

Sunshine Coast Rugby Union

2026 Tournament Manual (Seniors)



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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 SCRU 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](#)

Senior Rugby Dispensations

Senior Rugby Dispensations

- a) Any player turning 16,17 or 18 in the calendar year (January 1st – December 31st, 2026) and wishing to play in a Senior Rugby Competition (including Colts) is required to undertake a Senior Rugby Dispensation.
- b) The requirements and processes required for a Senior Rugby Dispensation can be found [here](#)

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, which will be forfeited to SCRU if the appeal is determined by SCRU 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

1.1 Law 3 Number of Players – the team – A Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) The maximum number of replacement/substitute players is 8 with a maximum of 8 movements

1.2 Law 3 Number of Players – the team – Reserve Grade

- (I) In reference to Law 3, the nominated number of players is 23
- (II) The maximum number of replacement/substitute players is 8 with a maximum of 12 movements

1.3 Law 3 Number of Players – the team – Cricks Cup

- (I) In reference to Law 3, the nominated number of players is 23 for Cricks Cup
- (II) The maximum number of replacement / substitute players is 8 with a maximum of 12 movements.

1.4 Law 3 Number of Players – the team – Women

- (I) In reference to Law 3, the nominated number of players is 23 for Women
- (II) The maximum number of replacement / substitute players is 8 with unlimited movements

1.5 Additional Rules for Senior Women 15 a side

Players	Scrum #	Time
15	8	35 mins. 5 mins half time
14	8	35 mins. 5 mins half time

- a. The team with fewer numbers can have a maximum of 2 reserves up to 15 a side. The team with fewer numbers must consider player safety if choosing to play with 1 or no reserves.
- b. Where 15 players are not available, teams will enter the field of play with equal numbers down to and including 14 players. Once a match commences, matching numbers is not a requirement.
- c. If there is an injury after starting a 14 a side game with no available replacement, the game can continue with 13 a side with no forfeit. At 12 players the game is a forfeit. The score for the game shall be as outlined in the forfeit rules later in these competition rules.
- d. A team unable to field 14 players at the start of the game shall forfeit the fixture. A “friendly” match may be played with equal numbers down to 7.

- e. All scrums shall consist of 8 players. No wheeling will be permitted in scrums. The number 8 is the only player allowed to detach from the scrum and attack from set piece.
- f. Contested scrums are preferred. Up to and including Round 7 uncontested scrums may be played subject to agreement by both teams prior to game commencement. Starting Round 8 If either or both teams calls uncontested scrums before kickoff, that team will lose 2 competition points from the total they would earn in that game. If a team calls uncontested scrums during the game laws 3.13 to 3.20 will apply with the exception of 3.18.
- g. If a front row is sent off and there is no replacement, scrums will go uncontested with the full number of players appropriate to team numbers. Starting with Round 8 scrums will be contested. Semi Finals and Finals must be played with contested scrums.

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) SCRUC provides first aid coverage for all A Grade, Reserve Grade, Women's and Cricks Cup matches.
 - i. The medic provided by SCRUC 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 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 maybe 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.
- 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.
- 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

- 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 Sunshine Coast Rugby Union 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 accreditations 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 team will be considered accepted on approval of its nomination by the Competition Committee and/or Competition Manager.

- e) Once nominations are accepted there is an expectation that Club Presidents (or a delegate) attend all senior Presidents meetings. Clubs accepted into the Competition will be bound by decisions made at Senior Presidents meetings even if they do not have a representative present.
- f) There is an expectation that all Clubs are represented at the pre-season Game Management session.

1.11 The Draw

- a) 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.

1.12 Competition points

- a) 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)	0 points
Forfeit	5 points

1.13 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.
- f) Deadline for notification of forfeits in A Grade, Reserve Grade and Senior Women is 7pm Thursday night prior to scheduled game. Deadline for Cricks Cup is 7pm Wednesday night prior to scheduled game. Forfeits after these times will require an explanatory letter to the SCRUC Competition Manager by noon the following Monday. If not satisfied the Competition Manager may forward to the SCRUC Competition Committee for review.
- g) Clubs forfeiting games must notify both the opposition Club and SCRUC Competition Manager.
- h) There shall be no confected/contrived results, such as sharing points. One team will forfeit.

1.14 Duration of Play

- a) The duration of play shall be:
 - i. Two (2) x forty (40) minute halves with injury time for A grade
 - ii. Two (2) thirty-five (35) minute halves with injury time for Reserve Grade and Cricks Cup
 - iii. Women shall play a maximum of two (2) x thirty-five (35) minute halves with 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.

1.15 Uncontested Scrums – A Grade and Reserve Grade

- a) If a team calls uncontested scrums before kick-off, that team will lose 2 competition points from the total they would earn in that game. If both teams call for uncontested scrums before kick off, they will both be liable for this sanction.
- b) If a team calls uncontested scrums during the game laws 3.13 to 3.20 will apply with the exception of 3.18.

1.16 Assistant Referees/Touch Judges

- a) Assistant Referees are appointed as available by SCDRRA but in the event they are not supplied, then suitably qualified (current smart rugby) and age-appropriate touch judges are (1 host Club, 1 visitor Club) to be provided.

1.17 Match Results and Team Sheets

- a) It is the responsibility of the Club to register their Team in accordance with the procedures set down by Rugby Xplorer. Teams must live score matches, must show scores, scorers and any players given a temporary suspension or sent from the field as well as substitutions.
- b) All clubs must live score matches online via the Match Day App and ensure that games are ended no later than 1 hour after full time. Information entered must include;
 - i. Result of Game
 - ii. Point Scorers i.e.
 - iii. Tries
 - iv. Conversions
 - v. Penalties
 - vi. Drop goals
 - vii. Penalty tries
 - viii. Players temporarily suspended (yellow card) – both teams
 - ix. Players sent from the field of play (red card) – both teams
 - x. Players issued with a Concussion Management (Blue) Card
 - xi. Player movements substitutions and replacements
- c) A player receiving a red card in one match cannot play in another match the same weekend and cannot play in any until appearing before the SCRUI Judicial Committee.
- 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 penalty as determined by SCRUI under the Schedule of Penalties as listed in these Rules.
- e) Failure to live score into Rugby Xplorer on time will incur a penalty as determined by SCRUI under the Schedule of Penalties as listed in these Rules.
- f) Once a player takes the field in an A Grade match (starting or replacement) he is no longer eligible to play in a Cricks Sunshine Coast Cup fixture.
 - Eligibility requests in relation to exceptions to this rule must be made in writing to the SCRUI GM by 12 noon Monday prior to the requested game.

1.18 Finals Series – Venues, Times and Duration

- a) All semi-final and grand final matches in all grades will be played at the venues as follows:

- i. Semi-final 1 at the home ground of the Club finishing first on the A Grade ladder.
 - ii. Semi-final 2 at the home ground of the A Grade team finishing third on the A Grade ladder
 - iii. Elimination final at the home ground of the team that loses the semi-final 1
 - iv. Grand final at the home ground of the A Grade Club who wins semi-final 1.
- b) For a three (3) week finals series, the format will be as follows:
- i. Week 1 Semi Finals. A Grade, Reserve Grade, and Women – Semi Final matches will consist of;
 - Semi-final 1: 1st v 2nd and Semi-final 2: 3rd v 4th.
 - ii. Week 2 Elimination Finals – Matches for A Grade, Reserve Grade and Women will consist of:
 - Loser of Semi-final 1 playing the winner of Semi-final 2
 - iii. Week 3 Grand Finals. A Grade, Reserve Grade, and Women’s will consist of:
 - Winner of Semi-final 1 v winner of elimination final
 - iv. For Cricks Cup Semi Final 1 Home ground of team finishing first 1v2. Semi Final 2 home ground of team finishing third 3v4. Week 2 loser of 1v2 at home to winner 3v4. Grand final at home of winner 1v2.
- c) No player shall be eligible to play any Cricks Cup Finals games if that player has played more Reserve Grade matches as a starting player than Cricks Cup matches.
- d) All matches are to be played in accordance with the Laws of the Game, specifically Law 5.

Grade	Match Time	Injury Time	Half-Time
A Grade	2 x 40 minutes	Yes	5 minutes
Reserve Grade, Cricks Cup	2 x 35 minutes	Yes	5 minutes
Women	2 x 35 minutes	Yes	5 minutes

- e) In the event of the scores being equal at full time in A, Reserve Grade and Cricks Cup men’s Semi-final and Grand final matches, the following shall apply:
- i. Two (2) x 10 (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
- f) In the event of the scores being equal at full time in Senior Women’s, Semi-final or Grand final matches, the following shall apply:
- i. Two (2) x (7) seven-minute periods plus injury time to be played – with a one (1) minute interval – each seven (7) 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
- g) 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 seeding and matches:

- i. Number of wins during the regular season
- ii. For and Against
- iii. Number of tries scored in the regular season
- iv. Season record between the two teams
- v. Coin toss

1.19 Finals Series - Player Eligibility

- a) Requirements for players to be eligible to participate in the finals:
 - i. A player must have been registered on Rugby Xplorer
 - ii. A player shall not be eligible to play in the Final series for A Grade, Reserve Grade and Cricks Cup unless they have played a minimum of 4 (four) weeks in competition matches for their Club prior to the Finals Series. A player shall not be eligible to play in the Final series for Senior Women unless they have played a minimum of 4 (four) weeks in competition matches for their Club prior to the Finals Series. Representative fixture games as sanctioned by Rugby AU, QRU, QCRU and SCRU will count as eligible weekends when those games occur on the same dates as fixtures in the local competition. For the avoidance of doubt, representative fixtures may only count towards the eligibility of A-Grade finals eligibility and may not be used to seek eligibility for reserve grade, unless in accordance with 1.19 iii (consecutive grades)
 - iii. 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 any higher grade in more than six (6) matches during the season.
 - A player will be eligible to play in any grade in any semi-final, preliminary final or grand final if he qualifies under 1.19 a) i. and 1.19 a) ii. and the club has both their A-Grade and Reserve Grade teams playing in that final series

- b) Eligibility for Finals Series
 - i. Eligibility is at the discretion of the Competition Committee.
 - ii. 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.
 - iii. The Competition Manager will ascertain the eligibility of the players and submit to the Competition Committee by 1700 Monday. The Competition Committee may exercise its discretionary power to approve the application where failure to be in the team in four (4) weeks in A Grade, Reserve Grade and Cricks Cup has been caused by injury, forfeit, and any reasons deemed relevant by the Committee.
 - iv. There shall be a right of appeal to the SCRU Board from any decision of the Competition 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 Competition 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.
 - v. Eligibility will not be considered if a player has not been registered at a time that would allow the required number of games to be played.

- c) Information lodgement
 - i. Before any Finals Series game can commence, certain information must be lodged with the Competition Manager/Referee Managers:

- 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.
- 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.
- 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.
- A Grade a maximum of 23 players with maximum 8 movements. Reserve Grade and Cricks Cup a maximum of 23 players with a maximum of 12 movements. Women's maximum 23 players with unlimited 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.

1.20 Match Payment (MP) Prohibition Policy

a) Definition of Match Payment (MP):

For the purposes of this policy, a Match Payment (MP) is defined as any form of direct financial compensation or incentive provided to a player for participation in Sunshine Coast Rugby Union competitions during the season. This includes, but is not limited to:

- i. Per-match payments
- ii. Sign-on incentives
- iii. Try or performance bonuses
- iv. Weekly or seasonal incentive bonuses
- v. Gift cards or other monetary equivalents

Further clarification and examples may be provided by SCRU as necessary.

b) Policy Statement:

No player participating in Sunshine Coast Rugby Union (SCRU) competitions shall receive or be offered any form of MP for playing in individual matches or for participation throughout the season.

c) Penalties for MP Violations:

- i. Internal MP Offer:
If a club representative offers an MP to a player registered with their own club, the club shall incur a monetary penalty of \$2,000 and may lose competition points at the discretion of the SCRU Board.
- ii. External MP Offer (Recruitment Inducement):
If a club representative offers an MP to a player registered with another club at any point during the competition season, the club shall incur a monetary penalty of \$3,000 and may lose competition points at the discretion of the SCRU Board.
- iii. Acceptance of MP by Player:
Any player found to have accepted an MP shall be suspended from all SCRU competitions, including representative duties, for the remainder of the season. Additionally, the club responsible for offering the MP shall incur a monetary

penalty of \$3,500 and may lose competition points at the discretion of the SCRUB Board.

Wet Weather Policy

1 Wet Weather Policy – Seniors

- 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) 24 hours prior to the first scheduled kick-off of a match day, the Host Club contacts SCRUB to advise their ground is unplayable
 - (II) Home Club advises they have access to an alternative venue:
 - (i) Home Club advises its participants that the match will be played at the Home Club's alternate venue
 - (ii) SCRUB advises Away Club that the match will be played at the Home Club's alternate venue – the Away Club advises its participants
 - (iii) SCRUB advises SCDRRA that the match will be played at the Home Club's alternate venue – SCDRRA advises its participants
 - (iv) SCRUB advises other relevant stakeholders
 - (III) Home Club advise they do not have access to an alternative venue
 - (i) SCRUB then contacts the Away Club to ascertain the availability of its ground
 - (ii) If Away Club's Ground is available, then:
 - (iii) Away Club advises its participants that the match will be played at the Away Club's ground
 - (iv) SCRUB advises Home Club that the match will be played at the Away Club's ground – the Home Club advises its participants
 - (v) SCRUB advises SCDRRA that the match will be played at the Away Club's ground – SCDRRA advises its participants SCRUB advises other relevant stakeholders
 - (IV) If Away Club's Ground is unavailable, then:

- (i) The above process is repeated for firstly for the next day i.e. Sunday; and if not resolved
 - (ii) The above process is repeated for the immediate Tuesday following the weekend
 - (iii) SCRU may determine to utilise 'catch-up' weekends, if available
- (V) If none of the above is achieved, then
- (i) The process will continue for the following Tuesdays up to and including the Tuesday immediately prior to the last fixture round; and if this is not achieved, then
 - (ii) Match 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 SCRU shall not be subject to appeal. 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 Home Club retains the responsibility of the Match Day requirements. Arrangements may be made with the Away Club should the match be played at the Away 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.

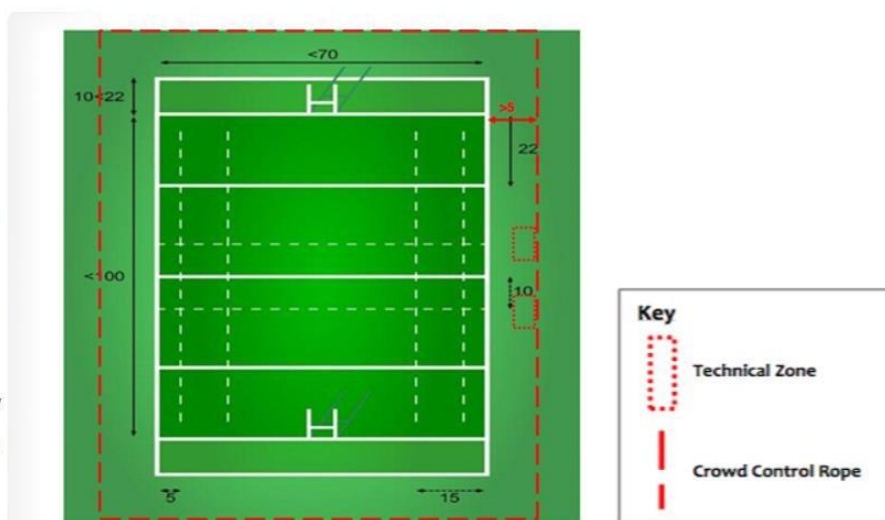
1.5 Set Up

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.

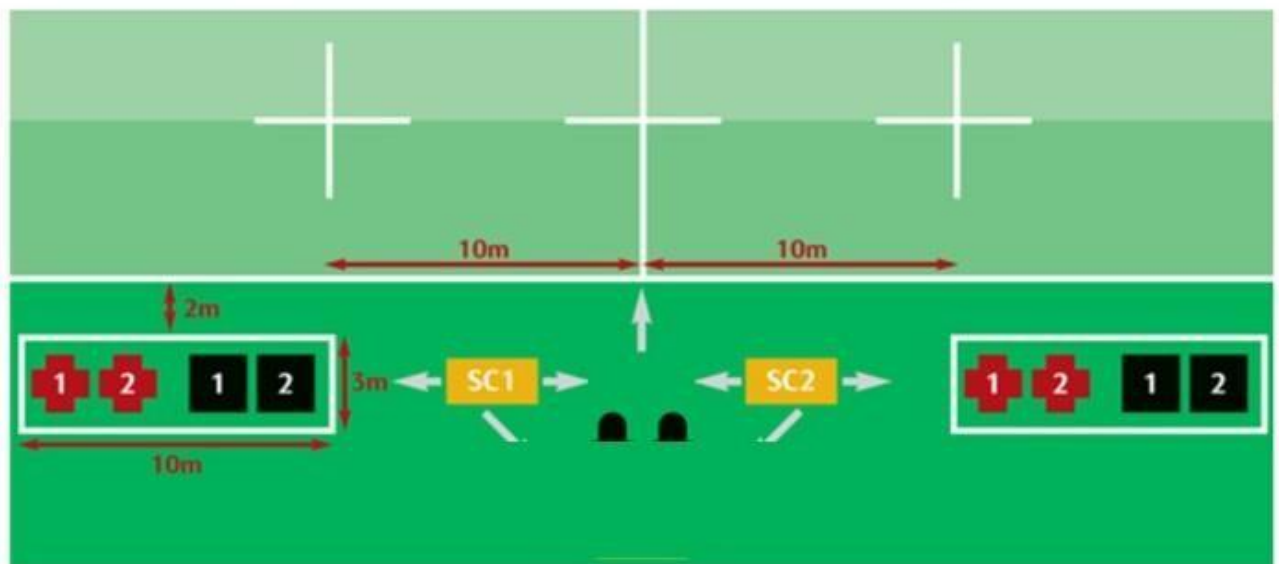
Field of Play

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:

