



# MELBOURNE REBELS COMMUNITY RUGBY COMPETITION RULES 2014

(V1 as at 20 March 2014)

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## COMPETITION RULES 2014

### 1. GENERAL

- 1.1 These Rules shall be read subject to the Constitution of the Victorian Rugby Union Inc. The Constitution shall take priority over these Rules.
- 1.2 The terms and definitions set out in the Constitution shall, unless otherwise specifically stated in these Rules, mean the same in these Rules as in the Constitution.
- 1.3 “**VRU**” wherever appearing in these Rules shall mean “the Union” as defined in the Constitution. The VRU is also referred to as Melbourne Rebels, Community Rugby.
- 1.4 “**Board**” means the Board of Directors of the Victorian Rugby Union.
- 1.5 “**CEO**” means the Chief Executive Officer of the Victorian Rugby Union. The CEO is also referred to as GM, Community Melbourne Rebels.
- 1.6 “**Manager, Community Rugby Competitions**” means the Officer responsible for the implementation and operation of the VRU club competition programs in accordance with delegations from the Board and the CEO.
- 1.7 “**The Club**” means an Affiliated Body of the VRU playing in the Competition.
- 1.8 “**The Competition**” means the Competition defined in Clause 2 of these Rules.
- 1.9 “**The Office**” means the Office of the VRU, being Visy Park, Gate 3, 2<sup>nd</sup> Floor Royal Parade, Carlton North, Victoria 3054, telephone 03 9221 0780, Facsimile 03 9221 0789. Any change of address, telephone or facsimile number shall be notified to all members, clubs and affiliates.
- 1.10 “**Laws of the Game**” refers to “Laws of the Game of Rugby Union” as amended annually.
- 1.11 All matches shall be in accordance with the Laws of the Game, the ARU Game Management Guidelines, as amended annually; the IRB/ARU/VRU & Vicsport Codes of Conduct and Expectation of Behaviour Guidelines, together with such local rules as may be determined from time to time by the Board or are defined by these Competition Rules.
- 1.12 The Board may set conditions that include requirement for payment of Insurance and other monies by the Clubs to the Union. These conditions may include payment before any team may play a Competition match, or be permitted to continue to participate. In default, any Club will be subject to the penalties allowed for under the Constitution or as the Board may see fit.

- 1.13 Any Club, which has not paid Insurance for all its teams by the date nominated, or made an arrangement to do so, shall be ineligible to participate in any game or competition under the auspices of the VRU.
- 1.14 Clubs who have not made arrangements for Insurance premium payments as of **5pm** Friday **28 June 2014** will no longer be covered under the ARU insurance scheme.
- 1.15 Any Club, which has not paid Affiliation and Team entries fees for all its teams by the due date, including video recording services and referee reimbursement costs, or made arrangements to do so, shall be ineligible to participate in any game or competition under the auspices of the VRU.
- 1.16 It is a requirement of participation in the Premier Division competition that participating clubs meet the costs of the Video Recording Services for two grades, as determined annually by the VRU.
- 1.17 It shall be the responsibility of each Club and Affiliated Body to familiarise themselves with and comply with these Rules.
- 1.18 Any dispute about the interpretation of these Rules shall be referred to the Board whose decision shall be final and binding.

## **2. COMPOSITION OF THE COMPETITION**

### **2.1 Grades**

- 2.1.1 In this section the term “teams” means teams playing and eligible to play in the grades unless specifically stated.
- 2.1.2 The Board shall determine the Composition of the Competition. The Senior grade competitions for 2014 shall be Premier Division 1, 2, 3 & 4, Colts (Under 20), 2<sup>nd</sup> Division A & B, Masters (Over 35s played as non-competition), 3<sup>rd</sup> Division and Women’s - both 15 a side and 7 a side competitions.
- 2.1.3 The Junior Age group competitions for 2014 shall be Under 11s, 12s, 14s, 16s & 18s. If there are sufficient team entries, age groups shall be graded into A & B Grade.
- 2.1.4 The Board, subject to the provisions of these Rules, shall determine the clubs to field teams in the various grades both Junior and Senior.
- 2.1.5 No Club shall have more than one team in any one Grade, unless there are extenuating circumstances that require such an arrangement to be implemented.

### **2.2 Premier and 2<sup>nd</sup> Division**

- 2.2.1 The Premier Division shall be as annually determined by the Board. The Premier Division competition for 2014 shall consist of a nine team competition with four grades, with

clubs grading its players within the three grades. The 4th Grade is not part of the core criteria for participation in Premier Division.

2.2.2 The 2<sup>nd</sup> Division competition for 2014 shall consist of a two grade competition A & B, each of six teams. The composition of 2<sup>nd</sup> Division shall be as determined by the Board.

2.2.3 Any Club, at the discretion of the Board, may be invited to join the Premier Division competition provided that the approved criterion is met. Prior to the commencement of each season all clubs wishing to participate shall be required to sign off on the VRU Policies as determined by the Board.

### **2.3 Colts Grade (Under 20)**

2.3.1 Teams in the Colts Grade shall consist of players who are turning nineteen (19) or twenty (20) years of age in the year of competition. Players turning eighteen (18) may only participate under special circumstances as outlined below.

2.3.2 A player turning eighteen (18) years of age during 2014 shall be permitted to play Colts (Under 20) and open grades provided:

i) The player is registered to the club and played with the club during 2013 and the club does not have the capacity to enter a Team in the Under 18 years Age group competition, and;

ii) the player turning 18 years of Age during 2014 shall have achieved his 18<sup>th</sup> birthday, **prior to playing Colts or opens**, or be required to complete the ARU Senior Rugby / Two Year Window Disclosure Form & VRU Senior Dispensation Form then forward both to the VRU seeking a Dispensation to play.

2.3.3 The dispensation will not be automatic and will require an assessment to be made of the player to ensure that he has the capacity to safely compete in the Colts or opens Age Group – a fortnight should be allowed from the date of dispensation request for the process to be completed.

2.3.4 A player who seeks to transfer clubs to avoid playing in the Under 18 competition, as defined in 2.3.2 i) above shall have his transfer denied unless there are genuine extenuating circumstances which can be demonstrated to and approved by the Manager Community Rugby Competitions.

2.3.5 If a Club does enter a team in the Under 18 Competition then the general guideline is that a player turning eighteen (18) years of age during 2014 shall be required to play Under 18s. The player shall be permitted to reserve for the Club Colt's (Under 20) team provided he has already achieved his 18<sup>th</sup> birthday.

2.3.6 Any player turning seventeen (17) years of age or younger during 2014 shall not be permitted to play Colts or Open Grades under the open laws of the Game.

- 2.3.7 The exception to 2.3.5 above, which shall be considered for Dispensation following receipt of the Senior Rugby / Two Year Window Disclosure Form, shall be:
- i) A player at a Country club who has achieved his 17<sup>th</sup> birthday during 2014 and where such a ruling would totally restrict the opportunity for the player to play Rugby at all.
  - ii) A player who has achieved his 17<sup>th</sup> birthday during 2014 and has been identified as an emerging elite player and participating under any ARU, VRU/ Rebel Rugby approved programs. In such a case playing in the older Age Group under the open laws of the Game would need to be considered beneficial to such a player's development and future aspirations by both the Elite Pathways Manager and Manager, Community Rugby Competitions.
- 2.3.8 The Board may grant dispensation to a player or in its absolute discretion delegate its powers of dispensation to the Manager, Community Rugby Competitions, who may grant dispensation to a player to participate in the Colts Grade.
- 2.3.9 Such a player as mentioned in 2.3.7 above shall not be permitted to play in a Colts or Open Grade Team until a dispensation is granted and confirmed in writing from the Manager, Community Rugby Competitions.
- 2.3.10 Dispensations sought shall have regard to the player's:
- i) age;
  - ii) proposed playing position;
  - iii) previous Rugby Union or other body contact sport playing experience;
  - iv) height and weight;
  - v) fitness, including injury history (a Medical Report may be requested);
  - vi) Maturity, including capacity, confidence and understanding to instinctively and safely react to the contact elements of the game.
  - vii) level of skill and record of recent SmartRugby technique training.
- 2.3.11 In addition to the above the Board shall consider, on a case-by-case basis, whether a Dispensation shall be granted to an "overage" player, turning 21 years in 2014, where a Club has:
- i) an insufficient number of players to maintain a Colts team already entered in the Colts Competition
  - ii) an insufficient number of players in the Colts age group capable of playing in the 'tight five' forward positions and the "overage" player would have been graded in teams below Premier 1 or 2<sup>nd</sup> Division A Grade.
- 2.3.12 In the event of any dispute or query as to the age of a player, the VRU may require further documentary evidence, including a Birth Certificate or Passport.

## **2.4 Master's Grade**

- 2.4.1 Teams in the Master's Grade shall consist of players who are 35 years of age or over on the first day of January of the year of participation.
- 2.4.2 The Master Grade shall be non-competition based on a Draw of friendly matches. There shall be no scores recorded for the purposes of a Competition ladder or a Finals Series.
- 2.4.3 Players in the Master's Grade shall adhere to the Laws of the Game as amended annually, and to any special VRU By-Laws designed for this level of participation.
- 2.4.4 All players participating in the Master's Grade shall be required to be registered with their Club prior to taking the field. No club shall permit an unregistered player to take the field and the Board, at its discretion, shall consider penalties against any offending teams ranging from fines to expulsion from the Masters Grade.
- 2.4.5 Each Team shall be entitled to have up to a maximum of three (3) players on the pitch at any one time who are under 35 years but not less than 30 years of age, and shall either be newcomers to the game or shall have genuinely retired from Competition Rugby. These underage players shall require a Dispensation by the Manager, Community Rugby Competitions to play.
- 2.4.6 Subject to the agreement of both captains and the Referee, a Master's Grade match may commence with less than eleven (11) players on either side. Registered players from other teams in the Masters Grade may be borrowed by agreement to make up any shortfall in numbers.

## **2.5 Third Division**

- 2.5.1 The Board shall determine the composition of the Third Division Competition.
- 2.5.2 A player participating in the Third Division Competition shall be no less than 18 years of age, unless otherwise dispensed, in accordance with the ARU Senior Playing policy.

## **2.6 Women's Grade**

- 2.6.1 The Board shall annually determine the composition of the Women's Competition and, depending on team entries and playing numbers, determine if such a competition shall be played on a modified basis in accordance with the Laws of the Game.
- 2.6.2 A player participating in the Women's Competition shall be no less than 18 years of Age, unless otherwise dispensed, in accordance with the ARU Senior Playing policy.

## **2.7 Juniors**

- 2.7.1 A junior age rugby player must be younger than the age group in which he/she is playing as of 1<sup>st</sup> January of the playing year. For example a player who is 13 on January 1<sup>st</sup> is

permitted to play in the Under 14 competition, but a player who is already 14 on January 1<sup>st</sup> must play in the Under 16 competition.

2.7.2 The following age grade competitions will be available in 2014:

- i) Under 11 A – those born 2003 and 2004
- ii) Under 11 B – those born 2003 and 2004
- iii) Under 12 A – those born 2002 and 2003
- iv) Under 12 B – those born 2002 and 2003
- v) Under 14 A – those born 2000 and 2001
- vi) Under 14 B – those born 2000 and 2001
- vii) Under 16 A – those born 1998 and 1999
- viii) Under 16 B – those born 1998 and 1999
- ix) Under 18 – those born 1996 to 1997

2.7.3 Female players shall be permitted to play in the Under 6 – Under 12 Age Groups up to and including the calendar year (1 January – 31 December) in which they turn 12 years of age only.

## **2.8 Two-Team Clubs in the same Age Group**

2.8.1 Other than its nominated 15 players, clubs with two teams in the same age group (A & B) shall be permitted to switch a player from one team to another. The club has to nominate its 15 players by Round 4 who will be restricted to the A team. All other players shall be permitted to play in the A or B team.

2.8.2 Any exception to the above clause are only eligible after gaining approval from the VRU.

2.8.3 Failure to obtain prior approval from the VRU shall result in the provisions of clause 12.2 of the VRU Competition Rules 2014 being applied for playing an ineligible player.

## **2.9 Regrading**

2.9.1 Re Grading of the U11, U12, U14 and U16 competitions will take place after Round 4.

2.9.2 The VRU will determine if a team shall be regraded from the B Grade up to the A Grade or from the A Grade down to the B Grade.

2.9.3 Regrading shall take place once the VRU has investigated the team on the following criteria:

- i) On field performance after 4 competition rounds (including quality of opposition, Win/Loss ratio & % F/A).
- ii) Number of registered players in the age group.
- iii) Age of the registered players.

Note: The major determining factor for Re-Grading will be on field performance. Re-Grading will not be made solely on the age of the registered players. The age of players

within their two year window, does not necessarily determine the teams capabilities or competitiveness in any grade.

- 2.9.4 Teams that are re-graded shall keep their competition points, when moving up or down a grade.

## 2.10 Junior Dispensations

(Please note that the VRU Dispensation Policy covers the application process for dispensations in specific detail)

- 2.10.1 Applications for Junior dispensations shall not be accepted after the Monday following Round 3 of the Junior Club Competition in any year, OR one week following the players registration if registered after the commencement of the season, unless under special circumstances are demonstrated to and approved by the VRU.
- 2.10.2 All clubs need to be aware that the VRU has a strict policy of not approving dispensations for players to play above their respective Two Year Age window unless the player is part of a VRU/Rebels elite development program and it is part of his/her development for future opportunities of an elite player.
- 2.10.3 A thorough process must be followed before any consideration will be given to playing below their respective Two Year Age window.
- 2.10.4 A Seventy five Dollar (\$75) administration fee shall be payable to the VRU when the application form is submitted.
- 2.10.5 Clubs that breach these provisions shall be subject to the penalty clauses, which are listed under Clause 12 of the VRU Competition Rules 2014.

## 3. COMPETITION POINTS – ALL GRADES

- 3.1 Competition points at the conclusion of the home and away matches shall determine the position of a team in its Grade. Teams, junior and senior, shall be awarded Competition points as follows:

Pts.

3.1.1 Win	4
3.1.2 Draw	2
3.1.3 Bye	4
3.1.4 Forfeit awarded (seniors)	5
3.1.5 Forfeit awarded (juniors)	6
3.1.6 Unplayable match Seniors	3.5
3.1.7 Unplayable match Juniors	4

### 3.1.8 Bonus Pts

i) Loss by seven pts. or less	1
ii) Four tries or more scored	1



- iii) Accredited Ass. Refs/Green Shirt (TJ) –U11s-U18s 1

### 3.1.9 Penalty Pts

- i) Forfeit with notice (all grades) -2
- ii) Late forfeit (not applicable to Junior grades U11s –U18s) -4

3.2 Where a team has a bye, then four (4) competition points shall be allotted to that team and shall count in the determination of the competition. No score line will be recorded.

3.3 Standings on the competition table shall be determined according to:

- 3.3.1 competition points
- 3.3.2 for/against percentage
- 3.3.3 tries scored.

3.4 For/against percentage is defined as the ratio of points scored by a team to the points scored against that team multiplied by 100 and shall be expressed to **two decimal points**.

## 4. FORFEITS

4.1 A forfeit shall be awarded to the non-offending team if one team has less than eleven players (**excluding U11's - ten players**). A match may start with uncontested scrums, without forfeit, provided there is a minimum of eleven players and the Referee is satisfied that the true spirit and intent of the Laws of the Game are not being compromised.

4.2 If a team begins a competition match with eleven (11) or more players but less than fifteen (15) the vacancies may be filled at any time during the match in accordance with the Laws of the Game.

4.3 Any team not ready to commence a match fifteen (15) minutes after the scheduled time shall forfeit that match unless the Referee and both captains/and or coaches agree to waive this ruling. Such a forfeit shall be deemed a late forfeit and shall incur the resultant penalties as defined above.

4.4 Failure to field a team for any reason shall be regarded as a forfeit and may attract a fine for the forfeit, the amount of which shall be decided upon from time to time by the Board.

4.5 If a team forfeits to another the non-forfeiting team shall receive five competition points and a match score of 28 points for to Nil against.

4.6 The forfeiting Club shall be responsible to advise the VRU and the opposing team of the forfeit. This should be done by 10.00am on the Friday preceding a weekend match.

- 4.7 The failure to notify the VRU and the opposing Club by the stipulated time shall be deemed misconduct and incur, at the discretion of the VRU, a fine the amount of which shall not exceed \$200 (excluding juniors).
- 4.8 In addition to the financial penalties determined by the VRU, a forfeit with notice shall incur the loss of two competition points e.g.-2.
- 4.9 A forfeit with notice is defined as a written communication from the authorised officer of the Club, which is received by the VRU before 10am Friday prior to the competition match. A written communication is defined as a letter, facsimile, Email or text message prior to the abovementioned deadline. This written communication shall not be deemed as received until written acknowledgment is issued by the VRU.
- 4.10 A late forfeit is defined as any written or verbal notice, received or not received at all, after 10am on the Friday prior to the weekend match. A late forfeit shall include a team not turning up or having insufficient playing numbers on the day. A late forfeit without notice for Senior grades which is identified on the day of competition and inconveniences both the opposition Club and appointed Match Referee shall in accordance with Clause 4.7 above, incur the maximum fine of \$250.
- 4.11 A late forfeit shall incur the loss of four (4) competition points e.g. -4, except for Junior grades (U11-18) where the maximum loss of competition points for an early or late forfeit is minus two (-2).
- 4.12 If a Club has teams in more than one Grade of the Competition and is unable to field a team for any Competition Match, it shall forfeit the lowest Grade team entered in the Competition. The exception to this shall be Colts, Women's, and any team given an exemption from the forfeit grading as described in 4.13 and 4.14 below.
- 4.13 In circumstances where a club has several open grades and the quality of player in its lowest grade is such that playing some of these players at a higher grade/standard would create an unreasonable risk to their safety then an exemption may be considered by the VRU, prior to the commencement of Round 4, to allow these players to remain in the lowest grade without penalty or the provisions of the forfeit being applied.
- 4.14 In accordance with 4.13 above this shall mean that the next lowest grade would forfeit in accordance with Clause 4.12 and without the provisions of Clause 4.15 being invoked. Notwithstanding this the normal provisions of the rules of forfeit shall apply to the grade with an exemption if there are insufficient players to start the match (see 4.1).
- 4.15 If a Club forfeits a team other than the lowest, as specified in 4.11, then the result of any match played by the lowest team of the Club on the same day shall also be taken as a forfeit (except in the case of a bye).
- 4.16 Any forfeit in the Premier Division 1<sup>st</sup> Grade shall be deemed misconduct under the Constitution and shall be referred to the Board for further investigation.

- 4.17 A Club which forfeits an “Away” Competition match may, at the discretion of the Manager, Community Rugby Competitions, lose the right to host the next match against the same team at “Home”, provided there is a further match to be played between these clubs in the same season and the club forfeited against wishes to exercise this ruling to play the further match at Home.
- 4.18 If the Away team forfeits its second last match or last match between the clubs in 2<sup>nd</sup> Div A, B Grade and Third Division then a fine of \$350 shall be imposed on the forfeiting Club, plus the deduction of any competition points obtained from the first leg match. The \$350 fine shall be given to the Club who is forfeited against.
- 4.19 A Club team which forfeits four competition matches in the one season shall at the discretion of the Manager, Community Rugby Competitions be withdrawn from the competition including finals, effective at the time of the fourth forfeit. In this event all “POINTS FOR”, “POINTS AGAINST” and COMPETITION POINTS gained by all Clubs that had previously played the withdrawn team shall be reviewed and if a complete draw of club fixtures has been played (i.e. all teams having played each other, forfeits included) then these points shall stand and be counted. An incomplete draw of fixtures (scored points and competition points) shall NOT be counted for the competition table for the Grade Premiership and Club Championship.
- 4.20 Forfeits awarded AGAINST and Byes shall NOT count as matches played for the purposes of player and team suspension and for player eligibility for the finals.

## **5 MATCH CONDITIONS**

### **5.1 Match Locations and Safety Provisions**

- 5.1.1 Competition matches shall commence at such times and on such grounds as specified by the Board or in the absence of a ruling by that Body, by the Manager, Community Rugby Competitions acting on the Board’s behalf.
- 5.1.2 Match Draws shall be forwarded to Clubs by the VRU as soon as practicable. All fixtures should take place as scheduled. Deferred matches are to be avoided wherever possible.
- 5.1.3 After consultation with the Clubs concerned, the Manager, Community Rugby Competitions shall have the authority to alter the allocation of grounds if the allocated ground is deemed to be unfit for play or is unavailable.
- 5.1.4 Subject to the foregoing paragraph of this Rule, the Referee of the match shall determine the fitness of the ground for play. The Referee shall decide whether the ground is fit for play after his inspection of the field or during the course of the match if a significant change in weather conditions or general circumstances deems the ground unsuitable or the match unsafe to proceed.
- 5.1.5 Whereby a council or appropriate authority declares a ground unavailable or closed and unfit for use due to wet weather, ground hardness, or any other form of damage or risk,

in the first instance the Home Club, in consultation with the VRU, should seek an alternate venue for the match(es).

- 5.1.6 Subject to the mutual agreement of both clubs, the visiting club or the Manager Community Rugby Competitions may nominate an available alternate venue.
- 5.1.7 If a venue is not available for the conduct of the fixture(s) on the scheduled date, then an alternate date and venue should be nominated, with the mutual agreement of both clubs involved, within seven (7) days of the original scheduled date.
- 5.1.8 If an alternate date cannot be scheduled by the mutual agreement of the participating clubs, then a date and venue for the deferred fixture(s) or any other resolution shall be determined by the Manager, Community Rugby Competitions. The decision of the Manager, Community Rugby Competitions shall be regarded as final.
- 5.1.9 In the event that the match cannot be played within a reasonable timeframe or re-scheduling will have a detrimental effect on the timing and conduct of the Competition, the Manager, Community Rugby Competitions shall declare the match unplayable and allocate, to each team three and one half (3½) competition points for Senior grades and four (4) competition points for Junior grades to count towards the Home and Away Competition Ladder. No score line shall be recorded in each case.
- 5.9.10 In the event that a match scheduling error occurred, at no fault to either side, and as a result the match was not played and cannot be re-scheduled then the provisions of 5.1.9 shall be invoked.
- 5.1.11 If the Referee determines that a match in progress has to be abandoned for safety reasons, prior to half time being indicated, then the match shall be regarded as completed and declared a Draw, with the scoreline recorded and competition points, including a bonus points for 4 tries scored, allocated accordingly.
- 5.1.12 If the Referee determines that a match in progress has to be abandoned for safety reasons, at half time or after half time, then the match shall be regarded as completed and the team with the higher score at that time declared the winner, with the scoreline recorded and competition points, including bonus points, allocated accordingly.
- 5.1.13 The exception to 5.1.11 and 5.1.12 is the Premier Division Grand Final match. In such a case where the match is stopped and abandoned for safety reasons prior to half time or stopped with scores level at half time, after half time or any period of extra time then the match shall be determined in accordance with Competition Rule 9 which requires the match to be replayed at a later date.
- 5.1.14 There shall be no light meters or other measurements or appeals accepted in such cases against the decision to stop or abandon play by a Referee. The Referee shall be the sole judge of fact in accordance with Law 5.7 (d) of the Laws of the Game of Rugby Union.

## 5.2 Duration of Matches

5.2.1 The maximum playing time (exclusive of time lost and extra time) of any match shall be forty (40) minutes for each half with a break of five (5) minutes. Different playing times or match duration (i.e. inclusive of time lost and extra time) may be specified for some grades, age groups and finals.

5.2.2 Match durations times permitted for each Grade for 2014 are as follows:

Grade	Halves	Injury/ Stoppage Time
Premier 1 & 2, 2 <sup>nd</sup> Div A & B 3 <sup>rd</sup> Div	40 min	Yes, within timeframe permissible
Premier 3 & 4, Colts & Women's, Under 18s	35 min	Yes, within timeframe permissible.
Under 16	30 min	Yes, within timeframe permissible
Under 12s & 14s	25 min	Yes within timeframe permissible.
Under 11	20 min	Yes, within timeframe permissible

5.2.3 The match times specified notwithstanding, each match must finish (5) five minutes before the listed start time of any subsequent match scheduled for the same ground. The Referee shall seek to ensure equal playing times for the halves.

## 5.3 Squad Numbers

5.3.1 The maximum squad numbers for any team in any senior Grade competition match, including Colts, shall be twenty three (23). There must be a minimum of six (6) front row players in each squad 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.

5.3.2 The exception to Clause 5.3.1 above is Premier 3, Premier 4, 2<sup>nd</sup> Division B Grade, Third Division and the Juniors Competition Under 12s to and including Under 18s, where maximum squad numbers shall be twenty five (25) and, when and wherever possible, a minimum of six (6) suitably trained and experienced front row players shall be provided.

5.3.3 Teams taking part in the Under 11 competition are capped to twenty (20) players for any one match. This includes the starting twelve (12) and a maximum of eight (8) replacements.

#### 5.4 Front Row Playing Numbers

5.4.1 The provisions of Clause 5.4 shall be applicable for the Home and Away season for all senior grades of competition excluding Masters.

5.4.2 Maximum Squad numbers permitted for each Grade shall be as follows:

Grade	Max Squad Nos	Front Rowers- Min Nos	Max Squad no's if min of 6 Front Rowers not asterisked on Match Report Sheet
Premier 1&2, 2 <sup>nd</sup> Div A Grade	23	6	Squad Nos reduced by each Front Rower not listed e.g. 3FRs – 20 squad players
Colts & Women's	23	6	22
U12s – U18s	25	6*	25
Premier 3, Premier 4 2 <sup>nd</sup> Div B Grade and 3 <sup>rd</sup> Div	25	6	24
U11s	20	6*	20

\*Encouragement only, when and wherever possible

5.4.3 Squads of 23 or 25 for senior grades other than Premier 1 & 2 and 2<sup>nd</sup> Division A Grade should include 6 front rowers when and wherever possible – otherwise squads shall be reduced to maximum of 22 or 24. Junior grades are exempt from squad reductions.

5.4.4 It shall be mandatory for a minimum of six front players to be listed in Premier 1, 2 & A Grade – otherwise maximum squad numbers are reduced by each front rower not listed.

5.4.5 The Match Report Sheet submitted to the VRRRA Match Official (No 4) or Club authorised Official shall list the **front row players** available in the Squad of 23 or 25.

#### 5.5 Discouragement of uncontested scrums

5.5.1 The provisions of Clause 5.5 shall apply to all senior grade competitions including Colts and Women's, excluding Masters. It is not applicable for Junior competitions up to and including Under 18s.

5.5.2 There must be sufficient front row players in each squad 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.

5.5.3 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.

- 5.5.4 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.
- 5.5.5 If subsequently a qualified front row player becomes available (or returns from blood bin or temporary suspension) so that scrums can be contested then the player will be allowed onto the field and the team may return to the appropriate complement of players.
- 5.5.6 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 row players subsequently become available.
- 5.5.7 Uncontested scrums shall be permitted as a safety requirement if before commencement and during the course of the game suitably trained and experienced front row players are not available. All clubs competing are expected to coach and prepare suitably trained front row players well in advance of the match.

## 5.6 Player Substitutions

- 5.6.1 In accordance with IRB & ARU directions for Domestic Rugby competitions the number of rolling substitutions (movements) permitted for each Grade of competition shall be as follows:

Grade	No of Substitutions
Premier 1 & 2, 2 <sup>nd</sup> Div A Colts, & Women's	8 8 8
Premier 3 & 4 2 <sup>nd</sup> Division B Grade 3 <sup>rd</sup> Div	12 12 12
U16s –U18s	12
U11s- U14s	Unlimited

- 5.6.2 The substitutions shall be in accordance with the ARU directions and shall be controlled through the No 4 Match Official or the Assistant Referee on the nominated sideline.
- 5.6.3 Managers are required to use the movement Cards numbered 1-8 or 1-12 as provided and applicable for the Grade involved
- 5.6.4 For Senior and Junior matches where there is no accredited Assist Ref or No 4, the Home Club Match Day Manager shall control subs in conjunction with the Team managers.

### 5.6.1 Playing Numbers

#### 5.7.1 U14s to U18s

A team shall not be permitted to have playing in excess of one additional player more than its opponent. For example:

- i) If one team has 20 players available, and the opposition has only 11, then the team with the most players shall be required to give the opposition team a minimum of 3 players so they can play 15 v 14 a side, or;
- ii) If one team has 11 players available, and the opposition has only 15, then the team with the most players shall only field 12, not 15 (if not offering players to the opposition).

5.7.2 The exception to clause 5.7.1 is that:

Non offending teams are not required to reduce playing numbers if opposition team players are Red or Yellow carded.

## **5.8 Mercy Rule**

5.8.1 Competition Age groups – Under 11 to Under 14.

If the difference in score between two sides competing in the Under 11s to Under 14s Age group competitions reaches 50 points then the Referee shall stop the game and declare the match completed, irrespective of normal time remaining.

5.8.2 For recording purposes the match shall be declared a victory to the winning team with the appropriate competition and scoring points awarded to both teams based on the completed score.

5.8.3 If sufficient time remains before the commencement of scheduled following fixtures, both team coaches shall liaise with the Referee to arrange to play another friendly game of Rugby or 'Ruck Touch" or similarly suitable games pursuant to 10.1.4 below.

5.8.4 The "friendly" game of Rugby or Ruck Touch shall be conducted with both teams merging their players, with teams selected equal in numbers and ability, in order to achieve a fair balance.

5.8.5 Competition Age groups – Under 16 and Under 18.

5.8.6 If the difference in score between two sides competing in the Under 16 to Under 18 Age group competitions reaches 50 points then the Referee shall stop the game and declare the match completed, irrespective of normal time remaining.

5.8.7 For recording purposes the match shall be declared a victory to the winning team with the appropriate competition and scoring points awarded to both teams based on the completed score.

5.8.8 If sufficient time remains before the commencement of scheduled following fixtures, both team coaches shall liaise with the Referee to *either*

- i) arrange to play another friendly game of Rugby with the winning team reducing the number of players in their team to two less than the losing team (providing this still allows for a minimum of eleven players in that team), *or*



ii) comply with clauses 5.8.3 and 5.8.4 above.

5.8.9 Coaches, in conjunction with the Referee, shall be expected to encourage the development and enjoyment of the game for all participants by co-operating on such "friendly" initiatives as mentioned in clauses 5.8.1 and 5.8.5 above.

5.8.10 The Referee shall be required to report to the VRU any incidences of junior club officials not co-operating to offer such opportunities of enjoyment and participation to players. In such cases the VRU shall investigate and ask the Clubs to report on the matter and its proposed course of action.

5.8.11 The failure of any Club to satisfy the VRU regarding its course of action in accordance with Clauses 5.8.9 and 5.8.10 above, or a repeated infringement by the same team shall lead to the loss of competition points by the offending team for the match(es) concerned, or fines, or both.

## **6 GROUND SET UP AND ASSOCIATED REQUIREMENTS**

### **6.1 Marking of Playing Enclosure**

6.1.1 The playing field for competition matches (which excludes U6's to 10's) shall be a full sized pitch. The playing field for U11 matches shall be a full-sized pitch, less 10 meters in width (5 meters each side)

6.1.2 The Host Club team shall be responsible for marking and flagging of the pitch, the erection of appropriate barriers and supply of safety equipment for the playing enclosure in accordance with the Laws of the Game.

6.1.3 In the case of a match on a neutral playing enclosure the responsibility for the flagging and marking of the playing enclosure shall lie with the drawn home team unless otherwise determined by the Manager, Community Rugby Competitions.

### **6.2 Ground Fitness**

6.2.1 If the playing enclosure is not marked to the satisfaction of the Referee then the Match Day Manager and captains of both teams shall be informed and the breach reported to the Manager, Community Rugby Competitions by the first working day following the match.

### **6.3 Spectator Control**

6.3.1 At all VRU matches the Host Club is to provide a properly prepared and roped playing enclosure otherwise the Referee may abandon the match and Competition points will be awarded to the visiting team. The following should be attended to when preparing a playing enclosure:

6.3.2 Star pickets with safety caps or similar of sufficient number, height and strength should be provided to allow rope barriers to be suspended one metre above the ground, on both sides of the pitch. The pickets should be:

- i) approximately 1.5 metres in length;
- ii) hammered into the ground for a depth of at least 0.4 metre;
- iii) spaced at equal distances apart at a maximum distance of 10 metres and inserted into the ground so they are sloping away from the pitch on a ten to twenty degree angle from the vertical in order to protect players tackled close to the touchline.

6.3.3 The ropes should:

- i) be of suitable strength and quality and reach dead-ball lines; spectators should not be positioned within 5 metres of the dead ball line.
- ii) be placed a minimum distance of five metres from the touch-line;
- iii) provide for two Coaches' areas. Each Coaches' area shall extend ten metres in length and a minimum three metres depth. The coaches box shall be positioned each side of the centre line on the same side of the field

6.3.4 If the ground is irregularly shaped, exemption to these distances shall be sought by the Home Club from the Manager, Community Rugby Competitions, in writing.

6.3.5 The barriers shall be of sufficient strength to deter non-players from encroaching into danger areas close to the play.

6.3.6 The barriers shall extend the length of the pitch from one "in-goal" area to the other, save in the case where the pitch is otherwise enclosed or where the areas that would normally be barricaded are not accessible to non-players.

6.3.7 The only persons permitted within the playing enclosure are the players, all Match officials, two water carriers, not being a coach or assistant coach of the team and up to two qualified medical trained or with accredited 1<sup>st</sup> aid awareness for each team. Any equipment must be kept as close as practicable to the ropes. All other personnel such as coaches and reserves, including referee assessors, are to remain outside the field of play and behind the barriers (unless located in the area defined as Coaches' area).

6.3.8 The Match Day Manager, if called upon to do so by the Match Referee, shall request spectators to remain behind the barriers.

#### 6.4 Assistant Referees (i.e. Touch Judges)

6.4.1 In the absence of appointed Assistant Referees for senior grades each team shall provide one Assistant Referee for each match in which it plays. The Referee shall have the power

to use or to dispense with an Assistant Referee at any time during the match, and to appoint any other.

- 6.4.2 A non-accredited Assistant Referee shall be permitted to report Foul Play provided the Referee is satisfied with the accuracy and integrity of the person providing the report. In such cases it is at the Referee's discretion as to how he/she should act upon such a report.
- 6.4.3 Each Assistant Referee appointed by the Club shall wear a distinctive tracksuit or uniform.
- 6.4.4 Each Club shall be responsible for the accreditation, appointment, competence and proper attire of its Assistant Referees. The responsibilities of Assistant Referees are defined in the Laws of the Game.
- 6.4.5 An Assistant Referee shall NOT be the coach of a participating team and during the course of his duties shall not coach or barrack for a participating team or dissent the rulings of the Match Referee.
- 6.4.6 Club Assistant Referees shall make themselves known to the Referee prior to the commencement of any match.
- 6.4.7 A Bonus Point will be awarded to a junior team (U11 to U18) who supplies an accredited Assistant Referee (Touch judge) to officiate their match.
- 6.4.8 The Assistant Referee must document their Accreditation # and signature on the teams match report prior to the Match Referee signing off on the validity and accuracy of the Match Report.

## **6.5 Ball Persons – Premier 1st Grade & 2<sup>nd</sup> Division A Grade**

- 6.5.1 Each Club hosting a Premier Division 1st Grade or 2<sup>nd</sup> Division A Grade match shall appoint four (4) ball persons for the duration of the match. The Ball persons shall wear the club playing strip or tracksuit and shall report to the Assistant Referee on each side of the pitch (two ball persons per side) at least 5 minutes prior to the scheduled commencement time.
- 6.5.2 The failure of the Host Club to provide the four balls persons shall, following a warning in writing, result in a fine of not less than \$50 for each subsequent occasion. Repeated breaches may lead to the loss of competition points.

## **6.6 Match Balls**

- 6.6.1 All matches shall be played with match balls approved by the Board as notified to the Clubs. The Host Club shall be responsible for the provision of three (3) match balls for use in each match.
- 6.6.2 The approved match ball for 2014 is the Gilbert brand Match ball, size 5 for all open grade matches and from Junior matches Under 14s upwards. The approved match ball

for the Under 10 to Under 12 age groups is Gilbert, size 4. The recommended match ball for Under 8's and Under 9's is Gilbert, size 3 and the recommended match ball for Under 6's and Under 7's is Gilbert, size 2.

6.6.3 The Referee shall inspect the Rugby balls provided for the match by the Host Club (or those provided by the VRU if a finals Match) and shall have the sole authority to determine which Rugby balls shall be used in the match.

6.6.4 If the Host Club cannot provide Gilbert brand approved Rugby balls the Referee shall allow the use of any other brand Rugby ball from any other source. In such a case the Referee shall report the breach by the Host Club to the Manager, Community Rugby Competitions for consideration of a fine not exceeding \$100.

### **6.7 Sideline Location of Team Management and Reserves.**

6.7.1 Team Management and Reserves for matches being shall be located in the coaches' box area on the same, nominated sideline. No coaching shall be allowed during play and coaches shall not be permitted to follow play up and down the sideline in any Grade/Age group. Failure of coaches to adhere to this policy, may lead to game abandonment and loss of Competition points by the offending team.

6.7.2 All replacement and substitutions for the game shall be made through the authorized Match Official –if available for lower grade and Colts matches.

### **6.8 Scoreboard**

6.8.1 The Home team shall provide suitable scoreboard facilities and attendants.

6.8.2 The scoreboard, including its letter and numbers, shall be of sufficient size and appropriate colour to allow clear definition of scores from a distance of not less than seventy (70) metres – positioned for players and spectators alike.

### **6.9 Recording of Premier Division matches**

6.9.1 It is a requirement of participation in Premier Division that the Premier Grade 1<sup>st</sup> Grade fixture and its Curtain Raiser (2<sup>nd</sup> Grade or Colts) be recorded by the VRU contractor Wells Media Production Australia (WMPA) and or Sports Recording Services (SRS).

6.9.2 The edited version of the match of the day, shall form part of a Television production to be viewed weekly on Wednesday evening on Community Channel 31.

6.9.3 The costs for the Service provided by WMPA and SRS shall be determined by the VRU with each participating Club required to meet its nominated share of the cost.

6.9.4 The Curtain Raiser match to be recorded shall only be permitted to be a Colts fixture if both teams participating on the day are the same teams as Premier Division.

6.9.5 The Host Club shall be required to provide a suitably approved platform for the Cameraman to provide the Service. This may NOT be the tray platform of a Ute or similar vehicle, and needs to comply with safety requirements for the Cameraman, nearby spectators, match officials and the on-field players. The provision of all safety requirements regarding the playing enclosure and its 5 metre safety zone needs to be adhered to.

6.9.6 Each cameraman shall record the match upon a USB Hard drive which will be provided by the club and for the club to re- present prior to each subsequent Match over the course of the season. Referees and referee coaches shall provide a USB memory stick to the cameraman for recording purposes.

## 6.10 Sideline Management

6.10.1 The only persons permitted inside the playing enclosure are as follows:

- i) Match Officials, as determined by the Referee Appointments.
- ii) Squad players (unlisted injured players must remain outside the playing enclosure)
- iii) Team Manager.
- iv) Coach and Assistant Coach.
- v) Up to two medical aid attendants - with all equipment as close as practicable to the ropes or in the **Coaches Area** when not in use.
- vi) Maximum of two water carriers – if not reserve players
- vii) Ball persons
- viii) Photographer, as approved by the Match Day Manager wearing a different coloured vest to the Yellow or Orange.

6.10.2 Coaches and Assistant Coaches shall remain within the Coaches area **or retire** to areas outside the Barrier Control at all times during their match, except at half time and full time when they may enter the playing field to address their players.

6.10.3 Managers are to remain within the **Coaches Area** unless liaising with the No 4 or No 5 Match Official or assisting with the removal of an injured or sin binned player from the field of play.

6.10.4 Each team participating in a sanctioned VRU competition is required to appoint a medical aid person. The Medical Aid person shall have a basic first aid qualification in accordance with the ARU Medical & Safety Recommendations <http://www.rugby.com.au/LinkClick.aspx?fileticket=AvX8JQLnANo%3d&tabid=1950>. The medical aid persons shall be required to wear an Orange coloured vest and shall be permitted to take up a position, one on each sideline, and in line with the play. The medical aid shall not be permitted to coach or be vocal in support or dissent in any way and must remain at least 3 metres back from the sideline to avoid possible interference with the Assistant Referees and ball persons. The medical aid are permitted to carry a water bottle as well as medical aid equipment but must not use the water bottle for any other reason that attendance to an injured player.

- 6.10.5 Reserves are to remain within the **Coaches Area**, unless warming up, and shall not be permitted to be barracking or yelling instructions while warming up. The warm up areas shall be as defined by the Match Day Manager but shall not include the area behind their own team dead ball line.
- 6.10.6 If the reserves' warm up area is behind the dead ball line then it shall be the area behind the opposition team dead ball line. Footballs are not permitted to be used in warm ups behind the dead ball line, unless moving well away as defined by the Match Day Manager.
- 6.10.7 A maximum of two reserves, wearing Club Yellow coloured vests to distinguish them from players, may be used at any one time as water carriers - Water carriers shall only be permitted to enter the field during the following stoppages:
- i) immediately after a Try is awarded.
  - ii) when the actual playing time is stopped by the Referee.
  - iii) at the Referee's discretion (hot day, few stoppages, etc.).

(N.B. A penalty shot at goal is **not** a stoppage - no water carriers permitted on field)

- 6.10.8 Water carriers shall **not** be permitted to walk the sideline in line with the play, and must return to the coaches' box upon completion of each stoppage.
- 6.10.9 **Water carriers performing the task of running out goal kicking tees shall not be permitted to carry water while performing this task.**
- 6.10.10 Coaches and Assistant coaches are not permitted on the field of play once the Match has commenced, except at half time and full time.
- 6.10.11 Coaches must not seek to communicate with match officials during play and any stoppage in play, including the half time interval. Any such cited or reported representation shall be regarded as misconduct and if it re-occurs after a warning will lead to the coach being requested to leave the playing enclosure by the Match Manager.
- 6.10.12 The Team Manager is the only member of Team Management permitted to communicate with match officials and at half time. No Team Official shall be permitted to question decisions of Law & interpretation. This does not preclude normal communication between the Referee and Team Captain as well as medical staff attending an injured player during a stoppage in play.

## **6.11 Player Clothing**

- 6.11.1 The Referee or his appointed delegate, by agreement with team management, shall inspect the dress and fingernail length of all players prior to their taking part in the match. A player with playing uniform including footwear or fingernails deemed to be unsafe or unsuitable and who fails to correct this shall not be allowed to take part in the match. The Referee shall apply the standard as set out under the Laws of the Game.

- 6.11.2 Each player shall wear the approved playing uniform of the team for which they are playing. The back of the jersey shall bear the position number of the player. Proposed changes to club jerseys (design or colour) shall first be approved by the VRU prior to orders for manufacture being authorised. The VRU shall retain the right to refuse permission to the use of any design or colour that reflects a similarity to the playing strip and colours of another participating Club.

## **6.12 Protective Clothing**

- 6.12.1 The International Rugby Board (IRB) has a policy on garments approved for play requiring that shoulder pads, headgear, and football boots shall conform to approved safety standards. Definitions are included in the Laws of the Game. Details of approved brands, style and colour are listed on the IRB website [www.irb.com](http://www.irb.com).

## **7 MATCH DAY MANAGER RESPONSIBILITIES**

- 7.1 Each Club is responsible for ensuring that their ground/venue is safe and suitable for the conduct of Rugby matches for all Host club fixtures.
- 7.2 The Host club shall appoint a Match Day Manager for each game. The Match Day Manager must be available and identifiable (wearing a Club Shirt with Logo and/or Lanyard marked Match Day Manager).
- 7.3 Directions given by any Club appointed Match Day Manager which are within the bounds of their authority, are to be obeyed, and if a dispute arises it should immediately be reported to a member of the Club Management Committee, who, is to decide on any further action or Report to be submitted to the VRU Manager, Community Rugby Competitions
- 7.4 The duties of the Match Day Manager, at home games, will include the following:
- 7.4.1 The supervision of the venue and all appointed officials, including making contact with the Match Referee.
  - 7.4.2 Rectifying any deficiencies on the grounds including but not restricted to surface, field marking, goal posts, flag posts, ropes and goal post protection, as requested by the Referee and;
  - 7.4.3 act as a point of contact for all playing enclosure enquiries, and;
  - 7.4.4 be responsible, as far as practicable, for the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club so that they comply with the Code of Conduct, and;
  - 7.4.5 having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue, and;
  - 7.4.6 having access to a phone and the Emergency Phone List, and;

- 7.4.7 have access to the ARU Protocol for Serious Injury, and;
- 7.4.8 ensuring the set-up, maintenance of and patrolling the Playing Enclosure, and;
- 7.4.9 preventing the illegal entry of any person into the playing enclosure, and;
- 7.4.10 assisting the officials (Medical Person, Managers, Referee & Assistant Referees) perform their respective duties, and;
- 7.4.11 ensuring Club appointed Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure, and;
- 7.4.12 follow up to ensure that team sheets are correctly filled in and presented to the Referee for his signature immediately on completion of the game.
- 7.4.13 If deemed necessary, escort the Match officials from the field of play to the dressing rooms on completion of the game and remain with the Referee for thirty (30) minutes after the match or when the Referee departs, whichever occurs first.
- 7.4.14 Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action; and
- 7.4.15 Having a copy of the VRU Competition Rules at hand.

## **8 NOTIFICATION OF RESULTS**

### **8.1 Match Day Results Service – Mobile 0439 312 167**

- 8.11 Score line results of all matches shall be submitted to the appointed VRU Results Service Coordinator (RSC) on Mobile 0439 312 167 or such other contact point as directed, **by no later than 5.15 pm** on the day of the match.
- 8.12 Each Club shall appoint a Results Reporting Officer (RRO) prior to the commencement of Competition and shall advise the VRU of the nominated person/s and their Mobile Telephone Numbers. It is the preferred option of the VRU that a separate RRO be appointed for the Junior and Senior Club.
- 8.13 The duties of the Home RRO shall be to report on match day the results of all own Club matches, **junior and senior**, the deadline being as follows:
  - i) Saturday Junior matches, Under 11s to Under 18s 1.00pm
  - ii) Senior grade matches, including Colts & Women's 5 15pm



8.14 It shall be the responsibility of the Home clubs and its RRO to ensure that these requirements are carried out.

8.15 The failure to comply with this requirement as stated in 8.1.1 to 8.1.4 above shall be deemed misconduct and be liable to a penalty not exceeding **\$100**.

## **8.2 Team Match Reports**

8.2.1 **Team Match Reports for all matches and signed by the Match Referee shall be received at the Office by noon (12pm) on the Monday following the match. Player registrations numbers, full and correct player names (as registered on MyRugbyAdmin), players signatures (all participating players in Junior Grades) and all opposition player votes (where applicable), must be included. To be awarded the bonus point for provision of an accredited Assistant Referee (i.e.TJ) in Junior Grades, the requested information must be completed on the form and signed off by the Match Referee.**

8.2.2 Each Club shall appoint at the commencement of each year, the person responsible for ensuring the Team Match reports are properly and legibly completed and returned to the Office by the Monday following the game. Reports shall be returned for every game played in every week.

8.2.3 The failure to comply with this requirement as stated in 8.2.2 above shall be deemed misconduct and be liable to a penalty, not exceeding \$50 for each Team Match Report not presented as requested. If a Club is consistently in breach of the requirements of Rule 8.2.1 the matter may be subject reported to the Board which may at its discretion, impose further sanctions including the loss of Competition points.

## **8.3 MRA Competition Results Management System**

8.3.1 It is a requirement of Premier Division that each participating Club has a nominated person for the entry of Premier Division Team Match reports and results (and Colts if applicable) onto the ARU online MRA Competition Results Management System.

8.3.2 The Team Match reports and the results for the previous Club matches shall be required to be entered on line on the System by 10am on the Tuesday following the matches.

## **9 FINALS SERIES FORMAT**

### **9.1 Play-offs**

9.1.1 At the end of the series of home and away matches there shall be a finals series of play-off matches to determine the Premiership Winner in each Grade. The exception to this is Masters Grade where the matches are non competition and played as friendlies. The Minor Premiership winner shall be determined as the team which finishes 1<sup>st</sup> after completion of all rounds of competition matches.

9.1.2 The number of teams to play off in a finals series, after the completion of all rounds of competition in each Grade, shall be as follows:

i)	Premier Division, grades 1-3	Four
ii)	Premier Grade 4	Four
iii)	Second Division, grades A & B	Four
iv)	Colts	Four
iv)	Third Div	Four
v)	Women	Four
vi)	Junior grades U11s–18s	Four

## 9.2 Finals Format

9.2.1 The final four series of matches for senior grades, including Premier grades (1-4), Second Division (A & B Grade), Third Div, Women and Colts, shall be played as follows:

- i) Week 1- the first Semi Final SF1. The team in first position shall play the team in second position. The winner shall advance to the Grand Final. The loser shall advance to the Preliminary Final.
- ii) Week 1- the second Semi Final SF2. The team in third position shall play the team in fourth position. The winner shall advance to the Preliminary Final. The loser shall be eliminated.
- iii) Week 2- Preliminary Final PF. The winner shall advance to the Grand Final, the loser shall be eliminated.
- iv) Week 3 - Grand Final GF. Winner SF1 v Winner PF

### 9.2.2 Junior grades (U11s-U18s)

The final four series of matches for U11s to U18s shall be played as follows:

- i) Week 1- the first Semi Final SF1. The team in first position shall play the team in fourth position. The winner shall advance to the Grand Final. The loser shall be eliminated.
- ii) Week 1- the second Semi Final SF2. The team in second position shall play the team in third position. The winner shall advance to the Grand Final. The loser shall be eliminated.
- iii) Week 2- the Grand Final GF. The winner of SF1 shall play the winner of SF2. The winner of the Grand Final shall be deemed Premiers of the competition. The loser shall be deemed Runners up.

9.2.3 The Board, at its discretion, may vary the number of teams or games described if circumstances require a lesser or greater number of games.

## 9.3 Drawn Matches of the Qualifying, Semi & Preliminary Finals

- 9.3.1 In the event that the scores of participating teams in the Premier Division 1<sup>st</sup> Grade & 2<sup>nd</sup> Division A Grade Semi & Preliminary final matches are equal at the completion of the allotted time, then the Referee shall play extra time.
- 9.3.2 Following a break of two minutes the Referee shall order the teams to change ends from the completion of normal time and shall play an additional period of extra time. This shall be comprised of a maximum of twenty (20) minutes to be played, being 10 minute halves, plus injury time. There shall be a half time break of two minutes followed by the teams changing ends.
- 9.3.3 The extra period played is on the basis of the first team to score in this period wins the match and there is no further time played. The Referee shall declare the match completed.
- 9.3.4 Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 9.3.5 Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 9.3.6 Players who have been temporarily suspended by yellow card (sin bin for 10 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension shall be deemed in suspension for the extra period of time required to complete the suspension.
- 9.3.7 In the event that the scores of participating teams remain equal at the completion of extra time the Team which finished the Home and Away rounds in the higher position on the competition table shall proceed to the next match in the finals series.
- 9.3.8 For all other grades and juniors** - in the event that the scores of participating teams, junior or senior, in any qualifying, semi or preliminary final are equal at the completion of normal time, no extra time shall be played. The Team which finished the Home and Away rounds in the higher position on the Competition Ladder shall be declared the winner and proceed to the next match in the finals series.
- 9.4 Drawn Matches of the Grand Finals**
- 9.4.1 Premier Division 1<sup>st</sup> Grade.** If, at the completion of normal time in the Grand Final of the Premier Division 1<sup>st</sup> Grade the scores are still level, then following a break of two minutes the Referee shall order a period of extra time.
- 9.4.2 The extra time shall be comprised of a maximum of twenty (20) minutes to be played, being 10 minute halves, plus injury time. The teams shall change ends from completion of normal time. There shall be a half time break of two minutes followed by the teams changing ends.

- 9.4.3 The extra period shall be played with the first team to score in this period winning the match. At this time the Referee shall declare the match completed. The winning team shall be deemed Premiers of the Competition and the losing team shall be deemed Runners up.
- 9.4.4 Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 9.4.5 Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 9.4.6 Players who have been temporarily suspended (cautioned by yellow card for 10 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension, shall be deemed in suspension for the extra period of time required to complete the suspension.
- 9.4.7 If, at the completion of the period of extra time the scores are still level, then the Referee shall order a second period extra time under the same provisions of clauses 9.4.1, to 9.4.6 above.
- 9.4.8 If at the completion of the second period of extra time the scores are still level the match shall be replayed at a time and place to be decided by the Board after consultation with the clubs.

**9.4.9 For all other grades**

In the event that the scores of participating teams, junior and senior, in any Grand final are equal at the completion of normal time, a period of extra time shall be played. in accordance with the following times:

Grade	Halves (Mins)	Half time (Mins)
Prem Div. 2,3 & 4	10	2
2 <sup>nd</sup> Div A & B	10	2
Colts	10	2
3 <sup>rd</sup> Div	10	2
Women	10	2
Under 18s	10	2
Under 16s	7	2
Under 11s, 12s & 14s	5	2

- 9.4.10 The extra period shall be played with the first team to score in this period winning the match. At this time the Referee shall declare the match completed. The winning team shall be deemed Premiers of the Competition and the losing team shall be deemed Runners up.

- 9.4.11 Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 9.4.12 Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 9.4.13 Players who have been temporarily suspended (yellow carded - Seniors 10 minutes, Juniors 5 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension, shall be deemed in suspension for the extra period of time required to complete the suspension.
- 9.4.14 If, at the completion of the period of extra time the scores are still level, no extra time shall be played or a replay at a later date. The Team which finished the Home and Away rounds in the higher position on the Competition Ladder shall be declared the Winner and the lower placed team on the Competition Ladder shall be deemed Runners up.

## 10 REFEREES

- 10.1 Referees shall be appointed to matches in accordance with their Group Ranking, as determined by the appointed VRU/VRRA Grading Panel and the priority listing established for all grades.
- 10.2 In the event there are not sufficient Referees available to Referee competition matches, the VRU/VRRA will publish a 'club to appoint'. The home team is required to appoint a person who is Smart Rugby compliant to Referee the match. The club shall advise Referee Appointments officer who this person is.
- 10.3 At the end of the match, the Referee shall check the match sheet of each team, and shall note all temporary suspensions and send-offs on the match sheet and shall sight the offending player's photo ID and confirm the player's name with the Team Manager.
- 10.5 If there is no SmartRugby compliant person or, if required, an accredited Referee available from either the Host or visiting Club to conduct the Match then the game shall not commence. In such a case the Host Club shall be deemed responsible for failing to meet the provisions of 10.3 and a forfeit shall be awarded to the visiting or non offending team.
- 10.6 The forfeit shall be awarded in accordance with Clause 4.4 (Forfeits). In addition the Host Club team shall incur a penalty of minus two (-2) Competition points and a scoreline of Nil points for and 28 points against for failing to meet the provisions of 10.3.
- 10.7 If during the first half and prior to its completion the appointed or replacement referee is injured and cannot continue and there is no further replacement available from either team, then the match shall not continue. The match shall be declared unplayable and each team shall be allocated three and one half (3 ½) competition points in Senior grades

and four (4) competition points in Junior grades. In each case, no scoreline shall be recorded.

- 10.8 If during the half time break or second half of a match a VRU appointed referee is injured and cannot continue and a reserve referee or Host or visiting Club replacement is not available, the match shall be declared played and no further time permitted. The score at the time of the stoppage shall stand and be recorded as the result for the purposes of awarding competition points.

## **11 ASSAULT ON AN OFFICIAL**

- 11.1 "Assault" means any intentional physical or verbal abuse, intimidation or threat and includes, but is not restricted to, striking, kicking, pushing, spitting etc. The assault as defined above is action taken by, but not restricted to, a player, club member, spectator or any person actively associated with a club.

- 11.2 If a Match Official is assaulted in connection with the performance of his role, the Match Official, Referee or the Referee's delegate will verbally advise the details of the incident to the VRU Community Rugby Competition Manager or any VRU Official designated to receive such information. The VRU shall advise both Clubs involved within forty-eight (48) hours of the incident occurring. A written report from the Referee or the Referee's delegate, should the Referee be unable to provide a written report, fully detailing the incident shall be forwarded to reach the VRU Office within forty-eight (48) hours of the game during which the incident occurred.

- 11.3 The President or a delegated Office Bearer from the club(s) involved in the incident shall submit a written report fully detailing the incident to arrive at the VRU Office on the first working day following the incident, and such Official shall attend any subsequent hearing provided such person can be found with reasonable diligence.

- 11.4 Failure to comply with clause 11.3 above shall result in the Club being suspended from further competition until the matter is dealt with.

- 11.5 The Judicial Committee shall treat these incidents as a matter of urgency and will convene a hearing by the following Wednesday after the Match and upon receipt of the Match Official's Report as mentioned in clause 11.2 above.

- 11.6 Any player, official, club member or any other person actively associated with a Club found guilty of assaulting a Match Official (before, during or after a match) shall automatically be suspended in accordance with the penalties determined by the Judicial Committee.

- 11.7 If a Club is found to have contributed to an incident involving the assault on a match official (either before, during or after a match) by failing to control its members, supporters or other persons actively involved with that Club, then the Judicial Committee shall recommend to the Board that the Club(s) be suspended from the competition or face a range of recommended penalties including fines and or loss of competition points.

## **12 PLAYER REGISTRATION AND IDENTIFICATION**

### **12.1 Registration of Players**

12.11 Each Club shall register its players on the prescribed form and on the online data base system "MyRugbyAdmin" as determined by the Australian Rugby Union (ARU).

12.12 The signature on an approved registration form shall bind a player to the Club nominated unless a transfer to another Club is approved by the VRU.

### **12.2 Unregistered or ineligible Players**

12.2.1 A Club playing a non-registered player, or a player ineligible being under current VRU/ARU/IRB judicial suspension, or a player ineligible under the terms of the general rules shall be liable to the following penalties:

- i) The offending club shall incur a fine for each offending player, the amount of which shall be decided by the Manager, Community Rugby Competitions
- ii) The match shall be declared a forfeit win to the non-offending team with five competition points (six (6) for Juniors U11s – U18s) awarded and a forfeit score-line of twenty-eight (28) points for and Nil against. The offending team shall incur the forfeit penalty of minus four (-4) competition points (minus two (-2) for Juniors U11-U18) and a score-line of Nil for and twenty-eight (28) against.
- iii) If both teams in a match play an unregistered or ineligible player then the match shall be declared a forfeit loss to both teams with the forfeit penalty of minus four (-4) competition points (minus two (-2) for Juniors U11s-U18s) and a score-line of Nil for and twenty-eight (28) against.
- iv) Notwithstanding the penalties as listed above a club which plays an ineligible player in any VRU sanctioned trial, tournament or club competition match and such player was, at the time serving a period of Judicial sanction without VRU written permission to participate, shall be liable for further penalties as determined by the Board. This may involve, but not be limited to, a substantial fine, loss of further competition points or, if a repeated offence in the same season, suspension from the competition.
- v) Players deemed ineligible to play (i.e. to take the field as a member of a team) while serving a period of Judicial sanction, imposed either locally, interstate or overseas, shall be requested to attend a Judicial Hearing for investigation and consideration of an extended or further sanction.

### **12.3 Player Identification**

12.3.1 All players excluding pathway players (Under 6-Under 10s) shall be required to produce, upon request, proof of registration and photo identity in the form of a VRU Player Identification Card or, in the case of seniors only, a suitably accredited form of ID such as

a current Driver's License. The VRU will issue to clubs a list of credible ID cards for Senior players.

- 12.3.2 Players participating in the Pathway Program (Under 6s to Under 10s) shall not be required to have a Card as mentioned in 12.3.1 above but shall be required, upon request, to produce evidence of Date of Birth in the form of a Birth Certificate or a Passport.
- 12.3.3 The VRU Card element for Juniors shall include the VRU Logo, a current, digital passport style photograph, club name, ARU registration number, expiry date and the Date of Birth.
- 12.3.4 Each Junior club shall be required to arrange the photo and players details prior to the commencement of competition. This can be held by Team Management on a photo schedule.
- 12.3.5 The ID Card, both VRU and other credible source shall be available, upon request to a VRU authorized Official or Match Official, to establish player eligibility for competition, both Junior and Senior. The failure to produce a Card upon request shall deem such player as ineligible to play and the provisions of Clause 12.2 shall apply.

#### **12.4 ID Check**

- 12.4.1 For all Junior grades from Under 11s to Under 18s there shall be a formal process of checking player eligibility, as follows:
- 12.4.2 The principle of No Card, No Play is to be observed except in the following instance;
  - i) A newly registered player has one week (7 Days) period of grace, from the date of registration on the ARU Form, to obtain a Player ID Card.
  - ii) The newly registered player must produce copies of his/her signed ARU registration form which should also state the players reference number from their proof of age document.
  - iii) The newly registered player will be indicated on the Team Sheet by placing an asterisk next to his/her name and a note made that a photo ID is pending.
- 12.4.3 At least 15 minutes prior to the scheduled commencement time of each Junior match, team managers shall inspect the opposition match report and identify/reconcile opposition players, standing with their ID cards, against the Name and ARU Registration numbers.
- 12.4.4 If an ID Card is not presented for a player, the player concerned cannot participate in the match, except under the provisions of Clause 12.4.2.
- 12.4.5 Any discrepancies or irregularities shall be reported on the Form 'Registration and Player Identification Irregularities' provided and submitted to the VRU Office with own Match Report on the Monday immediately following the Match.



- 12.4.6 If a Team Manager, who has a player/s with an existing ID Card challenged for eligibility by the opposition Team Manager, is satisfied that his player/s are correctly identified, registered and playing in the correct Age group then the player/s concerned shall be permitted to play. No player who has an ID Card shall be refused permission to play unless both managers agree that the player or players concerned are unable to be proven eligible.
- 12.4.7 The failure of a Team Manager to check the eligibility of opposition players when the opposition Match Report, players and ID cards were available prior to the commencement of the match, rescinds the right of that Manager to either challenge or report any potential ineligibility of an opposition player both during and following the match.
- 12.4.8 The failure of a Team Manager to present to the opposition Manager the Match Report, players and ID cards within a reasonable period prior to the commencement of a Match shall invoke the provisions of a Forfeit. A reasonable period is defined as up to 15 minutes prior to the scheduled commencement time of the Match but can be reduced to five minutes if special circumstances permit.
- 12.4.9 An ID check by the opposition team manager shall be completed for each player before the player takes the field.

### **13 TRANSFER OF PLAYERS**

- 13.1 It is the responsibility of the player seeking a transfer (or in the case of a Minor the parent or legal guardian) to ensure that all transfer forms are completed and any outstanding subscriptions or equipment debts for the previous season are met to the satisfaction of the existing club he/she is seeking the transfer from.
- 13.2 No player shall play for any Club other than the Club to which he is registered, unless and until he applies and is granted VRU approved and written transfer. These rules also apply to players wishing to change clubs between seasons.
- 13.3 A player shall not transfer within the Union once he/she has played one (1) competition match within the current season The Manager, Community Rugby Competitions shall only consider extenuating circumstances from the player to allow an exemption to this Rule.
- 13.4 The player and proposed new Club seeking a transfer shall submit to the VRU, and the players existing registered club, a duly completed Transfer Form which seeks the signatures of the Club from which the transfer is being sought.
- 13.5 The Club from which the transfer is being sought is required to, within three days of receipt of the transfer form, return the same Form to the VRU and applicant Club with a signed agreement to the transfer or providing a written statement on the Form as to the reasons why this will not be approved. Reasons for not approving a transfer must relate to the provisions of Rule 13.1 above.

- 13.6 Any unnecessarily long dispute between the player and his existing Club should be reported to the VRU by the player and/or applicant club if there are issues of grievance. As a general rule the VRU will not intercede in these matters unless there is clear evidence that the Club from which the transfer is being sought is seeking to unfairly delay the process or cannot satisfy the VRU that the reasons for the denial are fair and justified. In such a case the Manager, Community Rugby Competitions shall make a ruling which shall be binding on both the Club involved and the player.

**14 MISCONDUCT/FOUL PLAY  
TEMPORARY SUSPENSIONS (YELLOW CARDS)**

Preamble:

Foul Play is covered under Law 10 of the Laws of the Game.

Misconduct is covered under Laws 6 & 10 of the Laws of the Game.

Professional fouls, covered under Laws 6 and 10, are defined as repeated individual/team infringements, unfair & cynical play, time wasting, throwing ball into touch, etc.)

- 14.1 When a player under the open Laws of the Game is cautioned (yellow card) and therefore subject to temporary suspension for the period required under the Laws of the Game he shall be required to report to the nominated No 4 Match Official next to the "Sin Bin" area at the center-field position on the nominated line of touch.
- 14.2 In the absence of a nominated No 4 Match Official the Match Day Manager or his nominated delegate shall supervise the Sin Bin" area as described in 14.1 above. A designated Club trainer may attend him for the purpose of supplying fluids and/or warm apparel. No other contact shall be made with the suspended player by team players or team management.
- 14.3 The exception to 14.1 and 14.2 is the variation permitted for matches played under the Australian Under 19 Law variations to the game. In accordance with these variations the player temporarily suspended (yellow card) shall report to his Coach for counseling for the period required.
- 14.4 All Junior matches have a no foul language or sledging policy. The Referee shall warn the first offender with the Captain present, then, if it continues with any team member, move to penalties and/or Yellow Cards.
- 14.5 Temporary suspension (Yellow Cards) for Junior players is as follows:  
 U8 - U12s 5 minutes of actual time, expires at half time, players may be replaced.  
 U14 5 minutes of playing time, players may not be replaced  
 U16 & U18 10 minutes of playing time, players may not be replaced.
- 14.6 The Match Referee shall be required to record all temporary suspensions on the official match sheet including sighting VRU Player ID Card with ARU Registration number as provided by the Team Manager after the match.

- 14.7 Match sanctions for a player receiving three yellow cards whether for technical infringement or foul play, or a combination of both, shall be an **Automatic one-match suspension** from the next available match as determined by the Manager, Community Rugby Competitions, without attendance at a Judicial Hearing.
- 14.8 The exception to Rule 14.5 is if a player is recorded as a repeat offender in the current or past seasons or receives two yellow cards for foul play (therefore invoking a Red Card) in the one Match. In such a case, at the discretion of the Chairman of the Judiciary, the player may be asked to attend a Judiciary Hearing for consideration of additional sanctions.
- 14.9 Any one or two Yellow Card recordings for a player shall be carried over from Home and Away matches into the finals series.

## 15 SEND OFFS – RED CARDS

(Please note that the VRU Judicial Rules cover the process for a Judicial hearing or an Appeal in specific detail)

- 15.1 Any player junior or senior, dismissed from the field of play for alleged misconduct/foul play (Red Card offence) shall, **WITHOUT FURTHER NOTICE**, attend the first weekly meeting of the Judicial Committee following dismissal.
- 15.2 During the course of the match the Referee shall, as part of the process of advising the offending player/s of the send off (Red Card) request the name of such player/s and record the details including the player jersey number.
- 15.3 The match Referee shall be required to record all send offs (Red Cards) on the official match sheet including sighting the VRU Player ID Card with ARU Registration number as provided by the Team Manager after the match.
- 15.4 It is the responsibility of the player and the Club to find out the time and place of the Judiciary hearing and to advise the VRU Office of their attendance or non-attendance **by 12 Noon on the day prior to the Judiciary hearing**. As a general rule hearings are held on the Wednesday following the game at the State Rugby Centre, AAMI Park commencing at **6.30 pm**.
- 15.5.1 A player who is sent off (Red Card offence) from the field of play or the playing enclosure for misconduct/foul play shall not play again or enter the field of play or the playing enclosure until attendance at the Judicial Hearing and the matter determined. In such circumstances a player shall be regarded as being in indefinite suspension.
- 15.5.2 **Players sent off (Red Card) in the Under 11s and Under 12s age groups may be replaced for the match. Player's issued a Red Card in the Under 14, Under 16 and Under 18 age groups shall not be replaced for the match.**
- 15.6 The Referee who sends a player from the field of play or playing enclosure for misconduct/foul play (Red Card offence), shall, supply to the VRU Office by 12.00 pm on

the first working day after the match a written report of the incident in which the misconduct/foul play arose. If the player sent off was based upon an Assistant Referee's Report then the Assistant Referee shall also be required to submit a separate Report by 12 Noon on the first working day following the match.

- 15.7 The Manager, Community Rugby Competitions shall refer the Report/s and any further supportive evidence such as a video/DVD of the match to the Judicial Committee, which shall hear and deal with the matter.
- 15.8 The player or his Club representative shall be entitled to a copy of the Referee and Assistant Referee Report prior to or during the commencement of the Hearing. The player shall also be entitled to view video/DVD evidence prior to or during the commencement of the hearing.
- 15.9 **Players shall be entitled to a suitable and authorized representation at the Hearing from Team or club Management.**
- 15.10 In addition to any penalty subsequently imposed by the Judiciary, failure to comply with **15.1, 15.4 & 15.5** shall be deemed misconduct under the Constitution and may also be dealt with by the Board upon request of the Judiciary.
- 15.10 A \$50 fine shall be imposed on each Senior Grade offending player (including Colts Grade and Women) for every appearance at the Judiciary which results in a penalty/reprimand (i.e. upheld decision). This \$50, in cash, must be presented by the player to the VRU representative prior to his/her hearing, otherwise the hearing shall be postponed and the player held in suspension until another date for his/her attendance with the \$50.
- 15.11 Junior players (Under 11s-18s) shall not be required to pay a \$50 fine.
- 15.12 A player who is exonerated by the Judiciary or by Appeal shall be entitled to a refund of the \$50 fine.
- 15.13 Each player, either Junior or Senior, shall be required to produce evidence of identity upon attendance at the Judiciary - in the form of the VRU ID Card or similar Photo ID as defined in Clause 12.3 of these Rules. The failure to satisfactorily prove identity to the Judiciary shall lead to the postponement of the matter and the player remaining in suspension until such ID can be produced in attendance at a Hearing.
- 15.14 The Judicial Committee shall advise the player of any subsequently penalty/outcome at the conclusion of the Hearing. It shall be the responsibility of the Club, to again confirm with the player that the penalty or period of suspension is clearly understood and this shall occur as soon as possible after the outcome is notified in writing by the VRU to the Club.
- 15.15 The Judiciary shall conduct itself as it sees fit and in accordance with the Constitution, the Judicial Rules and the Laws of the Game.

## **16 CITINGS – VRU JUDICIAL RULES**

- 16.1 Where a player commits an act of foul play which has not been detected by a match official, an official of the Clubs or Unions involved in the match have the discretion to cite that player to the Judicial Committee in order to show cause why he should not be held accountable in the same way as a player who would have been detected by the official.
- 16.2 The formal citing must be lodged in accordance Clause 5.1.3 of the VRU Judicial Rules with the VRU Office in writing (letter, fax or email) within three working (3) days of the completion of the match in which the alleged incident took place.
- 16.3 In the case of a Video/DVD citing the complaint shall be sent to the VRU within three (3) working day of the completion of the match in which the alleged incident took place.
- 16.4 A complaint is deemed to have be sent when it is:
- 16.4.1 transmitted by letter, email or facsimile, and;
  - 16.4.2 acknowledged in writing as having been received by the VRU.
- 16.5 The citing complaint shall be initiated on the VRU Citing Incident Form and shall contain the following information:
- 16.5.1 date and place of the alleged foul play
  - 16.5.2 name and/or Jersey No of the player in respect of whom the complaint is made and the team he/she was playing for at the time of the alleged foul play
  - 16.5.3 the name of the opposing team
  - 16.5.4 full details of the alleged foul play including brief details of the evidence relied upon, including available video/DVD evidence if applicable, and:
  - 16.5.5 for citings other than by video/DVD statement of witnesses who had a clear, unobstructed view and were in close proximity to the alleged incident.
- 16.6 A deposit of \$200 shall be imposed and accompany every citing requested by a Club against a player. The deposit shall be forfeited to the VRU if the Judicial Committee considers the Citing to be spurious.
- 16.7 A cited player shall remain free from suspension until the Judicial Committee conducts a hearing and determines the matter, unless the Chairman of the Judiciary determines that the cited player should be indefinitely suspended because of ongoing delays caused by the cited player in having the matter heard.

## **17 CODE OF CONDUCT/ INCIDENT REPORTS/MELEES**

- 17.1 All participants of the Game i.e. players, coaches, referees, club officials and spectators shall observe the provisions of the IRB/ARU/ARU Code of Conduct. The Code of Conduct is defined under IRB Regulation 20.
- 17.2 All participants acknowledge that any act which is reasonably likely in all the circumstances to offend, insult, humiliate or intimidate another participant or a group of

participants and the act is done because of race, colour or national or ethnic origin of the other participant, that act will constitute a breach of the Code of Conduct and the Laws of Rugby.

17.3 Other Code of conduct violations involve any actions, threats or abuse by any participant as defined in 17.1 directed at match officials and players and other participants through to cover such actions as inciting on field violence, field of play invasion before, during and after a match including player or team official assault, and other such related acts such as defamatory remarks directed within the social media which bring the game of Rugby into disrepute.

17.4 Where a code of Conduct violation occurs against a match official within the playing enclosure during the period in which the official is in the enclosure in his official capacity, and while using the change rooms and/or walking to his vehicle in preparation to leave the ground post-match, the match official's report of the Incident will have the same standing in Judicial Committee proceedings as if the Incident had occurred during the match.

17.5 Any breach of Clause 17.2 and 17.3 above or any breach of the Code of Conduct may be brought to the attention of the VRU by any person by completion of the appropriate Incident Report Form located on the Community Rugby website

17.6 Any breach as defined in 17.1, 17.2 & 17.3 and reported in 17.4 above shall be referred to the Manager, Community Rugby Competitions who shall be empowered to investigate such breaches and determine if the alleged offender or Club has a case to answer and the alleged offender or nominated club representative/s attend a subsequent Hearing to be accountable for the matters raised. In the Case of a Club (e.g. unacceptable sideline behavior by members) the matter may be referred directly to the Board for consideration of penalties under the rules of the Constitution - Misconduct.

### **17.7 Melees**

17.7.1 A melee is defined as an incident involving four or more players in a match either striking, kicking, stomping, wrestling, grappling or otherwise pushing and struggling with one another or engaging in similar, unseemly conduct which, in the opinion of the Match Referee is likely to raise issues of safety and bring the game of Rugby into disrepute, prejudicing the interests or reputation of the VRU and its stakeholders.

17.7.2 In such an event the Referee shall determine if there is a risk of further player incidents if the game was to continue and his/her own personal safety was in jeopardy then in such circumstances the Referee shall abandon the match.

17.7.3 An abandoned match under the ground as defined in 5.1.11 will not count towards the awarding of competition points.

17.7.4 In addition to dealing with any Red Card Offence the VRU will determine if, as part of the subsequent Investigation whether one or both clubs should be held accountable and shall

determine penalties ranging from fines ranging from \$500 to \$1,000 and the subsequent loss of competition points ranging from four to eight points.

## **18 ELIGIBILITY - FINALS**

### **18.1 Finals**

18.1.1 The objective of this section is to ensure, as best as possible that unfair selection tactics cannot be used to strengthen or otherwise unreasonably advantage a team playing in the Finals Series.

18.1.2 No player shall take part in any finals Match in a Grade or recognised standard lower than that which he or she has been playing in during the current season in Victoria unless:

- i) At least 50% of home and away competition matches have been played in that Grade or a lower standard, or
- ii) At least 5 of the last 9 rounds of home and away competition matches for all grades, or
- iii) At least 4 of the last 7 of home and away competition matches for Women or
- iv) In the case of the player is returning from an injury, sickness or interstate//overseas work related absence, and has not played in a sufficient number of competition matches to normally qualify. In all such cases proof of circumstances shall be required (e.g. letter from Employer or a Doctor's Certificate or similar) for an exemption to be granted by the Manager, Community Rugby Competitions, or
- v) Where the number of teams, from any one club participating in the finals on that day ensures that selection integrity is evident.

18.3.1 **The finals eligibility for contracted Rebels players is four (4) competition matches for the season or three (3) competition matches of the last round i.e. eight (8) competition matches. The bye will not count as a competition match. Clause 18.1.2 (iv) will not apply for contracted Rebels players. Rebels contracted players are only permitted to participate in the Dewar Shield (Premier 1) finals and not any lower grade.**

18.1.4 For the purposes of grading, players selected for Senior Representative matches which co-incide with Competition matches not played shall have such Representative matches counted toward eligibility for the Club's Senior 1<sup>st</sup> Team, irrespective of club selection policies.

18.1.5 Colts Grade shall be is deemed to be the same standard as Premier Division 2<sup>nd</sup> Grade or 2<sup>nd</sup> Division A Grade. In the case of the Colts, four of these games shall have been played in the Colts Grade. Acting as a replacement due to injury of a player playing in a higher Grade shall not count as a match in that Grade if a match has already been played in a lower Grade.

- 18.1.6 Byes do not count towards eligibility unless, in extenuating circumstances, an uneven number of byes in a competition causes a disadvantage to a club and its player seeking eligibility.
- 18.1.7 Forfeits awarded to shall count towards eligibility provided a Match Report sheet for the forfeit is submitted by the normal time and shows a similar selection pattern as in previous matches at that grade.
- 18.1.8 Forfeits awarded against do not count towards eligibility.
- 18.1.9 For a player to have been regarded as having played a match he shall have played at least one half of the match unless prevented from doing so by injury.

## 18.2 Junior Competitions - Under 11s to Under 18s

- 18.2.1 For a Junior player to participate in and be eligible for matches of the finals, he/she shall have played a minimum of four (4) competition matches over the season in that team and in that Age Group (A or B Grade).

## 19 AWARDS

### 19.1 Club Championship

- 19.1.1 The object of the Club Championship shall be to encourage Clubs to recruit and field as many teams as possible, to foster the development of junior rugby, to increase the participation numbers at all levels and to improve the standard of play.
- 19.1.2 The Club Championship shall be decided at the end of the home and away matches. The Championship shall be awarded to that Club which has received the most Club Championship points based upon the Competition results as recorded by the Union – subject to the following conditions:
- i) All teams, junior and senior, which take part in the competition and Pathway age groups (U6s, 7s, 8s & 9s) are eligible to score Club Championship points
  - ii) Points shall be calculated as follows:

TEAM	2014 WIN/PARTICIPATION
Club first team	5/0
Other grades	3/1
Masters	0/1 (per match day)
*Womens 15s	3/1
Women's 7s	0/1 (per match day)
Colts (Under 20)	4/1
Under 16 & 18	4/1
Under 11, 12 & 14	2/1
Under 6, 7, 8, 9 & 10	0/1



Draw = ½ the Win points from U11s and up.

Mergers (e.g. two-club teams, as approved by the VRU), each Club receives full points.

Forfeit = Minus two (-2) for each occasion from U11s and up

Red Card (proven offence)= Minus two (-2) for each occasion from U11s and up

Cited player (proven offence)= Minus two (-2) for each occasion from U11s and up

Club 1<sup>st</sup> team denotes the highest graded senior team in your club.

\*Women's - Home and Away competition matches only.

- iii) In addition to win points all teams which play as the Senior club subsequent grades, Colts, Women, Junior Competitions and Pathway age groups (U6s, 7s, 8s & 9s) shall receive one (1) participation point for each competition and pathway match in which they take part. This shall be regardless of the final score, however, this point shall only be awarded if the team takes the field and the match played.
- iv) The club with the highest aggregate number of Club Championship points shall be the Champion Club and Winner of the Cowper Shield.
- v) In the event that two or more Clubs finish the season with an equal number of points, the Club Championship will be awarded to that Club with the highest aggregate of match points scored for the Club expressed as a percentage of those scored against the Club (with the exception of scores from Junior matches).
- vi) In the event that the scores are still tied after clause 20.1.2 v) has been applied, those clubs shall share the Club Championship.

## 20.2 Most Tries Award

- 20.2.1 The Most Tries Award shall be won by the team and Club whose First Grade (or most senior) team scores most tries in the home and away matches of the Competition in whichever Grade that team plays.
- 20.2.2 The tries will be averaged as a total scored for every game played. Forfeits against the Club will not be counted, but forfeits by the Club in question will be counted in the total of games played.
- 20.2.3 In the event of two teams finishing the home and away rounds of the competition with the same number of tries, the winner of the award shall be that team with the highest aggregate of points scored, expressed as a percentage, of those points scored against the team.

## 20.3 Player of the Year Award

- 20.3.1 Any players sent from the field (Red Card offences) and the offence is **confirmed with subsequent sanction/reprimand by the Judiciary** will be ineligible to accept the award regardless of votes granted. Two Yellow cards in the one match, therefore a technical Red Card, shall not be part of this penalty unless a further sanction is applied or unless covered under 20.3.2.

- 20.3.2 Any players whose cumulative total of Yellow card offences results in an automatic one match penalty or greater will be ineligible to accept the Award regardless of votes.
- 20.3.3 An award for the Best Team player in Premier 1<sup>st</sup> Grade, 2<sup>nd</sup> Division A Grade, B Grade Colts, Women's and Third Division will be made each Season.
- 20.3.4 Votes will be awarded to the three players judged by the authorised person to be the best on the day. It is each Manager's responsibility to ensure that this information is recorded on each Match Report Sheet.
- 20.3.5 The voting will be three (3), two (2), one (1) in descending order of merit.

## **21 PENALTIES AND APPEALS (Other than Judicial)**

- 21.1 The Board may from time to time delegate to the Manager, Community Rugby Competitions fixed penalties to be applied for non-compliance with these Rules.
- 21.2 Any penalties imposed by the Manager, Community Rugby Competitions may be appealed in writing within seven (7) days of notification by the Manager, Community Rugby Competitions to the Club of the penalty. The Board may, in its absolute discretion, vary such penalties in any manner that it deems fit, including the increase of such penalty. Any appeal from a Club shall set out the material facts upon which the Club relies in support of the appeal and the Board shall consider the penalty afresh.

## **22 ARU MEDICAL AND SAFETY RECOMMENDATIONS**

All Clubs, Team Management, Referees and players are required to adhere to the ARU Concussion guidelines which can be found by clicking the below link.  
<http://www.rugby.com.au/tryrugby/Administration/ConcussionGuidelines.aspx>

### **22.3 Re-hydration**

- 22.3.1 An adequate supply of fluid should be made available to players by Team Management during a match, so that appropriate levels of hydration are maintained.

## **23 SERIOUS INJURY PROTOCOL**

- 23.1 A Serious Injury Report must be completed for the following match or training related injuries:  
 any head or neck injury that results in a player being treated at an emergency department, hospital or after- hours medical centre, or; any injury that results in the admission of a player into hospital
- 23.2 **ARU Serious Injury Case Manager** – The Australian Rugby Union (ARU) has appointed a Serious Injury Case Manager (SICM) to assist the club in managing traumatic injuries. The SICM is your first point of contact in the event of a serious injury to a players head or

neck (i.e. suspected spinal injury) or fatality and will provide a link between the club, the ARU and the VRU.

### **23.3 Club Responsibilities**

- 23.3.1 Provide immediate on-field medical care and arrange suitable transportation (ie. ambulance) to the hospital for the injured player.
- 23.3.2 Phone SICM on the ARU Hotline 1800 036 156 in the event of a serious injury (ie: suspected spinal injury or fatality), who in turn notifies ARU nominee.
- 23.3.3 Phone Chris Evans (Manager, Community Rugby Competitions on 0424 762 427)
- 23.3.4 Accurately record any details and persons associated with the injury.
- 23.3.5 Notify next of kin in the case of a serious injury to a players head or neck.
- 23.3.6 In the case of a fatality, the Police will notify the next of kin.
- 23.3.7 Monitor players/match officials (referees, touch judges)/club officials (coaches, managers, runners, trainers, physiotherapists etc) for team debrief and/or personal counselling.
- 23.3.8 Complete the Serious Injury Report and submit online at [www.rugby.com.au/seriousinjury](http://www.rugby.com.au/seriousinjury) portal within 48 hours of the time of injury occurring.  
OR Complete the Serious Injury Report Form and provide copies, **within 48 hours** of the injury occurring, to:  
ARU - Fax (02 8005 5681) or email [communityrugby@rugby.com.au](mailto:communityrugby@rugby.com.au)  
VRU = Fax (03 9221 0789) or email [chris.evans@melbournerebels.com.au](mailto:chris.evans@melbournerebels.com.au)
- 23.3.9 Complete the ARU Sports Injury Claim Form for all insurance claims. For more information please contact Gow-Gates Insurance Brokers (1800 811 371) or visit [www.rugby.com.au/tryrugby](http://www.rugby.com.au/tryrugby).
- 23.4 The **ARU Serious Injury Report** Form is available from both the Community Rugby and the ARU websites.
- 23.5 The seriousness of the injury ascertained shall only be determined by a qualified medical practitioner.
- 23.6 The SICM shall assist in managing the injury, dealing with the family of the injured player, what forms need to be completed, insurance inquiries, liaising with the ARU Media Manager to deal with all media inquiries, etc.
- 23.7 In the days following the serious injury the SICM, in conjunction with the Club, the ARU and the VRU shall implement the serious injury protocol.
- 23.8 The SICM, in conjunction with the ARU and the VRU, will insure that ongoing counselling and contact is maintained with all parties in the serious injury.

### **24 Membership Protection Policy**

- 24.1 The Member Protection Policy applies to all individuals involved in rugby and all Rugby Bodies including Member Unions, Affiliate Unions and clubs and supersedes any other

existing Member Protection related policies. Please note the ARU's Code of Conduct remains as a separate stand-alone document.

24.2 The Member Protection Policy is comprised of four sections:

24.2.1 Policy statements regarding child protection, anti-discrimination and harassment, pregnancy and gender identity;

24.2.2 Child Protection Requirements including a summary of relevant state legislation and recommended screening process for those states and territories that do not have specific child protection legislation;

24.2.3 Procedures including step-by-step guide to all dispute resolution procedures: complaints procedure, mediation procedure, child abuse investigation procedure, conduct committee and appeals procedure, and summary of disciplinary measures; and Reporting documents and forms.

### **24.3 Appointment of persons to receive and handle complaints**

24.3.1 Under the Policy, every Rugby Body must appoint a person or persons to receive and handle complaints and allegations made under this policy and must display their names and contact details in a way that is readily accessible.

24.3.2 The ARU and Member Unions must appoint a trained Member Protection Officer.

24.3.3 All other Rugby Bodies (including affiliated Clubs) must appoint at least a Member Protection Contact.

### **24.4 Member Protection Contact**

24.4.1 A Member Protection Contact is a person or group of persons who are a member's first point of contact in relation to any issue or complaint covered by this policy. This person should be familiar with the Policy, especially the dispute resolution procedures.

24.4.2 The ARU Member Protection Policy is available for download at <http://www.rugby.com.au/tryrugby/Administration/MemberProtectionPolicy.aspx>

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