

# Townsville and District Rugby Union Inc.

## Competition Rules

**2021**



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Date: 22 February 2021

Revision: 2021/2

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## Definitions

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For the purposes of these Rules, the following definitions shall apply:

“Affiliated Union” means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

“Association” means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments and rugby programs.

“Clearance” means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

“Codes, Policies and Procedures” means the codes, policies and procedures of Rugby Australia

“Insurer” means the insurance provider of the Australian Rugby Insurance Plan.

“International Union” means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

“Competition” means any match played as part of either (i) a structured competition or series including a trial match, a friendly match, or representative match involving a Rugby Body; or (ii) a Sanctioned Event.

“Competition Manager” is the person deemed responsible by the Union for the day to day operational management of the competition.

“Event Organiser” means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

“Judiciary” is the Sub Committee as appointed by the Union.

“Laws of the Game” mean the laws of Rugby as published by World Rugby, including any variations authorised by World Rugby or Rugby Australia.

“Management Committee” is the committee appointed by the Union to oversee the management of the competition.

“Member Union” means an Australian State or Territory union in membership of Rugby Australia.

“Participant” means a Player, match official, selector, coach, trainer, manager, team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, officer or employee of a Rugby Body.

“Player” means a player of the game of Rugby.

“Registered” means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

## TDRU Competition Rules 2021

“Regulation(s)” means the World Rugby and Rugby Australia Regulations, as amended from time to time.

“Rugby” means rugby union football.

“Rugby Australia” or “Rugby AU” means Rugby Australia Ltd.

“Rugby Body” means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club or other body in membership with or affiliated with Rugby Australia, a Member Union or an Affiliated Union.

“Rugby Club” or “Club” means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the competition.

“Rugby Xplorer” means Rugby Australia’s online registration and competition management system.

“Rules” means the National Model Competition Rules and the Competition Rules of the Specific Union.

“Sanctioned Event” means an event, tournament, and/or matches conducted by an authorised Event Organiser that have received formal approval.

“Specific Union” means the governing body of the competition.

“WR” means World Rugby.

# Preamble

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## 1 PREAMBLE

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of Townsville and Districts Rugby are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (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. Queensland Rugby Union and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

# Laws of the Game

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## 2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

**2.1** [Under 19 Variations](#)

- (a) [Rugby AU Under 19 Variations](#)

**2.2** [Rugby AU Kids Pathway U6 to U12](#)

- (a) [Appendix 2 - LAWS SUMMARY FOR U6 TO U12](#)

**2.3** [10-a-side Variations](#)

**2.4** [7-a-side Variations](#)

**2.5** [Rugby AU Touch 7s Laws](#)

**2.6** [Rugby AU Veteran Rugby Laws](#)

# Governance of the Competition

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## 3 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

# Rugby AU Codes and Policies

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## 4 RUGBY AUSTRALIA CODES AND POLICIES

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

### 4.1 [Safety & Welfare](#)

Rugby must be as safe, inclusive and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

### 4.2 [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

### 4.3 [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair and inclusive sporting environment for all rugby participants in Australia. This includes the following:

- (a) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- (e) *Medical Policy* - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and

- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

**4.3 Additionally, the following documents are included as part of these Competition Rules:**

- (a) Inclusion Policy;
- (b) Safety and Participation Policy;
- (c) Registration Regulations;
- (d) Registration Terms and Conditions; and
- (e) Smart Rugby Policy.

**4.4 Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).**

# National Standard Competition Rules

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## 5 NATIONAL STANDARD COMPETITION RULES

### 5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

### 5.2 Draw

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.

Where possible, all matches 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. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

### 5.3 Match Team Lists, Scoring and Stats

- (a) It is the responsibility of both teams to ensure that:
  1. All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
  2. All details of point scorers are to be recorded;
  3. All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
  4. All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
  5. The match day scoring, and stats can be entered by EACH team manager for their OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
  6. The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and

7. All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.

(b) Information entered must include:

1. All players' details including substitutes;
2. Team Officials' details
3. Result of the match;
4. Point scorers;
5. Tries;
6. Conversions;
7. Penalties;
8. Drop Goals;
9. Penalty tries;
10. All players temporarily suspended (yellow card);
11. All players sent from the field of play (red card);
12. Players who have a suspected concussion (blue card).

(c) Information entered may include:

1. Player's movements for injury (blood or otherwise) or tactical reasons.

**PLEASE NOTE: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.**

#### 5.4 Competition Points

(a) Where matches are awarded Competition points the following standard points shall be used:

Points for a win – **four points**.

Points for a draw- **two points**.

Points for a loss – **zero points**.

Points for a bye (where applicable)- **zero points**.

**N.B.** Unions may choose to amend the standard points based on the game format and/or structure of the Competition.

(b) Bonus points may also be awarded as follows:

Points for loss by seven points or less – **one point**.

Points for scoring four tries – **one point**.

- (c) Competition points may also be awarded as determined and documented by the Union for the competition e.g. for supplying an Assistant Referee for a Junior age-grade match; and
- (d) Competition Points may also be deducted as determined and documented by the Union for the competition e.g. a player not added to the team list that played in a match.

#### **5.5 Ladder Positions (for Competitions with Premierships)**

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:
  1. Total Match Points (#1 option)
  2. Points difference
  3. Points for
  4. Points against
  5. Matches won
  6. Matches played
  7. Matches lost
  8. Matches drawn
  9. Byes
  10. Result of game
  11. Bonus points (total)
  12. Bonus points (4T)
  13. Bonus points (+3T)
  14. Bonus points (-7P)
  15. Bonus points (AR)
  16. Total tries
  17. Try difference
  18. Score ratio
  19. Points ratio
  20. Match win ratio %
  21. Number of forfeits
  22. Number forfeits (win)
  23. Number forfeits (loss)

#### **5.6 Forfeits**

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit may be the loss of Competition points, up to a maximum of two, no points for, and the awarding of fifty match points against.

- (c) A Club that forfeits two games in the same grade in the same season will be issued a *Show Cause Notice* to explain the reasons why its team should remain in that grade.
- (d) In the case of a club withdrawing a team(s) from the Competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any Competition points shall be cancelled.
- (e) The Management Committee may impose further penalties on Clubs for withdrawing teams from the Competition.

#### **5.7 Postponed / Abandoned Matches**

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management Committee, after consultation with the clubs involved, shall direct how the abandoned match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following procedure shall apply:
  1. Where a match has been abandoned during the first half, the result may be declared as a draw and no points for or against will be awarded, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.
  2. Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final 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 shall determine if any penalties will be imposed on the competing teams.

It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

#### **5.8 Playing Field**

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.

(d) Goal Posts

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

(e) Playing Enclosure

1. Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.

2. Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:

- Medically Qualified Persons/Sports Trainer – maximum two per team
- The Teams
- Appointed match officials
- Ground Marshalls
- Water carriers – maximum two per team (three allowed in 7s)
- A maximum of 4 ball persons

3. All Authorised Persons permitted to enter the playing enclosure must have some distinguishing mark/bib e.g. high vis vest.

(f) Technical Zones - where Competition matches require technical zones, two will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.

1. Personnel permitted in the technical zone differs between the XVs and 7s game format.

- XVs - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
- 7s – maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person and five reserve players. One additional person who is either a medical or a coaching member of the team and whose responsibility has previously been notified to the ground marshal.

2. Roles of personnel in the technical zones.

- The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
- Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
- The water carriers are not permitted in the playing area during penalty kicks at goal.

- The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.
  - The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
  - Players may come to the touchline adjacent to the technical zone to receive water.
  - Water bottles must not be thrown on the field of play.
3. Personnel outside the technical zone
- The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure (except in the 7s game format).
  - If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.

### **5.9      Restrictions for authorised persons**

- (a) A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) Authorised persons do not include a coach or team manager with the following exceptions:
  - Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.8(e)2. No coaching or technical instruction can take place while fulfilling one of the listed roles.
  - Where the nominated coach or team manager is part of a Kids Pathway U6-U9 match.

### **5.10     Authorised Persons**

- (a) Process
1. It is intended that the Club nominate persons to become “Authorised Persons”.
- No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.

- An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.
- All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
- The home team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
- Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.

## 5.11 Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
  1. Warning;
  2. Loss of Competition points;
  3. Issue of a *Show Cause Notice*;
  4. Monetary Fine; and
  5. Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
  1. Warning;
  2. Loss of Competition point(s);
  3. Issue of a *Show Cause Notice*;
  4. Monetary Fine; and
  5. Expulsion from the Competition

## 5.12 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) All protests must specify the particular Competition Rule that has been allegedly breached;
- (d) All witness statements must be tendered on a signed statutory declaration form;

- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties by no later than close of business on the **seventh (7) business days after the** alleged breach of the Competition Rules.
- (f) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. 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 Judicial Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set out in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

#### **5.13 Extension of Time**

- (a) Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

#### **5.14 Disqualified, unqualified or suspended person/s**

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified or suspended person(s) take part in any match.

#### **5.15 Impact of COVID-19: Competition Rules**

Competition Managers are encouraged to implement the Game On Principles within their Competition Rules in the event matches are impacted by COVID-19.

# Law and Regulation Clarifications

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## 6 LAW AND REGULATION CLARIFICATIONS

### 6.1 Law 3 - Number of Players – The Team (number of replacement / substitute players).

Rolling Replacements - World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia:

- (a) Unlimited rolling replacements applies to all rugby aged U14s and below;
- (b) Rolling replacements, with a maximum of 12 movements applies to all U19 rugby and aged 15 and above;
- (c) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

**N.B.** Unions may submit a request to the *Law Advisory Group* to play standard Law 3 (at any level of the game). Requests must be submitted on the [Local Law Submission form](#).

### 6.2 Uncontested Scrums

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:

1. Law 3.13 – 3.20 (inclusive)

**N.B.** Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominate 15 players

- (b) If circumstances determine that the match should have uncontested scrums, Member Unions may determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in paragraph 5.11 above;
- (c) World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. **Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

*There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.*

*Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.*

*If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.*

*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.*

### **6.3 Regulation 4 – Player Status, Player Contracts and Player Movement**

#### **(a) International Clearance**

1. The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:
  1. A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.
  2. Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
  3. For or Incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.

#### **(b) Domestic Clearance**

This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. Restricted at XV's, 10s, 7s and Veterans registration types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association

# Member Union Standard Requirements

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## 7 MEMBER UNION STANDARD REQUIREMENTS

### 7.1 Nominated Players & Number of Movements

The aforementioned Clause 6.1 to 6.3 (inclusive) shall apply. (**Refer to Appendix 1**)

### 7.2 Uncontested Scrums

The following applies:

There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

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.

### 7.3 Match Team lists, Scoring & Stats

The aforementioned Clause 5.3 shall apply.

### 7.4 Match Competition Points

The aforementioned Clause 5.4 shall apply.

### 7.5 Ladder Position sorting Options

The aforementioned Clause 5.5 shall apply.

### 7.6 Protests

The aforementioned Clause 5.12 to 5.13 (inclusive) shall apply.

### 7.7 Regulation 11 – Advertising Within the Playing Enclosure

# Specific Union Requirements

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## 8 SPECIFIC UNION REQUIREMENTS – Townsville & District Rugby Union

### 8.1 Team Nominations & Grading

- (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 Eligibility of Players and Coaches/Team Officials

- (a) The Player's age group is determined as per RA Participation Policy.

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>

- (b) The Club must supply a list of coaches and managers for all teams nominated and their accompanying RA registration number so that their mandatory SmartRugby compliance may be assessed.

### 8.3 Competition

- (a) **The draw**

The aforementioned Clause 5.2 shall apply.

- (b) **Duration of play**

Refer to Appendix 1

- (c) **Club Championship;**

In addition to the junior and 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 across junior age groups shall be junior club champions and the club having the highest aggregate of competition points across grade competitions shall be senior club champions. In the event of a tie there shall be joint champion clubs for the season.

- (d) Protests, appeals, complaints and disputes;**  
The aforementioned Clause 5.12 shall apply.

#### **8.4 Finals Series**

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. Venues, Times and Duration.

**(a) Venues, times and duration**

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.

**(b) Player eligibility;**

- i. A player will be eligible to play in any semi-final, preliminary final or grand final if he has played for the club at least one third (1/3) of the regular competition matches in that grade and/or any lower grades prior to the finals series i.e. eighteen (18) match competition = six (6) matches; seventeen (17) match competition = six (6) matches; sixteen (16) match competition = six (6) matches; fifteen (15) match competition = five (5) matches etc.
- ii. Subject to **Clause 8.4.b(v)**, a player shall not be eligible to play in any second grade final series match after having played in 10 or more First grade matches as a starting player during the regular season. Representative matches will be counted as a First grade competition match.
- iii. Subject to **Clause 8.4.b(v)**, a player shall not be eligible to play in any third grade final series match after having played in 10 or more First grade and/or Second grade matches as a starting player during the regular season. Representative matches will be counted as a First grade competition match.
- iv. The Management Committee has discretion to allow a player to participate in the final series matches for 2nd Grade or 3rd Grade (as applicable) notwithstanding the player has played 10 or more games as a starting player in a higher grade/s during the regular season in accordance with **Clause 8.4.b(ii)**.
- v. In calculating one third of games required under clause **8.4.b(i)**, any representative games played by the player in question whilst registered in the TDRU competition shall be counted.

**PLAYING DIFFERENT GRADES ON THE SAME WEEKEND**

- vi. For the purposes of calculating games under the provisions of these rules, where the player participates in a representative carnival held over one single weekend, then that player shall be treated as having played one (1)

representative match that weekend, regardless of the number of representative matches the player actually participates in over the weekend.

- vii. A player who is in the starting team (starting 15 players not a reserve for the match) in a weekend/round where finals series matches are being played is not permitted to play in a lower grade match played after that first match on the same weekend or same round of finals matches. The relevant ranking of grades is 1st grade, 2nd grade and 3rd grade. This rule is in addition to the above eligibility rules. (For example if Player A starts for 1st Grade on the Saturday then that player is not permitted to play in any 2nd grade or 3rd grade game on the Sunday as a starting player or a bench player.) This does not affect the player's ability however to be a reserve for any higher grade team (for example, if Player A is a reserve for 1st Grade on the Saturday then that player is permitted to play in 2nd Grade or 3rd Grade on the Sunday as a starting player or a bench player).
- viii. This rule is designed to overcome the situation in particular where players are selected as a starting player in a higher grade on the Saturday and then because there is no infringement of the 10 game rule the player plays for a lower grade on the Sunday. This rule applies during final series matches only.

**(c) Dispensation**

- i. 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:
  - Injury;
  - Forfeits;
  - 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 one third of 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.

- ii. The Management Committee have a discretion to allow a player to participate in First Grade competition final series notwithstanding the player has exceeded the number of matches referred to in Clause 8.4.b(iii) in circumstances where:-
  1. Injury to a player in a higher grade resulted in a player exceeding the number of matches played in a higher grade;
  2. Absence from Townsville of a player in a higher grade resulted in a player exceeding the number of matches played in a higher grade;
  3. A club is represented in higher grades of competition on the same day and the player was not selected in the team participating in the higher grade competition;
  4. Any other reason.

**iii. Final Series Rules**

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

**iv. Drawn matches during final series**

**Juniors**

1. For Under 10 up to and including Under 18 - 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.b, 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.
2. For Under 13 up to and including Under 18 - 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.b in a *Grand Final*, then extra time of ten (10) minutes shall be played in two (2) equal periods of not more than five (5) minutes. No extra time is played in grades below Under 13.
3. If scores are level in a Grand Final:- after normal time for grades below Under 13; and after extra time in Under 13 up to and including Under 18; then the minor premiers will be declared Premiers.

**Seniors**

1. 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.b, 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 or a First Grade match.
2. 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.b in a Grand Final or a First Grade match, then extra time shall be played. In First Grade, extra time of twenty (20) minutes shall be played in two (2) equal periods of ten (10) minutes each way. In all other grades, extra time of ten (10) minutes shall be played in two (2) equal periods of five (5) minutes each way.
4. In a Grand Final match, other than First Grade, if, after extra time, the points scored by the respective teams remain tied, then the minor premiers will be declared Premiers.
3. In a First Grade final series match, if, after extra time, the points scored by the respective teams remain tied, then the winning team shall be the team occupying the higher position on the competition ladder.

## Appendix 1 – Quick Guide: Duration, Law

<b>Seniors</b>						
<b>Grade</b>	<b>Law</b>	<b>Halves</b>	<b>Injury Time</b>	<b>Nominated Players</b>	<b>Rolling Subs</b>	<b>Number of movements</b>
1st Grade	Senior	40mins	Y	23	Y	8
2nd Grade	Senior	35mins	N	Max 23	Y	8
3rd Grade	Senior	35mins	N	Max 23	Y	12
Women's 10s	Seniors	20mins	N	Max 18	Y	12
<b>Juniors</b>						
<b>Grade</b>	<b>Law</b>	<b>Halves</b>	<b>Injury Time</b>	<b>Nominated Players</b>	<b>Rolling Subs</b>	<b>Number of movements</b>
U18	U19	30mins	N	Max 23	Y	12
U18G	U19 (10s)	20mins	N	Max 18	Y	12
U16	U19	30mins	N	Max 23	Y	12
U16G	U19 (10s)	20mins	N	Max 18	Y	12
U14**	U19	25mins	N	Max 23	Y	Unlimited
U14G**	U19 (10s)	20mins	N	Max 18	Y	Unlimited
U13**	U19	25mins	N	Max 23	Y	Unlimited
U12**	U12	25mins	N	Max 23	Y	Unlimited
U11**	U11	20mins	N	Max 18	Y	Unlimited
U10**	U11	20mins	N	Max 18	Y	Unlimited
U8**	U8	15mins	N	Unlimited	Y	Unlimited

\*\*As per Rule 2.1a, Rugby AU U19 Law Variations state:  
Foul play: Yellow card 5 mins

## Appendix 2

**TDRU LAWS SUMMARY FOR U8 TO U12**

	<b>U8</b>	<b>U10</b>	<b>U11</b>	<b>U12</b>
<b>Player Numbers</b>	7	10	10	15
<b>Playing Area</b>	¼ Field (L:45m W:30m)	½ Field (L:70m W:45m)	½ Field (L:70m W:45m)	Full Field
<b>Playing Time</b>	2 x 15mins	2x 20mins	2x 20mins	2 x 25mins
<b>Game Style</b>	7 a side tackle	10 a side tackle	10 a side tackle	15 a side tackle
<b>Skills Focus</b>	Tackle Ruck Maul			Positional Awareness
<b>Ball Size</b>	Size 3	Size 4	Size 4	Size 4
<b>Conversions</b>	No	No	No	Yes not past 15m line
<b>Kick Off</b>	Punt (5m exclusion zone)	Drop	Drop	Drop
<b>Restart</b>	Tap on halfway by non-scoring team	Kick off by non-scoring team	Kick off by non-scoring team	Kick off by non-scoring team
<b>Kicking</b>	No	No	No	Yes
<b>Tackle</b>	Yes	Yes	Yes	Yes
<b>Lineout</b>	2 players no contest	4 players contested No lifting	4 players contested No lifting	7 players contested No lifting
<b>Lineout Receiver</b>	Must Pass	All options	All options	All options
<b>Scrum</b>	3 players no contest	5 players uncontested	5 players uncontested	8 players Contested 1m push
<b>Scrum Half</b>	Must pass	All Options	All Options	All Options
<b>When is lineout &amp; Scrum over</b>	Played by fly half or bounces	Ball Out	Ball Out	Ball Out
<b>Penalty kicks and Free kicks</b>	Tap only Opp 5m back	All Options Opp 10m Back	All Options Opp 10m Back	All Options Opp 10m Back