

Specific Union Requirements 2020

1 SPECIFIC UNION REQUIREMENTS

7.1 Team Nominations

- (a) Participation and/or, competitions shall be initiated by the calling of nominations annually in every grade and/or division.
- (b) Team Nominations must list the name of the team and all information requested by the Senior Competition Committee for the purpose of placing the team in the most appropriate competition.
- (c) Team nominations must list the coach for that team and their accompanying Rugby Xplorer registration number so that their mandatory SmartRugby compliance may be assessed. This must be submitted to the competition manager by no later than one (1) week prior to the commencement of the competition.
- (d) A nomination fee and/or player levy must be paid by the first competition round.
- (e) Each team shall supply one accredited touch judge for each match except for the Finals series
- (f) A team will be considered accepted on approval of its nomination by the Competition Committee and/or Competition Manager.

7.2 The Draw

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

7.3 Competition points

Position on the competition table will be determined by competition points.

Win	4 points
Draw	2 points
Loss by 7 points or less	1 point
4 or more tries	1 point
Bye (where applicable)	Nil
Forfeit	5 points

7.4 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 team will be awarded the maximum five (5) competition points in that round in that grade. Their 'Points For' will be increased by the biggest winning margin of any other match played in that round in that grade.
- (b) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (c) A forfeit in A Grade automatically causes a forfeit in reserve grade, even though these matches may have been played.
- (d) If a team forfeits three (3) matches in any one season, the Competition Manager will issue a Show Cause Notice asking why that team shall remain in the competition.
- (e) The Senior Competition Committee may impose further penalties for withdrawing teams from the competition.

7.5 Duration of Play

- (a) The duration of play shall be two (2) x forty (40) minute halves with injury time for A grade. Reserve Grade and Colts shall be two (2) x thirty five (35) minute halves with no injury time. Women shall play a maximum of two (2) x twenty five (25) minute halves with no injury time.
- (b) Any team not prepared to commence a match five (5) minutes after the designated kick off shall forfeit the match (as determined by the Referee).
- (c) 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.

7.6 Match Results and Team Sheets

- (a) It is the responsibility of the Club to register their Team Sheets in accordance with the procedures set down by Rugby Xplorer. The Team Sheets must show scores, scorers and any players given a temporary suspension or sent from the field. It will be completed by each team for both home and away matches and is to be counter signed by the Match Referee in the appropriate space provided.

- (b) A copy of the Team Sheet is to be provided to the Competition Manager on request.
- (c) HOME TEAMS must advise the result of all games to the SCRUF Facebook page within thirty (30) minutes of the completion of the game.
- (d) All clubs must enter the results of all games on line via Rugby Explorer by no later than noon on the first working day – usually Monday following completion of the game. Information entered must include;
 - 1. Result of Game
 - 2. Point Scorers i.e.
 - Tries
 - Conversions
 - Penalties
 - Drop goals
 - Penalty tries
 - Players temporarily suspended (yellow card) – both teams
 - Players sent from the field of play (red card) – both teams

7.7 Finals Series

- (a) Venues, Times and Duration
 - 1. All semi-final and grand final matches in all grades will be played at the venues as follows:
 - Semi final 1 at the home ground of the Club finishing first on the A Grade ladder.
 - Semi final 2 at the home ground of the A Grade team finishing third on the A Grade ladder
 - Elimination final at the home ground of the team finishing second on the A Grade ladder.
 - Grand final at the home ground of the A Grade Club winning WEEK 1 SEMI FINAL.

For a two (3) week finals series, the format will be as follows:

Week 1 Semi Finals. A Grade, Reserve Grade, Colts and Womens – Semi Final matches will consist of Semi final 1, 1st v 2nd and Semi final 2, 3rd v 4th.

Week 2 Elimination Finals – Matches for A Grade, Reserve Grade Colts and Womens a will consist of the loser of 1v2 playing the winner of 3rd v 4th from Week 1.

Week 3 Grand Finals. A Grade, Reserve Grade, Colts and Womens- Winner of 1st v 2nd Week 1 v winner of elimination final in week 2.

2. All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations

▪ Grade	▪ Time	▪ Injury Time	▪ Half Time
▪ Open A Grade	▪ 2 x 40 minutes	▪ Yes	▪ 5 minutes
▪ Reserve/Under 19	▪ 2 x 35 minutes	▪ No	▪ 5 minutes
▪ Women	▪ 2 x 25 minutes	▪ No	▪ 10 minutes

3. In the event of the scores being equal at full time in A and Reserve Grade men's Semi-final and Grand final matches, the following shall apply:

- I. Two (2) x ten (10) minute periods plus injury time to be played – with a one (1) minute interval – each ten (10) minute period plus injury time will commence with a kick-off i.e. first period by the team that originally commenced the match etc.; then if no result
- II. Higher placed team from the regular season; then if no result
- III. Most tries in the actual game; then if no result
- IV. First try in the game: then if no result
- V. Coin Toss

4. In the event of the scores being equal at full time in Under 19 and Womens Semi-final and Grand Final matches, points II – V (above) will be applicable.

5. If two or more teams are on the same Competition Points at the end of the regular season then the following shall apply to Semi Final matches –

- I. For and Against
- II. Number of wins during the regular season
- III. Number of tries scored in the regular season
- IV. Season record between the two teams

(b) Finals Series Player Eligibility

Senior Competition Committee requirements for players to be eligible to participate in the finals -

1. A player must have been registered on Rugby Xplorer

2. A player shall not be eligible to play in the Final series unless he has played a minimum of 4 (four) games in A Grade, Womens and Colts and 4 (four) games in Reserve Grade in competition matches for his club prior to the Finals Series. Representative fixture games as sanctioned ARU, QRU, QCRU and SCRU will count as eligible weekends when those games occur on the same dates as fixtures in the local competition.
3. A player shall not be eligible to play in the finals in a lower grade (Reserve Grade or Colts) after having taken part as a member of the 'run on' team in A Grade in more than five (5) games during the season.

Provisions:

- Players from a lower grade taking the "run on" place of representative player in a higher grade when those representative players are on genuine representative duty; and the representative player is available to play for the club in the higher grade which is also playing on the day of the final;
- Players from a lower grade taking the "run on" place of injured representative players up until the date that the injured representative players returns with a medical certificate clearance to A grade or Reserve grade;
- Unless the club's higher grade is playing on the same weekend in which case clubs may select on merit. If not playing all normal rules of eligibility will apply.

(c) Dispensation

Dispensation is at the discretion of the Eligibility Committee as appointed by the Senior Competition Committee.

1. All applications must be received in writing by the Competition Manager no later than 12:00 noon on the Monday prior to the commencement of the finals series.
2. The Competition Manager will ascertain the eligibility of the players and submit to the Eligibility Committee by 1700 Monday. The Eligibility Committee may exercise its discretionary power to approve the application where failure to be in the team in four (4) matches in A Grade, Reserve Grade and Colts Grade has been caused by injury, forfeit, and any reasons deemed eligible by the Committee.
3. There shall be a right of appeal to the SCRU Board from any decision of the Eligibility Committee by a person affected by such a decision. Such appeals must be lodged in writing with the Competition Manager before 1600 on the second day after the decision of the Eligibility Committee has been given. Each notice of appeal shall be

accompanied by a deposit of \$200 which shall be forfeited to the Union if the appeal is held by the SCRU Board to be groundless.

7.8.1 Additional Rule for Reserve Grade

Where the A Grade side of any club is not participating on that weekend, the said club's Reserve Grade team will be permitted to play a maximum of 3 (three) players who were in the run-on A Grade team from the previous competition match.

7.8.2 Additional Rule for Reserve Grade

Before a decision to invoke uncontested scrums, the first option will be to apply WR Law 38(g) "Other restricted practices at a scrum include pushing the scrum more than 1.5 metres towards their opponents goal line.

7.8.3 Additional Rule for Colts up to Finals Series

In the event of any team having less than 15 and 12 or more players available to play in a scheduled match, the following will apply: Teams must match total numbers including matching numbers in the scrum. Teams can have a maximum of 23 nominated players and are allowed 12 movements.

If a team has less than 12 players the match will be declared a forfeit.

7.9 Law and Regulation Clarifications

The SCRU has adopted Rule 5 Law and Regulations Clarifications. Each team, both A Grade and Reserve Grade is allowed a maximum of 23 nominated players with a maximum of 8 movements in A Grade, 12 movements in Reserve Grade and Colts, unlimited reserves and movements in Womens 12 a side. Team Sheets are to be lodged on Rugby Xplorer prior of the scheduled kick off time

7.10 Additional Rules for Womens 12 a side

Where 12 players are not available, teams will enter the field of play with equal numbers down to and including 10 players. A team able to field only 9 players or less shall forfeit the fixture. A "friendly" match may be played with equal numbers.

Scrums shall consist of 6 players. Both coaches can agree to play contested scrums but if one coach declines then scrums shall be uncontested. No wheeling will be permitted in scrums. The hindmost player (number 8) is the only player allowed to detach from the scrum and attack from set piece.

8 WET WEATHER POLICY

In the event that the venue of a match or matches be made unplayable due to weather, it will be the responsibility of the "home" club to advise the Competition Manager at least 24hrs prior to the first match taking place. The Senior Competition Committee will there by proceed as outlined in 7.2.

9 Guidelines for hosting Senior Competition games

HOSTING VENUES MUST COMPLY WITH ALL MANDATED COVID SAFE PROTOCOLS

- * First aid cover for A Grade and Reserve Grade games to be provided by host Club.
- * First aid cover for Colts and Womens games will be provided by SCR.U.
- * Match balls to be provided for games involving host Club.
- * Match balls for games where host Club not involved to be provided by competing Clubs.
- * Where specific facilities do not exist, adequate consideration to be given to suitable Womens dressing rooms.
- * Suitable, mature Lines person (1 host Club, 1 visitor Club) to be provided where required. Need to have completed Smart Rugby on line.
- * NO DOGS ALLOWED. Large Council fines can apply.
- * Fields to be properly roped with goal post pads in place.
- * Clearly identified Ground Marshalls to be provided by host Club. Ground Marshalls to be present on the ground at all times and be recognisable by all attendees (including referees, opposition teams, spectators, etc.).