

# SCRU Junior Competition Rules 2024

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

### 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 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

### 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 Manager 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

<b>Result</b>	<b>Points</b>
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

<b>Age Group</b>	<b>Duration</b>
U6	2 x 15 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
Junior Colts	2 x 30 Min Halves

## 7.5 Match Results and Team Lists – Under 12 to Junior Colts

- (a) It is the responsibility of each team to enter team information via Rugby Xplorer.
- (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.
- (d) Results in Rugby Xplorer must be finalised by 12 noon on the Monday after each competition round.

## 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 Manager.
- 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 they have played a minimum of four (4) competition matches for their club prior to the Finals Series. Representative fixture games will count as eligible weekends. Girls Sevens players must have played both games in 4 competition rounds.
- 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.

### 7.7 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 and the SCR Competition Manager 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) A limit is imposed on the number of dispensated players in a team in any one match as follows: A maximum of 3 dispensated players on the field in any 15 a side or 12 a side squad. A maximum of 2 dispensated players in any 10 or 7 a side squad.
- 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) In exceptional circumstances, an appeal process is available via the SCRU Board.
- e) Dispensated players (down) will not be eligible for SCRU Representative Teams.

### 7.7.4 Junior Girls seven a side competition

- a) Squad size in any one game to be a maximum 12 players.
- b) Competition games must be played with 7 players per side. Less numbers will be classed as a forfeit.
- c) A team with less than 7 players may borrow registered players from another Club to facilitate a friendly game. This must be discussed with the opposition team prior to the game commencing.
- d) Unlimited substitutions in all games.
- e) Clubs with more than one team in any competition must have separate discrete squads on Rugby Xplorer, separate coaches and managers and separate strip.
- f) Clubs with more than one team cannot share players between squads. This action would constitute a forfeit.
- g) When two teams from the same Club play each other, the game must be played under prevailing rules as a genuine fixture. Failure to do this constitutes a forfeit to both sides.

### 7.7.5 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.

### 7.7.6 When you pay, you play

Every member of a team squad in any given match must be given the opportunity to play at least one half of rugby in that match. Only a player can decide not to participate on this basis. It is the responsibility of the team coach and manager to ensure this rule is applied.

## 8 Guidelines for hosting Junior Competition games

- \* 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 for each game 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 each Club participating in each game. Ground Marshalls to be present on the ground at all times and be recognisable by all attendees (including referees, opposition teams, spectators, etc.).

## 9 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 SCRUI. SCRUI will then contact Club concerned requesting measures be taken to discipline the offender. Club to notify SCRUI of action taken.