

# Specific SCRU Requirements 2021

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## 1 SPECIFIC UNION REQUIREMENTS to be read in conjunction with National Model Rules

### 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 Smart Rugby 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.
- (g) Once nominations are accepted there is an expectation that Club Presidents (or a delegate) attend all senior Presidents meetings. Should Clubs not attend they will have to accept decisions made at meetings.

### 7.2 The Draw

The competition will be conducted in accordance with a schedule of matches drawn up by the Competition Manager and agreed to 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

In the 2021 reserve Grade competition, some teams will play 14 games and some will play 13 games.

To account for this, competition points for teams playing 13 games, total competition points will multiplied in a standard way Total competition points will be multiplied by a factor of 14/13. This will be done at the end of the regular season. Final points equal to or greater than .5 will be rounded up to the next whole number

#### 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 shall be two (2) thirty five (35) minute halves and Colts 10 a side shall be two (2) x twenty minute (20) 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.
- (b) A copy of the Team Sheet is to be provided to the Competition Manager on request.
- (c) All clubs must enter the results of all games on line via Rugby Xplorer 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
    - Players issued with a Concussion Management (Blue) Card
- (d) Any Club playing a player who is not registered via Rugby Xplorer, and/or plays them under the name of another player will receive a written warning/admonishment for the first offence. A \$500 penalty for the second offence, payable before the relevant team plays the next match. A third offence will result in the loss of four (4) competition points for the offending team. The same penalties will apply to a Club that enters the name of a player who does not play in a match.
- (e) Failure to enter results into Rugby Xplorer on time will incur a penalty. Firstly a written warning, followed by a \$500 fine for every breach, payable before the offending team plays their next match.

## 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, 1<sup>st</sup> v 2<sup>nd</sup> and Semi final 2, 3<sup>rd</sup> v 4<sup>th</sup>.

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 3<sup>rd</sup> v 4<sup>th</sup> from Week 1.

Week 3 Grand Finals. A Grade, Reserve Grade, Colts and Womens- Winner of 1<sup>st</sup> v 2<sup>nd</sup> 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 and 10 a side variations.

▪ <b>Grade</b>	▪ <b>Time</b>	▪ <b>Injury Time</b>	▪ <b>Half Time</b>
▪ Open A Grade	▪ 2 x 40 minutes	▪ Yes	▪ 5 minutes
▪ Reserve Grade	▪ 2 x 35 minutes	▪ No	▪ 5 minutes
▪ Women	▪ 2 x 25 minutes	▪ No	▪ 10 minutes
▪ Under 19 10 a side	▪ 2 x 20 minutes	▪ No ▪ Yellow card 5 mins.	▪ 5 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
  - V. Coin toss

(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 they have played a minimum of 5 (five) weeks in competition matches for their Club prior to the Finals Series. Representative fixture games as sanctioned ARU, QRU, QCRU and SCRUC 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 series in a lower grade after having taken part as a member of the 'run on' (starting) team in a higher grade in more than seven (7) matches during the season.

(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 five (5) weeks 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 SCRUC 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 SCRUC Board to be groundless.

(d) Information lodgement

Before any Finals Series game can commence, certain information must be lodged with the Competition Manager/Referee Managers:

1. Team sheets clearly indicating six (6) eligible front row players must be lodged at least 15 minutes before the scheduled start time of a game.
2. Replacement cards must be obtained from the Referee Managers at least 15 minutes prior to scheduled start time. Replacements must report to the Referee Managers with the appropriate card prior to entering the field of play.
3. Correct team member names must be entered into the Match day app prior to kick-off. All scores, player movements, red, yellow or blue cards must be entered.
4. Player numbers.  
A Grade a maximum of 23 players with maximum 8 movements. Reserve Grade a maximum of 23 players with a maximum of 12 movements. Womens unlimited numbers and movements. Colts unlimited players and movements.

Any Club failing to comply with match day requirements in a Finals match may incur a reversal of the result and/or a substantial financial penalty.

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 (starting) A Grade team from the previous match. This rule applies to competition games and finals series games. Offending teams may incur penalties.

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 Law and Regulation Clarifications

The SCRUC 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. Colts teams

are allowed unlimited reserves and movements, 5 mins yellow card. Womens 12 a side are allowed unlimited reserves and movements. Team Sheets are to be lodged on Rugby Explorer prior of the scheduled kick off time

#### 7.9 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.

Scrum 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.

All Womens Coaches and Management staff MUST hold a current BLUE CARD and provide these details to the Competition Manager.

### **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 SCRUI.
- \* Match balls to be provided for games involving host Club.
- \* Match balls for games where host Club not involved to be provided by host Clubs.
- \* Host Clubs to provide ball boys/girls for all matches.
- \* 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.).

## **10 Referee abuse**

An offending person is to be advised by the host Club Ground Marshall that Referee abuse is contrary to and a serious breach of The Rugby Australia Code of Conduct. If offending continues the host Club Ground Marshall may ask the offender to leave the ground and report the offender's name to the host Club President.

Referees can also lodge an official complaint to Rugby Australia. This will be forwarded to SCDRRA (local referees) and SCR. SCR will then contact Club concerned requesting measures be taken to discipline the offender. Club to notify SCR of action taken.