



Illawarra District Rugby Union Inc.

Competition Rules

2011

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Part 1 Definitions

1.1 In these rules, unless the contrary intention appears:

- 1.1.1 *administration officer* means the person appointed as such under the rules of the IDRU.
- 1.1.2 *ARU* means the Australian Rugby Union Ltd;
- 1.1.3 *board* means the board of directors of the *IDRU*;
- 1.1.4 *business day* means any day other than a Saturday, Sunday or public holiday in New South Wales;
- 1.1.5 *club* means each rugby body that is a participant in the *competition*;
- 1.1.6 Code of Conduct means the IDRU Code of Conduct
- 1.1.7 *competition* means the *grade competition* and the *junior competition*;
- 1.1.8 *competition manager* means the person appointed by the *IDRU* to carry out the day to day operational management of the *competition*;
- 1.1.9 *finals series* means the *competition* matches described in rule 6.1;
- 1.1.10 *grade competition* means a rugby competition conducted in 2008 by the *IDRU* between teams having no age limit;
- 1.1.11 *home club* means the *club* at whose home ground a *competition* match is played;
- 1.1.12 *IDRU* means the Illawarra District Rugby Union Incorporated;
- 1.1.13 *IDRURA* means the Illawarra District Rugby Union Referees Association Incorporated;
- 1.1.14 *IRB* means the International Rugby Board;
- 1.1.15 *judiciary* means the judicial committee appointed by the *IDRU*;
- 1.1.16 *junior competition* means a rugby competition conducted in 2009 by the *IDRU* between teams of players less than 18 years of age at 1 January 2009;
- 1.1.17 *Laws of the Game* means the Laws of the Game of Rugby Union as framed by the *IRB*;
- 1.1.18 *match day controller* means the person appointed as such by the *home club* for the purpose of these rules;
- 1.1.19 *match result sheet* means the match result sheet referred to in rule 5.14;
- 1.1.20 *minor premiership competition* means the *competition* matches described in rule 5.1.2;
- 1.1.21 *MRA* means MyRugby Admin;
- 1.1.22 *playing enclosure* means the area so defined in the *Laws of the Game*;
- 1.1.23 *registrar* means the registrar of the *IDRU*;
- 1.1.24 *rugby committee* means the committee appointed by the *IDRU* to oversee the management of the *competition*;
- 1.1.25 *sports trainer* means a person appointed by a *club* to attend to a player who appears to be injured and to provide water to players
- 1.1.27 words indicating the singular number include the plural number and vice versa;
- 1.1.28 words indicating a gender include each other gender;
- 1.1.29 where an expression is defined, another part of speech or grammatical form of that expression has a corresponding meaning.

- 1.2 Despite rule 1.1, in a rule or sub-rule relating only to the junior competition:
- 1.2.1 registrar means the junior sub-committee registrar; and
 - 1.2.2 competition manager means the junior sub-committee competition manager.

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 *ARU* Code of Conduct and all rules, by-laws and directions of both the *ARU* and *IDRU*.

Note: In the junior competition:

- Under 7 to under 12 matches must comply with the ARU Junior Player Pathway Modified Games
 - Under 13 to under 18 matches must comply with the IRB under 19 Law variations and the ARU under 19 safety law variations.
 - Dispensation has been granted by the ARU Community Rugby General Manager to modify the 2009 IRB Under 19 Law Variations with regard to the length of Temporary Suspensions (Sin Bins). The following applies:
 - **Mini/Midi:** 5 minutes of actual time, expires at half time, players may be replaced; (Under 8's & 10's)
 - **U14 years and under:** 5 minutes of playing time, players may not be replaced; (Under 14's)
 - **U15 years and above:** 10 minutes of playing time, players may not be replaced. (Under 16's & 18's)
- 3.1 *Clubs* wishing to participate in the *competition* must submit to the *administration officer* by 15 January details of their teams and all information required by the *IDRU* for the purpose of placing those teams in the most appropriate *competition* and grades.
- 3.2 Each team nomination must list the coach for that team and the coach's accompanying *MRA* registration number so that the mandatory SmartRugby compliance can be assessed.
- 3.3 A team will be considered accepted on approval of its nomination by the *rugby committee*.
- 3.4 Clubs wishing to participate in the junior competition must submit to the registrar by the first weekend in March preliminary details of their teams and all information required by the *IDRU* to permit preparation of the draft competition draw. Confirmation of those details must be submitted within 2 weeks later.

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 *MRA*, 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.

Note: Registration of players in the junior competition must comply with the IDRUs current junior registration process (available in the resource library of the IDRUs web site illawarrarugby.com.au).

4.3 Each player's registration must be entered on *MRA* by the *club* no later than the time within which the *match result sheet* for the first *competition* match in which the player participates must be submitted.

Note: Proper registration of players will ensure that the *club* administration has fulfilled its responsibilities under duty of care to the players as prescribed by SmartRugby.

4.4 Each registration form must be retained by the player's *club* for 10 years and must be produced for inspection on request by the *registrar*. The *registrar* must produce for inspection any registration form held by the *IDRU* within 7 days after request by a *club*,

4.5 All players in the grade competition must be at least 18 years of age to be eligible to play..

Note:

- Reference should be made to the *ARU* Policy on the 2 Year Window.
- Players who are eligible to play in the junior competition should be encouraged to do so even if they become also eligible under this rule to play in the grade competition by turning 18 during the calendar year.

4.6 Players in the junior competition are to be registered in age groups according to their ages as at the commencement of the calendar year. Therefore a player who turns 13 in the 2009 calendar year will be registered as an under 13 player. Players in the junior competition are ineligible to play in a team more than one year above their age group.

Note: ARU policy prevents players in the junior competition from playing in matches for more than 90 minutes on any day.

4.7 *Clubs* must be able to prove to the *registrar'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 registered with a *club* can only change *clubs* within the same *competition* with the written consent of the *board*. Applications for permission to change *clubs* must be submitted to the *IDRU Competition Manager in writing*. The player must not play with the *club* to which the player wishes to transfer until written consent has been obtained.
- 4.9 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.
- 4.10 The *board* can grant a player exemption from rule 4.9 if it considers that there is good reason for doing so.
- 4.11 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 premiers Competition

5.1 Draw

- 5.1.1 The *competition* will be conducted in accordance with a schedule of matches drawn up by the *rugby committee* 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 the first *club's* home ground and once at the other *club's* home ground. Those matches will comprise the *minor premiers series*.

5.2 Competition points

- 5.2.1 Positions on the competition table at the conclusion of the *minor premiers 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 :

- by the most number of wins during the *minor premierships series*, but
- if still equal, by the higher differential of points for and against (points scored for the team less points scored against the team), but
- if still equal, by the higher ratio of points for and against in matches played against teams on equal competition points.

5.2.3 The club championship will be awarded to the *club* gaining most points on the aggregate of competition points awarded to all its teams based on results following completion of the *minor premierships series* and adjusted as follows:

- 1st grade - competition points x 5
- 2nd grade - competition points x 3
- 3rd grade - competition points x 2.

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 unavailable for any reason, the *home club* must, using the Change of Venue Notification form, advise the *competition manager*, the opposing *club* and the *IDRURA* immediately the venue is considered unplayable or otherwise unavailable.

5.3.2 The *competition manager*, after consultation with the *clubs* involved, must direct that:

5.3.2.1 the match be played at a suitable alternative venue (one option being the opposing *club's* home ground); or

5.3.2.2 the match be postponed to a date set by the *competition manager*.

5.3.3 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 behaviour 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.

5.5 Forfeits

5.5.1 If a *club* is forced to forfeit a match in the *grade competition*, it must forfeit the lowest grade or 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 favour 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 if the opposing *club* furnishes a match result sheet to the *registrar*.

5.5.4 A *club* proposing to forfeit a match must inform the *competition manager*, 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. A *club* that informs the *competition manager* and the opposing *club* after that time will lose 2 competition points from the competition table of each team which forfeits.

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.

5.6 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	3:00pm #
2nd	35 mins	1:30pm #
3rd	30 mins	12:15pm #
Under 16s, 17s & 18s	35 mins	*
Under 14s & 15s	30 mins	*
Under 12s & 13s	25 mins	*
Under 9s, 10s & 11s	20 mins	*
Under 7s & 8s	15 mins	*

Start times for Bowral and Bundanoon home games are 1st Grade 3:20pm, 2nd Grade 1:50pm, 3rd Grade 12:00noon.

Or agreed by both teams playing with notification to Competition Manager and Referees.

*Commencement times for *junior competition* matches will be determined by the *home club*.

5.6.2 Time will be allowed off for injuries only in 1st grade matches, all *grade competition finals series* matches and *junior competition* grand final matches.

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

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

5.6.3.2 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 result sheet.

5.6.4 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.

5.6.5 Subject to rule 5.3, the time, day and venue will 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 *competition manager*.

5.6.6 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.

5.6.7 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 millimeters and be of a colour that is easily discernible at a reasonable distance from the match.

5.7.2 No 2 players can wear the same number jersey.

5.7.3 The distinguishing number must correspond with the information supplied by the *club* on the *match result sheet* for that match and for any program for the match.

5.7.4 Players can wear only boots or shoes that conform with *IRB* Regulation 12

5.8 Footballs

5.8.1 The *home club* must provide 3 serviceable Gilbert Barbarian 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*.

5.8.5 In *junior competition* matches the size of balls to be used are:

5.8.5.1 Under 7s and 8s – size 2

5.8.5.2 Under 9s and 10s – size 3

5.8.5.3 Under 11s and 12s – size 4

5.8.5.4 Under 13s to 18s – size 5

5.9 Venue facilities and personnel

Playing enclosure

5.9.1 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*.

5.9.2 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.

5.9.3 The only persons authorised to enter the *playing enclosure* during a match are:

- The 2 competing teams
- The referee
- 2 touch judges
- 2 ball boys
- Reserve players
- A medical practitioner or physiotherapist
- 3 *sports trainers* for each team
- The manager of each team
- The *match day controller*

The *home club* must ensure that all other persons, including coaches, remain outside the *playing enclosure* bounded by the ropes or other barriers.

5.9.4 The reserve players, medical practitioner or physiotherapist, *sports trainers* 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.

5.9.5 The medical practitioner or physiotherapist and *sports trainers* must wear the coloured vests provided to each *club* by the *IDRU*. *Clubs* must meet the cost of replacing lost vests.

Ground conditions

5.9.6 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.

5.9.7 The *home club* must ensure that objects such as cricket pitches or in ground watering systems are properly covered for the safety of players.

5.9.8 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.

First aid

5.9.9 In accordance with *ARU* safety directives, the *home club* must supply:

- 5.9.9.1 a stretcher, preferably a scoop stretcher and cervical collar;
- 5.9.9.2 a medical room equipped with adequate lighting, running water, first aid equipment and a telephone;
- 5.9.8.3 a fully equipped first aid kit;
- 5.9.8.4 a person with a current NeckSafe qualification.

5.9.10 At each match each *club* should supply a person with basic first aid certification or higher qualification.

Referees

5.9.11 A referee must be appointed for each match by the *IDRURA* .

5.9.12 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.

5.9.13 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.

5.9.14 Each *club* must, by 13 April 2009, have as registered members one referee for every grade team and one referee for every 2 junior teams. At least one of those 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.

5.9.15 If the *home club* is unable to appoint a referee when necessary under rule 5.9.11 or rule 5.9.12, it will be taken to have forfeited the match

- 5.9.16 Prior to the commencement of any game referees must inform players that they are required to comply with the code of conduct
- 5.9.17 Referees must act immediately upon any report received from a touch judge involving a breach of the code of conduct
- 5.9.18 In junior games all referees must be older than the participants in the game at which they are officiating

Touch judges and ball boys

- 5.9.19 In all matches except *finals series* matches each club must provide a touch judge and ball boy.
- 5.9.20 Touch judges must wear a jersey or shirt of colour distinguishable from those of the competing teams, white shorts, long socks and boots or shoes and must carry a flag.
- 5.9.21 Touch judges must carry out their duties as defined in the *Laws of the Game* and each *club* is responsible for the appointment of touch judges and for the competence and proper uniforming of those touch judges.
- 5.9.22 Upon receipt of a report from a match controller involving a breach of the code of conduct a touch judge must request the referee to halt play until such time that the incident leading to the report has been resolved
- 5.9.23 In junior games all touch judges must be older than the participants in the game at which they are officiating
- 5.9.24 In *finals series* matches touch judges must be appointed by the *IDRURA* and the competing *clubs* must provide ball boys.

Match day controller

- 5.9.25 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 must specifically be responsible for compliance, during and after matches, with the code of conduct and the competition rules
- 5.9.26 The *match day controller* must ensure that:
 - 5.9.26.1 the ground is properly prepared in accordance with these rules;
 - 5.9.26.2 the first aid equipment and facilities required by these rules have been provided;
 - 5.9.26.3 each *club* has provided a competent touch judge in uniform complying with these rules;
 - 5.9.26.4 players take the field for each match on time;
 - 5.9.26.5 players' jerseys are correctly numbered and correspond with any match program and that any ground announcer is notified of any changes;
 - 5.9.26.6 the score is accurately and legibly displayed throughout each match;
 - 5.9.26.7 only persons authorised to enter the *playing enclosure* do so in accordance with these rules;
 - 5.9.26.8 each player temporarily suspended retires from the *playing*

enclosure and that the referee is notified when 10 minutes has elapsed following that suspension;

5.9.26.9 each player ordered to the blood bin retires from the playing enclosure;

5.9.26.10 players temporarily suspended or ordered to the blood bin return to the *playing enclosure* only when permitted by the referee.

5.9.26.11 In conjunction with the visiting club 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

Visiting club controller

- 5.9.27 The visiting *club* must appoint a *visiting club controller* who must:
- 5.9.27.1 identify himself or herself to the *match day controller* before the commencement of play;
 - 5.9.27.2 be responsible for his or her *club's* compliance with the *competition* rules;
 - 5.9.27.3 comply with all reasonable requests of the *match day controller*; and
 - 5.9.27.4 In conjunction with the 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

5.10 Replacement/ Rolling Substitution of players

- 5.10.1 Teams are permitted to use nominated reserves as replacements.
- 5.10.2 Replacement of players must take place in accordance with the *Laws of the Game*.
- 5.10.3 **Senior** A maximum of eight (8) substitutions per team per match will be allowed for all senior rugby.
Exception: A maximum of fifteen (15) substitutions per team per match will be allowed for the 3rd grade of any senior rugby competition. (Exemption applied from the ARU for this exception)
- 5.10.4 Any number of players can be replaced in the *junior competition*.
- 5.10.5 A player can only be replaced in any match at a stoppage of play and with the approval of the referee.
- 5.10.6 Substitutions under Law 3.14(a) shall include **any time one player substitutes another player from the same team**, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.
- Exceptions**
- (a) **Substitution – Blood**
- (i) If a player has a blood injury and is temporarily replaced by another player that does **NOT** count as a substitution.
 - (ii) If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does **NOT** count as a substitution.
 - (iii) If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that **IS** a substitution. The blood player is considered injured.
 - (iv) Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

(b) Temporary Suspension – Yellow Card

(i) When a player is temporarily suspended (yellow card) and leaves the field of play that is **NOT** a substitution.

(c) Temporary Suspension – Yellow Card – Front Row Player

(i) When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does **NOT** count as a substitution.

(ii) If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does **NOT** count as a substitution.

(iii) Player B returning to the field of play is also **NOT** a substitution. (iv) If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that **IS** a substitution

(v) Player B returning to the field of play to substitute another player during the period of temporary suspension **IS** a substitution.

(d) Send Off – Red Card

(i) When a player is sent from the field of play (red card) that is **NOT** a substitution.

(e) Send Off – Red Card – Front Row Player

(i) When a scrum is ordered after the sending off of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does **NOT** count as a substitution.

(ii) Player B returning to the field of play to substitute another player **IS** a substitution.

5.10.7 Any player substituted due to **injury** (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day. At matches where there is no match doctor available, the Referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.

5.10.8 After the maximum number of substitutions has been made, no other substitutions will be allowed for any reason, except for an **injury to a front-row player** where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.

5.10.9 Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team or after a try has been scored **shall not be permitted to kick at goal until after the relevant kick has been taken.**

5.11 Uncontested scrums:

5.11.1 For adult competitions where teams are allowed to nominate 22 players

There must be five players who can 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, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.

Should a team not have three suitably trained front row players to commence a game with contested scrums, this team must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available (or returns from either blood-bin or temporary suspension) 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.

5.11.2 For competitions where teams are allowed to nominate 23 players, and for U19 competitions where teams are allowed to nominate 22 or more players

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.

Should a team not be able to meet this obligation for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.

Should a team not have three 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.

If, subsequently, a qualified front rower becomes available (or returns from either blood-bin or temporary suspension) 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.

5.11.3 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 *match result sheet* prior to the signing by the referee.

5.12.2 If a player incurs 3 or more temporary suspensions during the *competition* season, the following additional penalties will apply:

Grade competition

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

Junior competition

- 2 temporary suspensions – 1 match suspension
- 4 temporary suspensions – 2 match suspension
- 5 temporary suspensions – suspension until appearing before the *judiciary* which will determine an appropriate additional penalty.

5.12.3 The *administration officer* 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, of the requirement that the player appear before the *judiciary* for the determination of an additional penalty; and

5.12.3.3 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 result sheet* must record the name of each player ordered off the field of play.

5.13.2 A player ordered off the field 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 by the *board* the *judiciary* will meet at Regent Court, 41 Kenny 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*. That official cannot be a parent of the player. A player's parent can attend the meeting but cannot speak unless invited to do so by the chairman.

5.13.5 If the relevant *match result sheet* has not been received by the *judiciary* when a player appears before the *judiciary*, the player can continue to play until the case has been determined. Consequently the chairman of the *judiciary* must notify the player to appear before the next meeting of the *judiciary*.

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

5.15 Matching player numbers in junior competition

5.15.1 In *junior competition* matches, rule 5.6.3 is varied by substituting "8" for "10" in the case of teams under 12 and younger.

5.15.2 Subject to rules 5.6.3 and 5.15.1, if a team in the *junior competition* can only field less than 15 players in any match, the number of players in the other team must be reduced so that both teams have equal numbers.

5.15.3 Rule 5.15.2 does not apply where the number of players in a team is reduced as a result of temporary suspension of a player or ordering a player off the field for misconduct.

5.16 Match results sheets

5.16.1 Each *club* must furnish to the *registrar* a *match result sheet*, in the form approved by the *registrar*, by 4.00pm on the next *business day* following each match. The *match result sheet* can be furnished by email. If so, the *club* must retain the original for not less than 7 years and produce it for inspection by the *registrar* on request.

5.16.2 Each *match result sheet* must record:

- the *club*, grade, date, venue, time and opposing *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 the captain or other *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)
- the *club's* rating of the referee's performance on a scale of 1 to 5 where 1 is poor and 5 is excellent.

5.16.3 Each *match result sheet* must be signed by the team captain or another official of the *club* and by the referee.

5.16.4 For the purpose of *final series* eligibility, the names of the first 15 players appearing on the *match result sheet* for each *minor premierships series* match will be taken to have started in the match.

5.16.5 If a *club* fails to furnish a *match result sheet* in accordance with this rule, the team concerned will be taken to have forfeited the match and will have 4 competition points and any bonus points earned in the match deducted.

5.16.6 Each *club* must also inform the *registrar* by telephone on the day of each match of the result of the match and, in the case of 1st grade matches, details of points scored and best and fairest awards.

6. Finals Series Matches

Draw and venues

6.1 Following completion of the *minor premierships series*, *final series* matches will be conducted between the teams finishing in the first 5 places on the competition table in each grade as follows:

- 1st play-off – team 4 plays team 5 – winner advances to minor semi final and loser is eliminated
- 2nd play-off – team 2 plays team 3 – winner advances to play team 1 in major semi-final and loser advances to minor semi-final
- Minor semi-final – winner advances to preliminary final and loser is eliminated
- Major semi-final – winner advances to grand final and loser advances to preliminary final

- Preliminary final – winner advances to grand final and loser is eliminated
- Grand final – winner is premier and loser is runner-up.
-

6.1.2 the *junior competition* teams finishing in the first 4 places on the competition table in under 11s to under 18s as follows:

- Minor semi-final – team 3 plays team 4 – winner advances to final and loser is eliminated
- Major semi-final – team 1 plays team 2 – winner advances to grand final and loser advances to final
- Final – winner advances to grand final and loser is eliminated.

6.2 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 play-off matches must be played on the same day and the semi-final matches must be played on the same day.

Equal scores

6.3 If scores are equal at the completion of a play-off, semi-final or final match in the *grade competition*, 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.

6.4 If scores are equal at the completion of a play-off, semi-final or final match in the *junior competition*, the team which occupied the higher position in the competition table is taken to be the winner.

6.5 If scores are equal at the completion of a grand final match in the *grade competition*, an extra 10 minutes each way without interval must be played. If scores are then still equal, the teams will be joint winners.

6.6 If scores are equal at the completion of a grand final match in the *junior competition*, the teams will be joint winners.

Player eligibility.

6.7 A player will be eligible to play for a club in the *finals series* of the *grade competition* match only if the player has played for the *club* in at least 5 rounds of the *minor premierships competition*.

6.8 Despite rule 6.7, a player will not be eligible to play in a lower grade in any *finals series* match of the *grade competition* if the player has played in a higher grade in 3 of the player's last 5 matches in the minor premierships competition unless the player has done so only as a replacement.

6.9 Despite rule 6.8, a *club* can apply in writing to the board for permission for a player to participate in a *finals series* match in a lower grade. Permission can be given if the *board* is satisfied that the player is ineligible to play in that lowe

grade only because of injury, illness or representative rugby commitments of another player or forfeits or something else which reasonably prevented the player from becoming eligible.

- 6.10 A player will not be eligible to play in the *finals series* of the *junior competition* unless the player has played in at least half of the *competition* matches played by the player's team.
- 6.11 Despite rules 6.7 and 6.10, 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, forfeits or something else which reasonably prevented the player from becoming eligible.
- 6.12 Each club having teams qualified to participate in *finals series* matches must, by 3.00pm on the Monday before the first of those matches, furnish to the *registrar* for confirmation the names and registration numbers of all players to be included in those teams and the grade in which the *club* considers each player is eligible to play. The *registrar* must give each of those *clubs* a list of their eligible players before the commencement of the *finals series* matches.
- 6.13 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.

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 penalised 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 have 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* complaints 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 or dispute.

- 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 *competition manager* 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 *judiciary* must give the *club* against 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 *registrar*, *competition manager* and each *club* must each notify the *administration officer* 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*, *competition manager* or a *club* by email sent to the address of the *registrar*, *competition manager* 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*.