

SOUTHERN INLAND RUGBY UNION

Junior Competition Rules - 2019



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1. Preamble

The aim of the Southern Inland Junior Rugby Union Competition is to ensure all parties are focused on the enjoyment for our Junior Participants. As such, the elements of fair play, sportsmanship, enjoyment, and the spirit of the game are the key focus for all players, coaches, officials, managers, administrators and parents.

This document has been written to ensure the continued growth of our Junior Competition and should be used to enable a well organised and run competition that allows our Junior Participants to play and enjoy the game of Rugby Union.

All Clubs and their participants, administrators and parents/carers must adhere to the RugbyAU safety directives and the RugbyAU Smart Rugby Program.

2. Health and Safety

The safety of the players within the SIRU Junior Competition is paramount.

All clubs are to adhere to the RugbyAU Safety Directives and the RugbyAU Smart Rugby Program.

The RugbyAU Health and Safety Policy includes the following:

- RugbyAU Medical Policy – Appendix 1
- RugbyAU Concussion Management – Appendix 4
- RugbyAU Serious Injury Protocol/Report – Appendix 5
- RugbyAU Blood Policy – Appendix 6
- RugbyAU Member Protection Policy – Appendix 7
- RugbyAU Privacy Policy – Appendix 8

3. Smart Rugby Accreditation

All Coaches, Managers, Officials and Administrators must complete their Smart Rugby accreditation via the RugbyAU Learning Management System. If any coach, manager, official or administrator does not achieve Smart Rugby Accreditation the individual will not be able to take part in any matches, coaching or club activities during the course of the season until the Smart Rugby accreditation is achieved.

Loss of competition points or monetary fines may also occur if Clubs are found to have Coaches, Managers, Officials or Administrators without Smart Rugby accreditation.

4. Overview of the Southern Inland Junior Rugby Union Rules

These Rules shall be read in conjunction with Southern Inland Rugby Union Senior Competition Rules.

In these Rules, “Juniors Executive” means the Vice-President of SIRU (Representing Juniors) and the Full-Time Employees of Southern Inland Rugby Union (Development Officer and Competitions and Rugby Services Manager).

The competition or competitions are to be conducted in accordance with these Rules of Competition OR as otherwise directed by the SIRU Board or SIRU Junior Executive. Competitions are open to Clubs affiliated with SIRU Juniors. Other junior teams may be invited by the SIRU Board, SIRU Junior Executive or Brumbies Rugby Community Staff to participate in any particular year.

5. Entries for Competition

Entries for the various competitions each year must be made to the SIRU Competitions and Rugby Services Manager on or before the promulgated date each year.

All SIRU Junior Players are to be added, amended or corrected on the RugbyAU RugbyXplorer database.

6. Entering the Competition and Draw

Entries into the SIRU Junior Competition will be required by the SIRU Junior Executive and will be due when nominations are called for by the SIRU Competitions and Rugby Services Manager.

Playing dates for the season will be determined after consultation with respective Club Presidents and the SIRU Junior Executive.

7. Eligibility of Players

Only members of affiliated clubs who are under the designated ages on the first day of January will be qualified to play in the respective competitions.

All Dispensation Requests must follow the Rugby Australia “Size for Age” Policy which can be found at <http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

8. Administration of Games

Grounds

The host club will appoint the venue of their home ground. It is the responsibility of the host Club to communicate the information to the visiting clubs and the SIRU Office at least two Fridays prior to the scheduled matches.

RugbyXplorer Registration

All players must be registered within RugbyXplorer (under their selected clubs) before they can take the field to play Rugby. Failure to do so will mean any games the unregistered players have taken part in will result in a loss for their team. Further infringements of this rule may see loss of competition points in that division, or monetary fines enforced on the club.

Team Sheets

Team sheets maybe printed for club use only. No team sheets will be collected by the hosting team at the end of the Gala Day. All results are to be entered into RugbyXplorer using either your Smart Device and the App or on computer by login into the RugbyXplorer System. This is the responsibility of each team to complete.

Match Times and Length of Matches Played

This information is to be communicated to the visiting clubs by at least two Fridays prior to the scheduled matches taking place on the Gala Day. This information will also be available on RugbyXplorer once game times for the weekend have been finalised.

Length of matches played as per the age group is as follows:

- U6s – 2 x 15 min halves
- U8s – 2 x 15 min halves
- U10s – 2 x 20 min halves
- U12s – 2 x 22 min halves
- U14s – 2 x 22 min halves

- U16s – 2 x 35 min halves
- U16s Girls Tackle – 2 x 10 min halves
- Touch 7s U10s – 2 x 15 min
- Touch 7s U12s – 2 x 15 min
- Touch 7s U14s – 2 x 15 min
- Touch 7s U16s – 2 x 15 min

Note: Game times may be changed by SIRU Development Officer or Competitions and Rugby Services Manager to allow all games to be played at Gala Days.

Competition Points

A win will count as four (4) competition points, a draw will count as two (2) competitions points, a loss will count as zero (0) competition points.

One (1) Bonus Point will be given if a team scores four (4) or more tries in one match.

One (1) Bonus Point will be given if a team loses by seven (7) points or less in one match.

A 0-30 Bonus Point Loss will be given to any team who forfeits a match.

Match Results

It is each club's responsibility to record their own match results on RugbyXplorer for each game. This can be done on your own Smart Device with the Rugby Australia Match Day App. All results must be entered into RugbyXplorer and uploaded by 1300 hrs on the first business day following a match. Included in match results must be the player statistics. It is each individual club's responsibility to enter the data into RugbyXplorer. This includes confirming results that another club has entered.

Deferment of Matches

Deferment of matches can only be granted under extreme circumstances.

When inclement weather causes matches not to be played, the SIRU Junior Executive will look at possible deferment. If deferment is not possible due to inclement weather, all scheduled matches will result in a 10 all draw.

Protests and Appeals of Match Results

Any protests or appeals of match results must be made in writing to the SIRU Executive within 48 hours of the match's completion. The appeals will be heard on a

case by case basis by the SIRU Junior Executive. All decisions made by the SIRU Executive on these matters will be final.

Judiciary, Citings and Misconduct Reports

The SIRU Junior Executive will make a decision on all Red Card incidents on a case-by-case basis dependent on the information provided by the referee and other parties. This will be done in reference with the Rugby Australia Judiciary Guidelines. Refer to Appendix 13.

Dispensations

SIRU Dispensation Policy is aligned with Rugby Australia's Size for Age Policy. Rugby Australia Participation Policy provides for dispensation outside the eligible age grades as follows:

“A player’s physical development in conjunction with their ability and/or experience may be such that he or she may be allowed to participate in an age grade competition that is one year above or one year below their eligible age grades.”

Rugby Australia has published its 'Size for Age' Guidelines that contain mandatory assessment guidelines for male and female age grade players. These guidelines require that players in the age groups Under 10 to Under 15 that fall either above or below height and weight parameters for each age group must undertake an assessment by an Independent Qualified Assessing Coach to determine the child's appropriate age grade under this procedure.

This information is collected when the players register with RugbyXproer at the start of each season. The SIRU Rugby Office will then appoint an independent assessor to visit each club to assess those players who fall outside the guidelines.

Code of Conduct and Expectation of Behavior Guidelines

SIRU Junior Rugby follows the same Code of Conduct and Expectation of Behavior Guidelines as set out by Rugby AU. Refer to Appendix 14.

Serious Injury Protocol and Reporting

In line with the RugbyAU Policy around Serious Injuries and Reporting, all serious injuries must be reported to the SIRU Junior Executive within 48 hours of the injury or incident occurring.

Reporting for this is done through the RugbyAU website and on RugbyXplorer under Injuries/Incident Management.

An example of the Serious Injury Report can also be found at Appendix 5 – but needs to be completed online.

Any serious injury report must be reported in RugbyXplorer.

Concussion

In line with the RugbyAU Concussion Management Policy, SIRU Junior Rugby will follow the same policy and guidelines. Essential Guidelines are below;

“Australian Rugby provides guidance regarding concussion which applies to everyone involved in Rugby across Australia.

At all times, players, parents, coaches and officials need to act in the best interest of player safety and welfare by;

- *taking responsibility for the recognition, removal and referral of players to a medical doctor*
- *ensuring concussion is appropriately managed per the Australian Rugby Concussion Procedure.”*

The Australian Rugby Safety Policy states...

“The primary consideration in all participation decisions must be the safety of all participants as a requirement that overrides all others.”

The Australian Rugby Concussion Management – Guidance and Procedure will accompany the SIRU Junior Rugby Rules of Competition.

All RugbyAU policies and guidelines can be found at this link [Concussion Management – Guidance and Procedure](#).

If a player is concussed in any game of Junior Rugby, they MUST NOT TAKE PART IN ANY RUGBY UNTIL THEY ARE SEEN AND CLEARED BY A DOCTOR TO RETURN TO PLAY.

Failure to adhere to this non-negotiable rule will result in harsh penalties imposed on the Club, teams and individuals.

A concussed player must follow the Australian Rugby Concussion Management Policy – Rugby Public Standard of Care Pathway. Refer to Appendix 4.

If a player is concussed playing Rugby, they must be removed from the field of play and the ‘Australian Rugby Concussion Referral and Return Form’ must be completed by the participants Coach or Medical Officer.

The minimum time away from playing their next Rugby match for any Junior Player (19 years or younger) is 19 days. Therefore, a player cannot participate in any Rugby match for a minimum of 19 days (or perhaps even longer) if they are concussed.

Before a player can return to play the “RugbyAU Referral and Return Form” (refer Appendix 4) must be completed and signed off by a Doctor. Once signed off by a Doctor, this needs to be forwarded to the SIRU Competitions and Rugby Services Manager. Failure to do so will incur harsh penalties being imposed on the Club, teams and individuals.

RugbyAU Insurance Claims

All registered RugbyAU participants are insured by Gow-Gates.

Information around what they cover can be found at their website – [Gow Gates](#). To make an injury claim, a serious injury report must be filled out first. From there a claim with Gow-Gates can be lodged. When a claim is lodged with Gow-Gates, please notify the SIRU Junior Executive.

9. Laws of the Game

The SIRU Junior Competition is to adhere to the Rugby AU Pathway laws with slight modifications as listed below.

U7s to U12s Pathway Laws

Refer to Appendix 10

- U6s – U6s Laws
- U8s – U8s Laws
- U10s – U10s Laws (Played on ½ size field according to U9s Laws and with 10 players on the field)
- U12s – U12s Laws

U13s to U19s Pathway laws

Refer to Appendix 11

Foxtel Touch 7s Laws

Refer to Appendix 12

Misconduct, Suspended or Unregistered Players

Any player who is issued a Red Card by a referee will be suspended from playing in the remaining matches of a Gala Day (where applicable), and will be unable to play until their case has been dealt with by the SIRU Judiciary.

If any player is found to be playing whilst unregistered, or playing whilst under suspension, the team they played for will lose the match in which they participated. All games they play in (while suspended or unregistered) will be recorded as a 30-0 Bonus Point loss against their team.

All red and yellow cards are to be entered into RugbyXplorer.

If a Club knowingly plays an unregistered player, penalties may be brought against the whole Club, including loss of competition points; being ineligible for finals; or monetary fines.

Team Playing Numbers

- U6s – Seven (7) players on the field at any one time with three (3) reserves and unlimited substitutions. Minimum number of players required to play a game is five (5).
- U8s – Seven (7) players on the field at any one time with three (3) reserves and unlimited substitutions. Minimum number of players required to play a game is five (5).
- U10s – Ten (10) players on the field at any one time with six (6) reserves and unlimited substitutions. Minimum number of players required to play a game is seven (7).
- U12s – Fifteen (15) players on the field at any one time with eight (8) reserves and unlimited substitutions. Minimum number of players required to play a game is twelve (12).
- U14s – Fifteen (15) players on the field at any one time with eight (8) reserves and unlimited substitutions. Minimum number of players required to play a game is twelve (12).
- U16s – 15 players on the field at any one time with eight reserves and unlimited substitutions. Minimum number of players required to play a game is twelve.

- Touch7s – Seven (7) players on the field at any one time with five (5) reserves and unlimited substitutions. Minimum number of players required to play a game is five (5).

If a team arrives to a match with less than the minimum number of players required, they will forfeit the match (0-30 bonus point loss), but the match will still occur with an even number of players on both teams. If a team arrives with more than the minimum number of players but less than the maximum number of players on the field, the opposition must share players with the other team so both teams are as close to the maximum number on each team. Each player should be able to have as much time on the field as possible. Both teams must have even numbers at all times. This is for player safety and is not negotiable. Any team not complying with the rules above will be investigated and penalised according to a decision made by the Junior Executive.

If a team has less than the correct playing numbers, the opposing team must match numbers. If a team is short on players, then the opposing team must lend players to the team short of numbers so a game can be played as close as possible to full numbers.

Both teams must have even numbers at all times. This is for player safety and is not negotiable. Any team not complying with this law will forfeit the game.

10. Gala Day or Half Gala Day

Referees

It is the host club's responsibility to appoint referees for all matches for their Gala Day. The host club must communicate with the visiting clubs in an effort to ensure an adequate number of referees are available.

Touch judges are to be provided by both teams in U12s and above. Unless they are a qualified referee, they are only to provide an indication to the on-field referee when the ball, player or play goes into touch. At no time are they to provide any foul play reports (or similar) to the on-field referee unless they themselves are qualified.

Ground Marshall Roles and Responsibilities

The Ground Marshall is the first point of contact for all coaches, managers, officials and first aid personnel attending a Gala Day within the SIRU Junior's Competition. The Ground Marshall shall be appointed by the host Club to manage the smooth running of the Gala Day and therefore must be actively present and wearing a highly visible vest.

The Ground Marshall reports to Host Club President (or their delegate), SIRU Development Officer and SIRU Competitions and Services Manager.

The Ground Marshall is responsible for:

- Ensuring teams are ready to play when required.
- Ensuring appropriate first aid is available and highly visible.
- Crowd control.
- Dealing with any issues arising during the course of the day.
- Enforce and draw attention to the RugbyAU Code of Conduct.
- Ensure RugbyAU Safety Directives are adhered to.
- Facilitate the smooth running of the Gala Day.
- Report all misconduct and disruptive behaviour to the SIRU Junior Executive, SIRU Development Officer and SIRU Competitions and Rugby Services Manager.

The SIRU Junior Executive will liaise with the Ground Marshall regarding any matters of concern which had not already been reported or dealt with.

Gala Day Requirements

This is a checklist for each Club to use when hosting their Gala Day.

- Ensure First Aid is booked in advance.
 - You will know well in advance of your home games, book these dates with your first aid personnel.
 - First Aid should be equipped with an approved first aid kit (consult your local St Johns Ambulance or your Local Doctor), ice, bandages, splints, stretcher and strapping tape.
 - Your first aid personnel may be a doctor, registered nurse, physiotherapist, accredited sports trainer, accredited first aid or medical officer.
- Organise a BBQ or canteen for the day and ensure there is plenty of water and ice available.
- Employ Ground Marshall from within your Club; The Ground Marshall will be
 - The first point of contact for all visiting coaches, officials and teams.
 - In control of Off-Field behavior and ensure the general smooth running of the day. (Prior Planning Prevents Poor Performance).
 - Actively present, highly visible and contactable all day
- Consult with visiting clubs regarding referees.

- Select referees from within your club first and foremost and use visiting referees if needed. Organise this early and give plenty of notice if you are unable to source referees easily.
- Mark your grounds at least one day before your Gala Day.
- Make sure your set up on the Gala day is done early to ensure a hassle-free day.
- Designate and visibly mark where your first aid will be located on the day and make sure everyone is aware.

11. Finals Series

Eligibility of Players

Except with the permission of the Junior Executive, no player may take part in any finals matches in any competition unless they have taken part in a minimum of nine (9) competition matches across the season. Assessments of this will be taken from team sheets entered on RugbyXplorer. Hard Copy team sheets will not be accepted. The player must have also played nine games for that age group, and not a mixture of age groups to qualify for finals in a particular age group.

U16s players are the exception to this as they play less games, the SIRU Competitions and Rugby Services Manager will inform the clubs of the proposed number of games required to be eligible prior to the season.

Any request for Finals Eligibility Dispensation must be in by the advertised date, any request made after this will be disallowed. Finals Eligibility Dispensation will be reviewed on a case by case basis and must be submitted on the Finals Eligibility Form (which will be sent to all clubs four weeks prior to the start of the Finals Series).

Running Desk

All Semi Finals and Grand Final Days will have a running desk. Any issues around any Finals being played on the day must be brought to this desk.

This desk will also be the location where hard copy team sheets will be dropped off.

These must include:

- Name of the Club
- Date of the Game
- Player Names
- Player ID Numbers
- Coach/Manager Signature

Duration of Finals Matches

Final matches will be played in two equal time periods according to the age of the competition. The periods of play will be determined by the Junior Executive and will be communicated to all participating clubs prior to the Finals Series.

Finals Placing

Finals placings will be determined by the number of competition points gained throughout the season, finishing in the Final Round.

In the event two or more teams are on equal competition points the teams will be separated based on the following conditions (in numerical order of importance):

1. Number of Wins (Teams with the most wins will be ranked higher).
2. Number of Losses (Team with the least losses will be ranked higher).
3. Number of Bonus Points Scored (Team with the most Bonus Points will be ranked higher).
4. Points Difference Ratio.

If two or more teams still cannot be separated following this, then a toss of the coin will decide which progresses through.

All Finals will be played in a two-week series.

Finals Format

The following divisions will not participate in Finals:

- U6s
- U8s

The following age groups will participate in Finals:

- U10s
- Touch 7s U10s
- U12s
- Touch 7s U12s
- U14s
- Touch 7s U14s
- U16s
- U16s Girls Tackle
- Touch 7s U16s
- U18s

The format of the Finals Series will follow the structure below for divisions with more than 8 teams (excluding U16s):

- Week 1:
 - Game 1 – 1st v 6th
 - Game 2 – 2nd v 5th
 - Game 3 – 3rd v 4th
 - Game 4 – 2nd Lowest Ranked Winner v Lowest Ranked Winner
- Week 2:
 - Grand Final – Highest Ranked Winner v Winner of Game 4

The format of the Finals Series will follow the structure below for divisions with 8 teams or less and U16s:

- Week 1:
 - Semi Final 1 – 1st Place v 4th Place
 - Semi Final 2 – 2nd Place v 3rd Place
- Week 2:
 - Grand Final – Winner of Semi Final 1 v Winner of Semi Final 2

If teams are drawn at the conclusion of a Finals match, there will be 5 minutes extra playing time each way, without Golden Point. If at the conclusion of Extra Time the teams are still even in Week 1 the team placed higher on the ladder following the final regular season round will advance to the next match. If teams are drawn at the conclusion of Extra Time in a Week 2 match, the teams will be declared Joint Premiers.

12. Appendices

- Appendix 1. [Medical Policy](#)
- Appendix 2. [Medical & First Aid Requirements](#)
- Appendix 3. [Safety Policy](#)
- Appendix 4. [Concussion Management](#)
- Appendix 5. [Serious Injury Protocol/Report](#)
- Appendix 6. [Blood Policy](#)
- Appendix 7. [Member Protection Policy](#)
- Appendix 8. [Privacy Policy](#)
- Appendix 9. [Age Grade Dispensation Procedure](#)
- Appendix 10. [Kids Pathway Law Book 2016 \(U6 to U12\)](#)
- Appendix 11. [Rugby Australia's U19 Law Variations 2018 \(U13 to U19\)](#)
- Appendix 12. [Foxtel Touch 7s Laws Summary 2018](#)
- Appendix 13. [Disciplinary Rules](#)
- Appendix 14. [Code of Conduct](#)