

Sunshine Coast Rugby Union

2026 Tournament Manual (Juniors)



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Sunshine Coast Rugby Union
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Definitions

CLUB is the rugby body/organization that is a participant in the competition.

COMPETITION MANAGER is the person employed by Sunshine Coast Rugby Union to fulfill the duties of competition manager

JUDICIARY is the Sub Committee as appointed by Sunshine Coast Rugby Union.

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

SCRU is the Sunshine Coast Rugby Union Ltd

QRU is the Queensland Rugby Union Ltd

RA is Rugby Australia

UNION is the governing body of the competition

WR is World Rugby

Preamble

- a) 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> all which include:
- (I) Principles of the Game
 - (II) Principles of the Laws
- b) 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.

RA and QRU Policies and Regulations

RA and QRU Policies

- a) All games will also be played in accordance with all [RA and QRU - Codes and Policies](#)

Judiciary and Citing Policy and Process

Judicial Policy and Process

- a) All Sunshine Coast Rugby Union Competitions are played under the Rugby Australia Disciplinary Rules, which can be found **here**. The RA Disciplinary Rules deal with acts of Foul Play which are outlined in World Rugby Regulation 17 and World Rugby Law 9 (Foul Play).
- b) All appeals of the RA Disciplinary Rules within Sunshine Coast Rugby Union will incur a fee of \$500 inc. GST payable to Sunshine Coast Rugby Union. The fee may be forfeited if Sunshine Coast Rugby Union to be vexatious, frivolous or groundless.

Citing Complaint Policy and Process

- a) All Citing Complaint Referrals must be accompanied by a \$500 inc GST fee, which may at the discretion of Sunshine Coast Rugby Union or the Judicial Committee be refunded if the referral is determined to not be vexatious, frivolous or groundless.

Code of Conduct/Three Strikes

Code of Conduct

- a) All Sunshine Coast Rugby Union Clubs and their members are bound by the Rugby AU Code of Conduct, which can be found [here](#)
- b) In addition to the Code of Conduct, QRU have implemented the Foul Language Directive as part of the organisation's broader Positive Behaviour Program in 2024.
 - i. All participants in Sunshine Coast Rugby Union and bound by the Foul Language Directive must be aware of the directive, which can be found [here](#).

Three Strikes Policy

- a) As part of the Rugby AU Code of Conduct, Clubs are bound by the Three Strikes Policy, which aims to eliminate poor and/or abusive behaviour and create a safe and positive environment.
 - i. A number of resources are available [here](#) for clubs to promote the messaging around the three strikes policy to their club members

Laws of the Game

- a) All games will be played in terms of the [WR Laws of the Game](#) / <http://laws.worldrugby.org/?law=showallbynumbers>
- b) There may be times in which Rugby AU may introduce Domestic Law Variations which will be housed here: <https://australia.rugby/participate/referee/laws>
- c) All games will also be played in accordance with the [WR Regulations of the Game](#) / <http://www.worldrugby.org/regulations>

Law and Regulation Clarifications

1 Law and Regulation Clarifications

- a) In accordance with the Rugby AU Under-19 Law Variations, all games of U14 and below will play with rolling replacements that are unlimited in number, and all games of U15 and above will play with rolling replacements that are limited to 12 movements

SCRU Competition Rules

1 SCRU Competition Rules

1.1 How ladder positions are determined (for competitions with premierships)

In the event of two (2) or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:

- a. Number of wins during the regular season; then if not resolved:
- b. Best ratio of points scored for and against; then if not resolved:
- c. The team that has scored the greatest number of tries in competition rounds: then if not resolved:
- d. Team that upon countback (starting in last round and working towards first round) was the last between the two teams to lose a game
- e. That matter shall be determined by a toss of a coin.

1.2 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 immediately the ground is considered unplayable or doubtful of being playable and 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:
 - i. 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.
 - ii. Where a match has been abandoned at half-time or during the second half the result at the time of abandonment 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.
- d) (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).

1.3 Match and Team Medical Requirements

- a) Clubs hosting matches played under these must comply with RA's Safety and Welfare Policies: <https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare> with respect to medical requirements.
- b) SCRU provides first aid coverage for all A Grade, Reserve Grade, Women's and Cricks Cup matches.
 - i. The medic provided by SCRU along with the appointed match official are the final decision makers when it comes to a decision to remove a player from the field of play due to injury. This decision-making process should be in consultation with club provided medics/trainers and the Match Official where appropriate.

c) Medical Facilities

- i. The following medical equipment is the recommended minimum for host clubs to have available during any senior match:

First Aid Kit	Ice
Scoop Stretcher	Defibrillator – batteries / pads
Examination Table	Crutches
Examination Light	Esky
Lockable Cupboard	Dressings
Sink	Sling/Splints
Hot & Cold Water	Sharps Container
Hard and Soft Collars	Contaminated Waste Bin
Head Block	

- ii. 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.
- iii. Clubs may wish to provide additional medical facilities in addition to that outlined above

1.4 Playing Field and Venue

a) Goal Posts

- i. All Goal posts within the playing enclosure must be padded.

b) Playing Enclosure

- i. 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.
- ii. Persons authorised to enter the playing enclosure (**Authorised Persons**):
- Ground Marshal (readily identifiable)
 - i. Game is not to proceed until identified by the Referee
 - Medically Qualified Persons (2)
 - i. As appropriately qualified as against the requirements in these Competition Rules
 - Water Runners (2)
 - Teams (2)
 - Match Officials
 - Approved SCRU Staff
 - A maximum of 8 ball attendants
 - Approved Media and Photographers
 - Team Managers
 - i. Only for the purpose of completing their role such as, coordinating substitutions

Note: A Breach of 1.4 (B) may incur penalties/sanctions under these competition rules and/or Rugby AU Code of Conduct. It is the responsibility of all clubs and members to ensure they are familiar with the requirements of this competition as it relates to the Playing Enclosure

c) Technical Zone

WR Technical Zone / Water Carriers Protocol

Note: Contained within World Rugby Law 6 and World Rugby Regulations

i. Personnel permitted in the Technical Zone

- No more than two (2) medically trained persons (who meet the minimum requirements as outlined in these Rules) and two (2) water carriers (who may not be the Head Coach or Director of Coaching but may be an Assistant Coach), a total of four (4) per Team are permitted to operate from the Technical Zones.
- No other person (including Team officials or players) is permitted in the Technical Zones.
- Pursuant to WR Regulation 17, no player who has been sent off (Red Carded) or currently under suspension may be involved in any match day activities including running water.
-
- One (1) of the medically trained personnel permitted to operate from the Technical Zone, as listed in above, may be positioned on the far side of the playing area on the touch line opposite the Technical Zone and may move along the touch line.
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- The second medically trained person permitted to operate from the Technical Zone as listed above may be positioned on the near side of the playing area on the touchline, and may move along the touchline. The two (2) medically trained personnel may not be together on the same touchline.
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- The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere or aim comments at match officials.

ii. Roles of personnel in the Technical Zone

- Water may only be taken onto the field during stoppages in play for injuries in the playing area and when a try has been scored.
- A person carrying only a kicking tee and one water bottle, (solely for the kicker's use) after a team has indicated they intend to kick at goal, or a try has been scored.
- The water carriers must remain in the Technical Zone at all times unless they enter the playing area to provide water or when ONE (1) enters to provide a kicking tee to a kicker at a penalty kick. Water carriers must not obstruct, interfere or aim comments at Match Officials.
- Players may come to the touchline adjacent to the Technical Zone to receive water.
- Water bottles must not be thrown on to the field of play.

iii. Management of the Technical Zone

- All personnel permitted in the Technical Zone will be required to wear bibs to clearly identify them and their role when in and around the Field of Play. Each Club will be responsible for the manufacture of these bibs. It is the responsibility of the Team manager to ensure their four personnel permitted in the Technical Zone wear these bibs at all times during the game.
- In the first instance the Substitution Controller(s) will manage the Technical Zones. If there is a dispute this will be resolved by the Ground Marshal. Continued non-compliance will be reported to the Referee.
- The Referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.
- Any breach of the protocol may be reported to the Competition Manager who shall be entitled to undertake investigations and impose sanctions as outlined under these Rules and/or Rugby AU Code of Conduct.
- Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the Referee to the Competition Manager who shall be entitled to undertake investigations and impose sanctions as outlined under these Rules and/or Rugby AU Code of Conduct.

iv. Personnel outside of the Technical Zone

- All coaches unless a Water Runner (Note: this cannot be the Head Coach as per above) must be located outside of the playing enclosure for the duration of the match.
- If replacements require warm-up and there is not an area outside the playing enclosure, they may warm-up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in-goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure.
- Players warming up in the opposition in-goal area must be wearing bibs to identify them as non-players. Those players are not to have physical contact with the players on the field including congratulating them after scoring a try. We encourage the referees to issue a warning where such conduct occurs and to penalise teams from the kick-off if that behaviour continues.

1.5 Match Ball Protocol

The purpose of this protocol is to inform Clubs as to what arrangements have been made with regard to Match Balls for their home competition matches.

a) Match Day

The Match Balls are to be inflated to the required psi of 9.5-10.0 lbs per square inch (psi) as required by Law 2 of the WR Laws of the Game.

b) Match Day Management

In the lead up to the match the Match Balls are to be checked for pressure and be available for inspection by Match Officials or Teams if required.

At the conclusion of the match all Match Balls are to be collected and returned to the designated person from the Home Club.

1.6 Authorised Persons

It is intended that the club nominate persons to become authorised persons.

- ii. No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
- iii. 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.
- iv. An Authorised Person (except Players and Ball Persons) must have completed a SmartRugby course or higher qualification. Additionally, Ground Marshals must have completed and maintained RA's Ground Marshal Accreditation
- v. All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be confirmed by searching Rugby Xplorer.
- vi. The home team shall appoint a Ground Marshal who shall ensure that this rule is complied with, and the Ground Marshal shall report any breach of these rules to the Competition Manager
- vii. 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.
- viii. Unauthorised access will be treated as a breach of the RA Code of Conduct. Clubs and/or Individuals will be charged under the Code should they fail to adhere to the guidelines listed above.

1.7 Penalties and Protests

a) Schedule of penalties

Any breach of these competition Rules may include any combination of or all of the following:

1. Warning
2. Issue of show cause notice
3. Loss of Accreditation/s
4. Education or reaccreditation for individuals or clubs
5. Loss of competition point(s)
6. Monetary fine
7. Expulsion from the competition

1.8 Protests

- a) All protests of these Competition Rules must be made in writing and signed by either the Club President or Club Secretary.

Note: Appeals or protests made in regard to a matter relating to the National Disciplinary Rules, Code of Conduct or Member Protection Policy must be made under the process and procedures outlined in those documents

- b) Protests must be received by the Competition Manager by the close of business (5pm AEST) 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 Senior Competition Committee 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 Senior Competition Committee shall determine if a club is guilty of a breach of the competition rules. The Senior Competition Committee will then determine the penalties that shall be imposed.
- g) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the SCRU Board at their discretion. Appeals from the decision of the Senior Competition Committee must be received by the Competition Manager (for referral to the SCRU Board) by no later than close of business on the third business day after the decision of the Senior Competition Committee is advised to the relevant Club. The SCRU Board 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.

1.9 Extension of Time

Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances, exercise their discretion to allow reasonable extensions of time.

1.10 Team Nominations

Sets out the requirements for nomination of teams

- a) Participation and, or, competitions shall be initiated by the calling of nominations in March annually in every grade and/or division.
- b) Team Nominations must list contact information for the coach and manager nominated for that team
 - i. Coach and Managers Name;
 - ii. Telephone Number;
 - iii. E-mail Address;
 - iv. MRID Number;
 - v. Coach Qualification Expiry Date;
 - vi. Blue Card Number; and
 - vii. Any other information requested by the Competition Committee, e.g. Referee and Assistant Referees qualifications and expiry date

1.11 The Competition

- a) 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.

- i. 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 SCRU Board. The home team must inform the Referees Appointments Officer and Competition Manager the Tuesday prior to the scheduled fixture of any rearrangement.

- b) 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

1.12 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 8:00pm on the day prior to the Scheduled Match by phone and then by email.
- c) Any team that forfeits a match after 8:00pm 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 SCRU Board 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.

1.13 Duration of Matches

- a) All matches are to be played in accordance with World Rugby Law 5 and U19 Variations and RA 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 15 Min Halves
U7 – U8	2 x 15 Min Halves
U9 – U11	2 x 20 Min Halves
U12 – U14	2 x 25 Min Halves
U15 - U17	2 x 30 Min Halves

1.14 Match Results and Team Lists – Under 12 to Under 17

- 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 entered live and must be finalised by 1 hour after each competition round.

1.15 Finals Series Matches

- 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
 - i. Most tries in the actual game; then if no result
 - ii. First try in the game: then if no result Coin toss.

1.16 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 1.16 (a)

- c) Team numbers are to remain equal unless Local Rule 1.17 is in force.

1.17 Additional Local Rules

- a) Teams are to play with equal number of players
 - i. This includes equal numbers in scrums at all times
 - ii. For U13 – 17 this does not include players issued a Yellow or Red Card during the match.
 - iii. For U6 – 12 players issued a Yellow or Red Card during the match may be replaced
 - iv. Team Officials are to notify the opposing team and the SCRUCOMM Competition Manager by 8:00pm on the day prior to the match if they cannot field the “Run On” number of players as laid out in RA Laws.
 - v. For matches of 25-minute halves or below, yellow card will be a 5 minute penalty.
- b) Commencing with Uncontested Scrums.
 - i. 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.
 - ii. In a team that has gone uncontested the Number 8 cannot pick up the ball from the scrum. This team cannot call for a scrum from a penalty or free kick.
 - iii. In the event of a team creating the need for uncontested scrums in matches U11 and up 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.
 - iv. All scrums must match numbers.

1.18 Dispensation

- a) Dispensation will be allowed under the RA Guidelines and must be approved by the Competition Manager. Dispensation of a player down 1 age grade must also be approved by QRU.
- b) Players approved to play down an age group may not play in their actual age group or up an age group in the same season, without approval from the SCRUCOMM Board.
- c) In exceptional circumstances, an appeal process is available via QRU
- d) Dispensated players (down) will not be eligible for SCRUCOMM Representative Teams.

1.19 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) Separate squads must remain constant throughout the season.

- f) Clubs with more than one team in any competition must have separate discrete squads on Rugby Xplorer, separate coaches and managers and separate strip. Squads must remain constant throughout season.
- g) Clubs with more than one team cannot share players between squads. This action would constitute a forfeit.
- h) 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.
- i) Deadline for forfeit notification Thursday prior 8pm

1.20 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.

1.21 When you pay, you play

- a) 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.

Wet Weather Policy

1 Wet Weather Policy - Juniors

- 1.1** Notwithstanding any of the provisions contained in these rules, the referee has the right to declare the match will not be played and therefore any of the provisions of these rules is subject to the referee's final say pursuant to the Laws of the Game on whether the match will be played.
- 1.2** Dependent upon the Draw, there may be no spare weekends available for "catch up" games.
- 1.3** Procedure:
- (I) By no later than 0700 AEST on game day, the Host Club contacts Sunshine Coast Rugby Union to advise their ground is unplayable
 - (II) Host Club advised they have access to an alternative venue:
 - (i) Host Club advises its participants that the match/s will be played at the Host Club's alternate venue
 - (ii) SCRU advises other clubs that the match/s will be played at the Host Club's alternate venue – the other clubs advise its participants
 - (iii) SCRU advises SCDRRA, that the match will be played at the Host Club's alternate venue – SCDRRA advises its participants
 - (iv) SCRU advises other relevant stakeholders
 - (III) Host Club advise they do not have access to an alternative venue:
 - (i) SCRU then contacts the other clubs to ascertain the availability of ground/s
 - (ii) If another club ground is available, then:
 - (iii) Other club/s advises its participants that the match will be played at a new Club's ground
 - (iv) SCRU advises all clubs that the match will be played at the other club's ground – Clubs advise thier participants
 - (v) SCRU advises SCDRRA that the match will be played at a different club's ground – SCDRRA advises its participants, SCRU advises other relevant stakeholders
 - (IV) If another club ground is unavailable, then:

- (i) Applicable clubs are to work with SCRU to determine appropriate dates, times and venues to determine rescheduled details. If required, SCRU will determine fixture details if agreement cannot be reached between SCRU and the two competing clubs.
 - (ii) SCRU may determine at its discretion that an amendment to the draw be made to allow the entire round to be rescheduled for an alternative weekend

- (V) If none of the above is not achieved, then:
 - (i) Match/s will be declared a draw with each Club receiving two (2) Competition Points. No points will be awarded for “for / against” totals.

- 1.4** SCRU shall be the sole arbiter in the event of a dispute under any aspect of the wet weather rule. The decision of the SCRU shall not be subject to appeal. The SCRU must make a decision on the basis of common sense on the information available to them at the time.

- 1.5** In all cases, the original host club retains responsibility for the Match Day requirements. Arrangements may be made with another club should the match be held at another club’s venue.

Ground Marshal

1.1 Ground Marshall Policy

It is a competition requirement that each home team must provide a Ground Marshall for control of the playing field surrounds during their game.

The Ground Marshall must not hold any other roles relating to the game (coach, manager etc.)

Their primary responsibility is to ensure the inappropriate actions of a few don't ruin the overall sporting experience for everyone.

1.2 Resources

- Vest (Easily distinguishable from other spectators and players)
- 2 Way Radio (if possible)
- Mobile Phone with image recording capacity (camera and video)

1.3 Reporting

Venue/Facility Manager or alternative club management official

1.4 Responsibilities

- Ensure that the playing enclosure is clear of non-authorized persons
- Observation of sideline (off field) behaviour
- You are a complaints receiver, a listener and a facilitator
- You make people aware of expected behaviours the first time a person breaches a code of conduct on the sideline
- You report off-field inappropriate behaviour that contravenes the codes of conduct using formal incident recording and reporting processes where behaviour is not corrected after initial contact or event is of such a nature as to possibly warrant further disciplinary action by the BJRU
- Assist in facilitating the removal of people where appropriate
- With the assistance of committee members/referees the Police may be required to be involved if the situation escalates beyond your control.

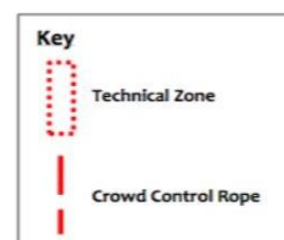
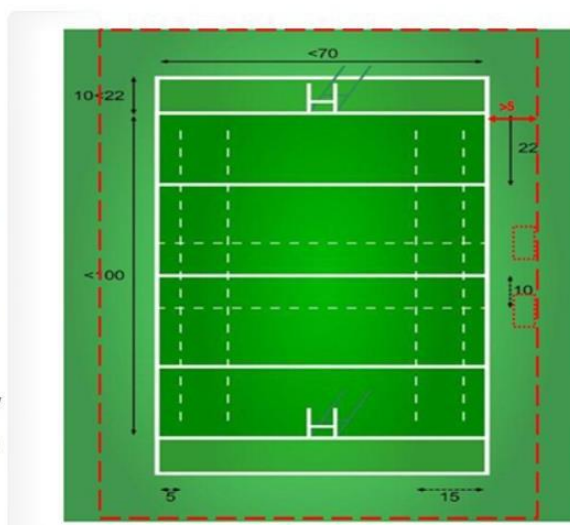
1.5 Set Up

Ensure the ground is set as per the diagram below.

Ground Set-up

Competitions may have their own set-up requirements, this is an example of a common ground set-up, your competition may not include the team technical zones, or they may be outside the crowd control rope.

- Set out the Crowd Control Ropes at least 5 meters from both sidelines
- In the case of 2 or more fields being side-by-side; if the spacing between the fields is <10m, **NO-ONE** is allowed between the 2 fields
- Put goal post pads, corner posts and flags in specified positions
- Mark out Team Technical Zones;
 - 1 on each side of the half-way line
 - Zones start a min. 5m from the half-way line
 - Each zone must be <10m in length and <3m in width
 - Must be >2m from the touch line



Check for compliance with:

- Goal post pads
- Flag Posts
- The field is free from debris including cans and glass

- All sprinkler heads are covered

1.6 Pre-Match

Introduce yourself to the people on the Key Relationships list

For the duration of the allocated game your sole responsibility is to complete the role of the Ground Marshal. You should wear the "Ground Marshal" fluorescent vest as an outer garment for the duration of your appointment in the role.

1.7 During the Match

Interaction with Match Officials

Only team captains may address the referee to seek clarity on rulings or misunderstandings. No coach or team manager can approach the referee at half time.

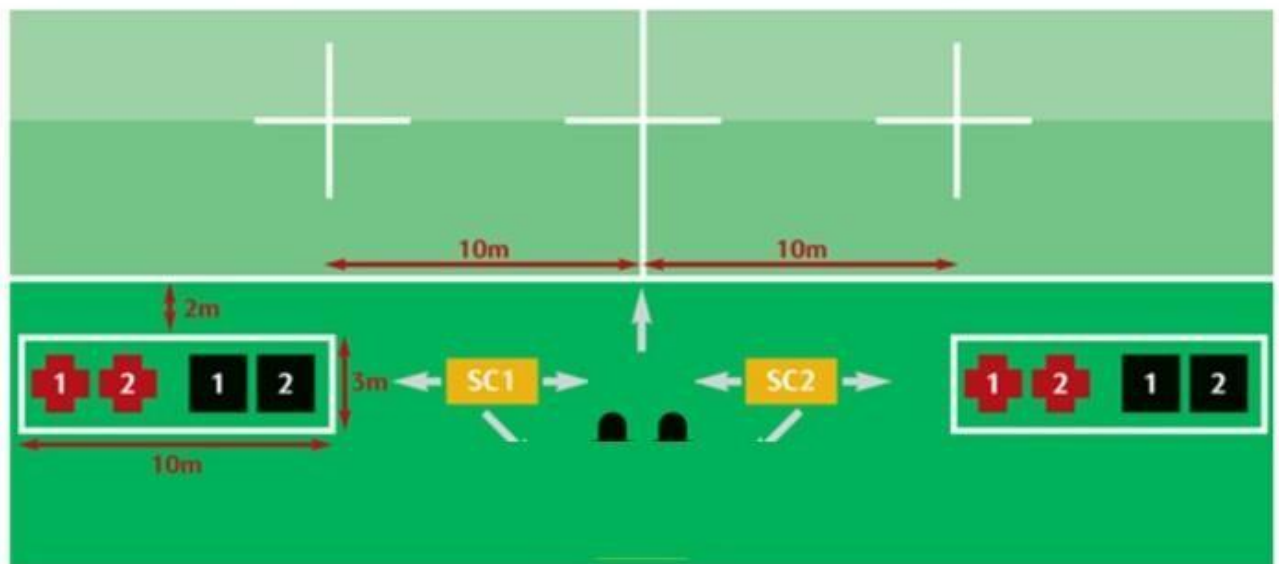
Field of Play

Keep everyone except the Match Officials and authorised persons (who should be wearing bibs), outside the playing enclosure.

Coaches are required to be outside of the playing enclosure.

Fifteens Technical Zones

Maximum of four persons allowed in the TZ



Key:

