



QUEENSLAND SUBURBAN RUGBY UNION INC.

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Competition Rules

2021

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Definitions

For the purposes of these Rules, the following definitions shall apply:

“Affiliated Union” means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

“Association” means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments and rugby programs.

“Clearance” means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

“Codes, Policies and Procedures” means the codes, policies and procedures of Rugby Australia

“Insurer” means the insurance provider of the Australian Rugby Insurance Plan.

“International Union” means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

“Competition” means any match played as part of either (i) a structured competition or series including a trial match, a friendly match, or representative match involving a Rugby Body; or (ii) a Sanctioned Event.

“Competition Manager” is the person deemed responsible by the Union for the day to day operational management of the competition.

“Event Organiser” means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

“Judiciary” is the Sub Committee as appointed by the Union.

“Laws of the Game” mean the laws of Rugby as published by World Rugby, including any variations authorised by World Rugby or Rugby Australia.

“Management Committee” is the committee appointed by the Union to oversee the management of the competition.

“Member Union” means an Australian State or Territory union in membership of Rugby Australia.

“Participant” means a Player, match official, selector, coach, trainer, manager, team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, officer or employee of a Rugby Body.

“Player” means a player of the game of Rugby.

“QRU” is the Queensland Rugby Union Ltd.

“QSRU” is the Queensland Suburban Rugby Union.

“Registered” means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

“Regulation(s)” means the World Rugby and Rugby Australia Regulations, as amended from time to time.

“Rugby” means rugby union football.

“Rugby Australia” or “Rugby AU” means Rugby Australia Ltd.

“Rugby Body” means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club or other body in membership with or affiliated with Rugby Australia, a Member Union or an Affiliated Union.

“Rugby Club” or “Club” means any club affiliated with a Member Union or an affiliated Rugby Body that is a participant of the competition.

“Rugby Xplorer” means Rugby Australia’s online registration and competition management system.

“Rules” means the National Model Competition Rules and the Competition Rules of the Specific Union.

“Sanctioned Event” means an event, tournament, and/or matches conducted by an authorised Event Organiser that have received formal approval.

“Specific Union” means the governing body of the competition.

“WR” means World Rugby.

Preamble

1 PREAMBLE

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of QRU are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (a) [Principles of the Game](#)
- (b) [Principles of the Laws](#)

All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser e.g. QSRU and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

Laws of the Game

2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

2.1 [Under 19 Variations](#)

(a) [Rugby AU Under 19 Variations](#)

2.2 [Rugby AU Kids Pathway U6 to U12](#)

2.3 [10-a-side Variations](#)

2.4 [7-a-side Variations](#)

2.5 [Rugby AU Touch 7s Laws](#)

2.6 [Rugby AU Veteran Rugby Laws](#)

Governance of the Competition

3 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

Rugby AU Codes and Policies

4 RUGBY AUSTRALIA CODES AND POLICIES

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

4.1 [Safety & Welfare](#)

Rugby must be as safe, inclusive and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

4.2 [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

4.3 [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair and inclusive sporting environment for all rugby participants in Australia. This includes the following:

- (a) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- (e) *Medical Policy* - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

4.4 Additionally, the following documents are included as part of these Competition Rules:

- (a) Inclusion Policy;
- (b) Safety and Participation Policy;
- (c) Registration Regulations;
- (d) Registration Terms and Conditions; and
- (e) Smart Rugby Policy.

4.5 Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).

National Standard Competition Rules

5 NATIONAL STANDARD COMPETITION RULES

5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

5.2 Draw

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

Where possible, all matches in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible, **NO** player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

5.3 Match Team Lists, Scoring and Stats

- (a) It is the responsibility of both teams to ensure that:
 - (i) All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
 - (ii) All details of point scorers are to be recorded;
 - (iii) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
 - (v) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
 - (vi) The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and
 - (vii) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.

- (b) Information entered must include:
- (i) All players' details including substitutes;
 - (ii) Team Officials' details
 - (iii) Result of the match;
 - (iv) Point scorers;
 - (v) Tries;
 - (vi) Conversions;
 - (vii) Penalties;
 - (viii) Drop Goals;
 - (ix) Penalty tries;
 - (x) All players temporarily suspended (yellow card);
 - (xi) All players sent from the field of play (red card);
 - (xii) Players who have a suspected concussion (blue card).
- (c) Information entered may include:
- (i) Player's movements for injury (blood or otherwise) or tactical reasons.

PLEASE NOTE: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.

5.4 Competition Points

- (a) Where matches are awarded Competition points the following standard points shall be used:
- Points for a win – **four points**.
 - Points for a draw- **two points**.
 - Points for a loss – **zero points**.
 - Points for a bye (where applicable) - **zero points**.
- N.B.** Unions may choose to amend the standard points based on the game format and/or structure of the Competition.
- (b) Bonus points may also be awarded as follows:
- Points for loss by seven points or less – **one point**.
 - Points for scoring four tries, or points for scoring three tries or more than your opponent – **one point**.
 - Points for scoring three tries or more than your opponent – **one point**.
- (c) Competition points may also be awarded as determined and documented by the Union for the competition e.g. for supplying an Assistant Referee for a Junior age-grade match; and
- (d) Competition Points may also be deducted as determined and documented by the Union for the competition e.g. a player not added to the team list that played in a match.

5.5 Ladder Positions (for Competitions with Premierships)

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:
- (i) Total Match Points (#1 option)
 - (ii) Matches won
 - (iii) Points difference
 - (iv) Total tries

5.6 Forfeits

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) 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 penalty for a forfeit may be the loss of Competition points, up to a maximum of two, no points for, and the awarding of twenty-eight match points against.
- (c) A Club that forfeits two games in the same grade in the same season will be issued a *Show Cause Notice* to explain the reasons why its team should remain in that grade.
- (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 any Competition points shall be cancelled.
- (e) The Management Committee may impose further penalties on Clubs for withdrawing teams from the Competition.

5.7 Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management Committee, after consultation with the clubs involved, shall 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 the match officials, the following procedure shall apply:
 - (i) Where a match has been abandoned during the first half, the result may be declared as a draw and no points for or against will be awarded, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.
 - (ii) Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final 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 shall determine if any penalties will be imposed on the competing teams.

It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

5.8 Playing Field

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating

to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.

- (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
- (d) Goal Posts
 - (i) All Goal posts within the playing enclosure must be padded.
- (e) Playing Enclosure
 - (i) Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.
 - (ii) Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
 - Medically Qualified Persons/Sports Trainer – maximum two per team
 - The Teams
 - Appointed match officials
 - Ground Marshalls
 - Water carriers – maximum two per team (three allowed in 7s)
 - A maximum of 4 ball persons
 - (iii) All Authorised Persons permitted to enter the playing enclosure must have some distinguishing mark/bib e.g. high vis vest.
- (f) Technical Zones - where Competition matches require technical zones, two will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.
 - (i) Personnel permitted in the technical zone differs between the XVs and 7s game format.
 - XVs - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
 - 7s – maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person and five reserve players. One additional person who is either a medical or a coaching member of the team and whose responsibility has previously been notified to the ground marshal.
 - ii. Roles of personnel in the technical zones.
 - The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
 - Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
 - The water carriers are not permitted in the playing area during penalty kicks at goal.
 - The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.

- The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
 - Players may come to the touchline adjacent to the technical zone to receive water.
 - Water bottles must not be thrown on the field of play.
- iii. Personnel outside the technical zone
- The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure (except in the 7s game format).
 - If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.

5.9 Restrictions for authorised persons

- (a) A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) Authorised persons do not include a coach or team manager with the following exceptions:
- Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.8 (e) (ii). No coaching or technical instruction can take place while fulfilling one of the listed roles.
 - Where the nominated coach or team manager is part of a Kids Pathway U6-U9 match.

5.10 Authorised Persons

- (a) Process
- i. It is intended that the Club nominate persons to become “Authorised Persons”.
- No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
 - An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.
 - All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
 - The home team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
 - Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.

5.11 Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
 - 1. Warning;
 - 2. Loss of Competition points;
 - 3. Issue of a *Show Cause Notice*;
 - 4. Monetary Fine; and
 - 5. Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
 - 1. Warning;
 - 2. Loss of Competition point(s);
 - 3. Issue of a *Show Cause Notice*;
 - 4. Monetary Fine; and
 - 5. Expulsion from the Competition

5.12 Protests

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the Competition Manager by the close of business on the second business day after the alleged breach of the Competition Rules;
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;
- (d) All witness statements must be tendered on a signed statutory declaration form;
- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties by no later than close of business on the fifth business day after the alleged breach of the Competition Rules.
- (f) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant club. The Judicial Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

5.13 Extension of Time

- (a) Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

5.14 Disqualified, unqualified or suspended person/s

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified or suspended person(s) take part in any match.

5.15 Impact of COVID-19: Competition Rules

Competition Managers are encouraged to implement the Game On Principles within their Competition Rules in the event matches are impacted by COVID-19.

Law and Regulation Clarifications

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 - Number of Players – The Team (number of replacement / substitute players).

Rolling Replacements - World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia:

- (a) Unlimited rolling replacements applies to all rugby aged U19s and below;
- (b) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

N.B. Unions may submit a request to the *Law Advisory Group* to play standard Law 3 (at any level of the game). Requests must be submitted on the [Local Law Submission form](#).

6.2 Uncontested Scrums

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:
 - (i) Law 3.13 – 3.20 (inclusive)
N.B. Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominate 15 players (Pegg, Normanby and Women's Cup)
- (b) If circumstances determine that the match should have uncontested scrums, Member Unions may determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in paragraph 5.11 above;
- (c) World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. **Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

6.3 Regulation 4 – Player Status, Player Contracts and Player Movement

(a) International Clearance

(i) The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:

1. A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.
2. Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
3. For or Incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.

(b) Domestic Clearance

This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. Restricted at XVs, 10s, 7s and Veterans registration types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association

QSRU Standard Requirements

7 QSRU STANDARD REQUIREMENTS

7.1 Nominated Players & Number of Movements

- (a) 1st Division "A Grade" Barber Cup:
 - (i) In reference to Law 3, the nominated number of players is 15;
 - (ii) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 8 movements.
 - (iii) There shall only be 2 Fresh replacement/Substitute player eligible to play
 - (iv) The remainder of reserves must come from 1st Div "B Grade" Pegg Cup
- (b) 1st Division "B Grade" Pegg Cup:
 - (i) In reference to Law 3, the nominated number of players is not stated;
 - (ii) In 1st Division "B Grade" Pegg Cup, when a team has fewer than 15 players (including at least 3 players who are trained to play in front row positions) the game will proceed in accordance with Game On Principles (shown below) without any consequence to the match result or competition points.
 - (iii) Law 3.34 applies with a maximum of replacement/substitute players that is 8 with unlimited movements.
- (c) 2nd Division Women's 12's Cup:
 - (i) In reference to Law 3, the nominated number of players is not stated;
 - (ii) when a team has fewer than 12 players (including at least 3 players who are trained to play in front row positions) the game will proceed in accordance with Game On Principles without any consequence to the match result or competition points.;
 - (iii) If both teams have enough numbers to play 15 aside then this is encouraged if both teams agree in consultation with the referee;
 - (iv) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with unlimited movements.
- (d) 3rd Division Normanby Cup:
 - (i) In reference to Law 3, the nominated number of players is not stated;
 - (ii) In 3rd Division Normanby Cup, when a team has fewer than 15 players (including at least 3 players who are trained to play in front row positions) and both teams have a minimum of 10 players, the game will proceed in accordance with Game On Principles without any consequence to the match result or competition points.
 - (iii) Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 8 movements.
- (e) Game On Principles
 - (i) Maintain 15-a-side laws, but both teams play with reduced numbers, with no penalty for the team who was unable to field 15 players.
 - (ii) Matching numbers is mandatory, and the sharing of players is allowed to fulfil the game agreement.

7.2 Rugby Xplorer Training & Support

- (a) QRU will conduct a training session for all participating Clubs prior to the commencement of the season.
- (b) Rugby Xplorer web page has resources available on the following link to assist clubs. <http://www.rugbyau.com/participate/rugby-administration/club-administration/resource-library>

7.3 Temporary Suspensions (Yellow Card)

- (a) The temporary suspension of a player must be recorded on the Rugby Xplorer Match day app prior to the confirmation by the referee;
- (b) Should a player incur three (3) temporary suspensions in one season he / she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match;
- (c) Following this suspension, the matter is deemed to have been heard and the players' temporary suspensions count shall revert to nil;
- (d) Temporary suspensions do not transfer to the next season;
- (e) Clubs may receive notification once a player receives two (2) temporary suspensions;
- (f) Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension.

7.4 Send Offs (Red Card)

- (a) Match officials must, by 9.00 am on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form, any player or players ordered off the field of play;
- (b) Any player ordered off the field will be suspended from playing until his / her case has been decided by the Judicial Committee;
- (c) The Judicial Committee will meet as directed by the Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player's Club must contact the Competition Manager on the first business day following the match in which he was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00 pm on the evening of the first working day following the weekend;
- (d) Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her Club;
- (e) In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee;
- (f) There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee;

- (g) QRU's Rules for Judicial Hearings are available here - <http://www.redsrugby.com.au/Portals/10/2018/Documents/Policies/RugbyAU-DisciplinaryRules-2018.PDF> .

7.5 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, who must be contacted immediately the ground is considered unplayable or doubtful of being playable.
- (i) 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 during the second half the result 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.

(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).

QSRU Union Requirements

8 QSRU UNION REQUIREMENTS

8.1 Players Eligible to play

- (a) Any player who is correctly registered that year with a Club affiliated with the QSRU / an affiliated Club of the QRU.
- (b) For Women's competitions teams may have dual registered players (Premier and QSRU, they must register in Rugby Xplorer for the QSRU Club), for finals no more than 2 dual registered players can take the field at any time and must be identified to the QSRU officials prior to the game commencing.

8.2 Team Nominations & Grading

- (a) Participation and / or competitions shall be initiated by the calling of initial nominations in August of the preceding year in every grade and / or division.
- (b) Nominating Clubs will then be asked to reconfirm their nominations on or around the 31st January
- (c) Final Team Nominations must list the name of the team and all information requested by the Committee for the purpose of placing the team in the most appropriate competition.
- (d) Final Team Nominations must list the current names and numbers of Front row players for your Club.
- (e) Final Team nominations must list the names of all accredited Assistant Referees accompanying RA registration number so that their qualifications may be assessed.
- (f) A Security Deposit for each team must be paid within the timeframe as advised by the Management Committee. The Security deposit is \$500.00 for the 1st team and \$250.00 for each team thereafter (for new Clubs). Current members should have this in place already.
- (g) A team will be considered accepted on approval of its nomination by the QSRU Management Committee.
- (h) Condition of Entry - as a condition of entry into the competition, Clubs are to appoint a qualified Manager for each team and ensure that the Coach is accredited IAW guidelines outlined in Rule 8.4 (a) (i).
- (i) Team Squad list - Players must be assigned to their competition team in the RA Match Day App by the advertised date for each competition, including the assignment of the Coach and Manager to the squad list.

8.3 Affiliation Fee's/Player Levies/Other Payments & Insurance

- (a) Affiliation Fee
 - (i) This fee is applicable to affiliated members of the Union and an invoice for the QSRU Affiliation Fee of \$55 (including GST) will be forwarded from the QSRU Treasurer to each affiliated Club that enters the competition at the beginning of each season (February). A Club is not entitled to vote at a general meeting if the member's annual subscription is in arrears at the date of the meeting.

- (b) Player Levy
 - (i) The QSRU player levy of \$60 including GST is paid for as part of their online registration
- (c) RA and QRU Participation Levy
 - (i) The RA and QRU participation levy is paid for as part of their online registration.
- (d) Player Insurance
 - (i) The Insurance Levy is paid for as part of their online registration.
- (e) Referee's Payment
 - (i) The Referee's Fee is paid for as part of their online registration, this forms part of the QSRU Player Levy.
- (f) For new clubs and existing clubs adding teams to the competition, a Security Bond of \$500.00 for the first team plus \$250.00 for each additional team must be paid

8.4 Competition

- (a) Participating Clubs are:
 - (i) QSRU 1st Div "A Grade"- Barber Cup
 - Goodna
 - Redlands
 - Brisbane Irish
 - Ipswich
 - Springfield
 - North Lakes
 - Riverside
 - (ii) QSRU 1st Div "B Grade"-Pegg Cup
 - Goodna
 - Redlands
 - Brisbane Irish
 - Ipswich
 - Springfield
 - North Lakes
 - Riverside
 - (iii) QSRU 2nd Div -Women's Cup (12's)
 - Brisbane Irish
 - Coomera
 - Ipswich
 - Logan City
 - Redlands
 - North Lakes
 - (iv) QSRU 3rd Div - Normanby Cup (Friday Night)
 - Brisbane Hustlers
 - Brisbane Irish
 - Ipswich
 - Southern Bay
 - Logan City

8.5 Draw

- (a) The competition will be conducted in accordance with a schedule of matches drawn up by the Management Committee prior to the start of the playing season and varied as necessary from time to time.
- (b) All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where there is not possible, NO players who has started in a higher grade is permitted to participate i.e. start / reserve in a lower grade.

8.6 Forfeits/Withdrawals

- (a) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round,(Note this applies to Grades and divisions)
- (b) A minimum of 12 players is required to constitute a team for QSRU Men's 1st Division "A Grade" Barber Cup competition matches. Any team unable to field 12 players within ten minutes of the official kick-off time, as determined by the Referee shall forfeit the match without right of appeal. Teams playing against an opposition with less than 15 players are not required to match opposition team numbers.
- (c) All other Men's and Women's competition matches (1st Division "B Grade" Pegg (Men), 3rd Division Normanby Cup (Men) and Women's (12's), Game on principles shall apply.
- (d) 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 penalty shall include a fine of \$200 payable to the QSRU on invoice within 7 days.
- (e) 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.
- (f) If a Club withdraws a team from the competition after the publication of the Committee approved draw, then the Club will forfeit an amount of \$500.00 from the balance of its security deposit. Upon notice of withdrawal by a club of one of its teams from the competition, the Club must reimburse its security deposit to the amount which complies with Rule 8.2 (f) to be eligible to remain in the competition.
- (g) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

8.7 Duration of Play

- (a) All matches are to be played in accordance with the Laws of the Game and Game On Principles, specifically Law 5.

Competition	Game On Principles	Time	Injury Time	Halftime
1 st Div "A Grade" - Barber Cup		2 X 40 Mins	Yes	5 Min
1 st Div "B Grade"- Pegg Cup	Yes	2 X 25 Mins	No	5 Min
2 nd Div- Women's Cup	Yes	2 x 25 Mins	No	5 Min
3 rd Div - Normanby Cup	Yes	2 X 30 Mins	No	5 Min

- (b) Length of Match – Reduced Team Numbers (Game On Principles)
- (i) In the event teams are playing with reduced numbers the match may be shortened (40 minutes minimum. 60 minutes maximum for adult matches). Any variations which are permissible in a competition would need to be agreed upon between opposing team officials (coach and/or manager) and the match officials before kick-off. If no agreement is reached, the match duration will be based on team size, as follows:
- 10-a-side (or less) – 2 x 20 minute halves. 40 mins max.
 - 11-a-side – 2 x 25 minute halves. 50 mins max.
 - 12-a-side – 2 x 25 minute halves. 50 mins max.
 - 13 / 14-a-side – 2 x 30 minute halves. 60 mins max.
- (c) Any team not prepared to commence a match within 10 minutes after the designated kick off time shall forfeit the match (as determined by the referee).

8.8 Club Championship

- (a) In QSRU Competitions a championship will be conducted to determine the champion Club for the Season.
- (b) Points will be allocated by multiplying the total competition points secured by each team:
- (i) 1st Div "A Grade" Barber Cup x 22
 - (ii) 1st Div "B Grade" Pegg Cup x 22
 - (iii) 2nd Div Women's Cup x 22
 - (iv) 3rd Div Normanby Cup x 22
- (c) In the event of a tie for a Club Championship between two or more Clubs, the following provisions will apply:
- (i) The Club with the greater number of total win points will be awarded the Club Championship.
 - (ii) If there is still a tie between Clubs, then both Clubs will be declared as Club Champions.
 - (iii) In the Club Championship competition, the Sydney Cup shall be awarded to the Club scoring the most points in QSRU competitions.

8.9 QSRU Presidents Cup

- (a) In Division One “A Grade” Barber Cup there will be a cup that will be competed for after the completion of the 1st Round. This will be decided by a match between the top 2 teams on the table (at the end of the 1st Round) and will be played when both teams meet each other in the remainder of the competition rounds.

8.10 QSRU Players Attire and Equipment

- (a) Every player taking part in a match shall wear the approved club jersey, shorts and socks. Players taking part in a match shall wear on the back of their jersey a distinguishing number. Numbers shall be of a minimum length of 150 millimetres and of such a colour as to be easily discernible within a reasonable distance of the match.
- (b) No two players shall wear a jersey with the same number.
- (c) The distinguishing number shall correspond with the information supplied by the Club on the team sheet for that match and for any programme for the match.
- (d) Where opposing Clubs have similar Jersey designs and colours the Club that has the most recent change in jersey design shall play in an alternate set.

8.11 Playing Fields and Venue Control

- (a) The set up and control of playing fields and a venue are critical to the safety and enjoyment of all participants including spectators.
- (b) Playing Field
- (i) Clubs hosting matches played under these rules must comply with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the RA Medical and Safety Recommendations when seeking any clarification.
<http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/WorkplaceHealthandSafety.aspx>
- (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) Goal Posts:
- All Goal posts within the playing enclosure must be padded.
- (iv) Playing Enclosure:
- 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;
- (v) Persons authorised to enter Playing Enclosure;
- Medically Qualified Person - maximum two (2) / team,
 - Teams (2 x),
 - Referee,
 - Assistant Referees / Touch Judge(s) (2 x) / No. 4/5,
 - Sports Trainer - maximum two (2) / team,
 - A maximum of 4 ball attendants.
 - Restrictions for Authorised Persons:

- The Sports Trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players;
 - Note that authorised persons do not include a coach with the following exceptions:
 - Where the nominated Coach is required to fulfil one of the roles listed in **8.12 (v)** No coaching or technical instruction can take place while fulfilling one of these roles.
- (c) Ground Marshals
- (i) Please refer to the following link for the applicable Course - <https://rugby.canopihr.com.au/mylearning/catalogue/index?menu=Home#/list?page=1&pageSize=10&searchItem=GroundMarshals&tab=none> ;
 - (ii) The Club classified as the "Home" Club shall provide a Ground Marshal for each fixture. The Ground Marshals must wear a clearly identifiable bib;
 - (iii) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times;
 - (iv) Where a Substitution Controller is not appointed, the Ground Marshall is to act as the Substitution Controllers and assist the Referee in the management the replacements and be aware of Rules 6.1 and 6.2;
 - (v) The Ground Marshals shall introduce themselves to the Referee prior to the commencement of each match and be responsible for rectifying any problems which are brought to their attention by the referee throughout the course of a day;
 - (vi) The Ground Marshal shall ensure that the visiting Club is made aware of the home ground changing, playing, medical, food and drink facilities available, as well as procedures for the post-match function;
 - (vii) Contravention of any of the Ground Marshal rules can attract a fine of \$100.00, without right of appeal, and/or loss of competition points and any other fines or penalties as the Judiciary may see fit.
- (d) Suitably Qualified Medical Person/s
- (i) As per accreditation requirements - identifiable (wearing a clearly marked Vest/Shirt with "MEDIC/AL' or the medical uniform of a professional contracted medical service) and be in a prominent position visible to the field. One medic must be appointed to a minimum of one medic per full size field. For games they should be located adjacent to the centre of the field, between the areas set aside for reserves. Their Duties and Responsibilities are:
 - (ii) Ensure that an appropriately stocked Medical Kit, ice and a stretcher are available; and
 - (iii) Ensure the Club has a means of communication and contact for Ambulance: and
 - (iv) That the Club has an Emergency List of contacts and addresses for:
 - Afterhours doctor;
 - Nearest public hospital and/or emergency facility;
 - Local Medical Centre and /or facility;
 - Local Police; and

- Be familiar with and have available a copy of Rugby AU Safety Directives and Concussion Management Guidelines as a reference when seeking any clarification: and
- Have on hand copies of the:
 - RA Head Injury Fact Sheet;
 - Concussion Referral & Return Form.
- Checking with each Team, to establish who is going to attend to players who appear injured in the first instance, and if a Team is using qualified Sports Trainer is not available to attend to the player (regardless common sense must prevail, and the players' safety comes first); and
- To be familiar on the policy for attending players:
- Where the attending medical person in the first instance (either home or visiting), seeks assistance from another qualified medical person/s, the person with the senior qualification (i.e. Doctor overrides Paramedic, Paramedic overrides Qualified Sports Trainer, Qualified Sports Trainer over rides First Aid, First Aid overrides trainer) shall have precedence in any decisions made.

8.12 Team Announcements

- (a) Each Club must enter their respective team(s) online via RA Match Day App by no later than 7.00 pm the day prior to the game to be played.

8.13 Match Day App & Results

- (a) For ALL games, Both Clubs need to enter the results of all games via the Match Day App and Scores are to be finalised within 15 minutes of game completion.
- (b) ALL CLUBS must enter the results of all games (and full team lists, Temporary Suspensions (Yellow Cards), Send Offs (Red Cards) and Concussions (Blue Cards) online via Rugby Match Day App following completion of the game.
- (c) Teams MUST consult with the Referee who will confirm the correct score and details of any carded players are recorded. The Referee will be responsible for finalizing the game in Rugby Xplorer on each Team Manager's device.

8.14 Citing by Clubs

- (a) When a Club believes the conduct of an opposition Club or Club Member is in breach of the laws of rugby or of the QSRU Competition rules then it may request that the opposition Club or Club Member be cited to appear before the Union's Judiciary.
- (b) The Citing Report must be accompanied by a deposit of \$200 (in an attempt to discourage frivolous claims).
- (c) The QSRU citing process is as follows:
 - (i) The citing Club must complete the Union's citing request form. (Refer Sect 5.12);
 - (ii) The citing Club must compile objective evidence;
 - (iii) The citing Club must submit the citing request form and all objective evidence to the Union office no later than 5pm on the third business day following the match.

- (iv) Upon receiving the citing request the Competition Manager shall decide if it will proceed. If so, the citing process continues as follows:
- All citing documentation and details of the Judiciary hearing will be forwarded to the Club involved as soon as possible;
 - Upon receipt of the above information the cited Club or cited person must respond within three business days - through a guilty plea, or if pleading not guilty, through the submission of objective evidence. Failure to respond within the required timeframe will incur an automatic suspension until such time as the citing is heard;
 - The cited person and/or Club must be present at the Judiciary hearing. Failure of the cited person to appear will incur suspension until such time as the person does appear;
 - The Competition Manager may also compel the citing Club to be present at the Judiciary hearing. Failure of the citing Club to appear when requested will incur a \$100 fine;
 - The Competition Manager may extend the deadline for lodging and responding to a citing provided there are exceptional grounds for doing so. Such a decision shall be final and not subject to review;
 - In a citing, when the Judiciary or Judicial Appeals Committee considers an incident ruled on by the referee, it shall not make a contrary finding unless it is comfortably satisfied the referee's decision was either inappropriate or wrong;
 - In a citing, when the Judiciary or Judicial Appeals Committee considers an incident not ruled on by the referee, it shall not impose any penalty unless it is comfortably satisfied that the allegation is proved;
 - A cited player can continue playing whilst the Judiciary determines a finding;
 - If either party involved in the citing wishes to appeal the Judiciary's decision, the appeal will be heard in accordance with Rule 7.4 (g).

8.15 Citing By Union Officials

- (a) Members of the Judiciary, members of the QSRU Management Committee or match officials may at their discretion cite an affiliated Club or Club Member on an alleged breach of the Laws of the Game, and/or Code of Conduct, and/or Competition Playing Rules;
- (b) A citing by any of the persons noted in Rule 8.12 (b) (iv) can be carried out at any time;
- (c) The cited Club or Club Member will be required to appear before the Judiciary, or if deemed necessary, before the QSRU Management Committee as directed by the Competition Manager;
- (d) Citing by Union Officials that proceed to the Judiciary will follow the same procedures as set down in Rule 7.4 (g), however rulings emanating from a citing dealt with by the QSRU Management Committee are not appealable to the Judicial Appeals Committee.

8.16 Uncontested Scrums

- (a) Law 3.12 specifies that it is a **team's** responsibility to ensure that all front row players and front row replacements are trained
- (b) For 1st Division "A Grade" Barber Cup, there must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.
- (c) For 1st Division "A Grade" Barber Cup, should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.
- (d) If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.
- (e) If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.
- (f) Any Club which plays uncontested scrums in two or more consecutive matches in 1st Div "A Grade" Barber Cup during a season, shall receive a written warning from the Union and may be called to appear before, or give a written submission to the QSRU Management Committee as a matter of urgency at a time notified by the Competition Manager. The QSRU Management Committee may determine appropriate action be taken against the Club in the form of Rule 5.11.
- (g) For all other Grades, when a team is unable to field a sufficient number of players who are trained to play in front row positions for a match, the match will proceed with uncontested scrums.
- (h) For 3rd Div Normanby Cup, all matches will played with uncontested scrums

8.17 Finals Series

- (a) Finals Series Matches
 - (i) A player shall not be permitted to participate in any final game if he/she is not wearing their approved club jersey, shorts and socks.
 - (ii) All Clubs must be financial with the QSRU including the payment of any fines incurred to participate in the finals.
 - (iii) Uncontested Scrums
 - In the 1st Div "A Grade" Barber Cup team for a semi-final, final or grand final there must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to commence the game. This does not apply to all other Grades.
 - Contravention of this rule will bring an automatic forfeit.
 - (iv) Rolling Substitutions
 - Law 3.34 applies with a maximum of replacement/ substitute players that is 8 with a maximum of 8 movements for all Competitions

(v) Venues; Times and Duration

- 1) 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 Management Committee. All Grand finals matches will be played a venue set by the QSRU.
- 2) In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.
- 3) For 1st Div “A Grade” Barber and 1st Div “B Grade” Pegg Cup competitions a Three (3) week finals series consisting of the top Four (4) will be contested, the format will be as follows:
 - Week 1 - 1st v 2nd (A) and 3rd v 4th (B)
 - Week 2 - Loser A v Winner B (C)
 - Week 3 – Winner A v Winner C
- 4) For all other QSRU competitions a two (2) week finals series consisting of the top three (3) will be contested, the format will be as follows:
 - Week 1 - 1st (Bye) 2nd v 3rd (A)
 - Week 2 - 1st v Winner A
- 5) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and Game On Principles:

Competition	Time	Injury Time	Halftime
1 st Div “A Grade”- Barber Cup	2 X 40 Mins	Yes	5 Min
1 st Div “B Grade”- Pegg Cup	2 X 25 Mins	Yes	5 Min
2 nd Div- Women’s Cup	2 X 25 Mins	Yes	5 Min
3 rd Div Normanby Cup	2 X 30 Mins	Yes	5 min

- 6) In the event of the scores being equal at full time in 1st Div “A Grade” Barber Cup semi-final, preliminary final and grand final matches, the following shall apply
 - 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
 - One (1) x maximum ten (10) minute plus injury time golden point period coin toss to be conducted by referee to determine which team kicks off; then if no result
 - 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) In the event of the scores being equal at full time in all other grades semi-final, preliminary final and grand final matches, the following shall apply
 - Most tries in the actual game; then if no result
 - The team that finished highest on the minor premierships ladder will be declared the winner then if no result
 - Coin Toss
- (vi) Final Series Player Eligibility
 - 1) Management Committee requirements for players to be eligible to participate in the finals.
 - a. All teams competing in any Finals match must lodge with the Competition Manager by 10 am on the last Tuesday before the match, a finalised official Team List on Rugby Xplorer- Rugby Match Day App. This list must be truthful and accurate in every material detail as it will be used and relied upon by QRSU for the purpose of determining final Player Eligibility. Accordingly, strict compliance with this sub rule is vital and any Club that contravenes it shall be fined such an amount as may from time to time be determined by the Management Committee.
 - b. A player must have been properly registered with the club no later than Five (5) weeks prior to the commencement of the finals. Otherwise they are ineligible for any semi-final, preliminary final or grand final (a bye is considered a match in this instance) this includes being registered on Rugby Xplorer in that year of competition and appearing on the online team sheet via the Match Day App.
 - c. For Barber, Pegg and Normanby Cups, a player will be eligible to play in any semi-final, preliminary final or grand final if he has been in the run on team for the club at least Five (5) of the regular competition matches in that grade and/or any lower grades prior to the finals series.
 - d. For Women's Cup, a player will be eligible to play in any semi-final, preliminary final or grand final if he has been in the run on team for the club at least Four (4) of the regular competition matches in that grade and/or any lower grades prior to the finals series.
 - e. A player will be eligible to play in any higher grade in any semi-final, preliminary final or grand final if he/she qualifies under Rule 8.18 (a) (vi) 1) b or c and the club has all its senior grade teams playing in that final series.
 - f. A player will not be eligible to play in any semi-final, preliminary final or grand final, if he has only participated the minimum number of matches as per Rule 8.18 (a) (vi) 1) c and (1/2) or more of these matches have been in the run-on team in a higher grade.
 - g. A player will not be eligible to play in any semi-final, preliminary final or grand final, if he/she has played in the run-on team a total of Seven (7) of the competition matches in a higher graded competition.
 - h. A player who satisfies the Competition Rules regarding eligibility to play in any semi-final, preliminary final or grand final has unqualified eligibility and such eligibility may not be challenged by the Management Committee.

This eligibility is provided that no player may play for more than one (1) grade team, on the same weekend, in a semi-final, preliminary final or grand final series excepting if that player is replacing an injured player in a higher grade.

- i. The Management Committee reserves the right to appoint a sub-committee of the Management Committee for this purpose.
- j. Eligibility shall be determined by the Management Committee at its discretion.
 - i. NB for QSRU Competitions where a Club has two (2) teams; the team with the designation of 1 is deemed to be a higher graded team than the team with the designation of 2

2) Dispensation

- a. Management Committee requirements for applications of dispensation for players to participate in the finals.
- b. Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager by 3.00 pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players and submit to the Management Committee by 5.00 pm on Tuesday, the names of players who require dispensation to participate in the grades so selected. The Management Committee may exercise its discretionary power to approve application where failure to be in the run-on team in accordance with Rule 10.2 (a) (iii) Error: Reference source not found has been caused by injury or forfeits in that grade.
- c. Any further changes in teams (including reserves) must be advised in writing to the Competition Manager by 10.00 am on the Friday preceding the match. The Competition Manager will rule on the eligibility of the nominated player/s.
- d. Any Club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The Club concerned will lose the match for which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the Club to *show cause* why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

NB The following is to be noted:

- e. Specific Dispensation Guideline
 - The following is to be noted:
 - Any request received outside the time-lines as detailed will not be considered and will be automatically denied by the Management Committee

- To reiterate, the only discretionary power available to the Management Committee is with regards to injury to the player for whom dispensation is sought and/or forfeits (For forfeits this will not be considered for the team that created the forfeit).
- An injury or suspension of a different player in a higher grade is not the basis for dispensation for a different player who has played in a higher grade because of his injury or suspension.
- Once a player has played 7 games in the run on team in a higher grade, he is not eligible for dispensation for selection in a lower grade team for the semi-finals and finals.

8.18 Wet Weather Policy

- (a) **Day/Night** Prior-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.
- (b) **Morning of the Match-** 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 IAW the following steps:
 - (c) **9.00 am** - Club Representative (e.g. President) to notify competition manager by phone and text message that fields are unavailable after recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.
 - (d) **9.30 to 10.00 am** - After direction from the Competition Manager, the Club Representative is to contact opposition Club Contacts to notify them of field closure, or alternate arrangement.
 - (e) **10.00 am** - Competition Manager will notify the Referee Representative of any field closures and/or alternate arrangements.
 - (f) **10.10 am** - Clubs effected notify their Team Managers of field closures or alternate arrangements as directed by the Competition Manager.
- (g) For wet weather affected matches the Management Committee, after consultation with Clubs involved, will direct that
 - (i) The match or matches be played at a suitable alternative venue (one option being the visiting clubs home ground) or
 - (ii) The match or matches be postponed to a date set by the Management Committee. The date to play the postponed game must be agreed to by the two Clubs by no later than the second Friday after the date of the original game. If a date cannot be agreed upon, the Management Committee will determine the day/date/venue and time the game is to be played.
- (h) In all cases, the Home Club retains the responsibility of the Match Day requirements e.g. Medical, Ball Boys etc. Arrangements may be made with the Away Club should the match be played at the Away Club's venue.

8.19 SUMMARY OF WOMEN'S (12's) CUP RUGBY COMPETITION RULE VARIATIONS

- (a) All Laws of Rugby and Competition Rules remain consistent with the Men's Competition, the following is a summary of the rule variations permitted for Women's 12's Rugby.
- (b) All games are played with RA "Game on Principles" described below:
 - (i) Includes matching player numbers and sharing of players between teams, if required to complete the match.
 - (ii) Can commence uncontested with no penalties.
 - (iii) Adjustment of game time with respect to player numbers as per competition rules.
 - (iv) No minimum player numbers
- (c) If both teams have sufficient numbers to play 15 aside then this is encouraged as long as both teams agree in consultation with the Referee.
- (d) Games will be played for 25 Minute Halves with 5 minutes for Half time
- (e) Rolling substitutions (refer to Rule 6.3), with unlimited movements will be implemented for Women's Cup Minor competitions
- (f) Scrums shall consist of 6 players for 12's and reduce down to 3 for 7's
- (g) Women's 12's games are able to be commence and be played with uncontested scrums with no penalty to the team that caused the uncontested scrum, however if both teams wish to contest scrums then this is encouraged.
- (h) Women's teams may have dual registered players (Premier and QSRU), for finals no more than 2 can take the field at any time and must be identified to the QSRU officials prior to the game commencing.

8.20 SUMMARY OF UNCONTESTED SCRUM RULES

- (a) Follow scrum rules as per Para 8.17 and the Laws of Rugby.
- (b) For 1st Div "A Grade" Barber Cup, if a team does not have enough players to start a game contested, then they shall drop one of the Front Rowers from the team and play with one less player (i.e. if you have 15 players on the field you will play with 14, if you have 14 players on the field you will play with 13 and so on).
- (c) For 1st Div "A Grade" Barber Cup, if a front row player is injured during a game and the team does not have another player to replace them, then they will reduce their on-field player numbers by one (1) for the remainder of the game.
- (d) For 1st Div "A Grade" Barber Cup, a player that is injured and causes the game to be played with uncontested scrums MUST leave the field of play.
- (e) For 1st Div "A Grade" Barber Cup, a team that has gone uncontested, and is reduced to 14 or less players must have 8 players in a scrum as per the Law 3.15
- (f) Where both teams are uncontested then a match may start with the full complement of players.

- (g) For 1st Div “A Grade” Barber Cup final series, if a team does not commence the game with contested scrums then they shall forfeit the game.
- (h) All other Grades matches may be played with uncontested scrums with no penalty.

8.21 Summary of 1st Div “B Grade” Pegg Cup and associated bonus points

- (a) The 1st Div “B Grade Pegg Cup draw will follow the “A Grade” draw and consists of the same clubs as per “A Grade”.
- (b) All games are played with RA “Game on Principles” described below:
 - (i) Includes matching player numbers and sharing of players between teams, if required to complete the match.
 - (ii) Can commence uncontested with no penalties.
 - (iii) Adjustment of game time with respect to player numbers as per competition rules.
 - (iv) No minimum player numbers
- (c) Rolling substitutions (refer to Rule 6.3), with unlimited movements will be implemented for 1st Div “B Grade Pegg Cup Minor competitions
- (d) As 1st Div “A Grade” Barber Cup can only have 2 fresh reserve, then all other reserves must participate in 1st Div “B Grade Pegg Cup to enable them to participate in 1st Div “A Grade Barber Cup.
- (e) 3rd Division Normanby Cup is considered the Grade below the 1st Div “B Grade Pegg Cup Competition.
- (f) For each 1st Div “B Grade” Pegg match a team participates in their respective “A Grade Team shall receive 1 bonus point.
- (g) The team that wins each 1st Div “B Grade” Pegg match shall also have a bonus point added to the 1st Div “A Grade” Team.
- (h) If a team forfeits a game, then as well as losing points in 1st Div “B Grade” Pegg Cup as per competition rules, their respective “A Grade” Team shall lose 1 competition point, on each occasion.