



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

RULES OF COMPETITION

2007

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AUSTRALIAN CAPITAL TERRITORY JUNIOR RUGBY UNION (INCORPORATED)

RULES OF COMPETITION

GENERAL

- 1 These Rules shall be read in conjunction with Australian Capital Territory Junior Rugby Union (Incorporated) Constitution and any By-Laws prescribed thereunder.
- 2 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.
- 3 The competition or competitions will be conducted in accordance with these Rules of Competition and as otherwise directed by the Council.
- 4 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.
- 5 There will be grades of competition as determined by the Council and there will be a separate competition, or divisions of competition, for each grade.

ENTRIES FOR COMPETITION

- 6 Entries for the various competitions each year must be made in writing to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) on or before the date determined by Council each year and must be accompanied by such fee as may be determined by Council each year for each team in the various competitions.
- 7
 - (A) All players must be registered with the Registrar of the Australian Capital Territory Junior Rugby Union (Incorporated) and the registration files will be available for inspection, at each Council meeting, to any coach or manager.
 - (B) All ACTJRU Player's details must be added, amended or corrected on the ARU MyRugbyAdmin player registration system.
- 8 The Honorary Secretary of each club entering the competition will make and furnish with the Club's entry a declaration setting forth the names, addresses and dates of birth of their intended players prior to the commencement of the

competition and will pay to the Australian Capital Territory Junior Rugby Union (Incorporated) such amounts as are determined by Council at the time.

GRADING AND DRAWS

- 9** The entries shall be dealt with and nominated teams graded by the Draws Committee.
- 10** In any grade competition conducted by the Council, all games will be played as competition matches. If, by reason of limited playing dates, it is not possible to play complete rounds (i.e., each team playing every other team an equal number of times) the "luck of the draw" will apply.
- 11** Playing dates for the season will be determined by Council and may include the first Saturday of school holidays.

ELIGIBILITY OF PLAYERS

- 12** 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.
- 13** 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
- 14** **(A)** Players who have commenced in more than three matches in a higher grade, or in a higher division of a grade, are not qualified to play in a lower grade, or in a lower division of a grade, without the permission of the Judicial Committee or the Council.
(B) In the Under 18's Division, eligibility for finals will be determined where a player has played three of this last five games or the majority of games played in this Division or a lower Division. Any departure for this arrangement shall require prior approvals from the Judicial Committee.
- 15** Where in any grade of competition a club enters more than one team in a division of that grade, a player who has commenced in more than three matches in one particular team may not thereafter play for another such team, without the permission of the Judicial Committee.
- 16** A player, qualified as to junior age conditions, having played in the current season with a senior club in any grade, is not eligible to play in any junior grade, without the permission of the Judicial Committee.
- 17** A player registered with the Australian Capital Territory Junior Rugby Union (Incorporated) is not permitted to transfer from one member club to another, during the course of a season, without the consent of the registering club. Where the registering club withholds its consent to such a transfer, the matter will be determined by the Judicial Committee.

ADMINISTRATION OF GAMES

18 Grounds

The Secretary will appoint games to grounds. Where a Club moves a game from the appointed ground the Secretary may disapprove of any grounds and direct that a match appointed to be played on it be played elsewhere.

19 List of Players

A manager or coach will provide, on request on the game day, to the manager or coach of an opposing team a list of players who will take part or who have taken part in a match. The Judicial Committee may impose an appropriate penalty if this request is not complied with.

20 Playing Dates

The playing dates for each season will be those set at the preceding Annual General Meeting. The playing dates shall not be varied except by resolution at a general meeting of the Australian Capital Territory Junior Rugby Union (Incorporated) upon seven (7) days notice of motion to member clubs.

21 Time of Play

Matches shall commence at such time and be played upon such grounds, as directed by Council or, failing such directions, by the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated).

22 Team Visits

Approval of the Australian Capital Territory Junior Rugby Union (Incorporated) is required prior to any club arranging to play in a match, either in or away from Canberra, which would ordinarily be regarded as falling within the jurisdiction of the Australian Capital Territory Junior Rugby Union (Incorporated).

Approval will not normally be given where such a proposed match conflicts with commitments to the Australian Capital Territory Junior Rugby Union (Incorporated) competition.

23 Deferment of Match

(A) Should a team be unable to play at the time, and on the date set down in the draw, the match may be deferred by agreement with the opposing team, provided that:

- (i) the match is played within twenty-two days of the day set down in the draw; or
- (ii) if the date set down in the draw is within twenty-two days of the semi-finals, the match is played no later than the Sunday immediately preceding the date set down for the semi-finals.

- (B) In the event of either team subsequently finding that it is unable to comply with (i) and (ii) above, the match will be forfeited by the defaulting team.
- (C) Notice of deferment, signed and dated by the manager or coach of each team, must be provided to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) by 7:00 pm on the Wednesday following the date set down for the match.

24 Competition Points

A "WIN" will count as two points. A "DRAW" will count as one point. Neither team will be awarded any points if the game is declared a 'NO RESULT'. Refer Rule 41 (iii) for a definition of "No Result".

25 Match Results

- (A) Officials of clubs must ensure that results of matches (including deferred or forfeited matches) are notified to the Honorary Recorder by 5:00 pm each Monday and confirmed, in writing, so as to reach the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) within seven days following the completion of the match.
- (B) In cases where results are not received within the specified seven days, the offending club will incur a penalty of \$25.00 for each result outstanding.

CONDUCT OF GAMES

26 Laws of the Game

- (A) Matches shall be played in accordance with the Rules of Rugby Football and the Laws of the Game as recognised by the Australian Capital Territory Junior Rugby Union (Incorporated) except as provided hereunder.
- (B) Under 7's, Under 8's, Under 9's, Under 10's and Under 11's will adhere to the ARU Pathway Laws with the agreed ACTJRU variations, where:
 - (i) Under 7's play WALLA Rugby rules;
 - (ii) Under 8's play WALLA Rugby rules;
 - (iii) Under 9's play MINI Rugby rules;
 - (iv) Under 10's play 12-aside MINI Rugby rules;
 - (v) Under 11's play 15-aside MIDI Rugby rules; and
 - (vi) Under 12's play 15-aside Under 19's Rugby Laws.

- (C) 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;
- (i) Under 7's; five.
 - (ii) Under 8's; five.
 - (iii) Under 9's; seven.
 - (iv) Under 10's; ten.
 - (v) Under 11's; ten.

In keeping with the philosophy of the Pathway, teams 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.

27 Fitness of Ground

The fitness of the ground to be played upon shall be decided on the field by the referee.

28 Size of Ball

The sizes of ball to be used for the respective grades of competition are:

Age Group	Ball Size
Under 7's	2
Under 8's	3
Under 9's	3
Under 10's	4
Under 11's	4
Under 12's	5
All other grades play	Full size

29 Number of players

- (A) In the event of any team playing with more than the maximum allowed number of players, it is the duty of the opposing team's representative or captain to direct the referee's attention to this fact. The referee will order the removal of extra players from the field of play and, if this order is not complied with within five minutes, the referee will award the match to the opposing team.
- (B) 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.

30 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.

31 Players' Dress

- (A)** Players will appear in proper football uniform, which consists of a jersey in his club's registered colours, shorts and long socks.
- (B)** 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.
- (C)** 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.
- (D)** 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.
- (E)** A protest against the non-wearing of recognised football boots or shoes may be made by the manager or coach of the opposing team but must be lodged in accordance with the procedure set down in the Rules of Competition. If this protest is upheld and the Judicial Committee thinks fit, it may apply an appropriate penalty against the offending club.

32 Duration of Play

- (A)** Competition matches will be played in two equal time periods according to the grade of competition. In each grade, an interval of not more than five minutes will be allowed unless Council, or the referee on the field of play, directs otherwise. The period of play will be determined by the Council.
- (B)** As presently determined by the Council, the periods of play and the intervals are:
 - (i) Under 7's and 8's 15 minutes each way, 5 minute interval.
 - (ii) Under 9's, and 10's 20 minutes each way, 5 minute interval.
 - (iii) Under 11's, and 12's 20 minutes each way, 5 minute interval.
 - (iv) Under 13's and 14's 25 minutes each way, 5 minute interval.
 - (v) Under 15's and 16's 30 minutes each way, 5 minute interval.
 - (vi) Under 17's, 18's and 19's 35 minutes each way, 5 minute interval.
- (C)** Extra time will be allowed for injuries in semi-finals and in Australian Capital Territory Junior Rugby Union (Incorporated) Championship and Grand Final matches only.

33 Referee

- (A) Appointment of Referees
A referee will be appointed for each match by the Australian Capital Territory Rugby Referees' Association (Incorporated) (ACTRRA) or by the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated). Appointed Referees must be affiliated with the ACTRRA.
- (B) Appointed Referee not in Attendance
- (i) In the event of the officially appointed Referee not attending within five minutes after the time at which the match was scheduled to commence, then a Referee may be appointed by the representatives of the opposing clubs.
 - (ii) If a Referee, appointed by the representatives of the opposing clubs is not an accredited Referee, that is, they are not affiliated with the ACTRRA or another Australian Rugby Union Referees Association, then in grades Under 9's to Under 12's inclusive, scrums will be non-contested.
- (C) 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.
- (D) 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 touch judges flag remains raised.
- (E) The Referee shall keep the time and the score.
- (F) During the match the Referee must not consult with anyone except only:
- (i) either or both Touch Judges on a point of fact relevant to their functions, or
 - (ii) in regard to time.
- (G) If the Referee is unable to officiate for the whole period of a match, a replacement will be appointed:
- (i) in such a manner as may be directed by the Australian Capital Territory Junior Rugby Union (Incorporated),
 - (ii) by the representatives of the respective teams, or
 - (iii) in the absence of such agreement, by the home team. For the purposes of this Rule, the first team listed in the draw shall be regarded as the home team.

34 Touch Judges

- (A) 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.
- (B) 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.

35 Coaches

- (A) 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.
- (B) In other grades, coaches are not permitted on the field at any time during play.

36 Line-Out Law for Under 10 and 11 Grades

- (A) Deleted November 2003
- (B) Deleted November 2003

37 Misconduct, Disqualification or Unqualified Players

- (A) Any player who is reported by a referee will be suspended from playing until his case is dealt with by the Judicial Committee.
- (B) 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 See Rule 47. The Judicial Committee may determine an alternative penalty

FINALS MATCHES

38 Eligibility of Players

Except with the permission of the Judicial Committee, no player may play in finals matches in any competition, or in a competition which is decided by the team having the highest number of competition points or performance percentage being declared the winner, unless he has taken part in at least three competition matches in such grade; except in the case of a player from a lower grade of the same club.

39 Team Lists

- (A) Team lists for each team playing in the semi finals, grand finals and Australian Capital Territory Junior Rugby Union (Incorporated) Championship matches must be furnished to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) and will be available for inspection, on request, from the Tuesday preceding those matches.
- (B) Protests on the grounds on ineligibility of players must be lodged with the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) at least twenty-four hours before the scheduled time of commencement of the fixture.

40 Duration of Play

Final matches shall be played in two equal time periods according to the grade of competition. The periods of play will be determined by the Council.

41 Final Placings

- (A) Final placings will be determined by the number of competition points gained at the end of the competition round except that, where the division has an uneven number of "BYES" or a team has been re-graded to or departed from the division resulting in an uneven number of games played by all teams, the placings will be determined by a performance percentage (i.e., a percentage of competition points gained over the number of games played).
- (B) The following formulae will be used to calculate the "Performance Percentage":

$$\text{PERFORMANCE PERCENTAGE} = (\text{SUM}(\text{WINS} + (\text{DRAWS}/2) + \text{BYES})) / (\text{PLAYED})$$

That is the Performance Percentage is equal to;

- the summation of the number of WINS plus half the number of DRAWN games plus the BYES, all divided by the total number of games played, (where a bye is are counted as a played game.)
- (C) Games declared by the Council or the Judiciary as "NO RESULT" will be deemed to have been played with no competition points awarded to either team.

42 Draws

In the event of two or more teams being equal in competition points or performance percentage at the end of the competition rounds, final placings will be decided by:

- (A) A higher ranking being awarded to the team which has forfeited less games during the season,
- (B) A higher ranking being awarded to the team which has defeated otherwise equally placed teams more often during the season,
- (C) Totalling the points scored for and against by the two or more teams level in the competition when those teams met in the competition rounds,
- (D) Where one of the teams has forfeited to the other, placing the team against which the forfeit has been recorded behind the other team,
- (E) If the teams are still equal, totalling the total points scored for and against during all competition rounds.

43 Order of Play

- (A) At the finish of the competition rounds, semi finals and a grand final, will be played in the following manner:

- (i) **Where there is a Single Division in the Grade:**

First Semi Final: The team placed first on the competition table will play the team placed fourth on the competition table.

Second Semi Final: The team placed second on the competition table points will play the team placed third on the competition table.

Grand Final: The winner of the first semi final shall play the winner of the second semi final. The winner of this match will be the premiership team of that particular Division of the Grade.

- (ii) **Where there is Two Divisions joined in the One Grade** (eg: a Gold and a Green Division joined):

Those teams placed in the first four positions on the ladder will go through to a Semi and Grand Final of the Gold Division. The next four teams (positioned 5 to 8 inclusive on the ladder) will go through to a Semi and Final of the Green Division

For the Gold Division.

First Semi Final: The team placed first on the competition table will play the team

placed fourth on the competition table.

Second Semi Final: The team placed second on the competition table points will play the team placed third on the competition table.

Grand Final: The winner of the first semi final shall play the winner of the second semi final. The winner of this match will be the premiership team of that particular Division of the Grade.

For the Green Division.

First Semi Final: The team placed fifth on the competition table will play the team placed eighth on the competition table.

Second Semi Final: The team placed sixth on the competition table points will play the team placed seventh on the competition table.

Grand Final: The winner of the first semi final shall play the winner of the second semi final. The winner of this match will be the premiership team of that particular Division of the Grade.

(iii) **Under 9's**

Where there is a Single Division in the Under 9's Grade the Order of Play will be as described in (i) above.

Where there is Two Zones joined in the Under 9's Grade (eg: Zone 1 and Zone 2 joined), Only those teams placed in the first four positions on the ladder in each zone (Zone A and Zone B) will go through to the Semi Finals. These teams will be known as: Zone A1 (first on the Zone A Division ladder), Zone A2, (second on the Zone A Division ladder), Zone B1 (first on the Zone B Division ladder), Zone B2, (second on the Zone B Division ladder), and so on. Teams in each Zone placed 1 and 2 play in a Black Division Semi and Championship Final and teams in each Zone placed 3 and 4 play in a Gold Division Semi and Grand Final.

Semi Finals

Black Division.

- Zone A1 versus Zone B2
- Zone B1 versus Zone A2

Gold Division

- Zone A3 versus Zone B4
- Zone B3 versus Zone A4

Finals

Black Division

- Winner: Zone A1 versus Zone B2 plays the Winner Zone B1 versus Zone A2

Gold Division.

- Winner: Zone A3 versus Zone B4 plays the Winner Zone B3 versus Zone A4.

- (B) The premiership team of the highest division of an age grade will be the Australian Capital Territory Junior Rugby Union (Incorporate) Championship team of that age grade.

44 Draws

In the event of a draw in either semi final matches, five minutes extra time each way will be played. If a draw still exists the team finishing higher on the competition table shall continue on to take part in the grand final. In the event of a draw in a grand final, no extra time will be played. Both teams shall be declared joint premiers.

DISQUALIFICATIONS, PROTESTS AND APPEALS

45 Judicial Committee

The Judicial Committee will investigate, deal with and decide all appeals, proceedings, protests and disputes in connection with the competitions.

46 Forfeiture of Matches

- (A) Council may disqualify any club or team which forfeits three or more matches. If disqualified, the remaining matches of such club or team will be forfeited by it.
- (B) Every match forfeited by a club or team shall be regarded as having been won by the opposing club or team on the day on which that match would, but for its forfeiture, been played.
- (C) The Judicial Committee will determine an appropriate penalty in respect of the forfeiture of matches scheduled to be played in

Jindabyne, Cooma, Goulburn, Yass and Young or any other Southern Inland or Far South Coast district location.

(D)

- (i) In the event that a team is unable to field sufficient players, suitably trained to play in the front row, at the commencement of a game and requires that scrums be uncontested, that team will forfeit the game. This rule does not apply the Under 9's, Under 10's, Under 11's and Gold and Green division players in the Under 12's.
- (ii) Where a suitably trained front row player is injured, and due to the nature of that injury the player cannot continue in the game with contested scrums, that player shall retire and take no further part in the game.
- (iii) If at the commencement of or where a team loses a front row player during a game and there is no replacement player, suitably trained to play in the front row, then should this team commit an error, which results in a scrum, the opposing team will have the choice of either a free kick or an uncontested scrum. Uncontested scrums will be played where the team unable to field a suitably trained / experienced front row player is awarded a scrum as per the laws of the game. When a free kick is awarded, as an alternative to an uncontested scrum, the opposing team must be given sufficient time to retire 10m before the free kick is taken.

47 Commencement of Matches on Time

Any team not prepared to commence a match within fifteen minutes of the scheduled time will forfeit that match unless a satisfactory reason for the delay is given to Council. See also Rules 20 and 21.

48 Over Age Players

- (A)** 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.
- (B)** 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 the event of semi finals and grand finals, three days.
- (C)** 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.

49 Protests

- (A) Protests under Rule 37(B) may be made by any club in the competition, or by any member of the Council, and must be lodged with Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) no later than the third day following the match.
- (B) A copy of the protest must be supplied within the same time period to the Honorary Secretary of the club complained against. When the protest is made by a club, the Honorary Secretary of that club must, within the same time period, forward a copy of the protest to the Honorary Secretary of the club complained against.
- (C) Appeals or protests, except as otherwise provided in these Rules, must be provided to the Honorary Secretary of the Australian Capital Territory Junior Rugby Union (Incorporated) no later than 5.00 pm on the third day following the match.
- (D) All protests and appeals must be in writing and must specify in detail the substance of the appeal or protest. For example, the name of player alleged to be over age. All protests and appeals must be accompanied by a deposit of \$25.00 which will be forfeited should the Judicial Committee consider the protest or appeal to be frivolous.

50 Player Ordered Off

The Judicial Committee will, within five days deal, with the case of a player ordered off or otherwise reported by a referee. The Honorary Secretary of the club to which a player ordered off or otherwise reported by a referee belongs will notify that player to attend the meeting of the Judicial Committee on the Wednesday following the ordering off or otherwise reporting.

51 Appeal Against the Decision of the Honorary Secretary

In cases where matters are left by the Council to the discretion of the Honorary Secretary, there will be the right to appeal his decisions to the Council.