



## Australian Capital Territory Junior Rugby Union

ACTJRU ADMINISTRATION GUIDELINES BOOKLET

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## **MATCH MANAGEMENT**

### **2020 Default Match Start Times**

<b>Competition</b>	<b>Default Start Time</b>
Under 7's	8:45am
Under 8's	8:45am
Under 9's	8:45am
Under 10's	9:30am
Under 11's	9:30am
Under 12's	10:30am
Under 13's	10:30am
Under 14's Girls	9:30am
Under 14's	11:30am
Under 15's	11:30am
Under 16's Girls	10:30am
Under 16's	1:00pm
Under 18's Girls	11:30am
Under 18's Div 3	12:30pm
Under 18's Div 2	1:45pm
Under 18's Div 1	3:00pm

### ***Match variations and amendments:***

*As you are all aware, often match times and even venues may need to be altered to that set out in the draw.*

*If you need to alter said time or venue due to travel constraints, ground capacity etc you will need to:*

- *Contact the opposition by email and work on an agreement (I understand a phone call also works great but please confirm via an email so you have a record of agreement should it not then go to plan on game day)*
- *Once agreement has been reached, please visit our website and complete match variation form <https://www.actjru.com.au/actjru-competition-request>*

All time and field amendments must be confirmed by both clubs via email and clubs must complete the match variation form before the match can be updated on Rugby Xplorer at least 5 days prior to said match to allow for draw updates and referee allocations to take place.

### ***Team Withdrawal/Forfeit Matches***

All Team Forfeit and withdrawals from matches must be confirmed via email by both associating clubs before match and ladders will be updated on Rugby Xplorer

## **GROUND BOOKINGS**

As agreed with ACT sportsgrounds in 2014, grounds will typically be booked from 45 minutes prior to a match to 30 minutes after a match. Common sense is applied for multiple match bookings or where there is a gap between matches.

### **Game Sanctioning**

It is important to sanction all matches whether it be a single trial match, Gala Day/event or a Tour (other than ACTJRU Competition) must be sanctioned prior for insurance purposes

Application form for game sanctioning:

<https://www.actjru.com.au/actjru-event-sanctioning>

All Game Sanctioning request forms should be completed and submitted with a minimum of 1 months' notice to allow referee allocation and sign off on events

Rugby Australia 2020 insurance guidelines and event sanctioning information:

<https://australia.rugby/participate/rugby-administration/insurance>

### **Blue Card and serious Injury**

All Blue cards and serious injuries must be recorded in the app this is an insurance responsibility.

Rugby Australia has concussion management checklists to be followed you can find in this link

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/concussion-management>

Serious Injury reporting information: <https://australia.rugby/about/codes-and-policies/safety-and-welfare/serious-injuries>

### **Rugby Match Day App**

- Have you downloaded Rugby Match Day app?
  - Require club and/ or team admin user permissions
  - Squad Lists
  - Team Lists
  - Match Day (live scoring, incidents and injuries)
  - You can also link the Rugby Xplorer & Rugby Match Day app videos to your Facebook/ website. They are available in the Rugby Xplorer assets folder
  - Rugby Match Day app videos -  
<https://australia.rugby/participate/rugby-administration/club-administration/education-and-training>
1. Team Managers must have team admin rights
    - a. This is set up by your club admin
    - b. This allows team managers to score for their team on match day
  2. Club admins have to set up the playing squads to allow you to select your teams within the Match day app
  3. All scoring events must be entered into the app
    - a. The timer must be started to be able to log scored and movements
    - b. Managers must consult with each other at the end of a match to confirm details prior to sighting the app with the match official
    - c. Once the game is submitted it is considered the official record of the match



### Junior Rugby Pathway Laws

	U6	U7	U8	U9	U10	U11	U12
<b>Player Numbers</b>	7		7	10	12		15
<b>Playing Area</b>	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m width L:100m, W:60m		Full field L:100m, W:70m
<b>Playing Time</b>	1 x 15mins	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
<b>Ball Size</b>	Size 2		Size 3		Size 4		Size 4
<b>Conversions</b>	No		Optional in front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
<b>Kick-off</b>	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
<b>Restart after score</b>	Tap on half way		Tap on half way		Kick-off		Kick-off
<b>Kicking</b>	No		No		Yes		Yes
<b>Tackle</b>	2 handed tag on shorts. No offside lines		Yes		Yes		Yes
<b>Lineout</b>	2 players No contest		2 players No contest	4 players Contested	5 players Contested No lifting		7 players Contested No lifting
<b>Lineout receiver</b>	Must pass		Must pass		All options		All options
<b>Scrum</b>	3 players No contest		3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1.5m push
<b>Scrum half</b>	Must pass		Must pass		All options #8 moves illegal		All options
<b>When Lineout and scrum over?</b>	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
<b>PK + FK</b>	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

### Junior Rugby Pathway Laws Summary

GAMES	Game Style	Skills Focus	Playing Area	Playing Time
U6	Small-Sided Games	Evade and Tag Catch and Pass	1/4 field	2 x 15mins (U6: 1 x 11 mins small-sided games and 1 x 5 mins tag)
U7	7-a-side Tag	Running Scoring Tries Enjoyment	1/2 field	2 x 15 mins
U8	7-a-side Tackle	Tackle Rack Maui		2 x 20 mins
U9	10-a-side Tackle	Attack Defence	Full field less 10m width	2 x 20 mins
U10	12-a-side Tackle	Kick in General Play Contested Scrum & Line-out		
U11			Full field	2 x 25 mins
U12	15-a-side Tackle	Positional Awareness		

### Junior Rugby Pathway Common Laws Summary

Common Laws	U6 to U12
<b>Player numbers</b>	Equal number of players on each team. If one team is short, teams <b>MUST</b> share players to reach maximum number of equal players. Unlimited rolling substitutions.
<b>scoring</b>	No Drop Goals No Penalty Goals
<b>Lineout</b>	No Quick Throw-ins No variation in numbers allowed. Must have a lineout receiver
<b>Scrum</b>	Defending scrum-half can't go past midline and cannot leave scrum tackle
<b>Tackle</b>	Slinging tackles, fending to the head and squeeze ball illegal
<b>Foul Play</b>	Yellow card = 5 minutes YC and RC player may be replaced
<b>Advantage</b>	Should be played as much as possible to ensure continuity

## **Current Codes and Policies 2020**

2020 Code and Conduct of Junior Rugby Australia:

<https://australia.rugby/about/codes-and-policies/integrity/code-of-conduct>

2020 Age Grade dispensation procedure guidelines and policies:

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>

Concussions and Blue card information:

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/concussion-management>

Rugby Australia Disciplinary rules:

<https://australia.rugby/about/codes-and-policies/integrity/australian-rugby-disciplinary-rules>

2020 Rugby Australia Registration requirements and documentation on regulations and terms and conditions: <https://australia.rugby/participate/rugby-administration/registration>

- Changes in 2020 - Trial/ Pre-Season Games

Registration Regulations - 5.4. Training Only Player Registration

A player wishing to train only, including prior to registering to play. If a player wishes to play in a match, they must register to one of the above registration types.

This means, in order to play in a match (competition, representative, pre-season trial and/or inter-association) an individual must register as a 'Player'. A Training Only Participant can only participate in training.

Rugby Australia 2020 Match day safety guidelines:

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/match-day-safety>

2020 Rugby Australia Member Protection Policy;

<https://australia.rugby/about/codes-and-policies/integrity/member-protection-policy>

2020 Medical and First aid requirements and safety guidelines:

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/first-aid-and-medical>

ACT JRU current laws and policies: <https://www.actjru.com.au/resources>

ACT Sports Grounds Conditions of Hire: <https://actsportsgrounds.act.gov.au/information/conditions-of-hire>

ACT JRU 2020 Ground regulations: <https://www.actjru.com.au/the-venues>

Rugby Australia Serious Injury reporting information: <https://australia.rugby/about/codes-and-policies/safety-and-welfare/serious-injuries>

Insurance: <https://australia.rugby/participate/rugby-administration/insurance>

- 2019 Insurance brochure
- Event & Entity Teams Sanctioning Guidelines

## Resources

- Club admin: <https://australia.rugby/participate/rugby-administration/club-administration>
  - FAQs
  - Rugby Xplorer Updates
  - Support Team
- Self-help guides: <https://australia.rugby/participate/rugby-administration/club-administration/resource-library>
- Rugby Xplorer app videos: <https://australia.rugby/participate/rugby-administration/club-administration/resource-library/participants-and-fans-help-videos>
- Match Day app videos: <https://australia.rugby/participate/rugby-administration/club-administration/education-and-training>
- Learning Centre Courses: Team Admin, Club Admin & Association Admin
- ACT JRU Education and accreditation requirements : <https://www.actjru.com.au/rugby-education>