



Australian Capital Territory Junior Rugby Union (Incorporated)

2009 Pre-season Rules of Competition

Playing Time

- There will be a 2 – 3 minute half time break to allow players to re-hydrate.
- There will be no injury time in the games.
- Under 7's to Under 12's, inclusive, will play 10 minutes each half.
- Under 13's to Under 18's, inclusive, will play 15 minutes each half.
- Play ends on the Referee's whistle and not on the final bell.

Ground Marshals will ensure that:

- a. All games commence on time
- b. There is NO injury time or extra time played
- c. Competition Rules are adhered to
- d. Disputes are settled as soon as possible on the day
- e. There is a qualified First Aid person in attendance
- f. Grounds are in a safe condition to play and roped off
- g. "Expectation of Behaviour" signs are displayed at the ground
- h. Teams receive 3 games where possible
- i. **ALL RESULTS FOR ALL GAMES AT YOUR FIELD ARE SENT BY FAX (62944834) or emailed rbarrenger@optusnet.com.au TO THE SECRETARY NO LATER THAN 6:00 PM on SATURDAY night and advising who is playing in the finals on Sunday.**

Location	Ovals	Morning	Afternoon	Ground Marshall	Contact Number
Lyneham	2	Under 8s	N/A	Stuart Pearson	0408 469 204
Nicholls	2	Under 7s	Under 12s	James Willemsen	0419 722 930
O'Connor	3	Under 10s	Under 13s	Paul Webb	0402 106 777
Nth Curtin	3	Under 9s	Under 14s	Adrian White	041408295868
Rivett	2	N/A	Under 15s	Paul Hyde	0420 363 282
Gowrie	3	Under 11s	Under 16s	Steve Onus	0439 454 191
ANU North	2	N/A	Under 18s	Andrew Dawson 0401 143 724	Russell Ingram 0414 425 970

Note:

The Ground Marshal deputises for the ACTJRU Secretary at his/her ground for all preseason games. They are responsible for their grounds, adherence to the draw, code of conduct, Laws of Rugby, ACTJRU Pathway Laws and the ACTJRU Rules of Competition and have overall control at their grounds for the good of the competition. Ground Marshals have the authority to change the scheduled fields and start times for scheduled games, manage queries, hear, consider and rule on complaints and settle disputes, all in accordance with the Laws of Rugby and the ACTJRU Rules of Competition.

All appeals against a Ground Marshal's decision should be directed to the Secretary ACTJRU, no later than 5:00 pm Saturday 4th April, (or earlier by phone: 0423 801 821). Most queries should be managed by the Ground Marshall, although if it is considered a 'sensitive' issue the query / complaint should be passed to the ACTJRU Secretary as soon as practicable (at the latest, prior to 5:00 pm Saturday 5th April), rather than settled by the Ground Marshal at the ground on the day.





**Australian Capital Territory
Junior Rugby Union (Incorporated)**

Finals Schedule: ANU North Oval Sunday 5th April

- All games will be in succession of each other;
- Under 9's to 12's: 10 minutes each way;
- Under 13's to U18's: 15 min each way;

Finals Start Times

- 10:00 am Under 9's
- 10:30 am Under 10's
- 11:00 am Under 11's
- 11:30 am Under 12's
- 12:00 pm Under 13's
- 12:45 pm Under 14's
- 1:30 pm Under 15's
- 2:15 pm Under 16's
- 3:00 pm Under 18's

ACTJRU PRE-SEASON RULES OF COMPETITION

GENERAL

- These Rules shall be read in conjunction with Australian Capital Territory Junior Rugby Union (Incorporated) Constitution and any By-Laws prescribed there under.
- In these Rules, "Council" includes the Judicial Committee appointed by the Council. Wherever the word "club" appears in these Rules, it should be taken to mean "club or school or organisation" and it has a corresponding meaning when used in the plural or possessive.
- The competition is open to clubs affiliated with the Australian Capital Territory Junior Rugby Union (Incorporated) and such other teams as may be invited by the Council to participate in any particular year.
- All ACTJRU Player's details must be added, amended or corrected on the ARU MyRugbyAdmin player registration system.
- Only members of affiliated clubs who are under the determined ages on the first day of January will be qualified to play in the respective competition.
- Dispensation may be provided to a class of players approved by the Council and any such decision is to be conveyed to all member clubs

COMPETITION POINTS

- Refer to the table below – the Referee and Ground Marshall have responsibility to coordinate the satisfactory transfer of information from the Referee's scorecard to the official points table held by the Ground Marshal.
 - 4 Points per WIN / BYE / FORFEIT RECEIVED
 - 3 Points per DRAW
 - 0 Points per LOSS





Australian Capital Territory Junior Rugby Union (Incorporated)

- -1 Point per YELLOW CARD
- -2 Points per RED CARD / FORFEITED GAME

LAWS OF THE GAME

- Under 7's to Under 11's will adhere to the ARU Pathway Laws with the agreed ACTJRU variations, where, in each age group, the minimum numbers of players required to commence a game shall be;
 - Under 7's; Minimum 5 (Maximum on field = 7)
 - Under 8's; Minimum 5 (Maximum on field = 7)
 - Under 9's; Minimum 7 (Maximum on field = 10)
 - Under 10's; Minimum 10 (Maximum on field = 12)
 - Under 11's; Minimum 10 (Maximum on field = 15)
 - Under 12's – 18's Minimum 10 (Maximum on field = 15)
 - In keeping with the philosophy of the Pathway, teams in Under 7's to Under 11's with the greater number of players will assist the team with the lesser number of players by matching the opponent's team numbers and or lending them players.

Age Group Ball Size

- Under 7's - Size 2
- Under 8's & Under 9's - Size 3
- Under 10's & Under 11's - Size 4
- Under 12's – 18's - Size 5

Number of players

- If a team commences a match with less than the maximum allowed number of players, it may fill the vacant place, or places, at any time during the match.

Replacement of Players

- Players may be replaced during each half of the game, except that a player replaced as a result of injury (other than blood bin), is not allowed to return to the game. No player can rejoin the game more than once in each half.

Players' Dress

- Players will appear in proper football uniform, which consists of a jersey in the club's registered colours, shorts and long socks.
- Council members will report any infringement of this rule to Council, which, if it thinks fit, may fine any Club the sum five dollars for each occasion on which a player fails to comply with this rule.
- Council may require the club, which that player represents to collect and pay such fine to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated), and in default, may disqualify or otherwise deal with that Club.





Australian Capital Territory Junior Rugby Union (Incorporated)

- A player will wear recognised football boots or shoes with studs on the sole of each such boot or shoe which conforms with the requirements set down in the Laws of the Game of Rugby.
- The ACTJRU encourages the wearing of Mouthguards.

ELVs

- The preseason competition will operate under the 2009 ARU ELVs for Under 19s with all Under 7's to Under 11's variations covered in our 2009 ACTJRU Pathway Matrix.

Referee

- A referee will be appointed for each match by the Australian Capital Territory Rugby Referees' Association (Incorporated) (ACTRRA)
- The Referee shall, without delay, report to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) any instances of rough or foul play or other instances of misconduct which occurred during the progress of the match and which led to a player being ordered off the field.
- The Referee is the sole judge of fact and of law. All his decisions are binding on the players. When he has given a decision, he cannot alter it except only a decision given before he observes that a qualified touch judges flag remains raised.
- The Referee shall keep the time, a record of cards issued and the score.
- During the match the Referee must not consult with anyone except only:
 - either or both Touch Judges on a point of fact relevant to their functions, or
 - in regard to time.
- If the Referee is unable to officiate for the whole period of a match, a replacement will be appointed by the Ground Marshal

Touch Judges

- There will be two touch judges for every match. Unless touch judges have been appointed by, or under the authority of, the Australian Capital Territory Junior Rugby Union (Incorporated), it will be the responsibility of each team to provide a touch judge.
- A touch judge is under the control of the referee who may instruct him as to his duties and may overrule any of his decisions. The referee may request that an unsatisfactory touch judge be replaced and he has power to order off and report to the Australian Capital Territory Junior Rugby Union (Incorporated) a touch judge who in his opinion is guilty of misconduct.

Coaches

- In the Under 7, 8, and 9 grades, coaches are allowed on the field in all games but must endeavour to remain at least five metres behind the line of play unless assisting the referee to organise set play. When coaches are on the field they are subject to the control of the referee.
- In other grades, coaches are not permitted on the field at any time during play.

Misconduct, Disqualification or Unqualified Players

- Any player who is reported by a referee (other than for a temporary suspension) will be suspended from playing until his case is dealt with by the Judicial Committee.





Australian Capital Territory Junior Rugby Union (Incorporated)

- Any player sent from the field (red card or 2 x yellow in the same match or 3 x yellow during the tournament) during preseason will not be able to take part in any further games including the final
- Any club playing any player or team while under suspension or disqualification, or any unqualified player or team, will lose the match in which the suspended, disqualified or unqualified player or team took part and the Judicial Committee may determine an alternative penalty

Final Placings

- Final placings will be determined by the number of points gained at the end of the competition.

Draws

- In the event of two or more teams being equal in points at the end of the competition, final placings will be decided by:
 - A higher ranking being awarded to the team which has not forfeited a game
 - The team with the least number of cards awarded during the competition
 - Totalling the points scored for and against by the two or more teams level in the competition
 - If all is then still equal a coin will be tossed to determine who progresses

Commencement of Matches on Time

- Any team not prepared to commence a match at the scheduled time will forfeit that match.

Over Age Players

- In the event of a protest being lodged against a club on the evidence of a player being over age on 1 January, that player will be required to produce acceptable documentary evidence to the effect that on 1 January he was under age as prescribed by these Rules.
- If any player fails to lodge appropriate documentary evidence within seven days of being requested to do so, then the protest will be upheld.
- In cases where it is proven that an over age player has participated in a competition game, the team will incur a penalty to be determined by the Judicial Committee.

Good Luck and Enjoy the Weekend

Robert Barrenger
Secretary ACTJRU
0423 801 821



The Secretary ACTJRU 52 Sidaway Street, CHAPMAN ACT 2611
Telephone +61 2 6288 5507 · Facsimile: +61 2 628744 67 · Web
www.actjru.rugbynet.com.au · ABN 40 874 095 564 · A member of the ACT and
Southern NSW Rugby Union and Australian Junior Rugby Union