

Rugby Gold Coast Ltd.

Junior

Competition Rules

2010



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1. DEFINITION OF TERMS

For the purposes of this document:

- (a) **ARU** is the Australian Rugby Union Ltd.
- (b) **QRU** is the Queensland Rugby Union Ltd.
- (c) **RGC** is Rugby Gold Coast Ltd.
- (d) **JUNIOR MANAGEMENT STEERING COMMITTEE (JMSC)** is the Committee nominated by the RGC Board to oversee the management of the Junior Competition.
- (e) **COMPETITION MANAGER** is the person deemed responsible for the day to day operational management of the Junior Competition.
- (f) **CLUB** is the rugby body that is a participant in the Competition.
- (g) **JUDICIARY** is the Sub Committee as appointed by the RGC Board.
- (h) **MyRugbyAdmin (MRA)** is the Administrative system set up by the ARU to facilitate the online Registration of Rugby players Australia-wide.
- (i) **Playing Enclosure** is the area within a boundary of five (5) metres outside the perimeter of the playing field.
- (j) **International Rugby Board (IRB) Laws of the Game - Australian U19 Law Variations**, are the Laws under which the RGC Intermediate Competition is conducted and the RGC Junior Rules of Competition are derived.
- (k) **GCCC** is the Gold Coast City Council.
- (l) **Medic**. That person(s) nominated to perform the first-aid duties for players. The minimum qualification for this position is Sports Medicine (First-aid) Level One.
- (n) **Competition Management System (CMS)**. An offshoot of MRA which allows RGC and individual Clubs to electronically record and monitor their players, teams and results.

2 LAWS OF THE GAME

Matches must be played in accordance with the Laws of the Game of Rugby Football 2009, or later edition, and the Rulings thereon, as published by the International Rugby Board (IRB) including, Under 19 and 7 a side variations, together with all by-laws and directives of both the ARU and QRU.

3. TEAM NOMINATIONS

- i)** Participation in the Competition shall be initiated by RGC calling for nominations in each grade and/or division by the 19th February 2010. All nominations are to be received by Friday, 26TH February.
- ii)** Team Nominations must list the name of the Team and all information requested by RGC for the purpose of placing the Team in the appropriate Competition.
- iii)** Team nominations must also include the Coach for that team and his/her accompanying MyRugbyAdmin Registration Number, so that their mandatory SmartRugby compliance and accreditation may be confirmed. Coaches for Intermediate Teams must hold **Level 1**. By the completion of Round 2, all Coaching Accreditation data must have been forwarded to RGC.

Penalty: Non-compliance with Intermediate Coaching Accreditation will result in the loss of Club Competition Points for that Team.

4. REGISTRATION OF PLAYERS

- i)** A player may play for the club of his/her choice.
- ii)** No player shall be eligible to play for or train with a Club within RGC unless that player has signed a Registration Form. The player must be then registered by the Club, via MyRugbyAdmin (MRA), by 12:00 noon the following **working** day. Players under the age of eighteen (18) must have their Registration Form signed by a Parent or Legal Guardian. Every registration form is to be retained by the Club.

Penalty: Four (4) Competition points for each unregistered player for each game played.

iii) Player registrations **must** be entered on MRA by the Club, **prior** to that player participating in **any** further rugby fixture or training, once the time-frame in **para. ii)** above has expired.

NOTE: Correct and proper registration of players will ensure that the Club Administrators have fulfilled their responsibilities under Duty of Care to the players, as prescribed by SmartRugby.

iv) All age grade players are to be registered in an age group according to their age, **as at the commencement of the calendar year**. Therefore a player who turns Thirteen (13) in the 2010 calendar year will be registered as an Under 13 player.

Penalty: Clubs found in breach of this Rule may incur a penalty of Four (4) Competition Points and reversal of match results.

A player may "play up" one (1) Age Group Division maximum only without an ARU Dispensation.

Reference should be made to the QRU Directive on the Two (2) Year Window. (Age Grade Two-Year Window COM009)

See:- rugbygoldcoast.com.au / policies and procedures/ two year window.

Penalty: Four (4) Competition Points and Reversal of Result.

v) **Acceleration Program U13/U14.** For the 2010 season there will be an upper weight limit on players in the U13 and U14 Age Divisions. Players exceeding the limiting weight for either age group will be required to move up one (1) Age Division only.

U13 players exceeding **75kgs** will be registered as U13 players, but will be required to play in the U14 Age Division.

U14 players exceeding **85kgs** will be registered as U14 players, but will be required to play in the U15 Age Division.

Players are limited to playing up One Division only regardless of weight limitations in the upper Division; e.g. an U13 player who weighs 90 kgs, is required to move up to the U14 Division, but no higher, even though the weight limit for U14s is **85kgs**.

Representative Players will play in their correct Age Division, for Representative matches, regardless of weight.

There is a Weight Dispensation process which can be activated by use of the Form at Appendix 3.

Players are to be weighed at the time of sign-on and their weight noted on their Registration Form. They will then be added to the appropriate team for that Club.

The final weigh-in of players will be prior to the commencement of the Competition. Friday, 20th March is the nominated date.

Further weights will be taken only as a result of a protest and will not be considered within six (6) weeks of the Finals Series.

A copy of all U13 and U14 teams, accompanied by the player weights, is to be forwarded to RGC prior to the first round of the Competition, Saturday, 20th March. Additional players shall be registered to RGC by email, when they join the Club.

vi) Clubs must prove to their satisfaction, by way of Birth Certificate or Official Passport only, the eligibility of players to participate in their nominated Age Group. Failure to confirm this eligibility may make the club and/or player liable to suspension and/or penalty.

Penalty : Four (4) Competition Points and Reversal of Result.

vii) No permission to play will be granted to a registered player of another Association, outside Queensland, unless he/she produces the written consent of that Association on the appropriate form provided by the ARU / IRB.

viii) A player officially registered with a club may only change clubs across competitions in Queensland with the written permission of the QRU. Applications for permission to change clubs must be submitted to the QRU. Players are not permitted to play in more than one (1) Competition simultaneously, during the same season.

Penalty: Four (4) Competition Points and Reversal of Result.

ix) A player officially registered with a club may only change clubs within the same competition and within the same calendar year, with the written permission of the **JMSC**. Applications for permission to change clubs must be submitted to the Competition Manager. Such players shall not play with the club to which he/she wishes to transfer, until written consent has been obtained. A two (2) week window for objection to a transfer will apply. If no

objection is lodged with RGC, then the Transfer will become valid and will be effected by RGC.

Penalty: Four (4) Competition Points and Reversal of Result.

5.0 THE COMPETITION

5.1 THE DRAW

The Competition will be conducted in accordance with a schedule of matches drawn up by the Junior Competition Manager prior to the start of the playing season and **varied, as necessary, from time to time.**

5.2 COMPETITION POINTS (U12 to U18 Competitions)

(i) Team positions on the competition table will be determined by competition points.

Win	Four (4) Points
Win by Forfeit	Five (5) Points
Loss	Zero (0) Points
Draw	Two (2) Points
Bye	Two (2) Points
Bonus Points	
4 or more tries	One (1) Point
Loss by 7 points or less	One (1) Point

(ii) In the event of two or more teams being equal on competition points at the completion of the season proper, the higher placed team shall be determined on the basis of the team with the best for and against ratio of points. Should further calculation be required, the higher placed team shall be determined on the number of games **won** during the competition, followed by the most **tries** scored.

5.3 POSTPONED/ABANDONED MATCHES

(i) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the **"Home"** club to advise the opposition teams, the Referees Association and the RGC Competition Manager immediately the ground is considered unplayable, or in doubt of being playable. The

Competition Manager, after consultation with the **JMSC** and the clubs involved, will direct how the abandoned match will be dealt with.

(ii) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

- 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 no bonus points are applicable.
- Where a match has been abandoned after the completion of the first half, the result at that point will stand.

(iii) 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 **JMSC** will determine if any penalties will be imposed on the competing teams. (It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct protocols)

Penalty: To be determined by the RGC Judiciary Committee.

(iv) Rain-effected play: games having to be abandoned through rain and subsequent field closures by GCCC, will be handled as follows;

U6 to U11 - a washout shall be recorded;

U12 to U18 - if the effected "Home" match can not be played at the "Away" field, then it shall be rescheduled by the Clubs for the following Wednesday evening at 6:30pm, at the "Home" venue. Should the venue not have adequate lighting, an alternative will be declared. Should neither side wish to contest the points on the Wednesday, an agreement to split the points, with no for and against, will be approved. Alternatively, the Teams can elect to play for "double points" at their next encounter.

5.4 FORFEITS

(i) Each match forfeited by a team will be regarded as having been won by the opposing team on the day on which the match, but for such a forfeit, would have been played. Twenty (20) points to Nil

will be awarded to the non-forfeiting team and AGAINST the forfeiting team.

Penalty: The non-forfeiting team shall be awarded Five (5) Competition Points (4 Competition points plus 1 Bonus point.)

(ii) 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.

(iii) The **JMSC** may impose further penalties for withdrawing teams from the competition.

(iv) All forfeits for Saturday matches must be declared by **10:00am on the Friday** immediately prior to the match. The minimum notice for all other matches is 36 hours prior to the match. Notification should be made to the Opposition Club and the RGC Competition Manager. (0434 881199).

Penalty: Four (4) Competition Points.

(v) The minimum number of players for Intermediate teams to commence a competition game is twelve (12). Less than 12 players constitutes a forfeit.

Note: For U12 and above, if the numbers fall below the minimum to play **after** the match has commenced, the match may proceed, but with equal numbers on either side.

5.5 DURATION OF MATCHES

(i) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations and as below;

Walla	2 x 15 minute halves,
Mini	2 x 20 minute halves,
Midi	2 x 20 minute halves,
Under 13 / 14	2 x 25 minute halves
Under 15 / 16	2 x 30 minute halves
Under 18	2 x 35 minute halves

Note; Injury Time shall be added to Finals and Grand Finals only.

(ii) Any team not prepared to commence a match within five (5) minutes of the designated starting time of the match, without the consent of the Referee shall forfeit the match.

(iii) Any time lost in commencing a game for whatever reason will, if necessary, be deducted from that match so that the following matches may commence at the scheduled time.

(iv) A limit of ninety (90) minutes playing time per day applies.

5.6 PLAYERS ATTIRE AND EQUIPMENT

(i) Every player taking part in a match shall wear the approved Club jersey, shorts, socks and boots (Walla players may initially wear sneakers, gym shoes or similar). Each player shall wear on the back of their jersey a distinguishing number, which shall be a minimum length of 150 millimetres and of such a colour as to be easily discernible from the line of touch. Screw-in boot studs (tags) are not permitted in Pathway (U6-U12) matches.

Penalty: Two (2) Competition Points.

(ii) No two players shall wear the same number jersey.

Penalty: Two (2) Competition Points.

(iii) The distinguishing number shall correspond with the player information supplied by the club on the team sheet, for that match.

Penalty: Two (2) Competition Points.

(iv) The designated match ball for the competition will be in accordance with Pathway Rugby specifications.

(v) The use of mouth guards is **highly** recommended.

(vi) Shoulder pads are not permitted in Walla Rugby (U6/U7/U8)

5.7 PLAYING FIELD

(i) Clubs hosting matches played under these Rules must comply with the ARU Safety Directives with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the RGC Operations Handbook and the ARU Safety Directives when seeking any clarification. (See

rugby.com.au /community rugby/policies and procedures/ARU policy register/occupational health and safety/safety directives.)

Penalty. Non-adherence to this policy will be dealt with by the Competition Manager in consultation with the JMSC, and may include Club Suspension.

(ii) Medics. as stated above, it is the responsibility of the Host Club to provide a qualified medic to oversee all scheduled matches at that Club. Should a visiting team wish to provide their own medic, then this person will assume responsibility for that team and the host medic may withdraw, but assist if requested.

A qualified Medical Practitioner, if present, will be the final arbiter in any dispute as to proposed post-injury action.

(iii) For all Competition games the Host club shall be responsible for ensuring that the field of play is correctly marked and set up in accordance with the Laws of the Game. Technical Zones are to be incorporated /enforced for all full-field games. All Goal posts within the playing enclosure must be padded. See RGC Operations Handbook: Field Set-up.

Penalty: As per Rule 5.7 (i)

(iv) Playing Enclosure:

Entry to the Playing Enclosure must be restricted by a fence, barricade or rope and be a minimum of five (5) metres from the playing area perimeter. The Technical Zones (2metres x 10 metres) shall be within the Playing Enclosure, positioned 5 metres either side of the half-way line and backing on to the 5 metre perimeter fence, barricade or rope. See RGC Operations Handbook: Field Set-up.

Penalty: As per Rule 5.7 (i)

(v) Persons authorised to enter Playing Enclosure:

- a)** Medically Qualified Person.
- b)** Teams (x 2)
- c)** Referee
- d)** Touch Judges (x 2)
- e)** No. 4 Referee

f) Sports Trainer; within the Technical Zone (maximum 2 persons per team).

g) Team Coach; seated within Technical Zone

h) Team Manager; seated within Technical Zone

i) Team Reserves; seated within Technical Zone.

Note: i) If no Technical Zone is marked, g), h) and i) must remain outside the Playing Enclosure, as previously defined.

ii) None of the above persons are to Barrack or Coach from inside the Playing Enclosure.

Restrictions for Authorised Persons

- The sports trainer is a person or persons from each team who is / are responsible for immediately attending to a player who may appear to be injured, or who provides water to the players. Water may only be provided during a break in play and then at the discretion of the Referee. **An awarded Penalty does not constitute a break in play.**
- NOTE: "authorised persons" does not include a coach with the following exceptions:
 - a)** Where it is permitted under the ARU Pathway Laws (U7-U10)
 - b)** Where the nominated coach is required to fulfil one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.
 - c)** A Technical Zone is defined.

Penalty: As per Rule 5.7 (i)

5.8 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS.

1. Pathway Competition - U7 to U12, Inclusive.

The aim of Pathway Rugby is to enable all members of the team to take the field at some stage and participate. Therefore "unlimited interchange" is permitted, but in a controlled manner. All player substitutions/replacements are to be effected during a break in play and only with the approval of the Referee. Failure to comply with this procedure will result in game stoppage and lost playing time. All Pathway games are to be conducted in accordance with ARU Junior Player Pathway Modified Games Rules, with **no "local modifications"**.

2. Intermediate Competition - U13 to U18, Inclusive.

(i) Nominated number of players:

Unless specifically nominated by the **JMSC** the nominated number of players as per Law 3.5 shall be fifteen (15) players. The nominated number of players shall be **22 players for the final series only.**

Note (i): All matches are required to commence, continue and finish with equal numbers on each team. All scrums must be contested with at least five players from each side in the scrum at all times. It is not the intention of this rule to equalise numbers during a brief period of injury assessment.

Note (ii): Notwithstanding note (i), Players sent to the sin-bin (5/10 minutes) and players ordered from the field of play (Red Card) are not to be replaced.

(ii) Replacements:

When the number of players is not nominated or is fifteen (15), any number of players may be replaced due to illness or injury at any time during any match as per the Laws of the Game. Otherwise the replacements will be restricted to the nominated number of players, as per the Laws of the Game. ie. 22 players maximum.

A player who has been replaced due to his injury is not to participate further in the game, Blood Bin replacements excepted, with a fifteen (15) minute time limit applicable. **A player who has been substituted may replace an injured player, should no other replacement be available, in order to maintain even numbers.**

(iii) Uncontested Scrums:

If a team cannot field a suitably trained front row because players are either not available, are injured or sent off, the referee must order uncontested scrums. The period/s of play during which uncontested scrums occurred must be noted on both teams' Team Sheets. A coach cannot call for uncontested scrums if he has players on the field or on the bench, capable of playing in the front row.

(iv) Commencing with Uncontested Scrums:

Note: – All matches played under the Under 19 Laws, even if the number of players is stipulated, **can commence** with uncontested scrums as per Under 19 Law 20.1 (f). In the event of a team creating the need for uncontested scrums in three (3) matches in any one season, that club must report to the **JMSC** on the reasons for the shortage of suitably trained front rowers.

5.9 TEMPORARY SUSPENSIONS

(i) The temporary suspension of a player must be recorded as part of the game result. **The suspended player will not be replaced.**
(U12 to U18)

Penalty: Four (4) Competition points.

(ii) Should a player incur three (3) temporary suspensions in one season, he/she will automatically be suspended from playing in the next round of scheduled matches.

Following this suspension, the matter is deemed to have been heard and the player's temporary suspension count shall revert to nil.

Temporary suspensions do not transfer to the next season.

(iii) Clubs will receive notification of two suspensions against a player, or three suspensions together with the resultant suspension

(iv) Suspension Times:

U6 to U11; 5 minutes / player may be replaced

U12 to U14; 5 minutes / no replacement

U15 to U18; 10 minutes / no replacement

Temporary suspensions do not count the half-time break nor stoppages in play. Eg. Yellow Card awarded 2 minutes before half-time will mean a further 3 or 8 minutes **playing** time will be required after half-time.

(v) The suspended player will sit in the designated area for such players and must be divorced from his/her team for the period of the suspension. Hydration and/or injuries may be attended to by the Sports Injury Nurse only; **no Coach/Manager inter-action with the player is permitted.** The suspended player may join the team for the half-time discussions only.

(vi) Two temporary suspensions in one match will result in that player taking no further part in the game and will be required to appear before the next Judicial hearing. **Two Yellows equals Red.**

Note: Abuse of any Official during a match will result in an immediate Red Card being issued.

5.10 PLAYERS ORDERED OFF FOR MISCONDUCT OR ABUSE OF OFFICIALS. (Red Card)

Note: Red Carded U12 to U18 players will not be replaced.

(U6 to U11 players will be replaced)

(i) Match officials will, by midday on the Monday following the day of a weekend match, report in writing to the Administration Manager on the approved form, any player or players ordered off the field of play. For a non-weekend match the report shall be submitted within 48 hours.

(ii) Any player ordered off the field will be suspended from further play for One (1) Match/ Ten (10) Days pending review of the incident by the Judicial Committee. Further penalties may apply.

(iii) The Judicial Committee will meet as directed by RGC or when the Judicial Committee deems necessary throughout the season to hear cases. Any player ordered off the field **will** attend the next meeting of the Judicial Committee, unless otherwise notified by the Administration Manager. The player's Club must contact the Administration Manager on the first business day following the match in which their player was ordered off. Unless otherwise advised, the Judicial Committee will meet on the Tuesday following the weekend, at 6:00pm, at RGC Headquarters, Varsity Lakes.

(iv) Should a player be unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club, or request a layover until the next week. The player shall remain suspended from play unless otherwise advised in writing.

(v) There is a **Right of Appeal** against decisions of the Judicial Committee, to the Judicial Appeals Committee. Notification of such

an appeal must be made in writing within forty-eight (48) hours of the Judiciary Decision, to the RGC Administration Manager.

(vi) The final Right of Appeal for any decision by RGC rests with the QRU. Such appeals will be heard against the current Competition Rules maintained by the QRU for RGC; all other versions will be regarded as null and void.

NOTE: (i) All matches conducted under the auspices of RGC and under the control of an accredited Referee, are subject to the RGC Junior Rules of Competition, Expectations of Behaviour and agreed Code of Conduct as detailed in the RGC Operations Handbook and at Section 9 of these RoC. All normal Judicial Procedures will apply and all penalties will remain in force. This edict covers International and Friendly matches as well as Trials and Postponed matches.

(ii) RGC retains the right to request a Show Cause from any Coach, Official, parent or spectator who acts outside the published RGC Code of Conduct. (Section 9)

5.11 MATCH RESULTS - Competition Management System.

(i) U12 - U18. It is the responsibility of each team to register the results for each game via MRA/CMS by 9:00am the following working day.

***Penalty: First occurrence; Two (2) Competition points.
Second occurrence; Four (4) Competition points.
Third occurrence; Four Competition points and
Reversal of Result.***

(ii) Hard copy Team Sheets should be maintained for dispute resolution.

5.12 PATHWAY TEAM NUMBERS

- i). Walla** Up to 7 players on the field with unlimited replacements.
- Mini** Up to 10 players on the field with unlimited replacements.
- Midi U11** 12 players on the field with unlimited replacements.
- U12** 15 players on the field with unlimited replacements.
- ii).** The minimum number of players required for each team for a game to commence: **Walla** 5

Mini 8

Midi 10

- iii).** Equal team numbers on each side must be maintained at all times.

6. FINALS SERIES MATCHES

6.1 VENUES, TIMES AND DURATION

(i) All Semi-final and Grand Final matches in all grades will be played at the venues, and commence at such times, as determined by the Competition Manager.

(ii) The top four (4) teams determined by Competition points in each age group from **Under 13** upwards will participate in the final series.

(iii) Reserves for Finals; U13s and above are permitted unlimited number of reserves, **however**, a **maximum** of 22 players can take the field during the match.

(iv) The **Under 12** age group Competition leader at the end of the season will be deemed to be the Premiers.

(v) The formula for the final series will be as follows: -

Week one: **First Semi Final:** First v Fourth

Second Semi Final: Second V Third

Week two: **Grand Final:** Winner of each Semi Final

6.2. DRAWS DURING THE FINAL SERIES

(i) Under direction from the Australian Rugby Union the total match playing time, including extra time, but not including injury time, shall **NOT exceed seventy (70) minutes.**

(ii) Semi Finals. In the event of the scores being equal after normal time (plus injury time), the Team that finished higher on the Competition Ladder, shall be declared the winner of the match and proceed to the next round of Finals.

(iii) Grand Final. In the event of the scores being equal after normal time (plus injury time), the Teams shall be declared **Joint Premiers.**

6.3 FINALS SERIES PLAYER ELIGIBILITY.

(i) To be eligible to play in a final series a player must have played **six (6)** matches for the club during the season in question. The **JMSC** shall have the discretionary power to approve applications from players not fulfilling this requirement where this has been caused by:

- a. Injury
- b. Absence from the area due to work or school commitments,
- c. Forfeiture of matches,
- d. Representative duties,
- e. Weather induced cancellations

(ii) Dispensation shall be granted on a weekly basis for each player.

(iii) The **JMSC** will determine the eligibility of all players for the Final Series.

(iv) Players who play the season in two (2) age groups are only eligible to play in the age group for which they played the majority of matches. They may however, upon application, be permitted to act as a reserve for the other age group in which they played.

(v) No new players will be permitted to join the team within five (5) weeks of the Finals Series of matches.

Note: See **Appendix 1** for Finals Series Dispensation Application Form. Applications must be received by RGC Administration no later than seven (7) days prior to the applicable Finals match being applied for. No late applications will be accepted.

7. REPRESENTATIVE PLAYERS

(i) Only players registered with RGC Affiliated Clubs are eligible to be selected for Representative Teams. Players are to be active in the RGC Competition and have achieved Finals Eligibility (see 6.3 (i) above), to be

eligible to play in the State Championships as a member of the Junior Breakers.

- (ii)** All players are deemed to be available for selection at Representative level unless the selectors have been informed otherwise.
- (iii)** A Representative pre-season squad may be selected for each team. This squad will be trimmed to twenty two (22) players for the Representative season.
- (iv)** Any player selected in a Representative Team who withdraws for any reason, is not eligible to play for their Club on the weekend in which they should have been on Representative duties, without the permission of the coach and selectors for that team.
- (v)** Players selected for Representative Teams are not permitted to play for their club within three (3) days prior to the next Representative fixture, unless the coach and selectors give permission to do so.
- (vi)** Players in Representative Teams who miss scheduled Club matches, under Rule 6.3 (i), are to be credited with playing that Club match, with regards to eligibility for the Final Series.
- (vii)** Any player with a recent disciplinary record shall only be eligible for Representative duties at the discretion of the RGC Board.
- (viii)** Any player breaching the RGC Code of Conduct shall be removed from the Representative Side and have action taken against them at the discretion of the RGC Board.

Note: See **Appendix 2**, Representative Team Nomination Application.

8. PROTESTS

- (i)** All protests must be made in writing.
- (ii)** Protest must be received by the Competition Manager within 48 hours of the alleged breach of the Competition Rules.
- (iii)** All protests must specifically nominate the Competition Rule (by number) under which the breach occurred.
- (iv)** Protests shall be heard by the **JMSC** at their discretion.

9. RGC CODE OF CONDUCT

A Behavioural Code is vital for the safe and enjoyable conduct of Rugby Union matches and is applicable to players, coaches, managers, parents and spectators in general.

The following Code of Conduct must be read and signed by all players, coaches, managers, club officials and parents, prior to any player taking the field. The abuse and vilification of Referees and Officials will not be tolerated under any circumstances, and persons ignoring this edict will find themselves in breach of this agreement and subject to a Code of Conduct Violation Hearing before the RGC Judiciary.

For Players and Captains; I agree

- to play by the Laws of the Game, including RGC Rules of Competition
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official
- to not show unnecessary, obvious dissension, displeasure or disapproval to a Referee or other official, following a decision on Law or Rule.
- to not use crude or abusive language or gestures towards Referees, other match officials, opposition players or spectators
- to not intimidate, offend, insult or humiliate other participants on the grounds of religion, race, colour, or National or ethnic origin of the person
- to not bring the game of rugby into disrepute, with any behaviour that would impair public confidence in the honest and orderly conduct of matches and the Competition, or of the participants within them.

For Coaches, Managers and Club Officials; I agree

- to teach and coach by the Laws of the Game, including RGC Rules of Competition
- to not publicly question the Referee's decisions, ability or honesty
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official
- to encourage team respect for the opposition, officials and spectators
- to take all means to discourage crude and offensive language, abuse of officials, opposition players and spectators, by all players.
- to present a good example to players for the enjoyment and progress in their sport

For Parents and Spectators; I agree

- to insist that the players abide by, and play within, the Laws of the Game, including the RGC Rules of Competition
- to display high standards of language, behaviour and respect for Referees and other officials
- to not abuse, threaten or intimidate a Referee, Touch Judge or other official, or any opposition player, coach or parent
- to insist on a disciplined player attitude and discourage crude or offensive language, intimidatory or offensive behaviour, or any actions that would reflect poorly on the Game

Signed.....Name..... Date.....

10. APPENDIX

- Appendix 1.** Finals Series Dispensation Request Form.
- Appendix 2.** Representative Team Nomination Form.
- Appendix 3.** U13/ U14 Weight Dispensation Form.
- Appendix 4.** RGC Registration and Transfer Policy

Appendix 1.

Competition Finals Series Dispensation Request Form.

Date.

Club.....

Player's Name

ARU Reg. No.

Team for which Dispensation requested.....

Number of games played for that Team

Date Player joined Club.

- Reason for Dispensation request:**
- i) Medical**
 - ii) Employment**
 - iii) Education**
 - iv) Family**
 - v) Other**

Supporting Evidence (Medical Certificate, Employers Letter, Other)

Team Sheet Evidence; notations made on Team Sheets during player absence.

Other comments or attachments.....

.....

Appendix 2.

Representative Team Nomination Form.

Date

Club

Player's Name

ARU Registration No.

Years with Club

Games played for Club

Any Dispensations Current ? Y / N

Details (if applicable)

.....

Judiciary Appearances in last Two (2) Years

Agreement to Play in all Representative Matches as declared

by RGC and QRU, regardless of Date and Time. Y / N

Representative Team Nominated for

Player's Position (2 maximum)

Previous Representative Duties

Sponsorship Details (if any)

Supporting Comments

.....

.....

APPENDIX 3.

U13 / U14 Weight Dispensation Form.

Date.

Club.

Player's Name.

ARU Registration No.

Years with Club.

Grades played.

Age Division. 2010

Players weight. (basic)kgs.

Differential. U13 / 75 kgs max. +.....kgs.

U14 / 85 kgs max. +.....kgs.

Reason for Dispensation request: i) Medical

ii) Fitness

iii) Player capacity

iv) Parental

Supporting Comments / Evidence.

.....

Appendix 4.

RGC Registration and Transfer Policy.

ARU Insurance

To enable all members of your club to come under the annual ARU Insurance scheme, it is a requirement of both ARU, QRU and RGC that all members of a club i.e. players, coaches, team management and volunteers:

1. Complete and sign an ARU Registration Form for 2010
2. That all members are registered for 2010 on the ARU Registration System (currently MyRugbyAdmin)
3. That all premiums are paid to ARU Insurers by no later than Wednesday 30th June 2010

For more information on ARU Insurance, please refer to the following link:
http://aru.rugby.com.au/community_rugby/policies_and_procedures/insurance,598.html.

Registration

In tandem with the aforementioned ARU Insurance, it is a further requirement of both ARU, QRU and RGC, that all members of a club i.e. players, coaches, team management and volunteers are registered, that year, on MyRugbyAdmin.

Please note that this covers all players regardless if they are professional or amateur i.e. all players in Queensland **MUST** be registered with a club in 2010.

For more information on Registration, please refer to the following link:
http://aru.rugby.com.au/community_rugby/policies_and_procedures/registration,599.html.

PlayerTransfers (part of the aforementioned Registration process)

1. As at 1st January 2010, all players are required to complete an ARU Registration form and be registered on MyRugbyAdmin should they be participating in a 2010 competition.
2. Clubs **MUST** follow the following process:
 - a. Ask the player where they last played rugby
 - i. If for the same club (regardless of when) the player may be renewed – **no player transfer is required**
 - ii. If for a different club in the same union as exemplified below:
 1. Player played for Nerang in 2009 and wishes to play for Helensvale in 2010 – **no player transfer is required**

- iii. If for a club in the same Union (IN THE SAME YEAR) as exemplified below:
 1. Player played for Palm Beach in 2010 and now wishes to play for Colleges in 2010 – **a player transfer is required (refer # 1 below)**
- iv. If for a club in a different Union within Queensland (regardless of year) as exemplified below
 1. Player played for Bowen (MDRU) in 2006 and now wishes to play for Surfers (RGC) in 2010
 2. Player played for Wests (Brisbane) in 2009 and now wishes to play for Nerang (RGC) in 2010 – **a player transfer IS required (refer # 2 below)**
- v. If for a club in a different Union outside Queensland, but within Australia (regardless of year)
 1. Player played for Randwick (NSWRU) in 2006 and now wishes to play for Bond (RGC) in 2010 – **a player transfer IS required (refer # 2 below)**
- vi. If for an overseas club Union (regardless of year)
 1. Player played for Saracens (RFU) in 2005 and now wishes to play for GC Eagles (RGC) in 2010 – **a player transfer IS required (refer # 3 below)**

All transfers must be completed prior to that player participating in a game with his / her new club.

To further assist and in further explanation, please refer below and to the attachments (4):

1. Application for clearance to play with another club within the same Union
2. Domestic Transfer Application
3. International Rugby Board Clearance
4. ARU clearance to another International Union

To avoid any unnecessary delays, clearances must be initiated by the player in question prior to them leaving their current club / union.

The procedure for each clearance is detailed below:

- 1. Application for clearance to play with another Club within the same Union**
 - a. Player completes as required and forwards to current club management
 - b. Current club completes as required and forwards to new club management
 - c. New club management complete as necessary and forwards to its Union

d. Union advises new club

2. Domestic Transfer Application

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union
- c. Current Union completes as required and forwards to the new Union
- d. New union will advise new club

3. International Rugby Board Clearance

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union (RGC)
- c. Current union (RGC) will complete as required and forward to ARU
- d. ARU will forward to QRU
- e. QRU will advise new club / Sub Union (as applicable)
- f. New Sub Union will advise new Club

4. ARU Clearance to another International Union

- a. Player completes as required and forwards to current club management
- b. Current club completes as required and forwards to their respective Union (RGC)
- c. Current union (RGC) will complete as required and forward to QRU
- d. QRU will forward to ARU
- e. ARU will complete and forward to the International Union
- f. International Union will advise their respective new club / Sub Union (as applicable)

To obtain contact details for Australian based clubs, please use the following link:

http://www.rugby.com.au/community_rugby/find_a_club/find_a_club,1049.html

To obtain contact details for International Unions / Provincial Unions / Clubs, please utilise the following link <http://www.irb.com/> and the go to "Pick Your Union" (top right) and proceed to Provincial Unions / Clubs etc.

Each Union is to maintain a register to record player transfers both in and out of their respective Union.

For further information on Player Transfers, please refer to the following link:

http://www.rugby.com.au/community_rugby/policies_and_procedures/player_transfers,594.html