and a team replacement limit of 12 replacements in 3rd grade.
- 5.10.4 a team can substitute up to 3 front row players and up to 9 other players in 3rd grade teams and up to 5 other players in other teams;
- 5.10.5 rolling substitutions, within the team replacement limit, are permitted in all matches other than 1st grade.
- 5.10.6 and any substitute who takes the field of play immediately following the awarding of a penalty kick or after a try has been scored cannot take the ensuing kick at goal.

5.11 Uncontested scrums

- 5.11.1 There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.
- 5.11.2 Should a team not be able to meet this obligation for any reason during a game, or should a team not have 3 suitably trained front row players to commence a game with contested scrums, then this team must play with one player fewer than would otherwise be allowed.
- 5.11.3 If, subsequently, a qualified front row player becomes available so that scrums can be contested, then that player will be allowed onto the field of play and the team may return to the appropriate complement of players.
- 5.11.4 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.
- 5.11.5 All matches are permitted to commence with uncontested scrums. However a team electing to do so in 3 matches must obtain the approval of the board to remain in the competition.

5.12 Temporary suspension – management

- 5.12.1 The temporary suspension of a player must be recorded on the Rugby



Link match Score Card (see 5.15) prior to the signing by the referee.

5.12.2 If a player incurs 3 or more temporary suspensions in any matches during the calendar year of the competition, the following additional penalties will apply:

- 3 temporary suspensions – 1 match suspension
- 5 temporary suspensions – 2 match suspension
- more than 5 temporary suspensions – suspension until appearing before the judiciary which will determine an appropriate penalty.

Note: These suspensions are automatic and cannot be appealed.

5.12.3 The registrar must:

5.12.3.1 keep a record of players who have been temporarily suspended during the competition;

5.12.3.2 notify the relevant club of:

- any suspension applying to a player under rule 5.12.2; and if applicable, the requirement that the player appear before the judiciary for the determination of an additional penalty; and
- notify the judiciary chairman of any player required to appear for that purpose.

A suspension under rule 5.12.2 applies whether or not notification is given under this rule.

5.13 Players ordered off for misconduct

5.13.1 Each match score card must record the name of each player ordered off the field of play (See 5.15).

5.13.2 A player ordered off the field of play will be suspended from playing until the player's case has been decided by the judiciary.

5.13.3 The judiciary must meet as directed by the board or when necessary throughout the season to hear cases. Unless otherwise directed by the board, the judiciary will meet at The Builders Club, Church Street, Wollongong at 5.00pm on each Wednesday after a competition match in which a player is ordered off the field of play. The player must attend that meeting.

5.13.4 Despite rule 5.13.3, if the player sent off is unable to attend a regular meeting of the judiciary, the player can give written and signed permission to be represented by an official of the player's club.

5.13.5 The District Registrar will send an "Incident Detail Report" to the Chairman of the Judiciary and the Rugby Chairman on the Tuesday following the end of each round.

5.13.6 The case must be conducted in accordance with the judiciary procedures adopted by the board.

5.13.7 There is a right of appeal against decisions of the judiciary to the board.

5.14 Suspended players

- 5.14.1 A player who is suspended for a number of matches for misconduct during a competition match cannot play in:
- 5.14.1.1 that number of matches subsequently played by the team in which the player was playing when the misconduct occurred: or
 - 5.14.1.2 any other matches in the meantime.
- 5.14.2 This rule applies to players suspended under rules 5.12 or 5.13 or otherwise.
- 5.14.3 Each club must ensure that no unregistered, disqualified or suspended person or team takes part in any match for that club.
- 5.14.4 Where an opposing team or club believes prior to the commencement of a match that the opposing team is in breach of rule 5.14, they should bring the matter to the attention of the opposing captain.
- 5.14.5 Where a team or club believes that there has been a breach of rule 5.14, they should take appropriate action available in regard to protests after the match as detailed in rule 8.
- 5.14.6 If a player is found guilty of breaching rule 5.14, the player's team will be liable for loss of competition points, and/or suspension from the competition, and/or a fine.
- 5.14.7 A player found to be playing whilst unregistered, disqualified or suspended will be liable for a further suspension or expulsion from the competition.
- 5.14.8 A player found to be playing whilst suspended, disqualified, or unqualified will be liable for a further suspension or expulsion from the competition
- 5.14.9 Any disqualified or suspended person may not participate in any match as a player, coach, manager, medical person, water runner, referee, assistant referee or otherwise during the period of disqualification or suspension.
- 5.14.10A participant suspended for an offence by a sport will not be permitted to participate in any competition match for the duration of that suspension. If a sanction other than a suspension is imposed on a participant by another sport then that sanction will be recognized and enforced by the IDRU to the extent practicable, in accordance with the ARU Policy "Suspension or Sanctions in Other Sports".

5.15 Match Score Cards and Rugby Link Match results

- 5.15.1 All team selections, match results, player statistics, yellow/red card infringements and player points are to be recorded via Rugby link.
- 5.15.2 Each club must record their team selections in Rugby Link for each match. Team Scorecards are to be printed for use during the match for each grade. Where the makeup of teams are not finalised the Scorecard is still to be printed (see IDRU Rugby Link How To – Team Score Cards) and used with manual entries for recording the player statistics.



Note: recorded jumper numbers must match the number actually worn by the player. In the case of third grade the players past number 23 should be listed as 24,25,26,27.

5.15.3 At the end of the match the respective team managers and the referee must review the information on each team sheet to confirm that all parties agree to the score and yellow/red cards. The Referee is to sign each scorecard. The Score Card is to be retained by the club for 24 months. A copy is to be sent to the Rugby Chairman and Registrar via the IDRU Secretary within 2 business days following each match.

5.15.4 Each Home Club must enter the result of each match at the conclusion of the match via Rugby Link (see IDRU Rugby Link How To – Enter Match results).

5.15.5 Each Away team must log onto Rugby Link and Confirm or dispute the result by 4pm on the next business day after the completion of the match (see IDRU Rugby Link How To – Enter Match results). Any disputes will be ruled on by the district registrar.

5.15.6 Each club must enter the player statistics for each match via Rugby Link by 4pm on the next business day following the match (see IDRU Rugby Link How To – Enter Player Statistics).

5.15.7 Once both clubs have entered/confirmed the results and have entered the player statistics the District Registrar will set the results in Rugby link to “Official”. From this point clubs will not be able to make further changes.

5.15.8 Results and competition table will be available via the Rugby Link public portal and the IDRU website.

5.15.9 Each Match Score Card will record:

- the club, grade, date, venue, and visiting club
- each player’s jersey number adjacent to each player’s name - the tries, conversions, penalties and drop goals scored by each player
- the number of tries, conversions, penalties and drop goals scored by both teams.

- the final score of each team
- names of players temporarily suspended or sent off
- the signature of a club representative
- the signature of the referee
- best and fairest points awarded by the referee (3 points for the best player, 2 points for the next best and 1 point for the next best in 1st grade only)

5.15.10 Each Match Score Card must be signed by an official of the club and by the referee.

5.15.11 For the purpose of final series eligibility, the names of the first 15 players appearing on the Match Score Card for each minor premiers series match will be taken to have started in the match.

5.15.12 The penalties for breach of rule 5.15 are:



- 5.15.12.1 each breach - \$100 fine
- 5.15.12.2 3 or more breaches - \$100 fine for each breach and loss of 2 competition points for each team in respect of which the breach occurs.

5.15.13 Each club must also send the match result, including the number of tries scored and names of the try scorers and, in the case of 1st grade matches, details of point scorers and best and fairest awards, by SMS message or phone to the Rugby Chairman on 0456 121 986, on the day of each match by 5.30pm. In the case of U19Colts matches, the responsible club is the club at whose home ground the match is played.

6. Finals series matches

6.1 Draw and venues

6.1.1 Following completion of the minor premiership series, final series matches will be conducted between the teams finishing in the first 4 places on the competition table in each grade as follows:

6.1.1.1 Minor semi-final between 3rd and 4th teams – winner advances to the final and loser is eliminated

6.1.1.2 Major semi-final between 1st and 2nd teams – winner advances to grand final and loser advances to final

6.1.1.3 Final – winner advances to grand final and loser is eliminated

6.1.1.4 Grand final – winner is premier and loser is runner-up.

6.1.1.5 If there are less than 8 teams in the Colts competition the 1st placed U19Colts team will qualify for the grand final. The other qualifier for that grand final will be determined by a final match between 2nd and 3rd placed U19Colts teams.

6.1.2 All finals series matches will be played at the venues (which should be neutral grounds if possible), and commence at the times, determined by the board. However, the semi- final matches must be played on the same day.

6.2 Equal Scores.

6.2.1 If scores are equal at the completion of a semi-final or final match, an extra 10 minutes each way without interval must be played. If scores are then still equal, the team which occupied the higher position in the *competition* table is taken to be the winner. Yellow cards in force at the beginning of extra time will remain in force until the allocated suspension time has expired. Recipients of Red Cards will not be able to compete in extra time.

6.2.2 If scores are equal at the completion of a grand final, an extra 10 minutes each way without interval must be played. If scores are then still equal, the teams will be joint winners. Yellow cards in force at the beginning of extra time will remain in force until the allocated suspension time has expired. Recipients of Red Cards will not be able to compete in extra time.

6.3 Player Eligibility

6.3.1 A player will be eligible to play for a club in a *finals series* match only if the

player has played for the *club* in at least 5 rounds of the *minor premierships series either as a starting player or replacement*. In the case of forfeit matches players will be deemed to have started for the opposing side to the side which forfeited where they have been entered onto the relevant team sheet in rugby link. Players of the team forfeiting the match will NOT be deemed as having played that match.

6.3.2 Despite rule 6.3:

6.3.2.1 a player will not be eligible to play in a lower grade in any *finals series* match if the player has played in a higher grade in the majority of the player's last 7 matches in the *minor premierships competition* unless the player has done so only as a replacement; and

6.3.2.2 a player will be eligible to play in a *final series U19 Colts* match only if the player has played in at least half of his *U19 Colts* team's *minor premierships competition* matches and whether or not the player has played in any higher grade matches.

6.3.3 Despite rule 6.3.1, a *club* can apply in writing to the *board* for permission for a player to participate in a *final series* match. Permission can be given if the *board* is satisfied that the player is ineligible under the relevant rule only because of injury, illness, representative rugby commitments, that reasonably prevented the player from becoming eligible. There will be no dispensation given for players who are ineligible due to rule 6.3.2.1

6.3.4

6.3.5 Subject to the preceding rules, the eligibility of players will be determined as follows:

6.3.5.1 Each *club* having teams qualified to participate in *final series matches* will be supplied with a list of qualified players by the *registrar* at the completion of the *minor premierships series*.

6.3.5.2 Any *club* wishing to challenge any player's grading can do so by appealing to the *rugby chairman*.

6.3.5.3 The appeal must be received by close of business on the Monday following the last *minor premierships competition* round, and be dealt with no later than the following Thursday.

6.3.6 The provisions of rule 5 apply to *finals series* matches except to the extent that they are inconsistent with the provisions of this rule 6.

6.3.7 For the purpose of this rule 6, the order of grades, from highest to lowest is 1st, 2nd, and 3rd.

7. Breach of rules

7.1 If a club knowingly includes an ineligible player in any team, that team will be taken to have forfeited each match in which the ineligible player participates and in addition be penalized a further 4 competition points each time that breach occurs.

- 7.2 A club, team, player or other person failing to comply with a provision of these rules can:
- 7.2.1 be expelled or suspended from the IDRU and its competitions;
 - 7.2.2 be fined or placed on a bond or both;
 - 7.2.3 have competition points deducted; or
 - 7.2.4 incur any other penalty that the judiciary sees fit to impose.

8. Protests

- 8.1 All protests arising from competition matches must be investigated, determined and dealt with by the judiciary in accordance with the IDRU judiciary procedures.
- 8.2 If the judiciary considers that a protest is frivolous or groundless it can impose a fine on the club lodging the protest.
- 8.3 Nothing in these rules limits or otherwise affects the power of the judiciary acting at the direction of the board to investigate, determine and deal with breaches of these rules.
- 8.4 All protests must be made in writing and be given to the rugby chairman by no later than 5.00pm on the 2nd business day after the alleged breach of these rules.
- 8.5 All protests must specifically nominate the competition rule (by number) under which the breach is alleged to have occurred.
- 8.6 All witness statements must be tendered in the form of a statutory declaration.
- 8.7 The rugby Chairman must give the club against which the protest has been made copies of the protest and the witness statements and the club must be allowed 2 business days to respond.

9. Notice

- 9.1 The rugby chairman, judiciary and each club must each notify the registrar by 15 February of the address at which messages can be sent to them by email.
- 9.2 Any notice (including any information) able or required to be given under these rules can be given to:
- 9.2.1 the registrar, rugby chairman or a club by email sent to the address of the registrar, rugby chairman or club;
 - 9.2.2 a player by email sent to the address of the player's club, notified under rule 9.1.
- 9.3 A player to whom a notice is given under rule 9.2.2 will be taken to have received that notice when it is received by the player's club. The club must ensure that the player concerned is given the notice.
- 9.4 Any notice or information given under rule 9.3 will be taken to have been received on the day on which it is sent. However, if it is sent after 5.00pm on a business day, it will be taken to have been received on the next business day.



Document Ends