



**ACT
RUGBY
UNION**

2019

RULES of COMPETITION

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Part 1: Key Terms

World Rugby

The controlling body for rugby throughout the world, formerly known as the International Rugby Board (IRB).

Rugby Australia

The controlling body for rugby within Australia and a member of World Rugby, formerly known as Australian Rugby Union (ARU).

Brumbies Rugby

The body that controls rugby within the ACT & Southern New South Wales and the Brumbies Super Rugby Club.

ACT & Southern NSW RU

Is part of Brumbies Rugby and is responsible for providing rugby competitions within the ACT & Southern New South Wales region.

Board of Brumbies Rugby

Is responsible for the overall management and operations of the Brumbies Super Rugby club and community rugby in the region. Their responsibilities include, all matters relating to super rugby and overseeing Community Rugby.

Brumbies Rugby Community Rugby Committee

This Committee is responsible for all facets of community based rugby in the region. This is a formally constituted sub-committee of the Brumbies Board and acts on their behalf on matters related to community rugby.

General Manager Community Rugby

Is responsible for all matters related to community rugby within the region and management of staff carrying out duties in relation to competition management, regional administration and development assistance.

Competitions & Rugby Services Manager

Is responsible for managing all competitions within the ACT & Southern New South Wales regions.

Competitions Administered

There are various competitions administered by the Competition & Rugby Services Manager. These include: ACT Premier Division, 1st Division, 2nd Division, Women's and all Southern Inland competitions.

Judiciary Committee

The Judicial Committee is a committee constituted by Brumbies Rugby to deal with matters related players and others who have cited by either a referee or other official for behaviour that does not meet the laws of rugby.

Appeals Process

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

Premier Club Competition

This competition is based on clubs that field teams in 1st Grade, 2nd Grade and Colts in the ACT Premier Division.

First Division Club Competition

This Competition is based on Premier Division clubs 3rd & 4th Grade teams and clubs from the Monaro region who field 2 teams.

2nd Division South Coast Monaro Competition

This competition is based on clubs from the Monaro and South Coast regions that field 1 team.

Southern Inland Competition

This competition is based on clubs that are in the Southern Inland region and is administered within that region under the management of Brumbies Rugby Community Rugby Committee.

Final Series

This means any match conducted by Brumbies Rugby to determine the championship in any grade or competition within the region.

Part 2: Introduction to the Rules of Competition

1. Preamble

1. The rules governing this competition (the Rules) conducted by Brumbies Rugby (ACT & SNSWRU) known as the Union are issued by the authority of the Board of Directors (the Board) of Brumbies Rugby.
2. Clubs from the ACT, Monaro & South Coast regions affiliated with the Union, will be referred to as ACTRU Clubs.
3. These Rules apply to all players and officials of all ACTRU clubs affiliated with the Union.
4. All matches conducted by the Union must be played in accordance with the Laws of Rugby, rulings and directives as published by Rugby Australia.
5. These Rules must be read in conjunction with the Laws of Rugby and the Constitution of the Union.
6. The Community Rugby Committee consists of the President, (2) Directors from the Board, a local registered players' representative nominated jointly by the Presidents of the seven Premier Clubs, one (1) representative appointed by the ACT Junior Rugby Union and ACT Schoolboys Rugby Union jointly and one (1) independent representative. The Chairman of the Committee is elected by the members of the Committee and will have a casting vote in the event of a tied vote on any matter. The General Manager Community Rugby is a non-voting member of this Committee and they or their representative staff member shall be Secretary of the Committee.

2. Dictionary

1. The definitions found in the dictionary at the end of these Rules apply to contents of these Rules.

3. Examples and Notes

1. An example included in these Rules forms part of these Rules.
2. A note included in the Rules is explanatory and is not part of these Rules.

4. Application of World Rugby Laws

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

5. Application of Former Competition Rules to Decisions Made Prior to Commencement of these Rules

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. 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.

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 Sub-Rule (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 Rule 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.

6. Retrospective Application of Rules

1. Except for the application of Rule 5, these Rules do not apply retrospectively.
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.

7. Alteration of Rules of Competition

1. The Community Rugby Committee has the power to amend, alter or interpret these Rules of Competition from time to time as necessary.

8. Protests into Breaches of Rules of Competition

1. A protest into an alleged breach of the Rules of Competition may be raised by:
 - a. The Union
 - b. The Competitions & Rugby Services Manager (only in relation to matters affecting the competition)
 - c. A club (but only in relation to a matter which affects it directly and which causes it to suffer significant disadvantage, or some other form of material prejudice)
2. A protest into an alleged breach of the Rules of Competition raised by a club must be made in writing and signed by either the Club President or in their absence a member of the Club Executive.
3. All protests must:
 - a. Specifically nominate the Competition Rule (by number) under which the alleged breach occurred.
 - b. Outline the nature and the extent of the disadvantage/prejudice allegedly suffered.
4. Protests must be received by the Competitions & Rugby Services Manager by 5pm on the first (1st) business day after the alleged breach of the Rules of Competition.
5. The protesting club must also within the timeframe outlined in Sub Rule (2) supply to the club being protested against a copy of the protest.
6. The onus of proof shall be on the club who raised the protest to establish the breach of the Rules of Competition.

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7. The Competition & Rugby Services Manager shall determine if a club is guilty of a breach of the Rules of Competition. The Competitions & Rugby Services Manager will then recommend to the Community Rugby Committee that penalties shall be imposed. The Community Rugby Committee shall make the final determination in this regard.
8. The Community Rugby Committee shall be entitled in its absolute discretion to impose the penalties as outlined in Schedule 4 or impose such other penalties or sanctions as may be deemed appropriate.
9. The decision on the protests will be advised to all parties by no later than 5pm on the second (2nd) business day after the alleged breach of the Rules of Competition.

Part 3: The Competition

9. How the Competition Works

1. Competition Structure:

1. There are several levels of competition within the structure of Brumbies Rugby, these include:
 - a. Premier Grade Competition (1st Grade, 2nd Grade & Colts)
 - b. First Division Competition – 2 Grades (consists of Premier clubs 3rd & 4th Grade teams plus Monaro two team clubs)
 - c. 2nd Division Competition – 1 Grade (consists of Monaro one team clubs and clubs from the South Coast)
 - d. Women's Premier Competition – 15 a-side
 - e. Women's Development League 10s – 10 a-side

2. Competition Format:

1. The competition format is determined by the Community Rugby Committee, as follows:
 - a. the structure of the various competitions conducted by the Union;
 - b. the commencement dates of the various competitions each year;
 - c. the format of the grade competitions; and
 - d. the grounds the various competitions will be played on.

3. Club Eligibility:

1. the Community Rugby Committee will determine the eligibility of clubs to compete in the various competitions administered by the Union;
2. the Community Rugby Committee may determine that a club indebted to the Union may not be eligible to compete in a competition;
3. the Community Rugby Committee, making a determination under this Rule, may consult clubs affiliated with the Union on the determination; and
4. the Community Rugby Committee, 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 (Premier Grade) they may remain in that competition.

4. Club Affiliation:

1. A club may apply for affiliation with the Union.
2. An application under this Rule must be –
 - a. In writing; and
 - b. Submitted to the Competition & Rugby Services Manager by a date determined by the Community Rugby Committee;
 - c. the Community Rugby Committee must decide to either accept or reject an application made under this Rule.

5. Application for Entry into Competition:

1. To participate in any competition each year, a club affiliated with the Union must apply to the Competition & Rugby Services Manager to have a team or teams entered in a Competition.

2. An application under this Rule must be –
 - a. in writing; and
 - b. Submitted to the Competition & Rugby Services Manager by a date determined by the Community Rugby Committee.
3. The Community Rugby Committee must decide to either accept or reject an application made under this Rule.
4. An affiliated club must, after having their application for affiliation under this Rule approved by the Community Rugby Committee, pay any affiliation fee before the commencement of the 3rd round of the competition in which the affiliated club's team or teams are participating or by any other date the Community Rugby Committee considers appropriate.
5. The Community Rugby Committee may determine the amount of an affiliation fee for this Rule.
6. The Community Rugby Committee may disqualify an affiliated club's teams from any competition if the club fails to pay the affiliation fee.

10. Player Participation

1. General Eligibility

1. The Meaning of Season

- a. The date determined by the Community Rugby Committee on which the first game in a calendar year is to be played between teams of clubs affiliated with the Union in accordance with these Rules.
- b. The date determined by the Community Rugby Committee 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.

2. Payment of Players

1. The Union does not permit the payment of players at local club level. Accordingly, the payment to players by clubs affiliated with the Union, in whatever form is limited to payments consistent with this Rule. EG: payment of players (cash or kind) either directly or through a third party, is not permitted.
2. A club may make any of the following payments to a player:
 - a. A maximum of \$1000.00 per year as a scholarship to assist educational pursuits;
 - b. 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;
 - c. Reimbursement of reasonable airfares and accommodation for a player that a club has assisted in relocating to Canberra from overseas or interstate (outside of the immediate Canberra region). Accommodation reimbursement can be paid on the following basis:
 - i. Where a player has permanently relocated to Canberra (EG. will remain in the area after the rugby season), accommodation reimbursement can only be paid for the initial season with the club.

- ii. Where a player has travelled to Canberra 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.
- d. Where a player is in receipt of any payment from a club it is recommended that the club register a signed agreement with the Competitions & Rugby Services Manager. This will provide clarity for the Union and the club if a dispute arises with the player.
- e. Reimbursement of reasonable medical expenses due to injury related to the players participation in rugby.

3. Contracted Players at Club Level

1. Contracted Players must be registered to play with a club in the Premier Division Competition conducted by the Union.
2. A **Contracted Player** is defined as any player who is bound by a playing contract with Rugby Australia or any other province or club competing in a professional competition including contracts outside Australia and contracts to play the Super Rugby competition (or its successor) but excluding:
 - a. Elite Development Squad (EDS); or
 - b. a Brumbies Rugby Academy player; or
 - c. any person contracted to play in the National Rugby Championship (or its successor) and who does not also hold a contract to play in the Super Rugby Competition.
3. Newly contracted Brumbies Players will be allocated to Premier Clubs on an annual basis
4. The maximum number of **Contracted Players** permitted (subject always to the Community Rugby Committee exercising its discretion under Sub Rule (8) in consultation with the Brumbies High Performance Unit) per club will be five (5).
5. A **Contracted Player** who satisfies the definition of a '**Local Club Player**' will be waived from the count on the number of **Contracted Players** permitted per club.
6. A **Local Club Player** is defined as a player who has played for a 3-year period prior to becoming a contracted player in:
 - a. a junior team affiliated with the club; or
 - b. a junior club or school participating in a junior competition within the ACT & SNSW region; or
 - c. any senior team of the respective club.
7. Where a club can clearly substantiate that they have recruited a player from either interstate or overseas to participate in a competition administered by the Union, and that player is subsequently contracted within the three (3) year period as per the definition of a '**Contracted Player**' under these rules, the club may seek approval from the Community Rugby Committee for that player to be awarded the same status as a '**Local Club Player**' for the purpose of this Rule.
8. In exceptional circumstances the Community Rugby Committee (in consultation with the Brumbies High Performance Unit) may exercise discretion and permit more than five (5) **Contracted Players** to be registered with a club.

9. In exercising its discretion under Sub Rule (8) the Community Rugby Committee will have regard to:
 - a. The interests of the player; and
 - b. The interests of the Union; and
 - c. The interests of the club; and
 - d. The maintenance of a balanced competition.

Example of when the Community Rugby Committee may exercise discretion

The Community Rugby Committee may exercise its discretion under this Rule, for example if a club has five (5) existing Contracted Players who are classified as 'Local Club Players' and another player from their club is contracted then the Community Rugby Committee will exercise discretion under Sub Rule (8) as to the status of the player.

10. An application seeking the Community Rugby Committee to exercise its discretion under this Rule must be made in writing to the General Manager Community Rugby setting out all the relevant matters for considerations.
11. Brumbies contracted players cannot participate in any game lower than Premier Division 1st Grade.
12. On match day, the maximum number of **Contracted Players** that can be named in a Premier Division 1st Grade Match Day 23 will be four (4). An exception to this rule is where both teams have an equal number of **Contracted Players** above the maximum of four (4) available on match day, then this number of **Contracted Players** can be matched.

Examples of Rule 8.7.11:

Scenario 1 – If both teams have 5 contracted players available then they can field the 5 players at any-time during the match.

Scenario 2 – If a team has four (4) contracted players available and the other team has a lesser number of contracted players, then the team with four (4) contracted players available can field all those players during the match.

Scenario 3 – If a team has two (2) contracted player available and the other team has five (5) contracted players available, the maximum number of contracted players that can be named in the Premier 1st Grade match day 23 is four (4). The team with four (4) contracted players can play them and does not have to match the number of contracted players (less than four (4)) fielded by the other team.

13. A club that fails to comply with this Rule, will be considered to have played an ineligible player, in accordance with Rule 11 and will be subject to penalties as described in the Rule.

4. Registration of Players

1. Each year all players must register themselves prior to the commencement of the competition online via Rugby Xplorer.

2. For information on registration refer to Rugby Australia's player registration regulations: <http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>
5. **Eligibility of Players for Home and Away Matches**
 1. Except with the approval of the Community Rugby Committee, a player is not eligible to:
 - a. play for a club unless the club has complied with the registration requirements for the player in accordance with Rule 10.4
 - b. register for more than one (1) ACTRU club after June 30 with the intention to play in the same calendar year.
 - c. play for any club if indebted to that club, any other affiliated club, the Union or any other union.
 - d. play for any club while suspended or disqualified from playing by the judicial committee or another union; or
 - e. play for a club if:
 - i. the player is registered with a union other than the ACT&SNSWRU; and
 - ii. the Union has not received advice from Rugby Australia that International clearance has been given or received an approved clearance/transfer request from the players club.
 2. Except with the approval of the Community Rugby Committee, a player is not eligible to:
 - a. Play for any club if the player is under the age of 18 on 1 April; (N.B. this date is extended to 30 April for those players who have completed secondary studies); or
 - b. Play for any club in the Colts Grade Competition if the player is 21 years old or older in the same calendar year the player proposes to play in the Colts Grade Competition; or
 - c. A player who turns 18 years of age between January 1 and April 1 (in any year) is not eligible to play under Senior Laws of Rugby until the player turns 18 unless dispensed or has completed his secondary studies under Rule 14
 3. In this Rule:

play for a club means playing Rugby Union football under the senior laws of rugby football in a match endorsed by the Union.
 4. Premier Clubs whose Premier Division 1st, 2nd and Colts grade have a bye on the weekend their 3rd and 4th grade teams play in the First Division competition (e.g. Tuggeranong Rd 2 – Bye, First Division Uni Norths v Tuggeranong), the following will apply regarding player eligibility for First Division:
 - a. those players who started in Premier Division 1st, 2nd and Colts Grade in the previous week's matches are ineligible to play for 3rd and 4th grade that weekend.
 - b. A Player who was a fresh reserve for Premier Division 2nd grade in the previous weeks match is only eligible for selection in First Division 1st Grade. A Player

who was a fresh reserve or was on the bench for Premier Division Colts in the previous weeks match is eligible for selection in both First Division 1st Grade and First Division 2nd Grade.

- c. Requests for dispensations to a player's availability for selection can be made to the Community Rugby Committee via the Competitions & Rugby Services Manager no later than 10am two (2) working days prior to each match. The Community Rugby Committee will make a final determination at its complete discretion on the eligibility of players involved based on the spirit of Rule 53 – Player Eligibility For Finals Series and will take into account the following;
 - i. Number of home & away matches played for that club in that division.
 - ii. Basis of team selection proposed by club for all grades
 - iii. Playing history of that player
 - iv. Identified injuries and availability of players in lower grades
 - d. If dispensation is granted by the Community Rugby Committee, both First Division clubs will be notified.
5. Those clubs who have teams participating in both the 1st Division and South Coast Monaro 2nd Division competitions, the following will apply regarding player eligibility for 2nd Division:
- a. A player who was a reserve for 1st Division 2nd Grade in either the previous weeks match or on game day will be **eligible** for selection in 2nd Division.
 - b. Except with the approval of the Community Rugby Committee, a player who started in 1st Division 1st or 2nd Grade or benched for 1st Division 1st Grade in the previous weeks matches or on game day are **ineligible** to play 2nd Division that weekend.
 - c. Requests for dispensations to a player's availability for selection into 2nd Division can be made to the Community Rugby Committee via the Competitions and Rugby Services Manager no later than 10am on the last working day prior to each match. The Community Rugby Committee will make a final determination at its complete discretion on the eligibility of players involved based on the spirit of Rule 53 – Player Eligibility and Dispensation for the Final Series and will take into account the following:
 - i. Number of home and away matches played for that club in that division
 - ii. Basis of team selection proposed by club for all grades
 - iii. Playing history of that player
 - iv. Identified injuries and availability of players in lower grades
 - d. If dispensation is granted by the Community Rugby Committee, both 2nd Division clubs will be notified.

6. Playing Ineligible Players

1. An ineligible player must not participate in any match controlled by the Union.
2. A club that plays an ineligible player in any of its grade teams in any home-and-away match will have a minimum 20-0 loss recorded against it in that grade and the opposition will be awarded a bonus point win for that match.

3. A club found guilty of playing an ineligible player under this Rule may apply in writing to the Community Rugby Committee for that Committee to impose an alternative penalty.
4. 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.

11. Dispensations

1. Dispensation Committee

1. The Dispensation Committee is established when a club appeals a decision made in relation to the eligibility of a player.
2. The Dispensation Committee consists of:
 - a. the Community Rugby Committee and
 - b. the General Manager Community Rugby (non voting); and
 - c. one (1) other member nominated by-
 - i. for cases involving players under 18 years old, as at 1 April in any year – the ACTJRU; or
 - ii. for all other cases - the Community Rugby Committee.

2. Dispensation Committee Decision Making

1. The Dispensation Committee may-
 - a. Make a decision where possible, no later than 1600 hrs on the last business day preceding the first match for which dispensation is sought; and
 - b. If an application for dispensation mentioned in paragraph a. 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
 - c. Grant a dispensation for a player for no longer that two (2) consecutive weeks; and
 - d. The Dispensation Committee may grant an extension of the dispensation period mentioned in Rule 11.2.1.c for a specified period.
2. If an application is made under this Rule, the Dispensation Committee's decision will be final.

3. Application for Dispensation

1. A club that makes a request for dispensation under Rule 14 or 15 must apply to the Competitions and Rugby Services Manager for dispensation in accordance with this Rule.
2. An application must:
 - a. be in writing; and
 - b. be received by the Competitions and Rugby Services Manager no later than 1000 hrs on the last working day preceding the first match for which the dispensation is sought; and
 - c. not be made if:
 - i. dispensation of the Rules for the player has been granted by the Dispensation Committee; and
 - ii. the dispensation is in force at the time of the application.

4. Dispensation – Under 18 Players

1. The Community Rugby Committee may temporarily dispense with the application of Rule 10.5.2.1 (which is about ineligibility of players under the age of 18 years of age playing under the senior laws of Rugby) for a player if –
 - a. an application is made under Rule 11.3; and
 - b. the player is or was less than 18 years of age on 1 April; and
 - c. has left school or completed secondary studies in that year; and
 - d. the player's club, player's parents or legal guardian and the player complies with the requirements of Rugby Australia's Senior Rugby dispensation procedure, <http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>; and
 - e. for a club making an application under this rule that has teams in the Premier Division – the club proposes the player will play in Premier Division Colts (**if finished secondary studies only**), Second Grade or higher; and
 - f. for a club making application under this Rule that has teams in the South Coast Monaro Competition (other than a club with a team in the Premier Division competition) –
 - i. the club is unable to field an under 18 team; and
 - ii. the player was not registered with an ACT Junior Rugby Union club in the previous season; and
 - iii. either of the following applies –
 1. the club seeking dispensation for a shortage in playing strength due to a shortage of eligible players (due to injury, unavailability or Representative commitments); or
 2. the club seeking dispensation because the player's skills exceed those of his or her counterparts in the competition the player would regularly play in but for this dispensation. This would exclusively be players who are involved in an Elite Youth Development Program. The player must be endorsed by Rugby Australia and Brumbies Rugby.
 - g. A player granted dispensation under this Rule will –
 - ii. be eligible for selection in a higher age representative team;
 - iii. not be eligible to play a match in a team of under 18 aged players without the approval of the management of the ACTJRU.

5. Dispensation – Participation in Colts Grade

1. The Dispensation Committee may temporarily dispense with the application of Rule 10.5.2.b (which is about ineligibility of players 20 years or older playing in Colts grade) for a player if –
 - a. an application is made under Rule 11.3; and
 - b. the player for which the club is making an application under Rule 11.3 would normally play in a team below Premier Division Second Grade; and
 - c. either –
 - i. the club has insufficient number of players to form a Colts team; or

- ii. the club has an insufficient number of players in the Colts age group capable of playing in the tight five forwards positions.
- 2. A player's dispensation is revoked if the player is granted dispensation under Rule 11.5 and is subsequently recorded as playing Premier Division 1st or 2nd Grade on more than 3 occasions.
- 3. In this Rule:

Tight five forward positions mean the positions played by a player in the front row or second row of a scrum.

12. Matches

1. Competition Points

- 1. The competition points allotted for each match in each grade match played are:
 - a. For a win – 4 points;
 - b. For a draw – 2 points;
 - c. For a bye – 0 points;
 - d. For a loss – 0 points.
- 2. A bonus point will be added to a team's competition points for the match played if the team:
 - a. Scores 4 tries or more; and
 - b. If a team loses by 7 points or less.
- 3. In First Division
 - a. In agreed rescheduled matches approved and endorsed by the Union, clubs will be allowed to play for double competition points.
 - b. Clubs involved in such fixtures will not receive any additional for / against points but will receive the exact same amount of competition points they received in the approved double competition point's match.

2. Forfeiture of Match

- 1. For any home-and-away round, if a club forfeits a match, then all teams in grades lower than that team at the club will forfeit their match in the same round unless otherwise decided by the Community Rugby Committee.
- 2. For the purposes of this Rule teams will be ranked in the following order:
 - a. Premier Division – 1st grade then 2nd grade and then colts grade.
 - b. First Division - 1st grade then 2nd grade, and;
 - c. For those clubs with teams participating in Premier Division and either First Division or Second Division, their First or Second Division teams will be regarded as independent of the Premier Division, for the purpose of this Rule.
- 3. A club that has a forfeiting team must advise the opposing club and the Union (Competitions and Rugby Services Manager) by no later than 1000 hrs on the last working day prior to the scheduled match.
- 4. If a forfeiture notice is not given by a club whose team is forfeiting a match prior to 1000 hrs on the last working day prior to the match, the offending club will –
 - a. if the forfeiture is not in the final round –
 - i. the club will be fined \$200; and

- ii. lose 2 competition points.
 - b. if the forfeiture is in the final round –
 - i. the club will be fined \$200; and
 - ii. lose 4 competition points.
- 5. **Also**, when a team forfeits, the following is awarded to the opposing team –
 - a. A resulting score of 20 – 0; and
 - b. 5 competition points (which means the win is considered a bonus win)
- 6. 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.

3. **Forfeiture of Match – 1st and 2nd Division**

- 1. In addition to Rule 12.2, any 1st Division (any grade) or 2nd Division club which forfeits an away fixture, will play the reverse match in the next round against that club at the away venue.
- 2. If the forfeited match is a match that was to be contested by teams in the 1st Division, both the 1st and 2nd grade matches will be played at the away venue.
- 3. If a forfeiture notice is not given by a club whose team is forfeiting a 1st Division or 2nd Division (South Coast combined competition) match prior to 1000 hrs on the last working day prior to the match, the offending club will –
 - a. if the forfeiture is not in the final round –
 - i. the club will be fined \$200; and
 - ii. lose 2 competition points.
 - b. if the forfeiture is in the final round –
 - i. the club will be fined \$200; and
 - ii. lose 4 competition points.
- 4. Final round means the final series of matches played against all opposing teams e.g. Second half of a 2 round competition or final third of a 3 round competition.
- 5. However, the Community Rugby Committee may decide, at its discretion, on application by an affected team, to impose an alternate penalty to the penalty imposed by Sub-Rule 3
- 6. In this Rule:

affected team means either team that would have competed in the match if it had not been forfeited.

4. **Withdrawal of Forfeiting Club from Competition**

- 1. 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
- 2. A club mentioned in Sub-Rule (1) may apply to the Community Rugby Committee seeking approval for the withdrawn team to continue to participate in the competition.
- 3. A team forfeiting a match after having received an approval under Sub-Rule (2) must withdraw from the competition.

4. 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.
5. However, all red and yellow cards accrued by any player in any match played against a withdrawn team, stand.

5. Match Sheets – Home-and-Away Rounds

1. A club with teams competing in the Competition in the home-and-away rounds, must, prior to the commencement of any match, select their Match Day squads within Rugby Australia's Match Day App.
2. Initial Match Day teams (Pos 1 to 15) must be entered into the Match Day App by 12pm on the Wednesday prior to the game.
3. On game day, prior to kick-off the starting Match Day team (Pos 1 to 15) must be entered into the Match Day App.
4. Teams will have up to 10min after kick-off to confirm their FINAL teams within the Match Day App.
5. A club with a team competing in the Competition must ensure that all scoring events in a match (Try, Conversion, Penalty Goal and Penalty Try as applicable) are attributed to the relevant player and are entered into the Match Day App as the game progresses.
6. A club with a team competing in the Competition must ensure that all movements (Yellow Card, Red Card, Blue Card, Serious Injury and/ or Substitution(s) are attributed to the relevant player and are entered into the Match Day App as the game progresses.
7. Prior to sighting the Match Day App with the Match Official, clubs with teams competing in the match must consult with each other on the scores, scorers and match details (movements etc) by citing the Match Day App.
8. At the conclusion of each match, both clubs with teams competing in the match must check with the match official by sighting the Match Day app and confirming the match details.
9. Match Officials must check the score, and cards issued on the Match Day app before the teams submit the game details.
10. A submitted game is considered the official record of the match.
11. A game must be submitted within the Match Day App no later than 10am on the day following a match.
12. For the purpose of determining player eligibility for the Finals Series, the team submitted in the Match Day App is considered as the sole record of player participation in the home-and-away matches.

6. Non-Contested Scrums

1. Every endeavour should be made to ensure matches start with contested scrums.
2. The provisions of Law 3, paragraphs 13 to 20 of the Laws of the Game (2019 Edition) shall be applied. In addition, the following competition rules shall also apply:
3. For Premier Division (1st Grade, 2nd Grade & Colts):
 - a. In Premier Division 1st Grade

- i. there must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitable 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.
 - ii. Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.
 - iii. If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players
 - iv. If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available
- b. In Premier Division 2nd Grade & Colts
 - i. there must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums
 - ii. should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed
 - iii. if, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.
 - iv. if neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.
- 4. For First Division 1st Grade and Women's Premier Division the following will apply:
 - a. there must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums
 - b. should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed
 - c. if, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

- d. if neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available
- 5. For First Division 2nd Grade, 2nd Division and the Development League 10s the following will apply:
 - a. Teams should have at least three (3) players who are suitably trained and experienced to play in the front row.
 - b. 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
 - c. If through send offs, temporary suspensions or injury, insufficient suitably trained and experienced front row players are available the scrums will become non-contested. The team scoring the highest number of points will win the match.
- 6. All teams must list and identify in their team selections within the Match Day App those players who are suitably trained and experienced to play in the front row.
- 7. In all matches where non-contested scrums are played, teams must note this within the Match Day App including detail of the time in the match and the score at the time that non-contested scrums were played.
- 8. Clubs should provide, where ever possible, 24 hours' notice to both the Competitions & Rugby Services Manager and the opposing club, of the intention to undertake non-contested scrums in any grade, prior to match day.
- 9. In the event that a team creates the need for non-contested scrums in any two (2) consecutive matches, the Competitions & Rugby Services Manager may request the club the reasons for the shortage of suitably trained front rowers by the COB Wednesday prior to their next Competition Game. In circumstances where the need for uncontested scrums arises by the same team in any four (4) matches during the regular season, the Competitions & Rugby Services Manager may request the club to meet the Community Rugby Committee.
- 10. The Community Rugby Committee may take appropriate action against the club in the form of a fine, loss of competition points, ineligibility for the final series, suspension or withdrawal of that team from the competition.

13. Premierships and Finals

- 1. **Grade Minor Premierships**
 - 1. 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.
 - 2. If two (2) or more teams finish 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 that 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 ration of points-for to points-against.
 - 3. The ratio of points-for to points-against will be calculated to two (2) decimal points.

4. 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.

2. Grade Championships

1. At the completion of a grade competition, the four leading teams in that grade as determined under Rule 12.1 will play in the final series for that grade.
2. Unless otherwise determined by the Community Rugby Committee, the following determines the finals series for each grade:
3. 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 season;
4. 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 place 4th at the end of season;
5. the preliminary final will be played between the winner of the minor semi-final and the loser of the major semi-final;
6. the grand final will be played between the winner of the major semi-final and the winner of the preliminary final.
7. The team winning the grand final for a grade is the grade champion.

3. Club Championship

1. There are two (2) club championships –
 - a. The premier club championship for clubs with teams in the premier division; and
 - b. The First Division club championship for clubs with teams in the First Division
2. The club champion is the club (or clubs) attaining the most competition points, all grades, in the home-and-away matches in the relevant club championship.
3. In the event of two (2) or more clubs have equal points in the club championship they will be declared joint holders of the title.
4. A club having teams in both club championships does not accrue points in one (1) competition if the points were earned in the other competition, (if points are accrued in the Premier Division they do not apply to the First Division).

14. Match Officials

1. Appointment of Referees - Appointment for Matches

1. A match in a home-and-away round conducted by the Union, must be refereed by an officially appointed referee by the Referee Appointments Administrator.
2. The Referee Appointments Administrator, based on match rankings as determined by the Union, appoint referees for each home-and-away match conducted by the Union.
3. The Referee Appointments Administrator will only appoint a referee for a match that is conducted in accordance with these Rules of the appointment is under the supervision of the Referee Development Committee.

4. If due to a lack of Referee numbers, a game is unappointed the match can be officiated with a person who holds Smart Rugby Accreditation. This person must be 18 years or older.

2. Appointed Referees not Showing

1. This Rule applies if the referee appointed to a match under Rule 14.1 fails to arrive 15 minutes before the nominated match commencement time at the ground where the match is scheduled.
2. A match in the home-and-away round conducted by the Union to which this Rule applies will be refereed by a referee that has been appointed by an official of the home club.
3. A referee appointed to under Rule 14.1 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. Referee Unable to Continue Refereeing

1. This Rule applies if the referee appointed to the match under Rule 14.1 is unable to referee the match for its duration.
2. A regular match conducted by the Union that this Rule applies may be refereed by a referee appointed by an official of the home club.
3. However, an official of the home club proposing to appoint a substitute referee under this Rule must consult with the ill or injured referee if they are capable of being consulted.

4. Appointment of Touch Judges and Ball People

1. Each club competing in a match under these Rules must appoint one (1) accredited touch judge and two (2) ball people unless the ACTRRA Director of Appointments make an appointment.
2. However, a match played by teams below Premier 1st grade may be played if –
 - a. each club in the match under these Rules appoints a touch judge they consider competent; and
 - b. the appointed referee for the match is satisfied that the nominated touch judge is competent to participate in the match.
3. Touch judges participating in a match under these Rules must wear distinctive attire to distinguish them from the club support staff.
4. The appointed referee may ask the participating club to replace its touch judge if the referee believes that person to be unsatisfactory.
5. A participating club cannot refuse a request under Sub-Rule (4)
6. A touch judge must not –
 - a. Be the coach of a participating team;
 - b. Coach or barrack for a participating team. (eg. Providing vocal support or advice)
7. Ball people –
 - a. Must retain control of balls for the match other than the ball being used in play; and
 - b. Must retrieve match balls from touch; and

- c. May deliver kicking tees to goal kickers when needed.
 - d. Must follow the instructions from the touch judges appointed for the match.
8. Touch judges and ball people appointed by clubs participating in a match must make themselves known to the referee prior to the commencement of the match.

15. Player Clothing, Ground Allocation, Commencement of Matches Etc.

1. Player Clothing

- 1. Please refer to World Rugby Laws of the Game (<http://laws.worldrugby.org/>); and
- 2. Players taking part in a match shall wear on the back of their jersey a distinguishing number that corresponds with the information supplied by the club within the Match Day App for that match and for any program for the match.
- 3. No two players from the same team shall wear a jersey with the same number when taking part in a match.
- 4. It shall be the duty of clubs to bring a breach of Sub Rule (2) or (3) to the attention of the match referee who will ensure that Sub Rules (2) and (3) is enforced.

2. Ground Allocations

- 1. All home-and-away matches must be played on grounds allocated by the Union in the season's competition draw.
- 2. After consultation with 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.
- 3. 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. Alternate Venue / Wet Weather – Ground Closures

- 1. 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;
- 2. In the first instance the home club, in consultation with the Union, should seek an alternate venue for the matches; then
- 3. Subject to the mutual agreement of both clubs, the visiting club may nominate an available alternate venue; then
- 4. 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;
- 5. The designated home club is responsible for advising the Competitions and Rugby Services Manager in writing, immediately a change of venue is known.
- 6. If clubs cannot come to a mutual agreement under Sub-Rule (1), then a date and venue for the deferred matches will be determined by the Competitions and Rugby Services Manager.
- 7. A decision by the Competitions and Rugby Services Manager under this Rule is not a decision that can be appealed.

8. 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 20 – 0 bonus point win.
9. 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.
10. 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.
11. If this happens all competition table placings for that grade will be determined by win percentage ratio.

4. Ground Marshalls – Appointment

1. A Ground Marshall must be appointed by a club for home club fixtures.
2. The home club must advise the appointed referees who the Ground Marshall is for the day.

5. Ground Marshalls' – Responsibilities

1. A Ground Marshall has the following responsibilities:
 - a. To ensure that the ground is marked correctly in accordance with the Laws of Rugby
 - b. To tell the referee of any ground changes under Rule 15.3;
 - c. To make themselves known to the match referees at the home ground in accordance with Rule 15.4
 - d. To set up the ground correctly in accordance with the Laws of Rugby in relation to field markings, flags and corner posts;
 - e. Provide public address facilities;
 - f. To provide facilities for the accurate and legible display of scores during matches;
 - g. To provide flags for the use of club touch judges;
 - h. To provide three (3) balls for each match that are compliant with international match standard; (the designated match ball to be used in senior premier division, 1st division and 2nd division matches are "Gilbert Balls")
 - i. To provide first aid attendants and facilities including a stretcher;
 - j. 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;
 - k. to maintain appropriate behaviour of spectators, team management and reserves in accordance with Rugby Australia's code of conduct.
2. The Competitions and Rugby Services Manager may report to the Community Rugby Committee any failure by a Ground Marshall under this Rule if –
 - a. the Competitions and Rugby Services Manager receives a complaint from a visiting club; or
 - b. the Competitions and Rugby Services Manager believes it is necessary to report any issues to the Community Rugby Committee.

3. The Community Rugby Committee may discipline, in any way it sees fit –
 - a. a Ground Marshall who is reported by the Competitions and Rugby Services Manager under Sub-Rule (2); or
 - b. the club which the Ground Marshall belongs to.
4. To remove any doubt, the Community Rugby Committee may discipline both the Ground Marshall and their club under Sub-Rule (3) in any way it sees appropriate.

6. Match Commencement and Competition Time

1. The start-times for matches played under these Rules are –
 - a. for 1st Division 2nd Grade – 1055 hrs or 1330 hrs (depending on the venue);
 - b. for 1st Division 1st Grade 1215 hrs or 1500 hrs (depending on the venue);
 - c. for Premier Colts 1215 hrs;
 - d. for Premier Division 2nd Grade 1340 hrs;
 - e. Premier Division 1st Grade 1505 hrs;
 - f. for South Coast Monaro 2nd Division 1430 hrs;
 - g. for Women's Premier Grade 1300hrs; and
 - h. for the Women's Development League 10s at a time agreed by both teams and the Union.
2. However, commencement times for matches may be varied by mutual agreement between clubs, subject to the approval of the Competition and Rugby Services Manager.
3. If clubs agree to vary the commencement time of a match, the clubs must notify the Competition and Rugby Services Manager in writing no later than 1000 hrs on the last working day before the match.
4. The referee will blow his 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.
5. A team unable to commence a regular match 15 minutes after the official commencement time described in Sub-Rule (1) will forfeit the match.
6. Prior to forfeiture under Sub-Rule (5) the referee must blow his or her whistle for a 2nd time to warn that a forfeiture may result from a team's failure to take the field. (See Rule 12.2 and Rule 12.3 which are about forfeitures in the Premier Division and 1st & 2nd Division respectively).
7. If a lower grade match does not start at the official commencement time described under Rule 12.6, the referee must –
 - a. Shorten the match duration by the time lost as a result of the delay of commencement; and
 - b. 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
 - c. Must ensure the match finishes at time it is scheduled to conclude so the following matches can commence on time.
8. A referee must not hold up a match for trivial reasons such as the replacement of boots or playing attire.

7. Match Duration

1. The length of matches played under these Rules are:
 - a. For Premier Division 1st Grade 40-minute halves with time added for injury;
 - b. 2nd Division 40 minute halves with time added for injury with a maximum of five (5) minutes added per half.
 - c. For any other 15 a-side match 35-minute halves with no added injury time.
 - d. For the Women's Development League 10s, 20-minute halves with no added injury time
 - e. The half-time break for matches played under these Rules is five (5) minutes.
 - f. All participants in a match (including match officials) must stay on the playing field during the half-time break unless –
 - g. Both teams mutually agree to leave the playing field;
 - i. A participant requires medical attention that cannot be provided on the field; or
 - ii. It is a competition 1st Grade game.

8. Injuries, Substitutions and Reserves

1. This Rule must be read in conjunction with **Law 3** of the World Rugby Laws of Rugby.
2. The definition of replacements and substitutions under the Laws of Rugby are as follows;
 - a. Replacement – A player who replaces an injured team mate;
 - b. Substitute – A player who replaces a team mate for tactical reasons.
3. Injuries:
 - a. The match will continue or stop at the discretion of the referee if a player who is in the playing area becomes injured.
 - b. Medically trained people may be permitted to enter the playing area to attend to a player who has suffered an injury.
 - c. Injured players can be replaced at any time during a match.
 - d. A player placed under Sub-Rule 8 cannot resume playing in the match.
 - e. The player who is replacing the injured player under Sub-Rule 8 will not commence play in the match until the referee give permission
4. Substitutions:
 - a. 2nd Division South Coast Monaro and the Women's Premier Division and Development League 10s Competitions only, clubs are allowed to use rolling substitutions during matches:
 - b. The number of rolling substitutions must not exceed seven (7) for 2nd Division South Coast Monaro. This is in support for **World Rugby Law 3.13**.
 - c. The number of rolling substitutions in the Women's Premier Division and Development League 10s must not exceed twelve (12). This is in support of **World Rugby Law 3.13**.
5. Reserves
 - a. In Premier Division 1st Grade, teams are entitled to have eight (8) reserves and where possible three (3) of these reserves should be suitably trained front-rowers – this is to support implementation of **World Rugby Law 3.14**
 - b. All other teams and grades are entitled to have seven (7) reserves.

- c. The lowest team fielded by a club (i.e. 1st Division 2nd Grade, Women's Premier Division, 2nd Division South Coast Monaro and Women's Development League 10s) where applicable, clubs can agree / disagree on the number of reserves, if the reserve numbers allowed is over the allowed seven (7) tactical substitutions for 1st Division 2nd Grade or twelve (12) rolling substitutions for Women's Division or seven (7) rolling substitutions for South Coast Monaro – 2nd Division. Clubs are required to inform the referee prior to the match commencing.

6. Fresh Reserves

- a. Teams participating in a match in the home-and-away rounds in the following grades are only entitled to have seven (7) fresh reserves and where possible two (2) of these should be suitably trained front row players –
 - i. Premier Division 2nd Grade;
 - ii. 1st Division 2nd Grade;
 - iii. Women's Premier Division;
 - iv. South Coast Monaro 2nd Division;
 - v. Women's Development League 10s
- b. Fresh reserves are not permitted in any other grade except where that team is the lowest grade team fielded by the club **at a venue**.
- c. On the weekends of Brumbies home matches, two (2) fresh reserves are permitted in **Premier Division 1st Grade only**.
- d. **Brumbies Home Matches for 2019 are:**

<ul style="list-style-type: none"> • 15th February v Melbourne Rebels • 23rd February v Chiefs • 15th March v NSW Waratahs • 13th April v Lions 	<ul style="list-style-type: none"> • 4th May v Blues • 12th May v Sunwolves • 24 May v Bulls • 15th June v Queensland Reds
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- e. On any other weekend a club receives a Brumbies allocated player/s, if the Brumbies allocated player/s is instructed by Brumbies Rugby to play less than a full game (80 minutes) that club is permitted to have one (1) fresh reserve in **Premier Division 1st Grade only**.
- f. Fresh reserves are permitted in all grades in the final series.
- g. In this Rule – **Fresh Reserve** means a player who has not participated in a match other than the match they are a reserve for.

9. Illegal and Foul Play

1. The referee is responsible for keeping the period of time the player has been suspended for under this Rule.
2. Temporary Suspension (Yellow Cards)
 - a. **The temporary suspension of a player must be recorded within the Match Day App prior to the sighting by the referee at the conclusion of the match.**
 - b. Should a player incur three (3) temporary suspensions in one season he / she will automatically be suspended from playing in the next round of scheduled home-and-away or finals matches.
 - c. Following the suspension, the matter is deemed to have been heard and the players temporary suspension count will revert to nil.

- d. Temporary suspensions do not transfer to the next season.
 - e. Clubs may receive notification once a player receives two (2) temporary suspensions.
 - f. Clubs will receive notification once a player receives three (3) temporary suspensions.
3. Send Offs (Red Cards)
- a. Match officials must, by 0900 hrs on the first business day following the day of the match, report in writing to the Competition and Rugby Services Manager on the appropriate form, any player or players ordered off the field of play.
 - b. Any player ordered off the field of play will be suspended from playing until his / her case has been decided by the Judicial Committee.
 - c. A player temporarily suspended under this Rule must not contact or be in contact with an official or officials of the opposing team.

10. Concussion

- 1. A player showing any signs or symptoms of concussion must be removed from the field of play and referred for medical attention.
- 2. If a player is removed from the field of play, they are not eligible to return to the field of play under any circumstances.
- 3. A tactically replaced player may return to the field of play to replace a player who has been shown a Blue Card.'
- 4. In accordance with the Rugby Australia Blue Card initiative the following will occur –
 - a. **On field Blue Card – Recognise and Remove**
 - i. 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.
 - ii. 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, EG. If in doubt sit them out.
 - iii. 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.
 - b. **Off-Field Process – Record and Refer**
 - i. 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.
 - ii. All players removed from the field of play for concussion or Blue Card must have this action recorded within the Match Day App prior to the sighting by the referee at the conclusion of the match.
 - iii. The player with the suspected concussion must seek medical attention within 24 hours to be assessed and be provided with advice about undertaking the 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 Link team sheet.

- iv. There is no provision for a Head injury assessment under these Rules, as 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 10.6 of those guidelines.

11. Representatives in the Playing Enclosure

1. A person must not enter the playing enclosure during a home-and-away match that is in progress unless the person-
 - a. is a member of a team (including a reserve member of the team) participating in the match; or
 - b. is the appointed referee; or
 - c. is an Assistant Referee or touch judge for the match; or
 - d. is a ball person for the match; or
 - e. is 1 of 4 support staff for a team participating in the match; or
 - f. has permission from the referee to enter the playing enclosure.
2. 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:
 - a. a team coach;
 - b. a team reserve; or
 - c. a team support staff member.
3. No person is permitted onto the field of play for the purpose of relaying playing instructions from a coach to a player.
4. In this Rule:
 - a. **Team support staff** means
 - i. no more than two (2) medically trained personnel (certified doctors, physios or sports trainers only) and two (2) water carriers (who must 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.
 1. one of the medically trained personnel permitted to operate from the technical zone 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.
 2. the second medically trained person permitted to operate from the technical zone 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.
 - ii. a person providing on field support to a team, wearing a Union 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
 - b. **supplied coloured vest** means:

- i. for a team from a club hosting a match (home team), a sleeveless vest approved by the Union predominantly orange in colour or another colour approved by the Union; or
 - ii. for a team from a club visiting another club's home match (away team), suitable attire approved by the Union predominantly yellow in colour.
- c. **Technical Zone** means:
 - i. a 3m by 10m boxes painted between the 10m line and 22m line either side of the half way or in front of your teams designated reserve bench.

12. Role of Personnel in the Technical Zone

1. water may only be taken onto the field during stoppages in play for injuries in the playing area, when a TMO referral (where there are facilities) and when a try has been scored.
2. the two water carriers are not permitted in the playing area during a penalty kick at goal.
3. 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.
4. water carriers must not obstruct, interfere or make comments to the match officials.
5. players may come to the touch line adjacent to the technical zone to receive water.
6. water bottles must not be thrown on to the field of play.

Part 4: Judiciary

16. On-Field and Off-Field Discipline

1. Rugby Australia National Disciplinary Rules

1. 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.
2. For all Rugby Australia National Discipline Rules regarding send-offs, yellow cards, sanctions, appeals to decision etc. see <http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

2. Place and Time of Judicial Committee Hearing

1. The weekly judicial committee meeting is held –
 - a. each Monday at 1730 hrs or on or near that time as the Judicial Committee considers appropriate; and
 - b. at the Brumbies offices, Building 29, University Drive, Bruce, ACT, 2617 or at another venue that the Committee considers appropriate.
 - c. The Competitions and Rugby Services Manager must notify clubs affected the change in venue or time of the meeting if there is a material change in the meeting time or venue.

3. Notification of Hearing of a Disciplinary Matter

1. The Competitions and Rugby Services Manager must as soon as they are aware of when a hearing is to occur:
 - a. notify the Judicial Committee either by phone and/or email
 - b. notify the club of the player concerned by written notice as soon as possible

4. Judicial Committee Meetings

1. A player who is the subject of a matter before the judiciary must be present at the hearing in relation to their disciplinary matter.
2. The Judicial Committee may permit the hearing of a matter with a player via telephone hook-up, providing the player is from a club located outside of either the ACT or Queanbeyan.
3. If a player fails to attend, without reasonable excuse, the hearing of the disciplinary matter before the Judicial Committee at the designated time and place, they will become ineligible to participate in any further match conducted by the Union or any affiliated body of the Union until they attend the hearing.

5. Player and Participant Citings

1. Where a player commits an act of foul play which has not been detected by a match official, any Union official or an official of the clubs or Unions involved in the match, has the discretion to cite that player in order to show cause why he/she should be held accountable in the same way as a player who would have been detected by the official.

2. An **intention to cite** a player or participant by any Union official or an official of the Clubs or Unions involved in the match, must be made in writing and be given to the Competitions and Rugby Services Manager and the opposition club **by no later than 1700hrs after the first (1st) business day after the conclusion of the match** in which the alleged incident occurred.
3. A **formal citing** under this Rule must be made by the Club President or in the absence of the Club President, a member of the club's executive committee, by giving the written citing to the Competitions and Rugby Services Manager so **that they are in receipt of the written citing by no later than 1700hrs after the third (3rd) business day after the conclusion of the match** in which the alleged incident occurred.
4. A written citing under this Rule must be submitted on the template as provided by the Union, (see Schedule 2) and will include the following:
 - a. the date and venue of the alleged foul play or misconduct;
 - b. the name of the player or participant being cited;
 - c. the names of the opposing teams;
 - d. details of the alleged foul play or misconduct;
 - e. any other evidence the club intends to rely upon (including video evidence and witness statements) in making the citing.
5. The Union will appoint a Citing Commissioner and provide copies of referee reports and/or statements to the Citing Commissioner and to both parties involved in the citing.
6. **The Citing Commissioner must, within two (2) business days of receiving a formal citing under Sub-Rule (4) determine whether the act(s) warrant a citing or a Citing Commissioner Warning.**
7. If an appropriate Citing Commissioner is not available to review the citing within the prescribed two (2) business days, then the Competitions and Rugby Services Manager is authorised to extend the review period if necessary.
8. If a Citing Commissioner makes a decision under this Rule and determines that the player or participant may have committed an act of foul play or misconduct, the Citing Commissioner, through the Competitions and Rugby Services Manager, will cite the cited player or participant to appear before the Judicial Committee or issue a Citing Commissioner Warning.
9. **A Citing Commissioner Warning issued to a player or participant will count towards the number of Yellow Cards that player or participant has received in the season.**
10. If a player fails to attend, without reasonable excuse, the hearing of the matter before the Judicial Committee at the designated time and place, the cited player will become ineligible to participate in any further match conducted by the Union or any affiliated body of the Union.
11. If a player or participant is cited under this Rule for a breach of the Code of Conduct, the Competitions and Rugby Services Manager will evoke the investigative process under Rugby Australia's Code of Conduct which will determine if there is sufficient evidence for the matter to proceed to a hearing.

6. Appeals Against Decisions of the Judicial Committee

1. The process for appeals against decisions of the Judicial Committee can be found under Rugby Australia's 2019 Disciplinary Rules:

<http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

7. Alleged Breaches of Rugby Australia's Code of Conduct

1. Any alleged breach of Rugby Australia's Code of Conduct will be determined under the processes and procedures outlined within that Rugby Australia's Code of Conduct:

<http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

Part 5: The Final Series

17. Final Series Process

1. Finals Series Structure

1. Finals series means the series of matches as determined by Rule 13.2

2. Finals Series Eligibility Meeting

1. The Finals Series Eligibility Committee for a Division is established at the conclusion of the home-and-away rounds for a Division.
2. The Finals Series Eligibility Committee for a Division consists of –
 - a. Representatives of each club with a team or teams that competed in that Division;
 - b. The Competitions and Rugby Services Manager; and
 - c. A representative from Community Rugby Committee.
3. The Finals Series Eligibility Committee for a Division must meet on the first Tuesday after the conclusion of the Division's home-and-away rounds to determine –
 - a. Player and reserves eligibility under Rule 47 for the Divisions Final Series; and
 - b. Eligibility of players seeking dispensation.
4. The Competitions and Rugby Services Manager will determine the time and place of the meeting under Sub-Rule (3).
5. Also, the Competitions and Rugby Services Manager will determine how the meeting under Sub-Rule (3) will be conducted.
6. Only the three (3) participating clubs in their respective grade finals may vote on player eligibility from the fourth club in that grade.

3. Player Eligibility and Dispensation

1. A player's eligibility for the final series, in any division will be determined at a meeting convened under Rule 17.2.
2. A club seeking finals dispensation for any player must submit supporting documentation supporting the request, 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.)
3. Any subsequent changes to teams, including requests for further dispensations, must be advised to the Community Rugby Committee through the Competitions and Rugby Services Manager no later than 1000 hrs on the last working day prior to each match. The Community Rugby Committee will make the final determination in relation to a player's eligibility.
4. All clubs in the relevant division will be advised of any approved changes and dispensations.

4. Club Submissions of Player Eligibility

1. Each club with a team in the final series must submit to the group assessing the players eligibility, a list of all the clubs teams, including reserve players on the prescribed form (FS1) which is provided by the Union

Please note the following:

- Form (FS1) is a document that lists all the club's teams, whether or not they are participating in the final series.
 - Clubs are required to name players on the FS1 in the grades that they normally play and are eligible for, unless a dispensation has been approved.
 - All players participating in the finals must be registered online via Rugby Xplorer 6 weeks prior to the commencement of the finals.
 - The prescribed form is available by emailing the Brumbies Competitions & Rugby Services Manager at m.vowles@brumbies.com.au.
2. A submission under Sub-Rule 1 must be submitted to the Competitions and Rugby Services Manager by 1200 hrs on the day prior the eligibility meeting being convened.
5. **Player Eligibility for Final Series**
1. 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.

Player Eligibility Table:

Number of Home & Away Matches	Minimum Number of Qualifying Matches
19	7
18	7
17	6
16	6
15	6
14	5
13	5
12	5
11	4
10	4

2. All players must be registered online via Rugby Xplorer with their club at least six (6) weeks prior to the commencement of the final series. Any player not registered within that period must apply for a dispensation.
3. Players will only be eligible for one match per competition round and that eligibility will be in highest grade played in that round.
4. 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.

6. Clubs with Consecutive Teams in the Finals

1. 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.
2. If the Community Rugby Committee deems a player unsafe or unsuitable to play in a particular grade during the final series, the Community Rugby Committee can overrule the player's eligibility in that grade.
3. 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. A player has eligibility in 3rd grade (First Division 1st Grade) at a club that has sequential grades in the final series. He then gets selected in 4th grade (First Division 2nd Grade) for the minor semi-final, 4th grade (First Division 2nd Grade) then gets eliminated. That player is then still eligible to play 3rd grade (First Division 1st Grade) or above (Premier Division).
 - b. A player has eligibility in 3rd grade (First Division 1st Grade) at a club that has non-sequential grades in the finals. He is not allowed to be selected in 4th grade (First Division 2nd Grade). However, he or she can be selected in Premier Division 2nd or 1st grade. If either Premier Division 1st or 2nd grade are eliminated from the finals, the player is ineligible to play 3rd grade (First Division 1st Grade). An appeal may be lodged with the Community Rugby Committee, as to the player's eligibility, through the Competitions and Rugby Services Manager.

7. Player Eligibility

1. Where Rule 17.5 does not apply, a player will be eligible to play for the grade that he or she has played the minimum number of qualifying matches, as required in Rule 17.5, (or in lower grade matches) provided the player has not played more than 2 of his or her last 5 matches in a higher grade.
2. A player who is in the starting 15 for a semi-final match may not play in another lower grade semi-final match on the same weekend.
3. Where a club's colts grade team is subsequently eliminated from the finals, those Premier Colts players listed in the starting 15 for that grade are eligible to play up in Premier Division 1st grade or Premier Division 2nd grade only. However, those players listed as reserves for the Premier Colts team in the last finals match played will be eligible to play in First Division 2nd grade or any higher grade the club has in the finals.
4. Fresh reserves are permitted in all grades in the final series.

8. Brumbies Contracted Players Finals Eligibility

1. Brumbies Contracted Players availability to participate in the final series is subject to advice from the Brumbies High Performance Unit at the commencement of the final series. This advice will take into account national selection, player management and player injury.
2. Brumbies contracted player/s chosen for Australian national representation are eligible to play for their nominated club in the final series. These player/s would be

waived from the count on the number of Contracted Players permitted in a club's Premier 1st Grade Match Day 23.

3. When determining lower grade player eligibility, if a club has a team participating in the Premier Division 2nd Grade final series but not in Premier Division 1st Grade, they are unable to name a Brumbies Contracted Player/s in their notional Premier 1st Grade team.

9. Playing Ineligible Player in the Final Series

1. Any club contravening any section of these Final Series Rules of 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 Community Rugby Committee may determine.

10. Allocation of Grounds for Final Series

1. The final series shall be played on grounds determined by the Community Rugby Committee.

11. Commencement Time of Final Series Matches

1. The time of commencement of all matches in the final series shall be determined by the Community Rugby Committee.

12. Duration of a Final Series Match

1. The duration of matches in the final series shall be the same as shown in Rule 15.7 for the home-and-away series except that time will be allowed for injury in all grades.
2. There is unlimited injury time in Premier Division 1st Grade and First Division 1st grade, while there is a maximum of five (5) minutes in each half in all other grades.

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

1. First Grade (Premier, First Division & South Coast Monaro)
 - a. In the event of a draw in any semi-final of preliminary final at full time, an extra ten (10) minutes each way with a two (2) minute interval shall be played.
 - b. 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 shall progress to the next match in the series.
2. All Other Grades
 - a. In the event of a draw in any semi-final of preliminary final at full time, an extra five (5) minutes each way with a two (2) minute interval shall be played.
 - b. 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 shall progress to the next match in the series.

14. Drawn Grand Finals

1. First Grade Premier Division
 - a. In the event of a draw in the premier division grand final at full time, an extra ten (10) minutes each way with a two (2) minute interval shall be played.

- b. if at the completion of extra time the scores are still level the match shall be replayed at a time and place decided on by the Community Rugby Committee after consultation with the participating clubs.
- 2. South Coast Monaro and Women's Divisions
 - a. In the event of a draw in a grand final at full time, an extra five (5) minutes each way with a two (2) minute interval shall be played.
 - b. If at the completion of extra time the scores are still level then the teams shall be declared joint champions.
- 3. All Other Grades (Premier Division 2nd Grade, Colts, First Division 1st & 2nd Grade)
 - a. In the event of a draw in a grand final at full time, an extra five (5) minutes each way with a two (2) minute interval shall be played.
 - b. If at the completion of extra time the scores are still level then the teams shall be declared joint champions.

15. Appointment of Match Officials

- 1. The ACT Rugby Referees Association appoints the referees (including reserve referees), assistant referees and any other appointed match official for all matches, in all grades in the final series.

16. Appointment of Ball-People

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

17. Match Sheets and Results

- 1. Teams participating in the Final Series will prepare team lists as per Rule 12.5 for Home and Away Matches.
- 2. Brumbies Rugby (Community Rugby) will compile the official results of each match in the final series and provide these results to the media at the completion of each day of the final series.

Part 6: Community Rugby Pathway Representative Selection

18. Selection Process

1. Policy and Procedures for Selection

1. All players registered with the Union through Premier, 1st, South Coast Monaro or Women's Division clubs, shall be eligible for selection for Brumbies representative teams, unless granted dispensation by the Community Rugby Committee.
2. Teams will be selected on the basis of the best players available.
3. Squads chosen will be notified by the Competitions and Rugby Services Manager after the selections have been cleared through the Union 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.
4. 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.
5. 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.
6. 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.
7. 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.
8. The selection of the Canberra Griffins shall be confined to players competing in the ACT Premier grade competition and will not include any contracted players.
9. Any player, who is available and is selected for a representative team, shall play for that team. If the player subsequently makes him / herself unavailable without adequate reason they will not be eligible to play for their club on that weekend.
10. For final series eligibility, players will be given credit for each club match missed due to representative duties, in the grade he / she last represented in for his / her club.

2. Medical Policy for Player Participating in Representative Teams

1. Brumbies Rugby recommends that all players, particularly representative players, take out private hospital and medical insurance.
2. The Community Rugby Committee will only consider reimbursement for hospital, physiotherapy or medical costs incurred by injured players, when:
 3. the player has private hospital, medical and / or physiotherapy cover;
 4. the injury first occurred whilst participating in a representative match or training session; and
 5. that player has obtained all possible refunds from his or her health insurance fund and Rugby Australia's Sports Injury and Liability Insurance Scheme.
6. The procedure for requests for reimbursements is as follows:
 - a. the player shall seek all refunds due from health insurance fund;
 - b. the player shall then pay all outstanding accounts;

- c. the player shall then apply to the Head of Academy, through the team manager for payment of any shortfall.
- d. copies of all relevant documentation and receipts shall accompany the applications; and
- e. 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 forwarded by 31 August in the year the injury occurred.
- f. 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.



Part 7: Attachments:

1. How to Review Decisions
2. Citing Template
3. Rugby Australia Policy Register
4. Schedule of Penalties for breaches of Rules of Competition.
5. First Division 2nd Grade Player Reduction Ruling for Regular Rounds
6. Women's Premier Competition Playing Numbers
7. Women's Development League 10s Competition Rule Variations & Playing Numbers
8. Dictionary

Schedule 1: Review of Decisions

Column 1 Item	Column 2 Decision About	Column 3 Decision Maker	Column 4 Review Body	Column 5 Period to Request Review	Column 6 Lodgement Fee
1	Extending the number of contracted players	CRC	No Review	Not Applicable	Nil
2	Dispensation of a player from eligibility requirements (for either Rule 14 for under 18 aged players or rule 15 for dispensation in colts grade)	CRC	No Review	Not Applicable	Nil
3	Forfeiture of a match	CRC	No Review	Not Applicable	Nil
4	Judicial decisions in relation to citing's and send offs	Judicial Committee	Rugby Australia	48 hrs for participants from Judicial decision 72hrs for Union or Rugby Australia from Judicial decision	\$250
5	Protests into Breaches of Rules of Competition	CRC	No Review	Not Applicable	Nil

Schedule 2: ACTRU Formal Citing Template

 <h1 style="text-align: center;">FORMAL CITING TEMPLATE</h1> 					
Details of Club Submitting the Citing					
Club:					
Date of Submission					
Name & Position of Authorised Club Representative Submitting Citing: (i.e. Club President)					
Signature of Authorised Club Representative:					
Citing Details					
Name & Playing Number of Player being cited:					
Date of alleged foul play or misconduct:					
Venue of alleged foul play or misconduct:					
Cited Player's Club & Team					
Time of incident (e.g. 30 th min of 1 st half)					
Supporting Documentation for Citing					
List of any witness or other statements provided:					
Is Video Evidence Available:	<table border="1" style="width: 100%;"> <tr> <td style="width: 25%;">YES</td> <td style="width: 25%;"></td> <td style="width: 25%;">NO</td> <td style="width: 25%;"></td> </tr> </table>	YES		NO	
YES		NO			
Details of the Alleged Foul Play or Misconduct					
Attach additional pages as required: <div style="border: 1px solid black; height: 150px; margin-top: 10px;"></div>					

Schedule 3: Rugby Australia Policy Register

Rugby Australia have developed a number of policies to provide players, administrators and any other entities involved in Rugby an additional reference for issues that are outside the scope of the Laws of the Game and in addition to the World Rugby Regulations.

For all Rugby Australia Policies and Forms follow the below link:

<http://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>

Schedule 4: Schedule of Breach Penalties

Breach	Minimum Penalty
Failure to pay club affiliation fee Part 3 Rule 5.4	Club disqualified from competition
Payment of Players (Rule 8.7)	Fine - \$1,000
Exceed the number of Brumbies contracted players in Match Day 23 (Rule XXX)	As per playing an ineligible player
Playing an illegible player (Rule 9)	<ul style="list-style-type: none"> • Minimum 20-0 loss recorded • 5 competition points awarded to opposition • Player participation in match not considered towards finals eligibility
Playing a player not meeting eligibility requirements under Rule 14 (U18s) & 15 (Colts Grade)	As per playing an ineligible player
Forfeit of Match	<ul style="list-style-type: none"> • 20-0 loss recorded • 5 competition points awarded to opposition
No notice Forfeit of Match to Union by 1000 on last working day prior to match	if the forfeiture is not in the final round – <ol style="list-style-type: none"> fined \$200; and loss of 2 competition points. if the forfeiture is in the final round – <ol style="list-style-type: none"> fined \$200; and loss of 4 competition points.
3 consecutive Forfeits of Match in a grade	Team is withdrawn from competition
Uncontested Scrums in 2 matches during the season	Written warning from Union
Uncontested scrums in 3 or more matches during the season	Club to provide a written submission to the CRC as to why such action as a: <ul style="list-style-type: none"> • Fine • Loss of team competition points • Loss of club competition points • Ineligibility for final series, • Team suspension or withdrawal from competition should not be imposed.
Fresh Reserves Rule 36.11, Rule 36.12, Rule 36.13	Loss of 2 competition points
Substitutions (2 nd Division and Women)	Loss of 2 competition points
Providing false information or playing an eligible player during final series	Loss of match and potential disqualification or suspension from competition.

Schedule 5: First Division 2nd Grade Player Reduction Ruling for Regular Rounds

When a team has less than 15 players available at the start of a First Division 2nd Grade match, the opposition team can field extra players. The number of extra players is dependent on the starting numbers of the team with the lesser number of players. Rules are in place as follows:

- Team fields only 13 or 14 players the opposition team can play with 15 players;
- Team fields only 12 players the opposition team can play with up to 13 players;
- Team fields only 11 players the opposition team can play with up to 11 players, **with scrums reduced to five (5) per team;**
- Team fields only 10 players the opposition team can play with up to 10 players, **with scrums reduced to five (5) per team;**
- When a team is unable to field a minimum of 10 players to commence the match, the match will be considered a forfeit to the team with the appropriate number of players;
- If, as a result of injury to the team with less numbers, a player is removed from the field the team with the higher numbers will drop a player to the above match rules down to a minimum of 10 players;
- When the team with the lesser number of players has a sin bin or send-off, the team with the higher number of players does not need to drop a player.

Schedule 6: Women's Premier Competition Playing Numbers

All Women's Premier Competition matches are to be played in accordance with the World Rugby Laws of the game.

The following player reduction competition rule variation is approved for the 2018 women's competition:

- Team fields only 12 or 14 players the opposition team can play with 15 players;
- Team fields only 11 players the opposition team can play with up to 13 players;
- Team fields only 10 players the opposition team can play with up to 10 players, **with scrums reduced to five (5) per team;**
- When a team is unable to field a minimum of 10 players to commence the match, the match will be considered a forfeit to the team with the appropriate number of players;
- If, as a result of injury to the team with less numbers, a player is removed from the field the team with the higher numbers will drop a player to the above match rules down to a minimum of 10 players;
- When the team with the lesser number of players has a sin bin or send-off, the team with the higher number of players does not need to drop a player.

Schedule 7: Women's Development League 10s Competition Rule Variations & Playing Numbers

All Women's Development League 10s matches are to be played in accordance with World Rugby 10s Variations with the exception that game length will be 20min halves with 5 minutes for half time and scrum numbers will be reduced accordingly as outlined below.

The following player reduction competition rule variation is approved for the 2019 Women's Development League 10s competition:

- Team fields only 8 or 9 players the opposition team can play with 10 players. Scrums will be reduced to a front row only.
- Team fields only 7 players the opposition team can play with up to 7 players. Scrums will be reduced to a front row only
- When a team is unable to field a minimum of 7 players to commence the match, the match will be considered a forfeit to the team with the appropriate number of players.
- If, as a result of injury to the team with less numbers a player is removed from the field, the team with the higher numbers will drop a player to the above match rules down to a minimum of 7 players;
- When the team with the lesser number of players has a sin bin or send-off, the team with the higher number of players does not need to drop a player.

Schedule 8: DICTIONARY

The following definitions apply to these rules:

ACT & SNSWRU means the ACT and Southern New South Wales Rugby Union also known as Brumbies Rugby.

ACTRRA means the Australian Capital Territory Rugby Referees Association.

BOARD means the Board of Directors of ACT & SNSWRU.

BRUMBIES RUGBY means the ACT & Southern New South Wales Rugby Union Limited

C & GC means the Coaching and Grading Committee of the ACT Rugby Referees Association.

CRC means the Community Rugby Committee

CEO means the Chief Executive Officer of Brumbies Rugby.

CITING COMMISSIONER means a senior member of the Judiciary Committee as appointed by the CRC.

CLUB means a club affiliated with Brumbies Rugby.

COLTS GRADE COMPETITION means the grade competition in which teams with players who must either:-

1. be aged between 18 years and under 20 years; or
2. in receipt of a dispensation to play in the colts grade competition from the Dispensation Committee.

COMPETITIONS & RUGBY SERVICES MANAGER means the person responsible for the organisation and conduct of the various rugby competitions managed by Brumbies Rugby.

COMMUNITY RUGBY COMMITTEE means the committee responsible for the management of the various rugby competitions managed by Brumbies Rugby.

CONSECUTIVE GRADES means where a club has two (2) or more teams in the finals series *playing on the same weekend* that are sequential in their ranking those teams will be considered to be “consecutive grades”. The sequential ranking of teams is as follows:

1. Premier Division 1st Grade
2. Premier Division 2nd Grade

Colts Grade

3. First Division 1st Grade
4. First Division 2nd Grade

If a club's Premier Division 2nd Grade and First Division 1st Grade are in the final series those teams would be considered consecutive grades.

If a Colts team qualifies for the final series in its own right it will be considered a consecutive grade with the Premier Division 2nd Grade and / or First Division 1st Grade team should either or both qualify.

FINALS SERIES MATCH means any match conducted by Brumbies Rugby to determine the grade championship in each grade.

FIRST DIVISION CLUB COMPETITION means the competition consisting of clubs fielding both a 1st grade and 2nd grade team in that competition unless otherwise determined by the CRC.

GENERAL MANAGER COMMUNITY RUGBY means the person responsible for the control and co-ordination of all community rugby matters within Brumbies Rugby.

GRADE COMPETITION means the competition for teams within the grades competing in matches in the home-and-away rounds to determine the teams that will compete in the final series.

HOME-AND-AWAY-MATCH means any match conducted by Brumbies Rugby in the annual competition to decide the grade premiership in each grade.

HOME CLUB means the club which is named first at any allocated ground for any competition round in the annual competition draw which is issued by the Competitions and Rugby Services Manager, subject to any amendment that may be issued from time to time.

IN WRITING means any document sent by email or letter.

JUDICIAL COMMITTEE means the Judicial Committee of Brumbies Rugby.

MATCH OFFICIALS means the referee, assistant referees and touch judges appointed under these rules.

PARTICIPANT means persons involved in a match and includes a player, coach, manager, administrator or any other club official at the match.

PLAYING ENCLOSURE means the area as defined in the Laws of Rugby and is separated from the spectator area by a fence or other temporary arrangement.

PREMIER DIVISION CLUB COMPETITION means the competition consisting of clubs fielding all of the following teams in the Premier Division – 1st grade, 2nd grade and Colts grade, unless otherwise determined by the Community Rugby Committee.

PRESIDENT means the President of the Union.

REFEREE DEVELOPMENT COMMITTEE means the committee formed to advise the ACTRRA on appointments and development that includes the Referee Development Officer.

RUGBY AUSTRALIA means the controlling body for rugby within Australia.

SEASON means the home-and-away competition and the final series.

SOUTH COAST MONARO COMPETITION means the competition consisting of clubs fielding one team in that competition, unless otherwise determined by the Community Rugby Committee.

UNION means the ACT & SNSWRU (Brumbies Rugby).

WOMEN'S DIVISION means the competition consisting of clubs fielding a team in **either the Women's Premier or Development League 10s competitions.**

WORLD RUGBY means the controlling body for rugby throughout the world.