

QRU MODEL COMPETITION RULES

SUNSHINE COAST RUGBY UNION LTD

JUNIOR

Competition Rules

2020

Prepared by: SCRU Board

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Revision:



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Definitions

ARU is the Australian Rugby Union Ltd

BDRU is Bundaberg and District Rugby Union

BJRU is Brisbane Junior Rugby Union

CHRU is Central Highlands Rugby Union

CLUB is the affiliate / body that is a participant of the competition

COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition

CQRU is Central Queensland Rugby Union

DR is Downs Rugby

FNQR is Far North Queensland Rugby

GCDRU is Gold Coast and District Rugby Union

JUDICIARY is the Sub Committee as appointed by the Union

MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition

MDRU is Mackay and District Rugby Union

MIRU is Mt Isa Rugby Union

PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

QCRU is Queensland Country Rugby Union

QJRU is Queensland Junior Rugby Union

QRFSU is Queensland Rugby Football Schools Union

QRU is the Queensland Rugby Union Ltd

QSRU is Queensland Suburban Rugby Union

SCRU is Sunshine Coast Rugby Union

TDRU is Townsville and District Rugby Union

UNION is the governing body of the competition

WQRU is Western Queensland Rugby Union

WR is World Rugby

Preamble

1 PREAMBLE

This Competition, as are all competitions played under the auspices of QRU, are amateur competitions. All participants in the Competition are to be made aware of the [WR Playing Charter](#); / <http://laws.worldrugby.org/?charter=all> which include:

- (a) Principles of the Game
- (b) Principles of the Laws

All participants are to be made aware that by virtue of the acceptance of a team into this competition the Match Organiser e.g. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the QRU affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

Laws of the Game

2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](http://laws.worldrugby.org/?law=showallbynumbers) / <http://laws.worldrugby.org/?law=showallbynumbers> including / not including, as applicable, the following variations:

- 2.1 [Under 19 Variations](http://laws.worldrugby.org/index.php?variation=1) / <http://laws.worldrugby.org/index.php?variation=1>
- (a) [ARU Under 19 Variations](http://www.aru.com.au/Portals/22/2016%20Laws/U19%20Laws%20ARU%202016.pdf) / <http://www.aru.com.au/Portals/22/2016%20Laws/U19%20Laws%20ARU%202016.pdf>
- 2.2 [ARU Kids Pathway U6 to U12](http://www.aru.com.au/Portals/22/2016%20Laws/Kids%20Pathway%20Laws/Pathway%20Game%20Mods%20Summary%202016.pdf) / <http://www.aru.com.au/Portals/22/2016%20Laws/Kids%20Pathway%20Laws/Pathway%20Game%20Mods%20Summary%202016.pdf>
- 2.3 [10-a-side Variations](http://laws.worldrugby.org/?variation=3) / <http://laws.worldrugby.org/?variation=3>
- 2.4 [7-a-side Variations](http://www.aru.com.au/communityrugby/PlayRugby/Sevens.aspx) / <http://www.aru.com.au/communityrugby/PlayRugby/Sevens.aspx>

Regulations of the Game

3 REGULATIONS OF THE GAME

All games will also be played in accordance with the [WR Regulations of the Game / http://www.worldrugby.org/regulations](http://www.worldrugby.org/regulations).

ARU and QRU Policies

4 ARU AND QRU POLICIES

All games will also be played in accordance with all [ARU Policies and QRU Policies](http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx) / <http://www.redsrugby.com.au/PremierRugby/PoliciesProcedures.aspx>

Law and Regulation Clarifications

5 LAW AND REGULATION CLARIFICATIONS

5.1 Law 3 Number of Players – The Team

(a) Senior Representative Rugby

1. Includes QCRU Country Championships
2. Nominated number of players is 23
3. Law 3.15 applies with a maximum of 8 movements.

5.2 Under 19 Representative Rugby

(a) Includes QRU Premier Colts and QCRU Country Championships

(b) Nominated number of players is 23

(c) Law 3.15 applies with a maximum of 12 movements.

5.3 Senior Non-representative Rugby – for Affiliates with more than two (2) or more grades

(a) Includes Brisbane Premiership; CQRU; DR; FNQR; GCDRU; MDRU; QSRU; SCRU; and TDRU

(b) That for its highest grade i.e. 1st / A Grade, that each Affiliate have the option of implementing:

(i) the aforementioned Laws; or

(ii) Nominating 15 players; or

Not nominating the number of players, the maximum number of replacement / substitute players is 8 with a maximum of 8 movements.

(iii) The option is to be stated below at “Specific Union Requirements”

(c) That for all other grades that the number of nominated players not be stated; however, that the maximum number of replacement / substitute players be 8.

(d) That for the lowest grade that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.

5.4 Senior Non-representative Rugby – for Affiliates with only one (1) grade and for Outside Providers - includes BDRU; CHRU; MIRU; and WQRU

- (a) That the number of nominated players be 15 players; or
- (b) Where the number of players is not nominated, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements.

The option is to be stated below at “Specific Union Requirements”

5.5 Under 19 Non-representative Rugby (includes all Women’s Competitions) and for Outside Providers

- (a) That the number of nominated players not be stated; however that the maximum number of replacement / substitute players be 8 with a maximum of 12 movements.

5.6 Junior – Representative Rugby (Under 15 – Under 18)

- (a) Includes QRU / QJRU State Championships and BJRU – Division 1 only
- (b) Nominated number of players 23
- (c) Law 3.15 applies with a maximum of 12 movements.

5.7 Junior – Non Representative Rugby (Under 15 – Under 18)

- (a) That the number of nominated players be 15; or
- (b) Where the number of players is not nominated, the maximum number of replacement / substitute players is 8 with a maximum of 12 movements
- (c) The option is to be stated below at “Specific Union Requirements”

5.8 Junior Rugby (ARU Kids Pathway [Under 6 & 7; Under 8 & 9; Under 10 and 11; and Under 12]; Under 13 – Under 14)

- (a) ARU Under 19 Law Variation to Law 3.14 be noted i.e. unlimited rolling substitutions

5.9 Law 3.8 states: “A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match. The replacement of an injured player must be made when the ball is dead and with the permission of the referee.”

5.10 Scrums

- (a) The following Laws are to be noted as they are applicable:
 - (i) Law 3.5; 3.6(b); (c); (d); and 3.14
 - (ii) **NB** Law 3.6(d) does not apply to those Competitions that do not nominate the number of players or nominates 15 players

- 5.11 [Rolling Substitutions /](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf)
<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU008%20-%20%20Rolling%20Substitutions%20-%20Procedural%20Guidelines.pdf>
- 5.12 [Regulation 11 – Advertising Within The Playing Enclosure /](http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf)
<http://www.redsrugby.com.au/Portals/10/2015/documents/PremierRugby/QRU011%20-%20Branding%20regulations%20for%20On%20Field%20Apparel.pdf>
- 5.13 Regulation 12 – Provisions Relating to Player Dress – ARU has directed that this does not apply to females of any age; however, applies to males Under 15 and above
- (a) Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.”
- 5.14 Regulation 17 – Illegal and Foul Play
- (a) Temporary Suspensions (Yellow Card)
1. The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.
 2. Should a player incur three (3) temporary suspensions in one season he / she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match.
 3. Following this suspension the matter is deemed to have been heard and the players’ temporary suspensions count shall revert to nil.
 4. Temporary suspensions do not transfer to the next season.
 5. Clubs may receive notification once a player receives two (2) temporary suspensions.
 6. Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.
- (b) Send Offs (Red Card)
1. Match officials must, by 9.00 a.m. on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form, any player or players ordered off the field of play.
 2. Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.

3. The Judicial Committee will meet as directed by the Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player's club must contact the Competition Manager on the first business day following the match in which he was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00pm on the evening of the first working day following the weekend.
4. Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club.
5. In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.
6. There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.
 7. QRU's Rules for Judicial Hearings are available [here](http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf) / <http://www.redsrugby.com.au/Portals/10/2017/PremierRugby/Documents/ARU-Disciplinary%20Rules-2017.pdf>.

5.15 Sanctions i.e. Suspensions – Foul Play

- (a) 17.19.10 Decisions on sanctions and suspensions imposed on Players under WR Regulation 17 shall:
 1. be applied universally by Unions, Associations, Rugby Bodies and their constituent bodies such that the Player may not play the Game (or any form thereof) or be involved in any on-field Match day activities anywhere during the period of suspension;
 2. not allow Players to avoid the full consequences of their actions by, for example, playing in Matches prior to the commencement of their suspension, or playing in Matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly Matches;
 3. apply and be served when the Player is scheduled to play;
 4. be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension; and
 5. be effective immediately (subject to 17.19.11(b)).

Standard Competition Rules

6 STANDARD COMPETITION RULES

6.1 Rugby Link

- (a) It is a mandatory requirement of ARU that all players are registered via RA's [Rugby Xplorer System](http://www.aru.com.au/runningrugby/Registration.aspx) – <http://www.aru.com.au/runningrugby/Registration.aspx>.
- (b) It is a mandatory requirement of QRU that the Competition Management System (CMS) attached to Rugby Xplorer is also used for all Sub Union Competition games, Senior and Junior.

6.2 How Ladder Positions Are Determined (for Competitions with Premierships)

- (a) In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:
 - 1. Number of wins during the regular season; then if not resolved;
 - 2. Basis of the best ratio of points scored for and against; then if not resolved;
 - 3. The team that has scored the most number of tries in competition rounds; then if not resolved; and
 - 4. The matter shall be determined by a toss of a coin.

6.3 Postponed / Abandoned Matches

- (a) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager must be contacted immediately the ground is considered unplayable or doubtful of being playable.
 - 1. The Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
 - 1. Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
 - 2. Where a match has been abandoned during half time or during the second half the result will be the result

- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

6.4 Playing Field

- (a) Clubs hosting matches played under these rules must comply with the [ARU Medical and Safety Recommendations / http://www.aru.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx](http://www.aru.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx) with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the ARU Medical and Safety Recommendations when seeking any clarification.
- (b) For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.
- (c) Goal Posts
1. All Goal posts within the playing enclosure must be padded.
- (d) Playing Enclosure
1. Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.
 2. Persons authorised to enter Playing Enclosure (Authorised Persons) are as follows:
 - Medically Qualified Person – maximum two (2) / team
 - Teams (2 x)
 - Referee
 - Assistant Referees / Touch Judges (2 x)
 - No. 4 and No. 5
 - Sports Trainer – maximum two (2) per team
 - A maximum of 4 ball persons

6.5 Restrictions for Authorised Persons

- (a) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.
- (b) Authorised Persons do not include a coach with the following exceptions:
 - Where the nominated coach is required to fulfil one of the listed roles in Clause 6.4(d). No coaching or technical instruction can take place while fulfilling one of the listed roles.

6.6 Authorised Persons

(a) Process

1. It is intended that the Club nominate persons to become Authorised Persons.
 - No one other than the afore mentioned Authorised Persons shall be permitted in the playing enclosure during a match.
 - Clubs seeking authorisation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to authorise a person at its absolute discretion.
 - An Authorised (ex Ball Persons) must have completed a SmartRugby course or higher qualification.
 - All Authorised Persons entering the playing enclosure must be registered on Rugby Link – their details may be confirmed by searching Rugby Link.
 - The home team shall appoint a field marshal who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee.
 - Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

6.7 Schedule of Penalties

- (a) 1st Breach of any Competition Rule may include any or all of the following:
 - 1. Warning
 - 2. Loss of Competition Point(s)
 - 3. Issue of a Show Cause Notice
 - 4. Monetary Fine
 - 5. Expulsion from the Competition
- (b) 2nd or any Subsequent Breach of the same Competition Rule may include any or all of the following:
 - 1. Warning
 - 2. Loss of Competition Point(s)
 - 3. Issue of a Show Cause Notice
 - 4. Monetary Fine
 - 5. Expulsion from the Competition

6.8 Protests

- (a) All protests must be made in writing and signed by either the Club President or Club Secretary.
- (b) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.
- (c) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- (d) All witness statements must be tendered on a signed statutory declaration form.
- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- (f) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
- (g) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management

Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

6.9 Extension of Time

- (a) Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his discretion to allow reasonable extensions of time.

6.10 Uncontested scrums

- (a) It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at Premier level.
- (b) That to be successful in the competition at this level a team should have contested scrums.
- (c) It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible.
- (d) If a team commences the game with non-contested scrums as confirmed by the referee the Competition Committee shall require the team to provide an explanation and depending upon all of the circumstances the Competition Committee shall determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in clause 6.7.
- (e) No decision shall be made until such time as the club has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums.
- (f) There is no appeal against the decision of the Competition Committee to the Judicial Appeals Committee or otherwise except against the decision to disqualify the team from participation in the competition.

Specific Union Requirements

7 SPECIFIC UNION REQUIREMENTS

7.1 Team Nominations

- i. Sets out the requirements for nomination of teams
- ii. Participation and, or, competitions shall be initiated by the calling of nominations in March annually in every grade and/or division.
- iii. Team Nominations must be completed on a Team Nomination form, to be sent out by the Competition Manager, and must contain the following;
 - a. the name of the team
 - b. players' full names
 - c. date of birth; and
 - d. Any other information required by the Competition Committee.
- iv. Team Nominations must list contact information for the coach and manager nominated for that team
 - a. Coach and Managers Name;
 - b. Telephone Number;
 - c. E-mail Address;
 - d. RA ID Number;
 - e. Coach Qualification Expiry Date;
 - f. Blue Card Number; and
 - g. Any other information requested by the Competition Committee, e.g. Referee and Assistant Referees qualifications and expiry date
- v. Any Team Nomination fee must accompany the Team Nomination Forms and Bond fixed by the Association at a time and amount as directed by the Competition Committee. The Bond to be paid is for U10 – 17 teams, \$50.00 per team to a maximum of \$500.00 per Club. Fees may be paid upfront or by two instalments, 50% of Fees by Round 1 of the competition and the remainder paid by Round 9.

1. No team will play until its Club has paid such Fees and Bond in full or by agreement of the Competition Committee.

vi. A team will be considered registered on approval of its nomination by the Competition Committee.

7.2 The Competition

Describes how the competition is to be conducted.

7.2.1 The Draw

The competition will be conducted in accordance with a schedule of matches drawn up by the Competition Committee prior to the start of the playing season and varied as necessary from time to time. Clubs may request the Competition Manager to rearrange a scheduled fixture to an alternative date. Prior to this; the requesting Club is to provide all safety requirements, time and venue for the rescheduled game.

If an agreement cannot be reached between the opposing clubs and hosting club, then the fixture will proceed as scheduled or at the direction of the Competition Committee. The home team must inform the Referees Appointments Officer and Competition Manager the Tuesday prior to the scheduled fixture of any rearrangement.

7.2.2 Competition Points

Position on the competition table will be determined by competition points as follows

| Result | Points |
|------------------------------|---------------|
| Win | 4 points |
| Draw | 2 points |
| Loss by 7 or less points | 1 point |
| Loss by more than 7 points | Nil |
| Loss by forfeit | Nil |
| Win by forfeit | 5 points |
| Tries (4 or more Win / Loss) | 1 point |
| Bye | 5 points |

7.3 Forfeits

- (a) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The opposing club will be awarded maximum five (5) competition points in that round in that grade.
- (b) If a team forfeits a match the Team Officials are to inform the opposing team, Venue Coordinator(President) and the Competition Manager by 2000 hrs on the day prior to the Scheduled Match by phone and then by email.
- (c) Any team that forfeits a match after 2000 hrs the day prior to the commencement of the scheduled match will be required to pay a fine to the amount decided by the Competition Committee. The forfeiting Club is responsible for any Referee and / or First Aid costs incurred.
- (d) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and competition points shall be cancelled.
- (e) If any team is not in a position to commence the game at the allocated venue within ten (10) minutes of the prescribed commencing time as notified by the Competition Manager, the offending team will automatically forfeit the game.
- (f) The Competition Committee may disqualify any team, which forfeits three (3) consecutive matches or three consecutive away games in any one season. Every match played by that team will be deemed to be won by opposing team.

7.4 Duration of Matches

- (a) All matches are to be played in accordance with World Rugby Law 5 and U19 Variations and ARU Laws Summary Under 6 – Under 12.
- (b) Any time lost in commencing a game for whatever reason will be taken off that match so that the following matches may commence at the scheduled time.
- (c) Game Times will proceed as follows

| Age Group | Duration |
|--------------------|-------------------|
| U6 | 2 x 10 Min Halves |
| U7 – U8 | 2 x 15 Min Halves |
| U9 – U11 | 2 x 20 Min Halves |
| U12 – U15 (U15/16) | 2 x 25 Min Halves |
| U16 – U18 | 2 x 30 Min Halves |

7.5 Match Results and Team Lists – Under 12 to Under 16

- (a) It is the responsibility of each team to furnish, online Team Sheets as specified by Competition Manager.
- (b) Match results showing players names, scores, scorers, any players given a temporary suspension or sent from the field and uncontested scrums, in each game, are to be recorded on the Rugby Xplorer Match Day app. by each team individually or (by agreement) one team.
- (c) Teams are to give the referee and opposition Team Manager sight of the Match day app at the end of the game.

7.6 Finals Series Matches

Describes how the finals will be conducted and any restrictions on participation.

7.6.1 Times and Venues

- a) All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Competition Committee.
- b) If scores are equal at the conclusion of normal time in semi-finals and preliminary finals there will be no extra time of play.
- c) If scores are equal at the conclusion of the time allocated for the Grand Finals, extra time will be played. Extra time will be five (5) minutes each way commencing with a coin toss by the Referee. One (1) minute will be allowed after five (5) minutes to change ends. The Result of the game in extra time will be determined by the first team to score.
- d) If the scores are equal in a semi-final and preliminary final, after the designated time period then the team which was placed higher on the Points ladder at the end of the competition will be deemed the winner.
- e) If the scores are equal after extra time in the Grand Final then the team placed higher on the Points Ladder at the conclusion of the competition will be deemed the winner. Higher placed team from the regular season; then if no result

Most tries in the actual game; then if no result

First try in the game: then if no result

Coin Toss

7.6.2 Finals Series Player Eligibility.

- a) A player shall not be eligible to play in the Finals Series unless he has played a minimum of five (5) competition matches for his club prior to the Finals Series. Representative fixture games will count as eligible weekends.
- b) Reserves must also qualify as per 7.6.2 (a)
- c) Team numbers are to remain equal unless Local Rule 7.7.1 is in force.

7.6.3 Dispensation

A Club may apply, on behalf of a player, to the Eligibility Committee, for dispensation from the provisions in Section 7.6.2 above on reasons of injury, forfeits by other clubs, forced absence from the district (other than playing in higher level representative games, or above SCRU representative games), work, or on other reasons considered valid by the Eligibility Committee. The application must be with the Competition Manager by no later than 12.00noon on the Monday prior to the match.

7.7 Additional Local Rules

7.7.1 Teams are to play with equal number of players

This includes equal numbers in scrums at all times

For U13 – 17 this does not include players issued a Yellow or Red Card during the match).

For U6 – 12 players issued a Yellow or Red Card during the match may be replaced

Team Officials are to notify the opposing team by 2000 hrs on the day prior to the match if they cannot field the “Run On” number of players as laid out in ARU Laws.

7.7.2 Commencing with Uncontested Scrums.

- (a) All matches within the competition are permitted to commence with uncontested scrums, providing the opposing team is notified 24 hours in advance of the original starting time.

- (b) In the event of a team creating the need for uncontested scrums in three (3) matches in any one season, that club must report to the competition committee on the reason for the shortage of suitably trained front rowers.

7.7.3 Dispensation

- a) Dispensation will be allowed under the ARU Guidelines and must be approved by the Competition Manager.
- b) No limit be placed on any Club.
- c) Players approved to play down an age group may not play up an age group in the same season without approval from the SCRU Board.
- d) An appeal process is available via the SCRU Board.
- e) Dispensated players will not be eligible for SCRU Representative Teams.

7.7.4 Sportsmanship Rule

- a) In normal competition once a team has reached a 50 point difference then the “contest” is deemed to be over. Match playing time will remain the same. Coaches are to play a modified version of the game to promote good sportsmanship.