

SOUTHERN INLAND RUGBY UNION

Senior Competition Rules – 2026

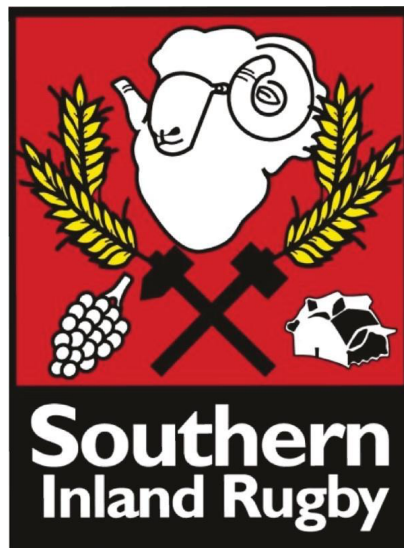


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Part 1 – What the Terms Mean

- World Rugby
The controlling body for Rugby throughout the world, formerly known as the International Rugby Board (IRB).
- Rugby Australia (RA)
The controlling body for Rugby within Australia and a member of World Rugby, formerly known as Australian Rugby Union (ARU).
- ACT and Southern NSW RU
ACT and SNSW RU is a public company established to foster and enhance community Rugby Union within the Australian Capital Territory and Southern New South Wales and to operate a Super Rugby team known as ACT Brumbies.
- ACT Brumbies
The Super Rugby Club that represents the ACT & Southern NSW region of Australia.

- Southern Inland Rugby Union

The Southern Inland Rugby Union (SIRU) Zone is governed by the Southern Inland Rugby Union Constitution and SIRU Competition Rules (By-Laws) and the Laws of the Game and policies of Rugby Australia. SIRU is an NSW Incorporated Association and operates and manages Rugby Union within the Southern Inland area in accordance with the Objects outlined in the SIRU Constitution 2019. SIRU affiliates with ACT and SNSW RU. Southern Inland Rugby Union is referred to as the Zone.

Composition of Southern Inland Rugby Union:

- An elected Board of Directors,
- Affiliated Clubs
- The SIRU Council which includes delegates from each affiliated club, appointed members of the SIRU Judiciary and representatives of Southern Inland Rugby Referees' Association.

- Board of Southern Inland Rugby Union

Is responsible for the overall management and operations of Southern Inland Rugby Union and includes all matters relating to Rugby Union in the Southern Inland region. The Board comprises a President, two (2) Vice Presidents and four (4) Directors.

- Southern Inland Rugby Referees' Association (SIRRA)

The governing body of the Match Officials for the competitions administered by Southern Inland Rugby Union.

- Competitions and Rugby Services Manager (CRSM)

Is an employee of ACT and SNSW RU and is responsible to the Board for managing all Rugby competitions within the Southern Inland region. The Competitions and Rugby Services Manager is an Executive Officer to the Board, maintains minutes and official records and has a financial management role.

- Competitions Administered

The SIRU Board is responsible for various competitions which are administered by the Competitions and Rugby Services Manager, in 2026 these competitions grades are: three (3) Seniors Men's Grades, Senior Women's, Junior Tackle and Junior Tri Tag, and any other competition decided by the Board.

- Judiciary Committee

The SIRU Judiciary Panel is established in accordance with the SIRU Constitution and operates in accord with the Rugby Australia Disciplinary Procedures and the Rugby Australia Code of Conduct. The Judiciary comprises members as outlined in the Constitution and will determine matters and penalties arising from breaches of discipline, code of conduct, and where outlined in these procedures.

- Appeals Process

There is provision for clubs or individuals to appeal decisions of the Judiciary, Board or Match Committee; the process is set out in the body of these Rules of Competition.

Part 2 – Introduction to the Rules of the Competition

2.1 Preamble

- 2.1.1 The rules governing this competition (the Rules) conducted by Southern Inland Rugby Union (SIRU) known as the Zone are issued by the authority of the Board of Directors (the Board) of Southern Inland Rugby Union.
- 2.1.2 Clubs from the Southern Inland region affiliated with the Zone will be referred to as SIRU Clubs.
- 2.1.3 These Rules apply to all players and officials of all SIRU Clubs affiliated with the Zone.
- 2.1.4 All matches conducted by the Zone must be played in accordance with the Laws of Rugby, rules and directives as published by Rugby Australia and World Rugby.
- 2.1.5 These Rules must be read in conjunction with the Laws of Rugby and the SIRU Constitution.
- 2.1.6 The SIRU Board may vary decisions to ensure the Objects as outlined in the SIRU Constitution are upheld.

2.2 Examples and Notes

- 2.2.1 An example included in these Rules forms part of these Rules.
- 2.2.2 A note included in the Rules is explanatory and is not part of these Rules.

2.3 Application of World Rugby Laws

- 2.3.1 Application of World Rugby Laws, in some cases other Rules apply to the conduct of matches conducted by the Zone.
- 2.3.2 Example of other Rules applying to matches conducted by the Zone, World Rugby Laws as modified by the Zone. The World Rugby Laws can be downloaded from the following website – www.worldrugby.org

2.4 Application of Former Competition Rules to Decisions Made Prior to Commencement of these Rules

- 2.4.1 Decisions made under earlier forms of Rules of Competition remain effective decisions and are to be taken as decisions made under these Rules.
- 2.4.2 A decision about conduct of a club, player or a participant under the Rules existing before the commencement of these Rules is taken to be a decision under these Rules in so far as a decision is required to remain in force.
- 2.4.3 However, a penalty arising out of a decision referred to in Sub-Rule (2) remains a penalty under those Rules to the extent that the penalty can be applied to a player or participant under those Rules and if required, these Rules.

Example for Rule 2.4.3

Late in the season prior to the commencement of these Rules, the Judicial Committee at a judicial hearing, imposed on player A, a 12-week suspension from playing any game under the Rules as a penalty for misconduct. At the beginning of the season in which these Rules commenced, player A has 8 weeks remaining on his suspension. As this Rules applies, the suspension remains in force insofar as the player is prevented from playing in any match, however described, that is played in accordance with these Rules until the player has served the remaining 8 weeks of the suspension.

2.5 Retrospective Application of Rules

- 2.5.1 Except for the application of Rules 2.4.1 – 2.4.3, these Rules do not apply retrospectively.
- 2.5.2 To remove any doubt, the Rules existing prior to the commencement of these Rules continue to apply to conduct occurring at the time those Rules were in force.

Part 3 – The Competition

3.1 How the Competition Works

3.1.1 Competition Structure

The structure, format and commencement and completion dates of the competition shall be determined by the Board of Southern Inland Rugby Union in accordance with the Objects of the Constitution, and in consultation with the Council.

There are several Senior competition levels within the structure of Southern Inland Rugby Union. These include, but not limited to:

- a. Men's First Grade
- b. Women's
- c. Men's Second Grade
- d. Men's Third Grade
- e. Other competitions as decided by the Board.

3.1.2 Competition Format

The competition format is determined by the Board, as follows:

- a. The structure of the various competitions conducted by the Zone;
- b. The commencement dates of the various competitions each year;
- c. The format of the grade competitions; and
- d. The grounds on which the various competitions will be played.

3.1.3 Club Eligibility

- a. The Board will determine the eligibility of clubs to compete in the various competitions administered by the Zone;
- b. The Board may determine that a club indebted to the Zone may not be eligible to compete in a competition;
- c. The Board, making a determination under this Rule, may consult clubs affiliated with the Zone on the determination; and
- d. The Board may determine, in consultation with clubs, that if a club is unable to field the required number of teams to participate in a specific

competition they may remain in that competition.

3.1.4 Club Affiliation

- a. A club may apply for affiliation with the Zone;
- b. An application under this Rule must be –
 - i. In writing; and
 - ii. Submitted to the Competitions and Rugby Services Manager by a date determined by the Board;
- c. The Board must decide to either accept or reject an application made under this rule.

3.1.5 Application for entry into Competition

- a. To participate in any competition each year, a club affiliated with the Zone must apply to the Competitions and Rugby Services Manager to have a team or teams entered in a Competition;
- b. An application under this Rule must be –
 - i. In writing; and
 - ii. Submitted to the Competitions and Rugby Services Manager by a date determined by the Board;
- a. The Board must decide to either accept or reject an application made under this Rule;
- b. An affiliated club must, after having their application for affiliation under this Rule approved by the Board, pay any affiliation fee by 31 May or by any other time the Board considers appropriate;
- c. The Board may determine the amount of an affiliation fee for this Rule;
- d. Clubs that fail to honour financial obligations to Southern Inland Rugby Union, as defined by the Board, shall be penalised two (2) competition points for each week beyond the agreed date set for payment unless formal application to vary payments has been submitted to the Board. Club owing monies will not be permitted to play in any of the Finals series of games. The Board may disqualify an affiliated club's teams from any competition if the club fails to pay the affiliation fee.

3.1.6 The Meaning of Season

- a. The date determined by the Board on which the first game in a calendar year is to be played between teams of clubs affiliated with the Zone in accordance with these Rules;
- b. The date determined by the Board on which the grand final matches of the final series is to be played;
- c. The season means home-and-away matches and the final series matches.

3.2 Participation - Players and Members

3.2.1 Registration of Players and volunteers

- a. Each year all players must register themselves on Rugby Xplorer prior to their participation in any matches controlled by the Zone;
- b. For information on registration refer to Rugby Australia's player registration regulations:
<http://www.rugbyau.com/participate/rugby-administration/registration>
- c. Any club wishing to register a new player after 30 June must request special permission from the Board;
- d. All Club volunteers, including coaches, ground marshalls and other officials must register through Rugby Xplorer.

3.2.2 Coaching Accreditation

- a. All SIRU Coaches must have at a minimum, a current Smart Rugby accreditation and a current Season Ready accreditation.
- b. It is recommended by Rugby Australia that all Senior Coaches have a Level 2 Coaching Accreditation or equivalent. SIRU also recommends this for all Coaches within the SIRU competition.
- c. Any Coach who is currently in a contractual agreement with a SIRU affiliated Club must:
 - a. Register with their Club as a Coach.
 - b. Hold a Level 2 Coaching Accreditation or equivalent, or
 - c. Have attended the relevant Coaching Course to achieve a Level 2 Coaching Accreditation or equivalent within 12 months of the scheduled Round 1 date for the corresponding season.

- d. Clubs may appoint up to two coaches per team under a contractual agreement, provided they comply with the above conditions.

3.2.3 Payment of Players and Contracted Players at Club Level

Rugby Union in the SIRU Zone is an amateur sport. The Board will determine penalties for Clubs where it is found that a participant has received a fee to participate in a game. Such penalties may range from a loss of competition points to a fine.

- a. The Zone does not permit the payment of players at local club level. Accordingly, the payment to players by clubs affiliated with the Zone, in whatever form is limited to payments consistent with this Rule.
- b. A club may make any of the following payments to a player:
 - i. A maximum of \$1000.00 per year as a scholarship to assist education pursuits.
 - ii. A per kilometre reimbursement at the statutory rate as recommended by the Australian Taxation Office is permitted in exceptional cases where a player is travelling in excess of 40 kilometres to attend each training session and matches.
 - iii. Reimbursement or payment of reasonable airfares and accommodation for a player that a club has assisted in relocating to the Southern Inland Zone from overseas or interstate (outside of the immediate Southern Inland region). Accommodation reimbursement or payment can be paid on the following basis:
 - 1. Where a player has permanently relocated to the Southern Inland Zone, accommodation reimbursement can only be paid for the initial season with the club.
 - 2. Where a player has travelled to the Southern Inland Zone for the rugby season and does not remain in the area during the off-season, accommodation may be paid for the duration of the rugby season on each visit.
 - iv. Reimbursement of reasonable medical expenses due to injury related to the players participation in rugby.

- v. All contracts between SIRU Affiliated Clubs and individuals, including players, coaches or playing coaches, must be lodged with SIRU.

3.2.4 Eligibility of Players for Home and Away Matches

Club administrators are expected to monitor the eligibility of their participants. Failure to comply with these rules may incur penalties as determined in these Rules and by the Board.

- a. Except with the approval of the Board, a player is not eligible to:
 - i. Play for a club unless the club complied with the registration requirement for the player in accordance with Rule 3.2.1;
 - ii. Register for more than 1 club in the same calendar year except if the Zone received notification from the players current club (intra-zone transfer form) stating they have no objections to the player joining another club;
 - iii. Register through Rugby Xplorer several times against the same MyRugby ID without use of the same legal name found on a Passport or other recognised document of identification. The Board may request a copy of these documents if deemed necessary;
 - iv. Participate where false, misleading, or inaccurate information has been provided as part of the registration process by that Player or Participant or any other person acting on his/her behalf, the Board may choose to reject that person's registration with Southern Inland Rugby Union.
 - v. Participate if the player is found to be currently suspended (provisionally or otherwise) from participation in Rugby or any other WADA compliant sporting code or is under investigation by a Rugby Body or other WADA compliant sporting code for any act(s) of on or off field conduct.
 - vi. Play for any club if indebted to that club, any other affiliated club, the Zone or any other Zone;
 - vii. Play for a club if:

1. The player is registered with a Zone other than the SIRU except with written consent (Rugby Australia Domestic or International transfer form) of the Zone with whom the player is currently registered; and
 2. The Zone has not received the Rugby Australia domestic or international transfer form from the players club.
- b. A player who is under the age of 18 years is not eligible to play under Senior Laws of Rugby unless given a dispensation by SIRU in accordance with the Rule 3.3 Dispensations;
 - c. In this Rule:
Play for a club means playing Rugby Union under the senior laws of Rugby football in a match endorsed by the Zone.

3.2.5 Playing Ineligible and Unregistered Players

This section addresses eligibility to play in a Competition Round, preseason and representative tournaments. Eligibility to participate in the Finals Series will be in accordance with Part 5, The Finals Series provisions.

- a. An ineligible or unregistered player must not participate in any match controlled by the Zone;
- b. A club that plays an ineligible or unregistered player in any of its grade teams in any home-and-away match will have a minimum of 4 competition points fine placed against them in the grade in which the ineligible and/or unregistered player participated;
- c. A club penalised for playing an ineligible or unregistered player under this Rule may apply in writing to the Board for the Board to impose an alternative penalty outlining the full circumstances for such an appeal;
- d. If a player competes in a match while ineligible, then that player's participation in that match will not be considered towards his or her eligibility for the final series.

3.3 Dispensations

These Rules do not apply to the provisions of Part 5 relating to determinations of eligibility to play in the Finals Series.

A request for a dispensation occurs where:

- a. A player who is under the age of 18 years seeks dispensation to play under the Senior Laws of Rugby,
- b. A Club appeals a decision regarding the eligibility of a player in the Home and Away games under Participation - Players irrespective of the nature of ineligibility.

3.3.1 Application for Dispensation

- a. A club that makes a request for dispensation under Rule 3.3.3 must apply to the Competitions and Rugby Services Manager for dispensation in accordance with this Rule.
- b. An application must:
 - i. Be in writing; and
 - ii. Be received by the Competitions and Rugby Services Manager no later than 1000 hrs on the last business day preceding the first match for which the dispensation is sought; and
 - iii. Not be made if:
 1. Dispensation of the Rules for the player has already been granted by the Dispensation Committee; and
 2. The dispensation is in force at the time of the application.

3.3.2 Dispensation – Under 18 Players

- a. The Board may temporarily dispense with the application of Rule 3.2.4.b. (which is about ineligibility of players under 18 years of age playing under the senior laws of rugby) for a player if –
 - i. An application is made under Rule 3.3.1 and
 - ii. The player is or was less than 18 years of age on January 1; and
 - iii. The player's club, player's parents or legal guardian and the player complies with the requirement of Rugby Australia's Senior Rugby dispensation procedure, <https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>; and
 - iv. A player granted dispensation under this Rule will –

1. Be eligible for selection in higher age representative teams;
2. Not be eligible to play a match in a team of under 18 aged players without the approval of the SIRU Junior Match Committee.

3.3.3 Dispensation Committee

- a. The Dispensation Committee is established when a club appeals a decision made in relation to the eligibility of a player irrespective of the nature of the ineligibility.
- b. The composition of the Dispensation Committee will be the same as that for the Match Committee as defined in the SIRU Constitution:
“The Board at its discretion may appoint a Match Committee comprising a minimum of three (3) Board members including the President and/or Vice-President (Seniors) or a Vice-President (Juniors) as appropriate to the particular match, another Director and/or the Competitions and Rugby Services Manager, for the purpose of reviewing issues raised with SIRU about the application of the Rules of the game or SIRU Competition Rules in a particular match, and referring these for the determination of the Board in accordance with these Rules and the SIRU Competition Rules.”

3.3.4 Dispensation Committee Decision Making

- a. The Dispensation Committee may –
Make a decision where possible, in relation to dispensation under Rule 3.3.3 on an application made under Rule 3.3.1. no later than 1600 hrs on the last business day preceding the first match for which dispensation is sought; and
If an application for dispensation mentioned in Rule 3.3.3 is granted – notify all clubs, with teams in the grade which a player is to play in, of the decision to grant the dispensation; and
Grant a dispensation for a player for no longer than two (2) consecutive weeks; and

The Dispensation Committee may grant an extension of the dispensation period mentioned in 3.3.4 a. iii. for a specified period.

- b. If an application is made under this Rule, the Dispensation Committees decision will be final.

3.4 Matches

3.4.1 Competition Points

- a. The competition points allotted for each match in each grade match played are:
 - i. For a win - 4 points;
 - ii. For a draw - 2 points;
 - iii. For a loss - 0 points.
- b. A bonus point will be added to a team's competition points for the match played if the team:
 - i. Scores 4 tries or more; and
 - ii. If a team loses by 7 points or less.

3.4.2 Forfeiture of Match

- a. For any home-and-away round, if a club forfeits a match, all teams in lower grades within the same division (Men's or Women's) at that club will also forfeit their match in the same round, unless otherwise decided by the Board. This does not apply to teams in the 3rd grade competition.
- b. If a club forfeits a match in 2nd Grade, all teams from that Club in a higher grade will be penalised two (2) Competition Points. This does not affect competitions without a grade (for example, SIRU Women's), or for teams competing in the 3rd grade competition.
- c. A club that has a forfeiting team must advise the opposing club and the Zone (Competitions and Rugby Services Manager) by no later than 1000 hrs on the last business day prior to the scheduled match.
- d. When a team forfeits, the following is awarded to the opposing team –
 - i. A resulting score of 30 – 0; and
 - ii. 5 competition points (which means the win is considered a bonus point win).

- e. The minimum number of players required to play a game in the Men's Competitions is thirteen (13), if a team arrives to a match with less than the minimum numbers, they will forfeit the match.
- f. The minimum number of players required to play a game in the Women's Competition is ten (10), if a team arrives to a match with less than the minimum numbers, they will forfeit the match.
- g. A team that has been forfeited against must enter details on Rugby Xplorer for the forfeited match and advise the Competitions and Rugby Services Manager, in accordance with this Rule, to ensure the match counts towards players and teams final series eligibility.
- h. Any club which forfeits an away fixture during the first half of the season, will play the reverse match in the next round against that club at the away venue. This does not apply to teams in the 3rd grade competition.
- i. Any club which forfeits an away fixture during the second half of the season will play the opposition club as an away match on two occasions the following season. This does not apply to teams in the 3rd grade competition.
- j. If a forfeiture notice is not given by a club whose team is forfeiting a match prior to 1000 hrs on the last business day prior to the match, the offending club will –
 - i. Be fined \$200.00 to Southern Inland Rugby Union; and
 - ii. Lose 2 competition points; and
 - iii. Pay a Fee (determined by the SIRU Board), to the opposition club to cover revenue loss for that match. This ruling (iii) only applies to clubs competing in the 3rd grade competition. Ruling (i) and (ii) applies to all grades.
- k. However, the Board may decide, at its discretion, on application by an affected team, to impose an alternate penalty to the penalty imposed by Rule 3.4.2. c. or 3.4.2. g.
- l. In this Rule:
Affected team means team that would have competed in the match if it had not been forfeited.
This includes situations where teams do not have sufficient players due to government mandated isolation or reduced ability to travel.

3.4.3 Withdrawal of Forfeiting Club from Competition

- a. If a club forfeits 3 matches in the home-and-away rounds in any grade it is considered to have withdrawn from the competition in the grade the forfeits occurred.
- b. A club mentioned in Rule 3.4.3 a. may apply to the Board seeking approval for the withdrawn team to continue to participate in the competition.
- c. A team forfeiting a match after having received an approval under Rule 3.4.3 b. must withdraw from the competition.
- d. If a team is or has withdrawn from the competition, all points for, points against and competition points gained by all clubs that have played the withdrawn team will not be counted for the competition table for the Grade Premiership and Club Championship.
- e. However, all red and yellow cards accrued by any player in any match played against a withdrawn team, stand.

3.4.4 Match Sheets – Home and Away Rounds

- a. A club with teams competing in the Competition in the home-and-away rounds, must, prior to the commencement of any match, prepare the starting players team list for the match through Rugby Xplorer or the Match Day app (whichever is current) at least 1 hour before the commencement of the game.
- b. Team lists must reflect as much as possible the correct teams for each grade that includes Players, Coach or Coaches, Manager, Medical/First Aid and Ground Marshall (both Home and Away teams). Clubs who fail to complete a full team list of the minimum starting players (15 players in all Men's Grades, 13 players in Women's Competition) will be penalised one (1) competition point for the grade.
- c. A club with a team competing in the Competition must ensure that the correct score, scorers, and players who were disciplined through a sin bin penalty or a send-off are recorded during the match.
- d. Results recorded during the match should receive visual and verbal confirmation from the referee at the end of the match before submission.

- e. The online record of the match is considered the official record of the match.
- f. A club will have until 1000 hrs on the first working day after the match to dispute any results or request any changes. This can be emailed through to the Competitions and Rugby Services Manager or done so through Rugby Xplorer (or whichever platform is used at the current time).

3.4.5 Uncontested Scrums

- a. The provisions of Law 3, paragraphs 13 to 19 of the Laws of the Game (2018 edition) shall be applied. In addition, the following competition rules shall apply;
- b. In all grades other than the lowest graded team field by a club the following applies:
 - i. Every endeavour should be made to ensure matches start with contested scrums.
 - ii. Where non-contested scrums are introduced at the commencement of a match due to the unavailability of suitably trained front row players, the team that did not cause non-contested scrums will have the right to contest the outcome of the match.
 - iii. During the match, only if through send offs, temporary suspensions or injury, the number of suitable trained front row players available is reduced below three (3), the scrums will become uncontested.
- c. For the lowest graded team fielded by a club the following applies:
 - i. In the lowest grade team fielded by a club, that team should, where possible, have at least three (3) players who are suitably trained and experienced to play in the front row.
 - ii. If this is not the case the match will then be played with non-contested scrums and the team scoring the highest number of points will win the game.
 - iii. If through send offs, temporary suspensions, or injury, insufficient suitably trained front row players are available the scrums shall

become non-contested. The team scoring the highest number of points in the match will win the match.

- d. In all matches where non-contested scrums are played, the club must note this with the time in the match and the score at the time. This information should be provided via Rugby Xplorer and directly to the Competitions and Rugby Services Manager.
- e. Clubs who wish to contest the outcome of a match commenced with non-contested scrums, must lodge a request by 1000 hrs on the first working day following the match.
- f. Clubs should provide, wherever possible, 24 hours' notice to both the Competitions and Rugby Services Manager and the opposing club, of the intention to undertake uncontested scrums in any grade, prior to match day.
- g. For competitions where teams are allowed to nominate 23 players:
 - i. When 23 players are nominated in a team 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 ensure that on the first occasion that a replacement in each front row position is required, the team can continue to play safely with contested scrums.
- h. Should a team not be able to meet this obligation for any reason during a game, or should a team not have three (3) suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one (1) player fewer than would otherwise be allowed.
- i. If, subsequently, a suitably trained and experienced front row player becomes available so that scrums can be contested then that player will be allowed onto the field and the team will return to the appropriate number of players.
- j. If neither team has suitably trained and experienced front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if a suitably trained and experienced front row player subsequently becomes available.

3.4.6 Women's

- a. Women's 13-a-side matches shall be played in accordance with the Law Variations developed by Southern Inland Rugby Union Inc. (refer to Appendix 1).
- b. Every endeavour should be made to ensure a game starts with 13 starting players per team, and contested scrums.
- c. If both teams in a match will have 20 or more players available, they should endeavour to play Rugby Union according to the Laws of the Game with no Variations (also known as 15-a-side Rugby).
- d. If a team arrives with the minimum number or more, the game will commence. Teams must begin the match with equal starting numbers of players.
- e. A game may be played for no competition points if a forfeit occurs.
- f. If a forfeit occurs, sharing of players between teams will be accepted to allow a match to be played at maximum possible numbers.
- g. If a team is expecting to have less than 12 players, or more than 20 players, they must contact their opposing Club and SIRU before 1000 hrs on the last business day before their match.

3.5. Premierships and Finals

3.5.1 Grade Minor Premierships

- a. The club finishing at the top of the competition table at the completion of the home-and-away matches for the season is the grade minor premier for that grade.
- b. If two (2) or more teams finished the season with equal competition points, then the final order of these teams is determined by calculating the highest number of wins in all competition matches in the grade. If those teams are still equal then it will be decided by totalling the for-and-against match points scored in all competition games, in that grade, with teams being placed in descending order of the difference of points-for to points-against.
- c. The difference of points-for to points-against will be calculated by subtracting the points against from the points for.

- d. Notwithstanding the foregoing subsections of the Rule, if any of the teams on equal competition points has forfeited any competition match during the season then the team which has forfeited the least number of matches (if any) will take the higher placing on the competition ladder.

3.5.2 Grade Championships

- a. At the completion of a grade competition, the four leading teams in that grade as determined under Rule 3.5.1 will play in the final series for that grade.
- b. Unless otherwise determined by the Board, the following determines the finals series for each grade:
 - i. The Major Semi-Final will be played between the team placed 1st at the end of the home-and-away rounds for the season plays the team placed 2nd at the end of the home-and-away rounds for the season;
 - ii. The Minor Semi-Final will be played between the team placed 3rd at the end of the home-and-away rounds for the season plays the team placed 4th at the end of the home-and-away rounds for the season;
 - iii. The Preliminary Final will be played between the loser of Major Semi-Final and the winner of the Minor Semi-Final;
 - iv. The Grand Final will be played between the winner of the Major Semi-Final and the winner of the Preliminary Final.
- c. The team winning the Grand Final for a grade is the Grade Champion.

3.5.3 Club Championship

- a. The Club Champion is the club attaining the most competition points, across all grades, in the home-and-away matches.
- b. Grades will have their competition points multiplied as listed below
 - 1st Grade will be multiplied by a factor of three (3);
 - Women's will be multiplied by a factor of three (3);
 - 2nd Grade will be multiplied by a factor of two (2);
 - 3rd Grade will be multiplied by a factor of one (1).

- c. In the event two (2) or more clubs have equal points in the Club Championship they will be declared joint holders of the title.

3.6 Match Officials

3.6.1 Appointment of Referees – Appointment for Matches

- a. Southern Inland Rugby Referees Association will appoint a panel (minimum of 2 people) to appoint officials to matches throughout the home-and-away season and the Finals Series.
- b. Officials will be informed of their appointments by 1700 hrs the Wednesday before the game.
- c. Clubs will be informed of their Match Officials by 1700 hrs the Thursday before the game.
- d. All communication between Clubs and the Appointment Board will be done so through the Competitions and Rugby Services Manager.

3.6.2 Appointed Referees not Showing

- a. This Rule applies if the Referee appointed to a match under Rule 3.6.1 fails to arrive 15 minutes before the nominated match commencement time at the ground where the match is scheduled.
- b. A match in the home-and-away round conducted by the Zone to which this Rule applies will be refereed by a Referee that has been appointed by an official of the home club.
- c. A Referee appointed under Rule 3.6.1 who arrives at the ground after the commencement of the game must be substituted for the Referee appointed by the club and referee the rest of the match.

3.6.3 Referee Unable to Continue Refereeing

- a. This Rule applies if the Referee appointed to the match under Rule 3.6.1 is unable to referee the match for its duration, including in instances verbal abuse and assault.
- b. A regular match conducted by the Zone that this Rule applies may be refereed by a Referee appointed by an official of the home club.

- c. However, an official of the home club proposing to appoint a substitute Referee under this Rule must consult the ill or injured Referee if they are capable of being consulted.

3.6.4 Appointment of Assistant Referees and Ball People

- a. Each club competing in a match under these Rules must appoint one (1) Smart Rugby accredited Assistant Referee and two (2) ball people unless the Appointment Panel makes an appointment.
- b. However, a match played by teams may be played if –
 - i. Each club in the match under these Rules appoints an Assistant Referee they consider competent, and;
 - ii. The appointed Referee for the match is satisfied that the nominated Assistant Referee is competent to participate in the match.
- c. Assistant Referees participating in a match under these Rules must wear distinctive attire to distinguish them from the club support staff.
- d. The appointed Referee may ask the participating club to replace its Assistant Referee if the Referee believes that person to be unsatisfactory.
- e. A participating club cannot refuse a request under Rule 3.6.4 d.
- f. An Assistant Referee must not –
 - i. Be the coach of a participating team;
 - ii. Coach or barrack for a participating team. (e.g. Providing vocal support or advice)
- g. Ball people –
 - i. Must retain control of balls for the match other than the ball being used in play,
 - ii. Must retrieve match balls from touch,
 - iii. May deliver kicking tees to goal kickers when needed,
 - iv. Must remain within the zoned area until required,
 - v. Cannot perform the role of Coach from the sideline,
 - vi. Must wear distinctive clothing to identify them as a Ball Person.

- h. Assistant Referee and ball people appointed by clubs participating in a match must make themselves known to the Referee prior to the commencement of the match.
- i. Ball People for the match must follow the instructions from the Assistant Referees appointed for the match.

3.7 Match Day

3.7.1 Player Clothing

- a. Please refer to World Rugby Laws of the Game (<http://laws.worldrugby.org/>); and
- b. Each club will ensure that a player participating in the match appears in a numbered jersey that corresponds with the name of the player on Rugby Explorer.

3.7.2 Ground Allocations

- a. All home-and-away matches must be played on grounds allocated by the Zone in the season's competition draw.
- b. After consultation with the clubs concerned, the Competitions and Rugby Services Manager has the power to alter the allocation of grounds, if the ground is deemed unfit for play.
- c. Subject to the foregoing paragraph of this Rule, the team coaches shall determine the fitness of the ground for play. In the event of a disagreement between the coaches about the suitability of the ground for play, the Referee must decide if the ground is fit for play after a ground inspection.

3.7.3 Alternate Venue/Wet Weather – Ground Closures

- a. If a venue is unavailable for the matches scheduled on a date, as a result of either closure or being deemed unfit by a Government Office, Council, Owners or Appropriate Authority, the following procedure will be followed;
 - i. In the first instance the home club, in consultation with the Zone, should seek an alternate venue for the matches; then

- ii. Subject to the mutual agreement of both clubs, the visiting club may nominate an available alternate venue; then
 - iii. If a venue is not available for the fixtures on the scheduled date then an alternate date and venue should be nominated, with the mutual agreement of both clubs involved, within seven (7) days of the original date
 - iv. The designated home club is responsible for advising the Competitions and Rugby Services Manager in writing, immediately a change of venue is known.
- b. If clubs cannot come to a mutual agreement under Rule 3.7.3.a. then a date and venue for the deferred matches will be determined by the Competitions and Rugby Services Manager.
- c. A decision by the Competitions and Rugby Services Manager under this Rule is not a decision that can be appealed.
- d. If a match rescheduled under this Rule does not take place at the time specified, the team that does not default will be awarded a forfeit win.
- e. If a match rescheduled under this Rule does not take place at the scheduled time, because of circumstances beyond the control of both teams, 2 competition points will be awarded to each team and a 0 – 0 score will be recorded.
- f. In the event of a ground closure occurring within the last three (3) rounds of the home- and-away rounds of the competition, those matches will not be rescheduled, and the match will be recorded as a 'No Result' with neither team being awarded any competition points.
- g. If an event under 3.7.3 f. happens all competition table placings for that grade will be determined by win percentage ratio.

3.7.4 Ground Marshalls – Appointment

- a. A Ground Marshall must be appointed by a club for home club fixtures.
- b. The home club must advise the appointed Referees the names/s of Ground Marshalls for the day.
- c. The Ground Marshall must have completed the relevant Rugby Australia online training course.

3.7.5 Ground Marshall – Responsibilities

- a. A Ground Marshall has the following responsibilities:
 - i. To ensure that the ground is marked correctly in accordance with the Laws of Rugby.
 - ii. To advise the Referee of any ground changes under Rule 3.7.3
 - iii. To make themselves known to the match Referees at the home ground in accordance with Rule 3.7.4
 - iv. Set up the ground correctly in accordance with the Laws of Rugby in relation to field markings, flags, corner posts and designated zoned area for Team Bench area;
 - v. Provide flags for the use of club Assistant Referees;
 - vi. To provide three (3) balls for each match that are compliant with international match standard;
 - vii. Provide first aid attendants and facilities including a stretcher;
 - viii. If a physical barrier does not exist between the spectator areas and the playing enclosure, a barrier outside the playing enclosure from the goal-line to goal-line on each side of the field of play and not closer than 5 metres to each touch line for purposes of spectator comfort;
 - ix. Maintain appropriate levels of behaviour of spectators, team management and reserves in accordance with Rugby Australia's code of conduct.
 - x. Ensure that spectators or animals do not enter the field of play area while a game is in progress for the safety of the spectators and/or the players. This includes young children.
 - xi. Wear a clearly visible shirt or vest that identifies them as the Ground Marshall to all spectators at the ground.
- b. The Competitions and Rugby Services Manager may report to the Board any failure by a Ground Marshall under this Rule if –
 - i. The Competitions and Rugby Services Manager receives a complaint from a visiting club; or
 - ii. The Competitions and Rugby Services Manager believes it is necessary to report any issues to the Board.

- c. A host or visiting Club may lodge a written complaint to the Board if a Ground Marshall is subjected to any abuse from a spectator, participant or otherwise which breaches the Rugby Australia Code of Conduct.
- d. The Board may discipline, in any way it sees fit –
 - i. A Ground Marshall who is reported by the Competitions and Rugby Services Manager under Rule 3.7.5.b. ; or
 - ii. The club which the Ground Marshall belongs to.
- e. To remove any doubt, the Board may discipline both the Ground Marshall and their club under Rule 46 c. in any way it sees appropriate including but not limited to loss of points from Competition Ladders.

3.7.6 Match Commencement and Competition Time

- a. The start-times for matches played under these Rules are –
 - i. For Men's 1st Grade – 1515 hrs
 - ii. For Women's – 1400 hrs
 - iii. For Men's 2nd Grade– 1235 hrs
 - iv. For Men's 3rd Grade – 1120 hrs
- b. However, commencement times for matches may be varied by mutual agreement between clubs, subject to the approval of the Competitions and Rugby Services Manager.
- c. If clubs agree to vary the commencement time of a match, the clubs must notify the Competitions and Rugby Services Manager and opposition club in writing at least 7 days prior to the scheduled match.
- d. The Referee will blow their whistle in the vicinity of the changing rooms to call the teams preparing for the match to the field so the match can commence at the prescribed time.
- e. A team unable to commence a regular match 15 minutes after the official commencement time described in Rule 3.7.6.a. will forfeit the match.
- f. Prior to forfeiture under Rule 3.7.6.e. the Referee must blow their whistle for a 2nd time to warn that forfeiture may result from a team's failure to take the field.
- g. If a lower grade match does not start at the official commencement time described under Rule 3.7.6 a., the Referee must –

- i. Shorten the match duration by the time lost as a result of the delay of commencement; and
- ii. Ensure that the lost time is deducted equally from both halves of the match being played, ensuring the half-time break is maintained at five (5) minutes; and
- iii. Must ensure the match finishes at time it is scheduled to conclude so the following match can commence on time.
- iv. Matches should conclude at the below prescribed time:
 - 1. For Men's 1st Grade – Not Applicable
 - 2. For Women's – 1510 hrs
 - 3. For Men's 2nd Grade – 1355 hrs
 - 4. For Men's 3rd Grade – 1230 hrs

3.7.7 Match Duration

- a. The length of matches played under these Rules are:
 - i. For Men's 1st Grade – 40 minute halves with time added for injury;
 - ii. For Women's:
 - 1. 10-a-side - 20 minute halves with no time added for injury
 - 2. 13-a-side - 25 minute halves with no time added for injury
 - 3. 15-a-side - 30 minute halves with **no time added for injury**
 - iii. For Men's 2nd Grade – 35 minute halves with no time added for injury
 - iv. For Men's 3rd Grade – 30 minute halves with no time added for injury;
 - v. The half-time break for matches played under these rules is five (5) minutes
 - 1. Teams may select whether to remain on the field or exit the field at half time with the following conditions:

2. Teams must be able to see or hear the Match Officials for the purpose of knowing when to return to the playing field,
3. Teams must have return to the playing field before the end of the half time period.

3.7.8 Injuries and Substitutions

- a. This Rule must be read in conjunction with Law 3 of the World Rugby Laws of Rugby.
- b. The definition of replacements and substitutions under the Laws of Rugby are as follows;
- c. Replacement – A player who replaces an injured teammate.
- d. Substitute – A player who replaces a teammate for tactical reasons.
- e. A Referee must not hold up a match for trivial reasons such as the replacement of boots or playing attire.
- f. The match will continue or stop at the discretion of the Referee if a player who is in the playing area becomes injured.
- g. Medically trained people may be permitted to enter the playing area to attend to a player who has suffered an injury.
- h. Injured players can be replaced at any time during the match
- i. A player replaced under Rule 3.7.8.h. cannot resume playing in the match.
- j. The player who is replacing the injured played under Rule 3.7.8.h. will not commence playing in the match until the Referee gives permission.
- k. The number of substitutions allowed are as follows:
 - i. For Men's 1st Grade – Eight (8) Substitutions available including at least three (3) trained Front Rowers. No more than 23 players can be listed on the team sheet or take the field during any one (1) game.
 - ii. For Women's – Ten (10) Substitutions available including at least three (3) trained Front Rowers.
 - iii. For Men's 2nd Grade and Men's 3rd Grade – Ten (10) Substitutions available including at least three (3) trained Front

Rowers. No more than 25 players can be listed on the team sheet or take the field during any one (1) game.

- I. Men's 2nd Grade, Men's 3rd Grade and Women's only, clubs are allowed to use rolling substitutions during matches:
 - i. The number of rolling substitutions must not exceed twelve (12) for Men's 2nd Grade and Men's 3rd Grade and must comprise playing numbers referred to in Rule 3.7.8.I.
 - ii. The number of rolling substitutions in the Women's competition is unlimited.

3.7.9 Illegal and Foul Play

- a. The Referee is responsible for keeping the period of time the player has been suspended for under this Rule.
- b. Temporary Suspension (Yellow Cards)
 - i. The temporary suspension of a player must be recorded on the Rugby Match Day App.
 - ii. A temporary suspension in any Men's game, regardless of grade, will be for a period of ten (10) minutes.
 - iii. A temporary suspension in Women's, will be for a period of five (5) minutes.
 - iv. 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 home- and-away or finals matches.
 - v. Following the suspension, the matter is deemed to have been heard and the players temporary suspension count will revert to nil.
 - vi. Temporary suspensions do not transfer to the next season.
 - vii. Clubs may receive notification once a player receives two (2) temporary suspensions.
 - viii. Clubs will receive notification once a player receives three (3) temporary suspensions.
- c. Send Offs (Red Cards)
 - i. Match officials must, by 1200 hrs on the first business day following the day of the match, report in writing to the

Competitions and Rugby Services Manager on the appropriate form, any player or players ordered off the field of play.

- ii. Any player ordered off the field of play will be suspended from playing until his/her case has been decided by the Judicial Committee.
- iii. A player temporarily suspended under this Rule must not contact or be in contact with an official or officials of the opposing team.

3.7.10 Concussion

- a. A player showing any signs or symptoms of concussion must be removed from the field of play and referred for medical attention.
- b. If a player is removed from the field of play, they are not eligible to return to the field of play under any circumstances.
- c. A tactically replaced player may return to the field of play to replace a player who has been shown a Blue Card.
- d. In accordance with the Rugby Australia Blue Card initiative the following will occur –
 - i. On field Blue Card – Recognise and Remove
 1. When a player shows signs or symptoms of suspected concussion, the Referee will show the player a Blue Card, and the player is removed from the field.
 2. The Referee should consult with any medical staff tending to the player, and/or the team's physio/trainer to make a joint decision. However, the final decision rests with the Referee. Rugby Australia's Concussion Guidelines will be applied, "If in doubt sit them out".
 3. The Blue Card removes any doubt regarding the status of the player in a public way and they are unable to take any further part in the match that day.
 - ii. Off-Field Process – Record and Refer
 1. There is no right of appeal to the issuing of a Blue Card. The issuing of Blue Card then triggers a formal off-field follow-up process.

2. The player must be marked on Rugby Xplorer as having left the field due to suspected concussion.
3. The player with the suspected concussion must seek medical attention within 24 hours to be assessed and be provided with advice about undertaking Rugby Australia's "Graduated Return to Play" process. This process must be followed before a player can play rugby again or be available for selection on a Rugby Xplorer team sheet.
4. There is no provision for a Head injury assessment under these Rules, as a result an assessment cannot be undertaken to allow a player to return to the field of play. Any player who undertakes a head injury assessment and returns to the field of play will be deemed to be in breach of Rugby Australia's Concussion Guidelines and therefore an ineligible player under Rule 24 of those guidelines.

3.7.11 Representatives in the Playing Enclosure

- a. A person must not enter the playing enclosure during a home-and-away match that is in progress unless the person-
 - i. Is a member of a team (including a reserve member of the team) participating in a match; or
 - ii. Is the appointed Referee; or
 - iii. Is an Assistant Referee (also known as a Touch Judge) for the match; or
 - iv. Is a ball person for the match; or
 - v. Is a support staff member for a team participating in the match; or
 - vi. Is an official photographer for local media outlet/s or from the host or visiting club and has obtained permission from the Ground Marshall, this communication needs to be relayed to the Match Official.
 - vii. Has permission from the Referee to enter the playing enclosure.

- b. Coaches are not permitted to enter the playing field whilst play is occurring and must remain within their Technical Zone or designated area. Coaches from other Grades of the same club are to remain outside the playing enclosure and zoned area unless they are substituting for an absent coach.
- a. A person must not enter the field of play at the half time interval of a home-and-away match unless the person is one of the following:
 - i. A team coach for the particular grade;
 - ii. A team reserve; or
 - iii. A team support or staff member.
- b. No person is permitted onto the field of play during play for the purpose of relaying playing instructions from a coach to a player.
- c. In this Rule:

Team support staff means –

- No more than two (2) medically trained personnel and two (2) water carriers (who may not be the head coach but may be assistant coaches), a total of four (4) per team are permitted to operate from the designated technical zones.
 - One of the medically trained personnel is permitted to operate from the technical zone and one may be positioned on the far side of the playing areas on the touch line opposite the technical zone and may move along the touch line.
 - The second medically trained person is permitted to operate from the technical zone and may be positioned on the near side of the playing area on the touch line opposite the technical zone and may move along the touch line. The two (2) medically trained personnel may not be together on one touch line.
- A person providing on field support to a team must be wearing a Zone supplied coloured vest (unless the club owns the appropriate coloured vest) who has previously identified themselves to the Referee prior to the commencement of the match

Supplied coloured vest means –

- For a team from a club hosting a match (home team), a sleeveless vest approved by the Zone predominantly orange in colour or another colour approved by the Zone; or
- For a team from a club visiting another club's home match (away team), suitable attire approved by the Zone is predominantly yellow in colour.

Technical Zone means –

- A 3m by 10m box painted between the 10m line and 22m line either side of the half or in front of your team's designated reserve bench.

Medically Trained Personnel means –

- A person who has a minimum of Level 1 Sports Trainer Accreditation and has provided the Competitions and Rugby Services Manager their supporting documentation.

3.7.12 Role of Personnel in the Technical Zone

- a. The Personnel that should be found in the Technical Zone are: All Coaching staff for that particular team, Team Manager and Water Runners (no more than two (2)).
- b. Water may only be taken onto the field during stoppages in play for injuries in the playing area.
- c. The two water carriers are not permitted in the playing area during a penalty kick at goal.
- d. 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 the kicker when taking a penalty goal attempt.
- e. Water carriers must not obstruct, interfere or make comments to the match officials.
- f. Players may come to the touch line adjacent to the technical zone to receive water.
- g. Water bottles must not be thrown onto the field of play.

Part 4 – Breaches of Policies and the Judicial Process

The Judicial process may take several forms depending on the circumstances of a particular incident or complaint. The nature of the complaint and the circumstances may be dealt with by the SIRU Board, a Match Committee, or the Judiciary.

A breach may involve more than one policy or rules of the competition. A person or club alleging a breach of any Rugby Australia policy, SIRU Constitution or the SIRU Competition Rules must nominate only one policy or set of rules under which they wish to refer their complaint and follow the process for that particular breach.

4.1.1 Rugby Australia National Disciplinary Rules

- a. The Rugby Australia Disciplinary Rules have been developed to ensure a consistent approach to foul play, citing and judicial hearings. These rules are intended for use within Australian domestic rugby, competitions, matches and tournaments including pre-season, tour matches from interstate or overseas, and/or rugby sevens, tens or otherwise.
- b. Players who purposefully display foul play or misconduct will be penalised to prevent the risk of injury to other players.
- c. The Rules apply to all formats, competitions, tournaments and matches within Australia including games which don't count points such as pre-season and tour matches with interstate or overseas teams.
- d. For all Rugby Australia National Discipline Rules regarding send-offs, yellow cards, sanctions, citing's, code of conduct etc. see <https://australia.rugby/about/codes-and-policies/integrity/australian-rugby-disciplinary-rules>
- e. Any breaches of the above Disciplinary Rules will be heard by the SIRU Judiciary

4.1.2 Place and Time Judicial Committee Sits

- a. The judicial committee will only sit when required, the meeting will be held at the SIRU Office in Wagga Wagga NSW or at another venue that the Committee considers appropriate. The time and day of the meeting

will be communicated via the Competitions and Rugby Services Manager to the clubs required to attend.

- b. Meetings are normally held on a Wednesday at 1730 hrs.

4.1.3 Notification of a Hearing of a Matter

- a. The Competitions and Rugby Services Manager must notify the following people:
 - i. If the hearing relates to the citing of a player – the club the player was playing for when the player was cited;
 - ii. A Club citing a player must lodge their Citing as outlined in the Judicial Guidelines within 48 hours of the scheduled start of the match as published through Rugby Xplorer (or relevant platform at the time).
 - iii. A Club citing a player must pay \$250 to SIRU at the time of lodgement. If the citing is successful, the club will be refunded 50% of the fee
 - iv. A Club citing a player must include all relevant information and evidence to the Citing at the time of lodgement.
 - v. If the hearing relates to a protest – all parties immediately affected by the matter; and
 - vi. The Judicial Committee.
- b. The Competitions and Rugby Services Manager must notify a person concerned under Rule 4.1.3.a. by written notice either by e-mail, or by letter delivered to the person, as soon as possible after the date for the hearing has been set.

4.1.4 Proceedings of the Judicial Committee Meetings

- a. The Judicial Committee must, in its meeting make decisions in relation to any of the following matters it has been given to consider by the Competitions and Rugby Services Manager under Rule 4.3
- b. A player who is the subject of a matter before the judiciary must be present at the hearing.
- c. The Judicial Committee may permit the hearing of a matter with a player via telephone hook-up or similar, with reasonable notice and

adequate reason for non-appearance given to the Competitions and Rugby Services Manager.

4.1.5 Review Process

- a. A request for a review of a decision under this rule may only be submitted through the Club President, or in the absence of the Club President, a member of the Executive Committee of the Club against whom a decision has been issued in relation to a player, official or team of that Club.
- b. Decisions that may be reviewed and the relevant time frame for a request of a review is determined by the Judicial Guidelines.
- c. An application for a review of a decision must:
 - i. Be in writing, addressed to the Competitions and Rugby Services Manager for the attention of the Board,
 - ii. Be accompanied by a fee as described under the Judicial Guidelines.
- d. Any decision made by the Board must be made within 14 days of receiving an application for a review of a decision.
- e. The Board will determine the parties that are advised of the Board's decision in relation to an application for a review of a decision.
- f. The Board may, if the Board considers appropriate, refund the fee referred to in Rule 4.1.5.c.ii., or part of the fee.

4.1.6 Delegation of the Board Reviewing Powers

- a. The Board may delegate its power to review a decision under this Rule to a sub-committee as appointed by the Board.
- b. The Board must not delegate its power under this Rule to a person who was involved in making the original decision.

4.1.7 Reviewed Decisions

- a. A decision by a reviewing body is not a reviewable decision.
- b. The reviewing body may make a decision in any way it sees fit.

4.2 SIRU Competition Rules

4.2.1 Protests

- a. A club may protest against another club for breaches of Competition Rules in any grade in any match.
- b. A protest under this Rule must be in writing.
- c. The Competitions and Rugby Services Manager must be in receipt of the protest no later than 1700 hrs on the 1st business day after the match in which the breach occurred.
- d. A protest may be made by an affiliated club, an affiliated association, or an appointed member of the Zone.
- e. The club protesting must give a copy of the protest to the President of the club against which the protest is made.
- f. The Match Committee will determine the outcome of a protest under these Rules and notify all parties involved in the protest.

4.2.2 Appeals against Decisions of the Match Committee

- a. An appeal may be lodged in respect of any decision of the Match Committee
- b. The appeal must be lodged in writing to the Board via the Competitions and Rugby Services Manager
- c. The appeal is to be filed and lodged with the Competitions and Rugby Services Manager within 21 days of the decision made by the Match Committee.
- d. Appeals shall be heard by the Board. Anyone who was part of the Match Committee cannot be present during the meeting and will not have a vote on the decision.
- e. The Board shall hear and determine the appeal based on the written submissions of the player or Club affected by the decision on the following grounds:
 - i. Severity of the sentence;
 - ii. New or fresh evidence and/or new witness statements that were not reasonably available to the Match Committee when the initial decision was made;

- iii. Improper procedure or unfair decision-making process.
- f. A Club or Player is permitted to adduce evidence of comparable cases involving penalties for the same or similar offences. The onus lies upon the club or player to demonstrate why those comparable sentences were not submitted to the Match Committee in the first instance.
- g. A Club or Player bears the onus of proof to establish why the new evidence, fresh evidence or witnesses were not originally available to the Match Committee at the first instance.
- h. The Board may make the following orders:
 - i. Dismiss the appeal;
 - ii. Uphold the appeal; or
 - iii. Uphold the appeal but vary the terms of the sentence or the order made by the Match Committee.
- i. The decision of the Board shall be final. There is no further right of appeal.
- j. A lodgement of an appeal must be accompanied by the payment of a \$250 fee to the Zone.
- k. If an appeal successfully achieves exoneration or a reduction in sentence, then 50% of this fee is reimbursed.

4.3 Process for other breaches

Not all breaches relate to an incident at a match and these are dealt with under separate policies. e.g. discrimination, spectator behaviour, public comments (social media and print media) etc.

All participants must comply with all Rugby Australia policies, in particular the Code of Conduct. Several other policies are referenced under this policy.

- a. All participants are bound by the provisions of the Rugby AU Code of Conduct. There are specific statements which relate to players, coaches, administrators, match officials, spectators/parents and other participants such as sponsors;

- b. Club administrators must uphold the provisions contained in the Code of Conduct as relates to any participant or member of their club;
- c. Any breaches may be dealt with under the provisions contained in the Rugby Australia Code of Conduct, SIRU Constitution, 19-20 Disciplining of Members and Right of Appeal, and the Competition Rules.

Part 5 – The Finals Series

5.1 How it works

5.1.1 Finals Series Structure

- a. Finals Series means the series of matches as determined by Rule 3.5.2.a.

5.1.2 Finals Series Eligibility Meeting

- a. The Finals Series Eligibility Committee is established at the conclusion of the home-and-away rounds for a Division.
- b. The Finals Series Eligibility Committee consists of –
 - i. Representatives of each club with a team or teams in the Competition.
 - ii. The Competition and Rugby Services Manager; and
 - iii. A representative from the Board.
- c. The Finals Series Eligibility Committee must meet on the first Tuesday after the conclusion of the Division's home-and-away rounds to determine –
 - i. Player and reserves eligibility under Rule 5.1.2 for the Final Series; and
 - ii. Eligibility of players seeking dispensation.
- d. The Competitions and Rugby Services Manager will determine the time and place of the meeting under Rule 5.1.2 c.
- e. Also, the Competitions and Rugby Services Manager will determine how the meeting under Rule 5.1.2 c will be conducted.
- f. Only the three (3) participating clubs in their respective grade finals may vote on player eligibility from the fourth club in that grade.
- g. The decisions of the Eligibility Committee must be documented and decisions across all grades consistent.
- h. The Competitions and Rugby Services Manager and the representative from the Board will oversee the process to ensure compliance with Competition Rules.

5.1.3 Player Eligibility and Dispensation

- a. A player's eligibility for the final series, in any division, will be determined at a meeting convened under Rule 5.1.2.
- b. A club seeking dispensation for any player in the finals must submit documentation supporting the request 24 hours prior to the meeting scheduled under Rule 5.1.2 c. The documentation may include medical certificates or other documentary evidence relating to the player's reasons for not participating in the required number of games (Medical certificates will only be accepted when provided by a qualified and accredited doctor or physiotherapist).
- c. Any subsequent changes to teams, including requests for further dispensations, must be advised to the Board through the Competitions and Rugby Services Manager no later than 1000 hrs on the last working day prior to each match. The Board will make the final determination in relation to a player's eligibility.
- d. All clubs in the relevant division will be advised of any approved changes and dispensations.

5.1.4 Player Eligibility for Final Series

- a. A player will be eligible to play in the final series for his/her club where they have played a minimum of 35% of the scheduled home-and-away matches in that division. The number of games played will follow accepted rounding conventions.

Player Eligibility Table

Number of Home and Away Matches	Minimum Number of Qualifying Matches
14	5
13	5
12	4
11	4
10	4
9	3
8	3

- b. Players will only be eligible for one match per competition round and that eligibility will be in the highest grade played in that round where the player was in the starting team.
- c. For a deferred match to count towards a player's eligibility, the player must have been registered with his or her club prior to the original scheduled date of the deferred match.

5.1.5 Clubs with Consecutive Teams in the Finals

- a. A club that has qualified teams in consecutive grades playing on the same weekend of the finals is permitted to have merit-based selection of players in teams for the club on that weekend.
- b. If the Board deems a player unsafe or unsuitable to play in a particular grade during the final series, the Board can overrule the player's eligibility in that grade.
- c. A player who satisfies this Rule will have unqualified eligibility for the team in which he or she was first selected to play in or higher in the final series, should any team from that club be eliminated during the final series. For Example:
 - A player has eligibility in 2nd grade at a club that has sequential grades in the final series. He then gets selected in 3rd grade for the minor semi-final, 2nd grade then gets eliminated. That player is then still eligible to play 3rd grade or above.

5.1.6 Player Eligibility

- a. A player will be eligible to play for the grade that he or she has played the minimum number of qualifying matches, provided the player has not started 3 or more of his or her last 5 matches in a higher grade.
- b. Fresh Reserves are permitted in all grades in the final series.

5.1.7 Playing Ineligible Players in the Final Series

- a. Any club contravening any section of these Final Series Rules or found to have provided false information, will lose the match in which an ineligible player took part or for which false information was provided and be liable to disqualification or suspension for such period as the Board may determine.

5.1.8 Allocation of Grounds for Finals Series

a. Odd Years:

- i. Week 1 of Finals will be allocated to the Club whose team is the Minor Premiers of Men's 1st Grade.
- ii. Week 2 of Finals will be allocated based on submissions from all clubs according to;
 1. Votes from the Board on who is most appropriate.
 2. Will be voted based on history, sharing the role and facilities available.
- iii. Week 3 of Finals will be allocated to the Club whose team is the winner of the Major Semi-Final of Men's 1st Grade in Week 1 of the Finals.

b. Even Years:

- i. Week 1 of Finals will be allocated to the Club whose team is the Minor Premiers of Women's.
- ii. Week 2 of Finals will be allocated based on submissions from all clubs according to;
 1. Votes from the Board on who is most appropriate.
 2. Will be voted based on history, sharing the role and facilities available.

- iii. Week 3 of Finals will be allocated to the Club whose team is the winner of the Major Semi-Final of Women's in Week 1 of the Finals.

5.1.9 Commencement Time of Finals Series Matches

The time of commencement of all matches in the final series shall be determined by the Competitions and Rugby Services Manager with approval from the Board.

5.1.10 Duration of a Final Series Match

- a. The duration of all matches will be the same as the duration of matches in that Grade during the home-and-away rounds (Refer to Rule 3.7.7 a.)

5.1.11 Progression of Teams to the next Match in the Final Series in the Event of a Drawn Match

- a. Men's Grades
 - i. In the event of a draw in any semi-final or preliminary final at full time, an extra ten (10) minutes each way with a two (2) minute interval shall be played.
 - ii. If at the completion of the extra time the scores are still equal, then the team which is in the higher position on the competition table at the end of the home-and-away season shall progress to the next match in the series.
- b. Women's Grade
 - i. In the event of a draw in any semi-final or preliminary final at full time, an extra five (5) minutes each way with a two (2) minute interval shall be played.
 - ii. If at the completion of the extra time the scores are still equal, then the team which is in the higher position on the competition table at the end of the home-and-away season shall progress to the next match in the series.

5.1.12 Drawn Grand Finals

- a. Men's Grades

- i. In the event of a draw in the grand final at full time, an extra ten (10) minutes each way with a two (2) minute interval shall be played.
 - ii. If at the completion of the extra time the scores are still level the Clubs competing will be declared Joint Champions.
- b. Women's Grade
 - i. In the event of a draw in the grand final at full time, an extra five (5) minutes each way with a two (2) minute interval shall be played.
 - ii. If at the completion of the extra time the scores are still level the Clubs competing will be declared Joint Champions.

5.1.13 Appointment of Match Officials

- a. The appointment of Match officials will follow the guidelines of Rule 3.6.

5.1.14 Appointment of Ball-People

- a. Each club with a team participating in a match in the final series must provide two (2) ball-people for its team.
- b. The Rules about ball-people in the home-and-away rounds apply to the conduct of ball-people in the final series.

5.1.15 Match Sheet and Results

- a. Teams must complete team-sheets including ID numbers, Jersey Numbers, and identifying suitably trained front row players, and submit them to the Competitions and Rugby Services Manager at least 10 minutes prior to their scheduled kick-off.
- b. Teams will still be required to record their results as they would during the Home-and-Away season during Finals.

Part 6 – Representative Selection

6.1 Policy and Procedures for Selection

- a. All players registered with the Zone shall be eligible for selection for Brumbies representative teams, unless granted dispensation by the Board.
- b. Teams will be selected on the basis of the best players available.
- c. Squads chosen will be notified by the Competitions and Rugby Services Manager after the selections have been cleared by the Zone President. The notifications will include advice on availability of the players for their clubs and training times. Player availability for club rounds will be decided by the respective representative coach in consultation with the selectors and club coaches.
- d. Players who do not train should be excluded from teams unless their absence has been cleared by the representative coach. It is the players personal responsibility to advise the coach of any problems that may arise that precludes attendance at training.
- e. No player is to be added to any squad without the agreement of all selectors responsible for that squad. Any additions must be cleared through the President.
- f. Representative team training times are to avoid clashing with club training nights as far as possible, the obvious exception being where players have been stood down from the club round.
- g. Players who are relegated from a representative team are to be advised of their situation (by an appropriate person, usually the coach) before any public announcement is made.

6.2 Medical Policy for Player Participating in Representative Teams

- a. Southern Inland Rugby Union recommends that all players, particularly representative players, take out private hospital and medical insurance.
- b. The Board will only consider reimbursement for hospital, physiotherapy or medical costs incurred by injured players, when:
 - i. The player has private hospital, medical and/or physiotherapy cover;

- ii. The injury first occurred whilst participating in a representative match or training session; and
 - iii. That player has obtained all possible refunds from his or her health insurance fund and Rugby Australia's Sports Injury and Liability Insurance Scheme.
- c. The procedure for requests for reimbursements is as follows:
- i. The player shall seek all refunds due from health insurance fund;
 - ii. The player shall then pay all outstanding accounts;
 - iii. The player shall then apply to the Competitions and Rugby Services Manager, through the team manager for payment of any shortfall.
 - iv. Copies of all relevant documentation and receipts shall accompany the applications; and
 - v. All requests for reimbursements must be forwarded by 31 August in the year the injury occurred. Where treatment is continuing, advice of the impending application must be forward by 31 August in the year the injury occurred.
 - vi. It is to be clearly understood that no consideration will be given to any application unless the player holds private hospital, medical and/or physiotherapy cover.

Appendix 1 – 13-a-side Law Variations



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Southern Inland Rugby Union – 13-a-side Law Variations

Southern Inland Rugby Union (SIRU) has drafted these Law Variations to accommodate the change in Competition for the 2026 SIRU Senior Women's as it develops from 12-a-side to 13-a-side with an intended growth to 15-a-side in the future.

The below listed Variations are to be applied to the World Rugby Laws of the Game. These can be found at the below listed link:

<https://www.world.rugby/the-game/laws/home>

The variations that will be applied to the 2026 SIRU Women's Competition are:

- 3.1 – Each team has no more than 13 players in the playing area during play.
- 3.4 – A team may nominate up to 10 replacements.
- 5.1 – A match lasts 50 minutes (split into two halves).
- 5.2 – Half time consists of an interval totaling 5 minutes.
- 9.29 – When a player is being cautioned and suspended for 5 minutes, the referee will show that players a yellow card. If that player later commits another yellow-card offence, the player must be sent off.
- 19.5 – A scrum must have six players in three rows from each team. The front row consists of two props and a hooker, the second row consists of two locks, and the third row consists of a Number 8.