



**ACT  
RUGBY  
UNION**

**2025**

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# **PREMIER RUGBY RULES of COMPETITION**

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## TABLE OF CONTENTS

Part 1: General .....	5
1. Preamble .....	5
2. Club Affiliation:.....	5
3. Education Modules .....	6
4. Definitions: .....	6
5. Interpretation.....	10
6. Application of Former Rules.....	10
7. Variations to these Rules .....	11
Part 2: The Competitions .....	12
8. Competition Structure: .....	12
9. Competition Format:.....	12
10. Club Eligibility: .....	12
11. Application for Entry into Competition:.....	12
12. Competition Points.....	13
13. Grade Minor Premierships .....	13
14. Club Championship .....	13
15. Final Series Format .....	13
16. Clubs with Consecutive Teams in the Finals .....	14
17. Progression of Teams to the next Match in the Final Series in the Event of a Drawn Match .....	14
18. Drawn Grand Finals .....	15
19. Replacements and Reserves .....	15
20. Non-Contested Scrums .....	16
21. Match Sheets – Regular Season Matches .....	17
22. Match Sheets – Final Series.....	18
23. Club/Team Ceasing to Play.....	18
Part 3: Fixtures and Kick Off Times .....	19
24. Match Day Date & Kick-off Time .....	19
25. Commencement Time of Final Series Matches.....	19
26. Match Duration .....	20
27. Duration of Final Series Matches .....	20
28. Air Quality Concerns – Proceeding/Continuing with a Match .....	20
29. Threat of Lightning Strikes .....	20
30. Non-Fulfilment of Matches .....	21

31.	Cancelled, Delayed or Suspended Matches .....	21
32.	Abandoned Matches .....	22
33.	Forfeiture of Match .....	22
34.	Withdrawal of Forfeiting Club from Competition .....	23
Part 4: Grounds .....		24
35.	Match Balls .....	24
36.	Ground Allocations .....	24
37.	Allocation of Grounds for Final Series .....	24
38.	Alternate Venue / Wet Weather – Ground Closures .....	24
39.	Playing Field .....	25
40.	Playing Enclosure .....	25
41.	Replacement Bench .....	26
42.	Technical Zones .....	26
43.	Replacement Bench Designated a Technical Zone .....	26
44.	Role of Personnel in the Technical Zone and Replacement Bench .....	27
45.	Ground Marshalls – Appointment .....	27
Part 5 Player Participation .....		28
46.	Eligibility .....	28
47.	Registration .....	28
48.	Payment of Players .....	28
49.	Breach of Payments to Players .....	30
50.	Contracted Players at Club Level .....	30
51.	Playing Ineligible Players .....	31
52.	Player Eligibility for Final Series .....	32
53.	Player Eligibility Progress through the Finals Series .....	32
54.	ACT Brumbies Contracted Players Finals Eligibility .....	33
55.	Dispensation Submissions for Finals Eligibility .....	33
56.	Club Submissions of Player Eligibility Team Lists for Final Series .....	34
57.	Dispensations .....	34
	Dispensation Committee .....	34
	Dispensation Committee Decision Making .....	34
	Application for Dispensation .....	34
	Dispensation – Under 18 Male Players .....	35
	Dispensation – Under 18 Female Players .....	36

Dispensation – Participation in Colts Grade.....	36
Part 6: Playing Kit .....	38
58. Player Clothing .....	38
Part 7: Match Officials.....	39
59. Appointment of Referees for Matches .....	39
60. Appointed Referees Not Showing.....	39
61. Referee Unable to Continue Refereeing .....	40
62. Appointment of Touch Judges .....	40
63. Appointment of Ball-People.....	40
Part 8: Medical Matters .....	41
64. Medical Requirements: .....	41
65. Injuries:.....	41
66. Concussion .....	41
Part 9: On and Off-Field Discipline .....	43
67. Recognition of other Sporting Suspension.....	43
68. Illegal and Foul Play.....	43
69. Rugby Australia National Disciplinary Rules.....	44
70. Place and Time of Judicial Committee Hearing.....	44
71. Notification of Hearing of a Disciplinary Matter .....	44
72. Judicial Committee Meetings.....	44
73. Citings.....	44
74. Appeals Against Decisions of the Judicial Committee .....	46
75. Alleged Breaches of Rugby Australia’s Code of Conduct .....	46
Part 10: Penalties .....	47
76. Fixed Penalties .....	47
Part 11: Enquiries, Additional Powers of the Union and Appeals.....	48
77. Protests into Breaches of Rules of Competition .....	48
Part 12: Schedules.....	49
Schedule 1: Review of Decisions .....	50
Schedule 2: ACTRU Formal Citing Template.....	51
Schedule 3: Rugby Australia Policy Register.....	52
Schedule 4: Schedule of Breach Penalties.....	53
Schedule 5: 4th Grade Playing Numbers.....	54
Schedule 6: Women’s Premier 15s Competition Playing Numbers .....	55

Schedule 7: Ground Marshall Responsibilities .....	56
Schedule 8: Finals Dispensation Form .....	59
Schedule 9 Place Kicking Competition.....	60

## Part 1: General

### 1. Preamble

1. These Rules contain the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.
2. These Rules are issued by the authority of the ACT & Southern NSW Rugby Union via the Community Rugby Committee.
3. These Rules apply to all participants from Clubs affiliated with the Union and those from Clubs affiliated with the South Coast Rugby 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. All participants are to be made aware that by virtue of registering with a Club that competes in competitions run by the Union, that they are subject to and agree to be bound by these Rules of Competition.

### 2. Club Affiliation:

1. A club may apply for affiliation with the Union.
2. An application under this Rule must be:
  - a. In writing on the prescribed form; and
  - b. Submitted to the **Head of** Competition & Rugby Services by a date determined by the Competitions & Rugby Services Manager.
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 **4<sup>th</sup> Round** of the competition in the season which the affiliated club's team or teams are participating or by any other date the Competitions & Rugby Services Manager considers appropriate.
5. The Union 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.
7. Affiliation with the Union shall constitute an agreement between the Union and each of the Clubs, to the same extent as if they had each signed and sealed these Rules, to be bound by and to comply with:
  - a. These Rules and/or directions notified to the Clubs from time to time.
  - b. The Laws of the Game; and
  - c. The rules, regulations and policies of World Rugby and Rugby Australia.

### 3. Education Modules

1. All Premier Clubs must ensure that their Premier grade players, coaching and management staff and/or such other individuals as notified to the Club by the Union, must complete in full any education modules that may be developed and prescribed by Rugby Australia or the Union on such conditions and by the timeframe notified to those individuals who are required to complete the modules.

### 4. Definitions:

In these Rules the following terms shall (unless otherwise required) have the following meanings:

<b>ACT &amp; Southern NSW Rugby Union</b>	The governing body that <b>is responsible for the overall management and operations of community rugby</b> within the ACT & Southern New South Wales <b>region</b> . Also responsible for providing rugby competitions within the ACT & Southern New South Wales region.
<b>ACTRRA</b>	The Australian Capital Territory Rugby Referees Association.
<b>Appeals Panel</b>	A panel appointed by the Union, in accordance with Rugby Australia's Disciplinary Rules – Rule 98, (which is independent of and does not comprise any member of the Panel or body making the original decision) to review or hear appeals from Clubs or other persons or body under the jurisdiction of these Rules against decisions of an ACT Judiciary Panel.
<b>Assistant Referee</b>	An accredited person appointed to act as a touch judge in a Match.
<b>Away Club</b>	In relation to a Match (excluding the Final Series), the Club which plays or is to play or (where such Match is not played) should have been played such Match at the ground of a Home Club but is not the Home Club for such a Match.
<b>Canberra Suburban Competition</b>	This competition is for teams from the ACT <b>and surrounding regions</b> and for those clubs that may have additional teams outside of Premier Division.
<b>Community Rugby Committee (CRC)</b>	<p>The Committee responsible for all facets of community-based rugby in the region. This is a formally constituted sub-committee of the ACT Brumbies Board and acts on their behalf on matters relating to community rugby.</p> <p>The Community Rugby Committee consists of the <b>President ACT &amp; Southern NSW Rugby Union</b>, two (2) Directors from the Board (<b>one to include a Junior Rugby Skillset</b>), one (1) local ACT based registered players' representative nominated jointly by the Presidents of the Premier Clubs, one (1) representative from Southern Inland Rugby Union, one (1) representative from the South Coast Zone, (1) representative from Monaro Rugby and one (1) independent representative.</p>

	<p>The <b>President ACT &amp; Southern NSW Rugby Union</b> is the Chairman 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 (nominally the <b>Head of Competitions &amp; Rugby Services</b>) shall be Secretary of the Committee. The <b>Head of Competitions &amp; Rugby Services</b> acts as an advisor to the Community Rugby Committee.</p>
<b>CEO</b>	<p>The Chief Executive Officer of <b>the ACT &amp; Southern NSW Rugby Union</b>.</p>
<b>Citing Commissioner</b>	<p>A person of relevant experience appointed by the Competitions &amp; Rugby Services Manager to review a citing submission.</p>
<b>Clubs</b>	<p>Clubs from the ACT and Monaro regions affiliated with the Union and those clubs affiliated with the South Coast Rugby Union.</p>
<b>Club President</b>	<p>The person who holds the position of President of a Club which is affiliated with <b>the ACT &amp; Southern NSW Rugby Union</b>.</p>
<b>Colts Grade Competition</b>	<p>The grade competition in which teams with players who must either:</p> <ol style="list-style-type: none"> <li>1. be aged between 18 years and under 20 years; or</li> <li>2. in receipt of a dispensation to play in the Colts grade competition from the Dispensation Committee.</li> </ol>
<b>Competitions Administered</b>	<p>There are various competitions administered by the <b>Head of Competitions &amp; Rugby Services</b>, <b>supported by both the Senior and Junior Rugby Administrators</b>. These include ACT Premier <b>Rugby (Men &amp; Women)</b>, 2nd Division, Women's <b>10s</b>, Canberra Suburban, South Coast and all Southern Inland competitions.</p>
<b>Consecutive Grades</b>	<p>Where a club has two (2) or more teams in the final's 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 for <b>2025</b> is as follows:</p> <ol style="list-style-type: none"> <li>1. Premier Division 1<sup>st</sup> Grade</li> <li>2. Premier Division 2<sup>nd</sup> Grade Colts Grade</li> <li>3. Premier Division 3<sup>rd</sup> Grade</li> <li>4. Premier Division 4<sup>th</sup> Grade</li> </ol> <p>If a club's Premier Division 2<sup>nd</sup> Grade and Premier Division 3<sup>rd</sup> Grade are in the final series those teams would be considered consecutive grades.</p> <p>If a Colts team qualifies for the final series in its own right, it will be considered a consecutive grade with the Premier</p>



	Division 2 <sup>nd</sup> Grade and / or Premier Division 3 <sup>rd</sup> Grade team should either or both qualify.
<b>Dispensation Committee</b>	<p>A sub-committee of the Community Rugby Committee.</p> <p>The Dispensation Committee has delegated authority to review dispensation requests from clubs within the ACT &amp; SNSW region.</p> <p>The Dispensation Committee consists of:</p> <ol style="list-style-type: none"> <li><b>Three</b> members from the Community Rugby Committee; and</li> <li>the <b>Head of Competitions &amp; Rugby Services (non voting)</b></li> </ol>
<b>Final Series</b>	Any match conducted by <b>the ACT &amp; Southern NSW Rugby Union</b> to determine the champions in any grade or competition within the region
<b>General Manager Community Rugby</b>	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 <b>coaching &amp;</b> development assistance.
<b>Grade Competition</b>	Means the competition for teams within the grades competing in matches in the regular <b>season matches</b> rounds to determine the teams that will compete in the final series.
<b>Home Club</b>	In relation to a Match (excluding the Final Series), the Club on whose ground such Match is played or is to be played or (where such a Match is not played) should have been played. This club is normally named first in a competition draw which is issued by the <b>Head of Competitions &amp; Rugby Services</b> , subject to any amendment that may be issued from time to time.
<b>Head of Competitions &amp; Rugby Services</b>	The individual responsible for the organisation and conduct of all competitions within the ACT & Southern New South Wales region.
<b>In Writing</b>	Any document sent by email or letter.
<b>Judiciary Committee</b>	The Judicial Committee is a committee constituted by <b>the ACT &amp; Southern NSW Rugby Union</b> to deal with matters related to players and others who have been cited by either a referee or other official for behaviour that does not meet the laws of rugby.
<b>Laws of the Game</b>	<p>The Laws promulgated from time to time by World Rugby according to which the game of Rugby Union Football is played throughout the world and by Rugby Australia and the Union (including any variations, trials and other formats that may be adopted).</p> <p>The World Rugby Laws can be downloaded from – <a href="https://www.world.rugby/the-game/laws/home">https://www.world.rugby/the-game/laws/home</a></p>

<b>Match</b>	Any match forming part of a Grade Competition or Final Series
<b>Match Officials</b>	Means any referee, assistant referee, touch judge and any other person appointed to officiate at a Match under these rules.
<b>Real Prejudice</b>	Material loss or injury. Is more than mere inconvenience to the Club.
<b>Participant</b>	Persons involved in a match and includes a player, coach, manager, administrator, or any other club official at the match.
<b>Player</b>	A Club player <b>participating in a match as either a starter or reserve/replacement.</b>
<b>Playing Enclosure</b>	The area as defined in the Laws of Rugby and is separated from the spectator area by a fence or other temporary arrangement.
<b>President</b>	The President of the Union.
<b>Premier Division Competition</b>	The competition consisting of clubs fielding all of the following teams in Premier Division – 1 <sup>st</sup> grade, 2 <sup>nd</sup> grade, Colts, <b>3<sup>rd</sup> grade &amp; 4<sup>th</sup> grade and Women's 15s</b> , unless otherwise determined by the Community Rugby Committee.
<b>Referee</b>	A person appointed to act as the Referee in a Match
<b>Registration</b>	That a participant is registered as a Player, Coach, Manager or Volunteer with a Club via Rugby Xplorer. Excludes Training Only registration for the purposes of these Rules.
<b>Regular Season Match</b>	Any match conducted by <b>the ACT &amp; Southern NSW Rugby Union</b> in an annual competition to decide the grade minor premiership in each grade.
<b>Rugby Australia</b>	The controlling body for rugby within Australia and a member of World Rugby.
<b>Rules</b>	These Rules of the Competition and any future variation as provided by Rule (7).
<b>Season</b>	The season means the Regular Season matches that determine the minor premiership and the final series matches played to determine the champions between teams of clubs affiliated with the Union in accordance with these rules on the dates determined by the <b>Head of Competitions &amp; Rugby Services</b> in a calendar year.
<b>Senior Rugby Administrator</b>	<b>The individual supporting the Head of Competitions &amp; Rugby Services with operational aspects of the senior competitions in the ACT &amp; Southern NSW Rugby Union region</b>

<b>South Coast Monaro Competition (2nd Division)</b>	This competition is based on clubs from the Monaro and South Coast regions that field One (1) team.
<b>Southern Inland Competition</b>	This competition is based on clubs that are in the Southern Inland region and managed by the Southern Inland Rugby Union Board and administered by the Southern Inland Competitions & Rugby Services Manager.
<b>Union</b>	The ACT & Southern New South Wales Rugby Union.
<b>Women's Division</b>	The competitions consisting of clubs fielding a team in either the Premier 15s or Women's 10s competitions
<b>World Rugby</b>	The controlling body for rugby throughout the world.

## 5. Interpretation

1. Where the context so admits:
  - a. Words importing the singular shall include the plural and vice versa.
  - a. Words importing the masculine gender shall include the feminine gender, and
  - b. Words importing persons shall include firms, corporations and unincorporated associations.
2. An example included in these Rules forms part of these Rules.
3. A note included in the Rules is explanatory and is not part of these Rules.
4. The Community Rugby Committee has the power to interpret these Rules of Competition in such manner as it deems fit.

## 6. Application of Former Rules

1. The Rules existing prior to the commencement of these Rules continue to apply to conduct occurring at the time those Rules were in force.
2. Decisions made under the Rules existing prior to the commencement of these Rules remain effective decisions and are to be taken as decisions made under these Rules.
3. 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.
4. However, a penalty arising out of a decision referred to in Rule (6.2) or Rule (6.3) 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 of Rule 6.4

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.

## 7. Variations to these Rules

1. These Rules may be varied from time to time (whether by way of alteration, addition, deletion or otherwise) by the Community Rugby Committee.

No changes may be made unless they have been agreed by the Community Rugby Committee or as delegated by it.

As much notice as is reasonably practicable shall be given to clubs of any changes.

## Part 2: The Competitions

### 8. Competition Structure:

1. There are several levels of the Premier Rugby competition administered directly by the Union for 2025, these include:
  - a. 1<sup>st</sup> Grade – John I Dent Cup
  - b. 2<sup>nd</sup> Grade - Spence Cup
  - c. Colts – ACT Vets Colts Cup
  - d. 3<sup>rd</sup> Grade
  - e. 4<sup>th</sup> Grade
  - f. Women's 15s - Premier 15s

### 9. Competition Format:

1. The competition formats, such as:
  - 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.

is determined by the Head of Competitions & Rugby Services following consultation with participating clubs.

### 10. Club Eligibility:

1. The Community Rugby Committee will determine the eligibility of clubs to compete in the various competitions administered by the Union.
2. In making this determination as to a clubs eligibility under these Rules, the Community Rugby Committee may consult with clubs affiliated with the union.
3. The Community Rugby Committee may determine that a club indebted to the Union may not be eligible to compete in a competition.
4. The Community Rugby Committee, may determine, in consultation with clubs affiliated with the Union, that if a club is unable to field the required number of teams to participate in a specific competition (i.e. Premier Grade) they may remain in that competition.

### 11. 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 on the prescribed form as determined by the Competition & Rugby Services Manager; and
  - b. Submitted to the Competition & Rugby Services Manager by a date determined by the Competitions & Rugby Services Manager.

3. The Community Rugby Committee must decide to either accept or reject an application made under this Rule.

## 12. Competition Points

1. The competition points allotted for 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. In addition to the points allocated in Rule (12.1), one (1) bonus point competition point will be awarded to a team:
  - a. On each occasion it scores four (4) or more tries in a match; and/or
  - b. On each occasion it loses a match by seven (7) points or less

## 13. Grade Minor Premierships

1. The club that accumulates the most Competition Points at the completion of the **regular season matches** for the season will be declared the minor premier for that grade.
2. In the event of two or more teams being equal on Competition points for any position, the higher placed team will be determined by:
  - a. Number of wins
  - b. Points FOR and AGAINST difference (calculated to two (2) decimal points)
  - c. Points FOR (calculated to two (2) decimal points)
3. 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.

## 14. Club Championship

1. The 'Turner Cup' club champion is the Premier club (or clubs) attaining the most competition points in the Regular Season across 1<sup>st</sup> Grade, 2<sup>nd</sup> Grade, Colts, **3<sup>rd</sup> Grade, 4<sup>th</sup> Grade** and Premier 15s.
2. The Monaro club champion is the club (or clubs) attaining the most competition points in the regular season across the **Premier 3<sup>rd</sup> and 4<sup>th</sup> grade competitions**.
3. In the event of two (2) or more clubs having equal points in a club championship they will be declared joint holders of the title.

## 15. Final Series Format

1. In **2025**, the four highest positioned teams in each grade as determined under Rule (13) will play in the final series for that grade.
2. Unless otherwise determined by the **Head of** Competitions & Rugby Services, the following determines the finals series for each grade:
  - a. The Major Semi-final (Qualification Final) will be played between the team placed 1<sup>st</sup> at the end of the Regular Season against the team placed 2<sup>nd</sup> at the end of the Regular Season.

- b. The Minor Semi-final (Elimination Final) will be played between the team placed 3<sup>rd</sup> at the end of the Regular Season against the team placed 4<sup>th</sup> at the end of the Regular Season.
- c. The Preliminary Final will be played between the winner of the Elimination Final and the loser of the Qualification Final.
- d. The Grand Final will be played between the winner of the Qualification Final and the winner of the Preliminary Final.

## 16. 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 Dispensation Committee deems a player unsafe or unsuitable to play in a particular grade during the final series, the Dispensation 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 **they were** 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 3<sup>rd</sup> grade at a club that has sequential grades in the final series. He then gets selected in 4<sup>th</sup> grade for the Semi Finals. 4<sup>th</sup> grade then gets eliminated. That player is then still eligible to play 3<sup>rd</sup> grade or above.
  - b. A player has eligibility in 3<sup>rd</sup> grade at a club with sequential grades in the final series. He then gets selected in 2<sup>nd</sup> grade for the Semi Finals. 2<sup>nd</sup> grade then gets eliminated. That player is ineligible to be selected in 3<sup>rd</sup> grade. The player can only play 1<sup>st</sup> grade.
  - c. A player has eligibility in 3<sup>rd</sup> grade at a club that has non-sequential grades in the finals. He is not allowed to be selected in 4<sup>th</sup> grade. However, they can be selected in Premier Division 2<sup>nd</sup> or 1<sup>st</sup> grade. If selected in either of the higher grades and they are eliminated from the finals, they are ineligible to be selected back in 3<sup>rd</sup> grade if that grade is still in finals contention.

An appeal may be lodged with the **Dispensation** Committee, as to the player's eligibility, through the **Head of Competitions & Rugby Services**. **This must be in writing and within 48 hours of the conclusion of the match in which the player participated.**

4. Once consecutive grades are broken during the course of the finals, a player can only continue to play in the grade they last played in, or higher unless approved by the Dispensation Committee.

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

1. First Grade (John I Dent Cup)
  - a. In the event of a draw in any semi-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.
3. Extra time shall commence five (5) minutes after the conclusion of regular time.
4. A Coin Toss shall be conducted prior to the start of extra time.
5. Coaches are permitted to address the playing group post the conclusion of regular time in the event of a drawn final series match & during the two (2) minute interval.
6. No additional replacement movements are permitted during extra time, except as per Rule (16.3).

## 18. Drawn Grand Finals

1. First Grade Premier Division (John I Dent Cup)

- 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 the scores remain equal after this period of extra time then the winner will be the team which has scored the most tries in the game (including extra time).
- c. If the scores are level and the number of tries scored is equal, then there shall be a place kick competition (as set out in Schedule 10) to determine the winner.

2. All Other Grades

- 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. Extra time shall commence five (5) minutes after the conclusion of regular time.
4. A Coin Toss shall be conducted prior to the start of extra time.
5. Coaches are permitted to address the playing group post the conclusion of regular time in the event of a drawn grand final match & during the two (2) minute interval.
6. No additional replacement movements are permitted during extra time, except as per Rule 19.3.

## 19. Replacements 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 under the Laws of Rugby '*as a player who replaces a team-mate because of injury or for tactical reasons*'.
3. Tactical Replacements:
  - a. A tactical replacement can re-join a match in the following circumstances ONLY:
    - i. An injured front-row player
    - ii. A player with a blood injury
    - iii. A player with a head injury (ie. Blue Card)



- iv. A player who has been injured as a result of foul play (as verified by the match officials).
  - v. The nominated player described in Law 3.18 or 3.19 (ie. To keep contested scrums going).
4. Rolling Replacements:
- a. The following grades are allowed to use Rolling Replacements during matches:
    - i. Women's **15s**
    - ii. **Premier Division 4<sup>th</sup>** Grade
  - b. The number of Rolling Replacements must not exceed twelve (12) movements.
5. Reserves
- a. In Premier Division 1<sup>st</sup> Grade, teams are entitled to have eight (8) reserves and three (3) of these reserves must be suitably trained front-rowers – this is to support implementation of **World Rugby Law 3.9**
  - b. All other teams and grades are entitled to have seven (7) reserves.
6. Fresh Reserves
- a. Teams participating in **regular season matches** in the following grades are entitled to have seven (7) fresh reserves and where possible two (2) of these should be suitably trained front row players:
    - i. Premier Colts
    - ii. Premier 15s
    - iii. **Premier Division 4<sup>th</sup>** grade
  - b. A maximum of three (3) fresh reserves is permitted in the following grades during the Home and Away rounds:
    - i. Premier Division 1<sup>st</sup> Grade
    - ii. Premier Division 2<sup>nd</sup> Grade
    - iii. **Premier Division 3<sup>rd</sup>** Grade
  - c. Fresh reserves are permitted in all grades in the final series.
  - d. In this Rule, **Fresh Reserve** means a player who has not participated in a match other than the match they are a reserve for.

## 20. Non-Contested Scrums

- 1. Every endeavour should be made to ensure matches start with contested scrums.
- 2. For Premier 1<sup>st</sup>, 2<sup>nd</sup>, Premier Colts, Premier 15s and **Premier Division 3<sup>rd</sup>** Grade:
  - a. There must be sufficient front row players to play at:
    - i. Hooker, tight-head prop and loose head prop (for squads of 23 players)
    - ii. Hooker and prop (for squads of 22 players)

Who are suitably trained and experienced to ensure that on ***the first occasion*** that a replacement front row position is required, the team can continue to play safely with contested scrums.

- b. Should a team not be able to meet the obligation under Rule (20.2.a) 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.
  - 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.
3. For **Premier Division 4<sup>th</sup> Grade**:
- a. Teams should have at least three (3) players who are suitably trained and experienced to play in the front row so that that on ***the first occasion*** that a scrum is required, the team can play safely with contested scrums.
  - b. Should a team not be able to meet the obligation under Rule (20.3.a) for any reason during a game (ie send offs, temporary suspensions or injury), 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.
  - c. If subsequently a qualified front rower becomes available so that scrums can be contested, then that player will be allowed onto the field. This movement will count towards the number of movements permitted in **Premier Division 4<sup>th</sup> grade**.

## 21. Match Sheets – Regular Season Matches

1. A club with teams competing in the Competition in the **regular season matches**, 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 **10am on the Friday** 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 **must** confirm their **FINAL teams (Pos 1 to 15 plus reserves/replacements)** within the Match Day App **prior to ending the match**.
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. **At the conclusion of the match and** 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. **Following this consultation**, both clubs with teams competing in the match must check **in** with the match official who must sight in the presence of both teams the Match Day App and confirm the match **details (score, cards issued etc)**.

9. Once the Match Official has confirmed the match details teams can close off the match and submit the game details
  10. Players included on the team list but not in attendance on the day or did not take the field during the match must be removed from the team list prior to the match being submitted within the Match Day App.
  11. A submitted game is considered the official record of the match.
  12. All games excluding Premier 1<sup>st</sup> Grade (John I Dent Cup) must be submitted within the Match Day App no later than **10am** on the day following a match.
  13. Premier 1<sup>st</sup> Grade (John I Dent Cup) games must be submitted as quickly as possible after the completion of the match – preferably within two (2) hours of their completion.
  14. 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.
- 22. Match Sheets – Final Series**
1. Teams participating in the Final Series will prepare team lists as per Rule (21)
  2. Participating teams will also provide a paper team list to the Unions Duty Official on Match Day for an eligibility check.
  3. Union staff 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.
- 23. Club/Team Ceasing to Play**
1. If a club/team ceases to participate during a Season for any reason and by any means whatsoever prior to the time it has played all its Regular Season Matches it was scheduled to play, and if they have played every club/team at least once, the opposition will retain all for, against and competition points for those matches already played. All future matches against the withdrawn club/team will be recorded as a Forfeit, and competition and Club Championship points awarded.
  2. If the club/team that ceases to participate during a Season has not played every club/team at least once, then all matches played will be recorded as a Forfeit, and competition and Club Championship points awarded.
  3. All red and yellow cards accrued by any player in any match played against a withdrawn team, stand.

## Part 3: Fixtures and Kick Off Times

### 24. Match Day Date & Kick-off Time

1. The date and time of Regular Season matches shall be as determined and notified by the Heads of Competitions & Rugby Services.
2. The Kick-off-times for matches played under these Rules are –
  - a. 4<sup>th</sup> Grade – 1055hrs or 1330 hrs (depending on the venue);
  - b. 3<sup>rd</sup> Grade – 12.15hrs or 1500 hrs (depending on the venue);
  - c. Premier Colts 1215 hrs;
  - d. 2<sup>nd</sup> Grade 1340 hrs;
  - e. Premier 15s (Women's Grade) 1340 hrs;
  - f. Premier Division 1<sup>st</sup> Grade 1505 hrs;
3. Matches shall be played on the date and at a time notified. By exception, and where both teams agree, the home team may make a written application to the Head of Competitions & Rugby Services for a match to be played on an alternative date or at an alternative time. Evidence as to the consent of both teams shall be required.
4. If clubs agree to vary the commencement time of a match, the clubs must notify the Head of Competition and Rugby Services in writing no later than 1000 hrs on the last working day before the match.
5. 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.
6. A team unable to commence a regular match 15 minutes after the official commencement time described in Rule (24.2) will forfeit the match.
7. Prior to forfeiture under Rule (24.6) the referee must blow their whistle for a 2<sup>nd</sup> time to warn that a forfeiture may result from a team's failure to take the field.
8. If a lower grade match does not start at the official commencement time described under Rule (24.2), 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.

### 25. Commencement Time of Final Series Matches

1. The time of commencement of all matches in the final series shall be determined by the Head of Competitions & Rugby Services.

## 26. Match Duration

1. The length of matches played under these Rules are:
  - a. For Premier Division 1<sup>st</sup> Grade 40-minute halves with time added for injury;
  - b. For any other 15 a-side match 35-minute halves with no added injury time.
2. The half-time break for Premier Division 1<sup>st</sup> Grade is ten (10) minutes (whistle to whistle).
3. The half-time break all other matches played under these Rules is five (5) minutes (whistle to whistle).
4. All participants in a match (including match officials) must stay on the playing field during the half-time break unless –
  - a. Both teams mutually agree to leave the playing field;
  - b. A participant requires medical attention that cannot be provided on the field; or
  - c. It is a competition Premier 1<sup>st</sup> Grade game (men or women)

## 27. Duration of Final Series Matches

1. The duration of matches in the final series shall be the same as shown in Rule (26) except that time will be allowed for injury in all grades.
2. There is unlimited injury time in Premier Division 1<sup>st</sup> Grade (John I Dent Cup), while there is a maximum of five (5) minutes in each half in all other grades.

## 28. Air Quality Concerns – Proceeding/Continuing with a Match

1. The decision to continue, modify, postpone or cancel a match should always be made with player welfare as the primary consideration.
2. When the PM2.5 Reading at a venue is above 100+, then the home club must consult with the Head of Competitions & Rugby Services.
3. The Head of Competitions & Rugby Services, after consultation with the clubs involved will direct how the match will be dealt with.
4. In the event play is needed to be stopped, delayed, suspend or abandon due to air quality the defined process outlined within these Rules is to be followed.
5. If play is resumed after a delay or suspension and subsequently due to air quality another suspension is required, the Match will be immediately abandoned.
6. In the event that a match is cancelled due to air quality, the result will be declared a draw.

## 29. Threat of Lightning Strikes

1. In the event that Lightning Strikes may impact a match, the World Rugby 'Lightning Safety Guideline' must be enacted.
2. The 'Lighting Safety Guideline' can be found via the Rugby Australia website under 'Codes and Polices': <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>

### 30. Non-Fulfilment of Matches

1. No team may fail to fulfil its fixture obligations, without providing just cause.
2. It is the responsibility of the **defaulting club** to advise the **Head of Competitions & Rugby Services** immediately if a non-fulfilment of a match is likely.
3. **This advice must be in writing.**
4. Failure to notify the **Head of Competitions & Rugby Services** may result in the following penalty:
  - a. First default – loss of 2 competition points
  - b. Second default – loss of 4 competition points
  - c. Third and subsequent defaults – team has been considered to have withdrawn from the competition in the grade the non-fulfilments occurred.
5. The **Head of Competitions & Rugby Services**, after consultation with the clubs involved, will direct how the non-fulfilment of the match will be dealt with.
6. A decision by the **Head of Competitions and Rugby Services** under this Rule is not a decision that can be appealed.

### 31. Cancelled, Delayed or Suspended Matches

1. The decision to **cancel** a match will be made by the Community Rugby Committee. A recommendation to **cancel** the match will be made by the **Head of Competitions & Rugby Services** following advice from:
  - a. The Host Club
  - b. The Visiting Club
  - c. The General Manager Community Rugby
2. The decision to **delay** a match prior to the scheduled start-time will ultimately be made at the venue collaboratively by each club's President involved in the match.
3. The decision to **delay** a match will be made after consultation with:
  - a. The Home Club President; and
  - b. The Away Club President; and
  - c. The **Head of Competitions & Rugby Services**
4. The decision to **suspend** a match after its commencement will be made by the Home Club's President after consultation with:
  - a. The Visiting Club's President; and
  - b. The Match Referee; and
  - c. The **Heads of Competitions & Rugby Services**
5. A match cannot be **delayed** or **suspended** for more than 60min. At this point in time, if play is unable to be resumed, the Match will be abandoned.

### 32. Abandoned Matches

1. In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following shall apply:
  - a. Where a match has been abandoned during the first half, the result will be declared a nil all draw (0-0) and no points for or against will be awarded.
  - b. Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final result.
2. For the avoidance of doubt the procedures regarding any red or yellow cards, citings or misconduct complaints during an abandoned match shall be the same as if the match had been completed.
3. In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Community Rugby Committee shall determine if any penalties will be imposed on the competing teams.
4. Any such action taken under these Rules shall not prevent (and may run in parallel with) other actions that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant World Rugby or Rugby Australia regulations, codes, policies or rules etc.

### 33. Forfeiture of Match

1. For any **regular season matches**, 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, **3<sup>rd</sup> grade**, **4<sup>th</sup> grade** then Colts
  - b. Women's – Premier 15s then Women's 10s
3. A club that has a forfeiting team must in writing advise the opposing club and the Union (**Head of** Competitions and Rugby Services) by no later than 1000 hrs on the last working day prior to the scheduled match.
4. If a forfeiture notice as per Rule (33.3) 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 – loss of 2 competition points.
  - b. if the forfeiture is in the final round – loss of 4 competition points.
  - c. Incur a fine of \$500 for the match forfeited, payable to the Union within seven (7) days of the time scheduled for the forfeited match (unless waived in writing by notice to the club by the Union). This money will be distributed to the affected club and Referee Association.
5. However, the Community Rugby Committee may decide, at its discretion, on application by **the forfeiting** team, to impose an alternate penalty to the penalty imposed by Rule (33.4).
6. Also, when a team forfeits, the following is awarded to the opposing team –
  - a. A resulting score of 28 – 0; and
  - b. 5 competition points (which means the win is considered a bonus win)

7. A team that has been forfeited against must enter details on Rugby Xplorer for the forfeited match and advise the **Head of Competitions & Rugby Services**, in accordance with this Rule, to ensure the match counts towards players and teams final series eligibility.
8. In addition to Rule (33.4), any **3<sup>rd</sup> or 4<sup>th</sup> grade team** which forfeits an away fixture, will play the reverse match against that club at the away venue subject to that ground being available for use. **Both the 3<sup>rd</sup> and 4<sup>th</sup> grade matches will be played at the away venue.**

#### **34. Withdrawal of Forfeiting Club from Competition**

1. If a club forfeits 3 **regular season matches** in any grade it is considered to have withdrawn from the competition in the grade the forfeits occurred
2. A club mentioned in Rule (34.1) 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 Rule (34.2) must withdraw from the competition.
4. If a team is or has withdrawn from the competition, and if they have played every team at least once, the opposition of a withdrawn team will retain all for, against and competition points for those matches already played. All future matches against the withdrawn team will be recorded as a Forfeit, and competition and Club Championship points awarded.
5. If a team is or withdrawn from the competition and has not played every team at least once, then all matches played will be recorded as a Forfeit, and competition and Club Championship points awarded.
6. All red and yellow cards accrued by any player in any match played against a withdrawn team, stand.



## Part 4: Grounds

### 35. Match Balls

1. All matches administered by Union will be played with Gilbert branded and manufactured match balls that are compliant with the Laws of Rugby.
2. The home team shall provide at least three match balls per match as outlined in Rule (35.1).
3. The match balls are to be inflated to the required psi of 9.5-10 lbs per square inch as required under the Laws of Rugby.
4. At no time during the match should a ball other than an approved match ball be used in the match. This will require instruction to all ball persons to be vigilant.
5. The Union reserves the right to issue sponsored footballs for use in any match under the jurisdiction of the Union.

### 36. Ground Allocations

1. All regular season matches must be played on grounds allocated by the Union in the season's competition draw.
2. After consultation with clubs concerned, the **Head of** Competitions and Rugby Services has the power to alter the allocation of grounds, if the ground is deemed unfit for play.

### 37. Allocation of Grounds for Final Series

1. The final series shall be played on grounds determined by the **Head of** Competitions & Rugby Services.

### 38. 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:
  - a. In the first instance the home club, in consultation with the Union, should seek an alternate home venue for the matches.
  - b. If any alternate home venue is not available, then the match will be switched to the visiting club's venue (if available).
  - c. If a venue (both an alternate home venue and the visiting club's venue) is not available for the match/s on the scheduled date, then an alternate date and venue should be nominated, with the mutual agreement of both clubs involved. This agreement must be reached within seven (7) days of the original date for the match.
2. If clubs cannot come to a mutual agreement under Rule (38.1.c), then a date and venue for the deferred matches will be determined by the **Head of** Competitions & Rugby Services.
3. If an alternate date and venue cannot be determined by the **Head of** Competitions and Rugby Services, then the match will be recorded as a nil all (0-0) draw with both teams being awarded two (2) competition points.
4. A decision by the **Head of** Competitions and Rugby Services under this Rule is not a decision that can be appealed.

5. 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 28 – 0 bonus point win.
6. If a match rescheduled under this Rule does not take place at the scheduled time, because of circumstances beyond the control of both teams, then the match will be recorded as a nil all (0-0) draw with both teams being awarded two (2) competition points.
7. In the event of a ground closure occurring within the last three (3) rounds of the Regular Season, and a switch to the visiting team's venue cannot be accommodated on the day of the scheduled match, those matches will not be rescheduled as per Rule (38.5.c) and those matches will be recorded as a nil all (0-0) draw with both teams being awarded two (2) competition points.
8. Should it appear likely that two or more matches of a grade/competition in a round may be unable to be played due to wet weather ground closures, the Community Rugby Committee may postpone or cancel all matches for that round. All matches impacted in this instance will be recorded as a nil all (0-0) draw with both teams being awarded two (2) competition points.
9. Subject to Rule (38.1), on the day of the match, 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.

### 39. Playing Field

1. For all regular **season** matches the Home Club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
2. For the Final Series matches the Union shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
3. All Goal posts within the playing enclosure must be padded.
4. The Home Club must provide the Away Club with a suitable area for their pre-match warm up if the playing field is unavailable for use.

### 40. Playing Enclosure

1. The Playing enclosure is the playing area and a space around it, no less than 5 metres where practicable. This includes the dead ball line.
2. If no perimeter fence exists, then home clubs will be required to rope off their playing enclosure including where practicable the dead ball line area.
3. Each Club must make proper provision to ensure that all spectators are kept at a reasonable distance from the playing enclosure.
4. A person must not enter the playing enclosure during a 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.
  - g. holds an ACT Rugby Media Pass issued by the Union for the purpose of conducting their job.
5. A person must not enter the playing enclosure 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; or
  - d. holds an ACT Rugby Media Pass issued by the Union for the purpose of conducting their job.
6. No person is permitted onto the field of play for the sole purpose of relaying playing instructions from a coach to a player.

#### 41. Replacement Bench

- 1. The Reserve bench and the location of the coaches should, wherever possible, be outside the playing enclosure.

#### 42. Technical Zones

- 1. Each home club is to provide a Technical Zone for both home and opposition teams.
- 2. Definition of a Technical Zone is a 3m by 10m box/area either painted or roped off between the 10m line and 22m line either side of halfway and outside the field of play. The Technical Zones should be located on the same side of the field.
- 3. If there is no room for the placement of the Technical Zone as described in Rule (42.2), then the replacement bench may be designated as the Technical Zone.
- 4. If the Technical Zone is located separately from the replacement bench, then a maximum of four (4) **Team Support Staff** are allowed in this area.
- 5. Within this Rule, **Team Support Staff** means two designated medically qualified persons and two designated water carriers (who must not be the head coach but may be assistant coaches).
- 6. The four (4) **Team Support Staff** must be attired in distinguishable coloured vests. Each designated role should be attired in separate colours. (i.e. Medically qualified staff in White or Orange vests, Water Carriers in Blue or Yellow vests).

#### 43. Replacement Bench Designated a Technical Zone

- 1. At venues where the team's replacement bench is also designated the Technical Zone the following people will be permitted to reside in this area:
  - a. The Seven (7) listed reserves or eight (8) reserves in Premier 1<sup>st</sup> Grade only,
  - b. The Team Manager
  - c. Up to two coaching personnel
  - d. Four (4) **Team Support Staff**
- 2. The Four (4) **Team Support Staff** must be attired in appropriately coloured vests as described in Rule (42.6).

#### 44. Role of Personnel in the Technical Zone and Replacement Bench

1. People within the Technical Zone are not permitted to make any comments to the touch judge or referee in relation to their handling of the game.
2. One (1) of the medically qualified personnel permitted to operate from the technical Zone may be positioned on the far side of the playing area on the touch line opposite the technical zone and may move along the touch line
3. A second (2<sup>nd</sup>) medically qualified 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.
4. The two (2) water carriers must remain in the Technical Zone at all times and may only take water onto the field during stoppages in play for injuries in the playing area, TMO referrals (where these facilities exist) and when a try has been scored. They are not permitted in the playing area during penalty kicks at goal.
5. Water carriers must not obstruct, interfere or aim comments at Match Officials.
6. One (1) person will be permitted to enter the field of play from the Replacement Bench to provide a kicking tee to the kicker when taking a penalty goal attempt.
7. Team Managers are permitted to move between the Replacement Bench and the assistant referee or touch judge to implement player changes or provide support for any suspended player (yellow card).
8. Reserve players will be permitted to move outside the Replacement Bench to warm up or when replacing or substituting a player. If there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.
9. The two coaching personnel if located within the technical zone are NOT permitted to move outside of this area to enter the playing enclosure including during stoppages in play, unless those stoppages are for halftime or full time or has permission from the referee to enter the playing enclosure. When located within the Technical Zone and/or playing enclosure the Head Coach is expected to behave appropriately.
10. Match referees, assistant referees and Ground Marshalls will be authorised to remove any personnel from the Technical Zone and/or Playing Enclosure if they breach the above guidelines.

#### 45. Ground Marshalls – Appointment

1. Each club must appoint a Ground Marshall for all **regular season matches**. ie whether they are playing games at home or away.
2. The Ground Marshall must be a person above the age of 18.
3. A Ground Marshall must be registered with their club via Rugby Xplorer **and undertake the Ground Marshall course in the Rugby Xplorer Learning Centre**.
4. Ground Marshalls are to be easily identifiable, wearing an appropriate Ground Marshall Vest (preferably Hi-Vis). The vest should not be worn under an undone jacket, it must be clearly visible at all times, from all angles.
5. All clubs must advise the **Union** who their Ground Marshall is for the season and notify the Union if this changes at any time during the season.
6. **Ground Marshall responsibilities are outlined in Schedule 7.**

## Part 5 Player Participation

### 46. Eligibility

1. Players participating in any competition conducted by the Union must be properly registered as an active player with the club they are representing **to be deemed eligible to participate in the competition they wish to participate in.**
2. Except with the approval of the Community Rugby Committee, a player is not eligible to:
  - a. register for more than one (1) ACTRU club on or after 1 June 2025 with the intention to play for said club in the same season; or
  - b. play for any club if indebted to that club, any other affiliated club, the Union or any other union; or
  - c. play for any club while suspended or disqualified from playing by the judicial committee or another union; or
  - d. play for a club if:
    - i. the player is registered with a union other than the ACT&NSWRU; 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; or
  - e. play for any club if under the age of 18 on 1 April, unless the player has received written dispensation to do so from the Union as per Rule (57) or
  - f. 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
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.

### 47. Registration

1. All players must register themselves as a player prior to **participating in any match conducted by the Union** online via Rugby Xplorer.
2. For information on registration refer to Rugby Australia's player registration regulations: <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>
3. **Players failing to register prior to participating in a match conducted by the Union will be deemed to be an ineligible player with penalties imposed as per Rule (53).**

### 48. Payment of Players

1. Except for those players who meet the definition of a Contracted Player under these rules, the Union does not permit the payment of players at local club level either directly or through a third party.
2. Exemptions to Rule (48.1) will allow clubs affiliated with the Union to make the following limited payments.

	<b>Permissible</b>	<b>Not Permissible</b>
<b>Employment</b>	Clubs may assist with or facilitate full or part time employment for a player, provided the conditions of the employment are consistent with relevant workplace laws	Employment cannot be dependent on playing for the club.
<b>Coaches &amp; Officials</b>	Non-playing coaches may be remunerated. Non-playing club administrators, canteen workers, etc, may be remunerated.	Playing coaches, playing club officials or administrators and playing club workers cannot be remunerated.
<b>Expenses</b>	Costs directly associated with playing for the club (e.g. out of pocket injury expenses, insurance top-ups) provided these are available to all players.	Any expenses not associated with playing for the club (e.g. landscaping, professional services), cannot be paid.
<b>Awards</b>	Players may receive non-monetary awards relevant to match day performance. The value of such awards cannot exceed \$150.	Cash prizes of any amount for any reason cannot be given to players.
<b>Education Assistance</b>	A maximum of \$1000 per season as a scholarship to assist educational pursuits.  Such assistance is only payable to a recognised educational or training institution.	Educational Assistance money cannot be paid directly to players.
<b>Accommodation Assistance</b>	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) can be paid on the following basis:  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.  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.	Rent money cannot be paid directly to players.
<b>Travel Assistance</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	
<b>Club Registrations</b>	Any club registration fee must be a bona fide fee for club membership. Clubs are free to set the total level of those fees, including discounts to particular groups or individuals.  Third parties may pay a player's club registration.	

3. Where a player is in receipt of any payment from a club it is recommended that the club register a signed agreement with the **Head of Competitions & Rugby Services**. This will provide clarity for the Union and the club if a dispute arises with the player.

#### 49. Breach of Payments to Players

1. In relation to payments of players, clubs can and will be held liable for the actions of their players, members, coaches, managers, committee members, officials, sponsors, supporters and any other person associated with the club.
2. If a club and/or any of its players, members, coaches, managers, committee members, officials, sponsors, supporters or any other person associated with the club, is found to have breached the conditions as outlined in Rule (48), the penalty to be imposed shall be determined by the Community Rugby Committee.
3. Such penalty may comprise any or all of the following:
  - a. In relation to a club:
    - i. Loss of points earned in games played while the club was so in breach;
    - ii. Loss of premiership points for the following season;
    - iii. A monetary fine
    - iv. Suspension from any or all minor premiership or finals matches in a season or seasons.
  - b. In relation to an individual:
    - i. Refusal of registration, or de-registration
    - ii. Suspension for such period as the Community Rugby Committee deems appropriate.
4. If a club or individual voluntary admits that it or they have breached such conditions as outlined in Rule (48), the Community Rugby Committee may, in their discretion determine that no penalty be imposed.

#### 50. 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 (including Elite Development Squad [EDS]) 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. an ACT Brumbies Rugby Academy player; or
  - b. any person contracted to play in **an Australian National Rugby competition** and who does not also hold a contract to play in the Super Rugby Competition.
3. **Contracted Players** including current and new to the ACT Brumbies are/will be allocated to Premier Clubs on an annual basis. This allocation 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.

Contracted Players will be allocated across the Premier clubs located in the ACT & Queanbeyan region as evenly as possible.

4. Contracted Players who can demonstrate having an historical playing connection with a Premier Club will remain with that club.
5. Players, who individual Clubs have relocated to Canberra for an Academy opportunity and these players achieve an ACT Brumbies contract, will remain with that club.
6. A **Contracted Player** for the purposes of these Rules can be defined as either a ‘Super Rugby **Contracted Player**’ (SCP) or ‘**Local Contracted Player**’ (LCP).
7. A **Local Contracted 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; or
8. 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 must seek approval from the Community Rugby Committee for that player to be awarded the same status as a **LCP** for the purpose of this Rule.
9. An application under Rule (50.8) must be made in writing to the Competitions & Rugby Services Manager setting out all the relevant matters for considerations.
10. **Contracted Players** who are named as members of the core playing squad cannot participate in any game lower than Premier Division 1<sup>st</sup> Grade. Contracted Players who have EDS status are excluded from meeting this requirement.
11. On match day, the maximum number of core playing squad members (excluding EDS) that can be named in a Premier Division 1<sup>st</sup> Grade Match Day 23 will be five (5). An exception to this rule is where **both** teams have an equal number of **Contracted Players** above the maximum of five (5) available on match day, then this number can be matched.
12. A **Contracted Player** who satisfies the definition of a **Local Contracted Player** will be waived from the count on the number of core playing squad members permitted in the Match Day 23.
13. A club that fails to comply with this Rule, will be considered to have played an ineligible player in accordance with Rule (51), and will be subject to penalties as described in the Rule.

## 51. Playing Ineligible Players

1. A club that plays an ineligible player in any of its grade teams in any **regular season match** will have a minimum 28 – 0 loss recorded against it in that grade and the opposition will be awarded a bonus point win for that match (i.e. receive 5 competition points).
2. A club found guilty of playing an ineligible player under this Rule may apply in writing to the Community Rugby Committee **via the Head of Competitions & Rugby Services** for that Committee to **consider imposing** an alternative penalty.



3. This application must be in writing and made within 48 hours of the original penalty being handed down.
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.

## 52. Player Eligibility for Final Series

1. To be eligible to play in the Final Series, players must meet the following criteria:
  - a. Be registered to their club by 1 June of the calendar year; and
  - b. Have played a minimum of five (5) rounds for their club during the regular rounds.

**Note:** Games missed due to suspension will not be considered as games played in determining finals eligibility.

2. Where a player does not meet the criteria as outlined in Rule (52.1) due to injury/illness or Extreme Circumstances the club must apply for dispensation by following the steps outlined in Rule (55).
3. To be eligible to play for a particular club (where a player has been registered to two (2) or more ACTRU Clubs and/or a particular Team within a Club, players must meet the following criteria:
  - a. Have played a minimum of 60% of the regular season for that club (if registered to two or more ACTRU Clubs) or in the grade that they wish to play in. (Players may play a finals match for their eligible Club in a grade higher than which they are eligible for based on participation in the regular rounds)
4. Player history will be determined by the online submissions as recorded by the clubs on match day as per Rule (21). A maximum of 23 players (John I Dent Cup 1st Grade) or 22 players (for all other grades) can be listed on a team sheet. Any players exceeding the maximum amount (depending on the grade) will not be counted for Finals Eligibility.
5. If a player plays two (2) or more matches on the same day, the highest grade shall be considered their playing grade for that day, except when a player starts in one grade, then takes the field in a higher grade as a replacement. If a player takes the field as a replacement only in one or more matches in the same day, the highest match in which they participated shall be considered their playing grade for that day.
6. For a deferred or forfeited 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 and the club must have submitted a team sheet in accordance with Rule (21).
7. For the first weekend of finals (Qualification/Elimination Semi-Finals), Colts aged players will have unqualified eligibility to participate in the Colts Competition and are not required to meet the minimum criteria as set out in Rule (52.3.a).

## 53. Player Eligibility Progress through the Finals Series

1. 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.
2. 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 1<sup>st</sup> grade or Premier Division 2<sup>nd</sup> 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 Premier 4th grade or any higher grade the club has in the finals.

3. If a Colts eligible player takes part in a Premier 1<sup>st</sup> or 2<sup>nd</sup> Grade final series match in a week their qualified Colts team is not playing, they become ineligible for the remaining colts' finals series matches unless dispensation is granted by the **Dispensation Committee**.

#### 54. ACT Brumbies Contracted Players Finals Eligibility

1. ACT Brumbies Contracted Players availability to participate in the final series is subject to advice from the ACT 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. ACT 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 1<sup>st</sup> Grade Match Day 23.
3. When determining lower grade player eligibility, if a club has a team participating in the Premier Division 2<sup>nd</sup> Grade final series but not in Premier Division 1<sup>st</sup> Grade, they are unable to name an ACT Brumbies Contracted Player/s who have not met the minimal finals eligibility requirements in their notional Premier 1<sup>st</sup> Grade team.

#### 55. Dispensation Submissions for Finals Eligibility

1. Any application for finals eligibility dispensation must be submitted on the Player Finals Dispensation Form (Schedule 8) to the **Head of Competitions and Rugby Services** by COB Monday, 19 days prior to the Finals Commencing
2. Applications will only be considered with supporting documentation, such as:
  - a. medical certificates by a qualified and accredited doctor or physiotherapist; or
  - b. evidence of treatment for mental health; or
  - c. other documented evidence relating to the player's reasons for not participating in the required number of games (**extreme circumstance**).
3. All players being considered for Finals due to injury/illness must have been registered for and otherwise available to play in the requested matches had it not been for injury/illness.
4. In extreme circumstances, the Dispensation Committee **may** consider requests outside of injury/illness dispensation. The Dispensation Committee will have the sole discretion on applications and any decisions made on extreme **circumstance** requests will be final. All extreme **circumstance** requests must be to the **Head of Competitions and Rugby Services** by COB Monday, 26 days prior to Finals Commencing.
5. Any application for finals eligibility dispensation must be submitted on the Player Finals Dispensation Form (Schedule 8).
6. The Dispensation Committee will meet on the **first (1<sup>st</sup>) Wednesday** after the conclusion of the regular rounds of that Division at a time determined by the **Head of Competitions & Rugby Services** to make a determination in relation to a club request on a player's eligibility.
7. Any subsequent changes to teams, including requests for further dispensations, must be advised to the Dispensation Committee through the **Head of Competitions and Rugby Services** no later than **1000 hrs on the last working day** prior to each match. The Dispensation **Committee** will make the final determination in relation to a player's eligibility.

8. A club whose request for dispensation due to injury/illness has been denied shall have the right to appeal the decision of the Dispensation Committee with respect to a player dispensation.
9. The appeal shall be lodged in writing to the **Head of** Competitions & Rugby Services within twenty-four (24) hours of the decision being made. The appeal must include the grounds for the appeal to be considered. No appeal fee will apply in this instance.
10. A club must not provide false information regarding the eligibility of its players. If it is proven that false information has been provided, **the club will lose the match in which an ineligible player took part in and be liable to other penalties as the Community Rugby Committee may determine including the disqualification/suspension of the ineligible player.**
11. All clubs in the relevant grade will be advised of any approved changes and dispensations.

## 56. Club Submissions of Player Eligibility Team Lists for Final Series

1. All clubs in the Final Series shall complete a separate player eligibility list for each grade (whether or not they are participating in the final series).
2. All eligibility lists are to include reserve players and shall be submitted **in starting order, not alphabetically**, to the **Head of** Competitions & Rugby Services by **1500hr on the Tuesday** prior to a Finals Series match.

## 57. Dispensations

### Dispensation Committee

1. The Dispensation Committee will be established when a club seeks a review of or appeals a decision made in relation to the eligibility of a player.

### Dispensation Committee Decision Making

2. 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 Rule (57.2.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 (57.2.c) for a specified period.
3. If an application is made under this Rule, the Dispensation Committee’s decision will be final.

### Application for Dispensation

4. A club that makes a request for dispensation under Rule (57) must apply to the Competitions and Rugby Services Manager for dispensation in accordance with this Rule.
5. 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 business day preceding the first match for which the dispensation is sought if in the regular rounds or by 1500 hrs on the Tuesday prior to each match if in relation to finals series eligibility.
- c. not be made if:
  - i. any application has already been made and not granted by the Dispensation Committee for the respective player; and
  - ii. a dispensation is already in force for the respective player at the time of the application.

#### Dispensation – Under 18 Male Players

6. The Community Rugby Committee may temporarily dispense with the application of Rule (46.e), (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 (57.5); 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 (proof of having left school to be provided as part of the application); 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, <https://australia.rugby/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 competition – the club proposes the player will play in Premier Division Colts, Second Grade or higher; and
  - f. The club seeking dispensation because the player’s skills exceed those of his 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 ACT Brumbies Rugby.
  - g. 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. The club is seeking dispensation for a shortage in playing strength due to a shortage of eligible players (due to injury, unavailability, or Representative commitments); or
  - h. A player granted dispensation under this Rule will –
    - i. be eligible for selection in a higher age representative team;
    - ii. not be eligible to play in a ACTJRU sanctioned match in a team of under 18 aged players without the approval of the of the ACTJRU or their representative.

#### Dispensation – Under 18 Female Players

7. The Community Rugby Committee may temporarily dispense with the application of Rule (46.e), (which is about ineligibility of players under the age of 18 years of age playing under the senior laws of Rugby) for a female player if –
  - a. an application is made under Rule (57.5); 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 (proof of having left school to be provided as part of the application); 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, <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>; and
  - e. For players that were registered with an ACT&NSW junior club in the previous season, their junior club has expressed their support in writing for the dispensation as part of this application; and
  - f. The player has been selected in the current season’s Super W squad and includes an endorsement from the head of the ACT Brumbies Rugby Super W program.
  - g. A club may also seek dispensation for a player who meets the criteria set out in Rules (57.7.a to 57.7.d) if:
    - i. the player’s skills exceed those of their counterparts in the ACTJRU competition the player would normally play in but for this dispensation. This would require endorsement from the ACT Brumbies Rugby Coach Development Manager, and
    - ii. The club seeking dispensation does not have an Under 18 team in the current season or the season prior: and
    - iii. The player has not previously been involved with an ACT & NSW Rugby club/team for the past two seasons.
  - h. For a club making an application under this rule that has teams in the Women’s Premier 15s and Women’s 10s, –the player will play in the Women’s 15s.
  - i. A player granted dispensation under this Rule will –
    - i. be eligible for selection in a higher age representative team;
    - ii. not be eligible to play in a ACTJRU sanctioned match in a team of under 18 aged players without the approval of the of the ACTJRU or their representative.

#### Dispensation – Participation in Colts Grade

8. The Dispensation Committee may temporarily dispense with the application of Rule (46.f), (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 (57.5); and
  - b. the player for which the club is making an application under Rule (57.5) would normally play in a team below Premier Division Second Grade; and
  - c. the club has an insufficient number of players in the Colts age group capable of playing in the front row.

9. A player's dispensation is revoked if the player is granted dispensation under Rule (57.8) and is subsequently recorded as playing Premier Division 1<sup>st</sup> or 2<sup>nd</sup> Grade on more than three (3) occasions.

## Part 6: Playing Kit

### 58. Player Clothing

1. Please refer to World Rugby Laws of the Game (<https://www.world.rugby/the-game/laws/home>); 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. An unnumbered jersey may be used, but only in the case of replacing a player's jersey that is blood stained.
4. No two players from the same team shall wear a jersey with the same number when taking part in a match.
5. It shall be the duty of clubs to bring a breach of Rule (58.2) and/or Rule (58.4) to the attention of the match referee who will ensure that Rule (58.2) and/or Rule (58.4) is enforced.
6. Clubs are requested to notify the Head of Competitions & Rugby Services if they will be wearing special jerseys/kit for a particular match during the season.
7. It is the responsibility of the Away Club to notify the Home Club in the event of potential kit colour clash for an upcoming match. To avoid potential clashes the Away Club must use an alternate kit.
8. If an alternate kit cannot be agreed upon, then the Head of Competitions & Rugby Services shall determine which choice of colours a Club wears in any Match, but may, in their absolute discretion, allow the Home Club to wear their first choice.

## Part 7: Match Officials

### 59. Appointment of Referees for Matches

1. All matches in the Regular Rounds conducted by the Union, must be refereed by an official appointed by ACTRRA.
2. ACTRRA, based on match rankings as determined by the Union, appoint referees for each Regular Round match conducted by the Union.
3. ACTRRA will appoint the referees, assistant referees and any other appointed match official for all matches, in all grades during the final series.
4. ACTRRA will only appoint a referee for a match that is conducted in accordance with these Rules.
5. For Premier 1<sup>st</sup> Grade matches (John I Dent Cup), ACTRRA will be responsible for providing an official to act as the **Sideline Match Official** who shall be responsible, under the authority of the Referee, for the touchline operation of replacements, “blood bin” and “sin bin” in conjunction with the Assistant Referee. In the event that one of the Assistant Referees is required to replace the Referee such Fourth Official may be called upon to act as one of the Assistant Referees at the request of the Referee.
6. Premier clubs are to ensure that the **Sideline Match Official** has adequate seating and a table to fulfill their duties during the match.
7. All clubs, as part of their affiliation process, will be required to put at least one (1) of their members through the referee course and have them field-tested.
8. Those newly accredited referees may be appointed to officiate at their home venue where there is a match that is unappointed by ACTRRA due to a lack of available referees.
9. If these newly accredited referees are unable to be appointed to a match for any reason, a Smart Rugby accredited person may be appointed by mutual agreement between the two clubs.
10. If no agreement can be reached, the home club shall provide a person to officiate the match, this person must hold a Smart Rugby Accreditation and be 18 years or older for the game to be played.
11. Should, for any reason, a game not proceed under this rule, the match shall be declared a bye and no competition points will be awarded to either club.
12. Any club unable to supply a Smart Rugby qualified referee when required shall be fined \$50 for each offence.

### 60. Appointed Referees Not Showing

1. During the Regular Rounds, if the referee appointed to a match under Rule (59) fails to arrive 15 minutes before the nominated match commencement time at the ground where the match is scheduled to be played, then the match shall be refereed by a referee that has been appointed by an official of the Home Club.
2. An ACTRRA referee who arrives at the ground after the commencement of a game that has commenced under Rule (60.1) must be substituted **in** for the referee appointed by the club and referee the rest of the match.



## 61. Referee Unable to Continue Refereeing

1. If the referee appointed to the match under Rule (59) is unable to referee the match for its duration **and there is no Assistant Referee or other suitable referee available**, then the remainder of the game may be refereed by a substitute referee appointed by an official of the Home Club.
2. However, an official of the home club proposing to appoint a substitute referee must consult with the ill or injured referee if they are capable of being consulted.

## 62. Appointment of Touch Judges

1. Each club competing in a match under these Rules must appoint one (1) touch judge they consider competent unless ACTRRA has made such appointments.
2. Touch judges appointed by clubs participating in a match must make themselves known to the referee prior to the commencement of the match.
3. The appointed referee must be satisfied that the club appointed touch judge is competent to participate in the match and if deemed unsatisfactory may ask the participating club to replace its touch judge.
4. A participating club cannot refuse a request under Rule (62.3)
5. Touch judges participating in a match under these Rules must wear distinctive attire to distinguish them from the club support staff.
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)
  - c. **Provide the Referee with foul play reports. They are only able to judge when the ball is/has been taken into touch.**

## 63. Appointment of Ball-People

1. Each club competing in a match under these Rules must appoint two (2) ball people.
2. Each club with a team participating in a match in the final series must provide two (2) ball-people for its team.
3. Ball People appointed by clubs participating in a match must make themselves known to the referee prior to the commencement of the match.
4. 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 either the referee or **assistant referee** appointed for the match.

## Part 8: Medical Matters

### 64. Medical Requirements:

1. Club's hosting matches played under these rules shall comply with the RA Medical and First Aid Requirements.
2. With respect to medical requirements, both teams are responsible for ensuring that matches are not played if all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and First Aid Requirements* (<https://australia.rugby/about/codes-and-policies/safety-and-welfare/first-aid-and-medical>) for further information.
3. It is the responsibility of both Clubs to ensure that each Club has an appropriately medical qualified person present pitch side to attend to Players, the Referee and the Assistant Referees during the match, at half-time and immediately after the match.
4. Clubs and Players shall abide by the regulations in relation to anti-doping and the illicit drug policy as may be specified by Rugby Australia or World Rugby.

### 65. Injuries:

1. The match will continue or stop at the discretion of the referee if a player who is in the playing area becomes injured.
2. Medically trained people may be permitted to enter the playing area to attend to a player who has suffered an injury.
3. Injured players can be replaced at any time during a match.
4. A player replaced due to injury cannot resume playing in the match.
5. The player who is replacing the injured player will not commence play in the match until the referee gives permission.

### 66. 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 –

#### **On field Blue Card – Recognise and Remove**

- a. 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.
- b. 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.
- c. 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.

**Off-Field Process – Record and Refer**

- d. 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.
- e. 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.
- f. 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 Xplorer team sheet.
- g. There is no provision for a Head injury assessment under these Rules, as a result an assessment cannot be undertaken to allow a player to return to the field of play. Any player who undertakes a head injury assessment and returns to the field of play will be deemed to be in breach of Rugby Australia's Concussion Guidelines where such action may result in disciplinary action pursuant to Rugby Australia's Code of Conduct.

## Part 9: On and Off-Field Discipline

### 67. Recognition of other Sporting Suspension

1. The Union will recognise any suspension imposed upon a player by ACT & SNSW (or other National or State sporting bodies) sports codes as per Rugby Australia's policy and that player may not play in any competition administered by the Union until their suspension is completed whereby, they would then be eligible to register and play. Sports codes recognised, but not limited to, AFL, Soccer (Football), Rugby League, basketball etc.

### 68. 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. Any Player temporarily suspended when playing in a match must remain on the Replacements Bench or leave the playing enclosure and be clearly identifiable to the Match Officials.
  - b. 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.
  - c. 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 regular season or finals matches as per Rule 30 of the Rugby Australia Disciplinary Rules.
  - d. Following the suspension, the matter is deemed to have been heard
  - e. Any subsequent temporary suspensions received during the season will be dealt with as per Rule 31 of Rugby Australia's Disciplinary Rules.
  - f. Temporary suspensions do not transfer to the next season.
  - g. Clubs may receive notification once a player receives two (2) temporary suspensions.
  - h. Clubs will receive notification once a player receives three (3) temporary suspensions.
3. Send Offs (Red Cards):
  - a. Any Player sent off when playing in a match must leave the playing enclosure. For the avoidance of doubt, a Player may not remain in the technical zone, or Replacements Bench once they have been sent off.
  - b. Match officials must, by 0900 hrs on the first business day following the day of the match, report in writing to the Head of Competition & Rugby Services on the appropriate form, any player or players ordered off the field of play.
  - c. Any player ordered off the field of play will be suspended from playing until their case has been decided by the Judicial Committee.
  - d. A player temporarily suspended under this Rule must not contact or be in contact with an official or officials of the opposing team.

## 69. 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 <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>

## 70. 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 **ACT & Southern NSW Rugby Union offices**, Building 29, University Drive, Bruce, ACT, 2617 or at another venue that the Committee considers appropriate.
  - c. The **Head of** Competitions & Rugby Services 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.

## 71. Notification of Hearing of a Disciplinary Matter

1. The **Head of** Competitions and Rugby Services must as soon as they are aware that 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

## 72. 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 or video conference. This is usually reserved for those players located from a club 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.

## 73. Citings

1. **Nominated Officials** of either the Union or clubs involved in the match may refer a Citing Complaint against:
  - a. A player for an act of Foul Play committed during a match;
  - b. A player for more than one alleged incident of Foul Play in the same Match; and/or
  - c. More than one Player in any match.
2. Under this Rule - **Nominated Officials** of the Union are:
  - a. The CEO of ACT Brumbies
  - b. The General Manager of Community Rugby
  - c. The **Head of** Competitions & Rugby Services

3. Under this Rule - **Nominated Officials** of the Club are the Club President, or in their absence, a member of the club executive committee.
4. A citing complaint made by a club must be in writing by the Club's **Nominated Official** as outlined in Rule (73.3) and received by the **Head of** Competitions & Rugby Services by no later than **1700hrs on the second day** following the completion of the Match.
5. A citing complaint made by the Union must be in writing by the Union's **Nominated Official** as outlined in Rule (73.2) and received by the **Head of** Competitions & Rugby Services by no later than **1700hrs on the third day** following the completion of the Match.
6. The club raising a citing complaint must also advise the opposition club that they are referring a citing complaint for review no later than **1700hrs on the second day** following the competition of the Match.
7. For citing complaints referred by the Union notification will be given to the concerned club advising that a citing complaint has been submitted for review no later than **1700hrs on the third day** following the competition of the Match.
8. A written citing complaint under this Rule must be submitted on the template as provided by the Union, (see Schedule 2) and must 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.
9. The responsibility for obtaining information, reports and video recordings in relation to a citing complaint rests with the **Nominated Official** referring the citing complaint.
10. The Union will appoint a Citing Commissioner to review the citing complaint and provide copies of any supporting documentation or evidence to the Citing Commissioner and to both parties involved in the citing.
11. The Citing Commissioner must, within two (2) business days of receiving a formal citing complaint under Rule (73.4 or 73.5) determine whether the act(s) warrant a Citing or a Citing Commissioner Warning.
12. If an appropriate Citing Commissioner is not available to review the citing within the prescribed two (2) business days, then the **Head of** Competitions & Rugby Services is authorised to extend the review period if necessary.
13. If a Citing Commissioner makes a decision under this Rule and determines that the player may have committed an act of foul play or misconduct, the Citing Commissioner, through the **Head of** Competitions & Rugby Services, will cite the player to appear before the Judicial Committee or issue a Citing Commissioner Warning.
14. 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.
15. 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.

16. If a player or participant is cited under this Rule for an alleged breach of the Code of Conduct, the Head of Competitions and Rugby Services will evoke the process as outlined under Rugby Australia's Code of Conduct policy which will determine if there is sufficient evidence for a Code of Conduct Breach Notice to be issued.

#### 74. 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 Disciplinary Rules: <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>

#### 75. 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: <https://australia.rugby/about/codes-and-policies/all-codes-and-policies>

## Part 10: Penalties

### 76. Fixed Penalties

1. The Union shall be entitled from time to time to impose a fixed or fix penalties in respect of any breach of any of these Rules and/or any breach of Rugby Australia Policy or regulations and/or any breach of World Rugby Regulations and Clubs and their Participants shall be bound by such penalty or penalties.



## Part 11: Enquiries, Additional Powers of the Union and Appeals

### 77. 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 **Head of** Competitions & Rugby Services (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 real 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. If raised by the Union or the **Head of** Competitions & Rugby Services, outline the matter affecting the competition; or
  - c. If raised by a club, outline the nature and the extent of the disadvantage/prejudice allegedly suffered.
4. Protests must be received by the **Head of** Competitions & Rugby Services by 5pm on the first (1<sup>st</sup>) business day after the alleged breach of the Rules of Competition.
5. The protesting club must also within the timeframe outlined in Rule (77.4) supply to the club being protested against a copy of the protest.
6. The onus of proof shall be on the party who raised the protest to establish the breach of the Rules of Competition.
7. The **Head of** Competition & Rugby Services shall determine if a club is guilty of an alleged breach of the Rules of Competition for those protests raised by a club.
8. The **Head of** Competitions & Rugby Services will recommend to the Community Rugby Committee that an alleged breach has taken place. The Community Rugby Committee will determine if a club is guilty of a breach and make the final determination in terms of penalties to be imposed. The Community Rugby Committee shall make the final determination in this regard.
9. The Community Rugby Committee will determine if a club is guilty of a breach of the Rules of Competition and make the final determination in terms of the penalties to be imposed for protests raised by the Union or the **Head of** Competitions & Rugby Services.
10. 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 for any breach of the Rules of Competition.
11. For the avoidance of doubt, the **Head of** Competitions & Rugby Services or the Community Rugby Committee shall be entitled to refer any act of potential misconduct for investigation as per the Rugby Australia's Disciplinary Rules.
12. The decision on the protests will be advised to all parties by no later than 5pm on the third (3<sup>rd</sup>) business day after the alleged breach of the Rules of Competition.

## Part 12: Schedules

1. Review of Decisions
2. Citing Template
3. Rugby Australia Policy Register
4. Schedule of Penalties for breaches of Rules of Competition.
5. **4th grade** Playing Numbers
6. Premier 15s Competition Playing Numbers
7. **Ground Marshall Responsibilities**
8. Finals Dispensation Form
9. Place Kicking Competition

## Schedule 1: Review of Decisions

<b>Column 1</b> <b>Item</b>	<b>Column 2</b> <b>Decision About</b>	<b>Column 3</b> <b>Decision Maker</b>	<b>Column 4</b> <b>Review Body</b>	<b>Column 5</b> <b>Period to Request Review</b>	<b>Column 6</b> <b>Lodgement Fee</b>
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)	Dispensation Committee	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

<b>ACT BRUMBIES FORMAL CITING TEMPLATE</b>			
Referring Team/Rugby Body/Union:			
Nominated Official Name:			
Match:			
Venue:			
Date/Time of Incident:			
Name of alleged 'offending' player (IF KNOWN):			
Playing Position of Player:		Jersey Number:	
Team/Rugby Body/Union:			
Incident			
Describe what occurred in detail (include time of incident):			
Name of alleged victim player/s:			
Injuries sustained (if any):			
Name of any witness(es):			
Detected by Match Officials? If so, what action was taken:			
Any other information i.e. evidence to be provided.			

Nominated Official (Signature):

Team/Rugby Body/Union:

Referrals need to be made within the timeframes specified under the Rules and returned to Mat Vowles –  
[mathew.vowles@brumbies.rugby](mailto:mathew.vowles@brumbies.rugby)

**A separate form shall be completed for each incident**

### 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:

<https://australia.rugby/about/codes-and-policies/all-codes-and-policies>

### Schedule 4: Schedule of Breach Penalties

Breach	Minimum Penalty
Failure to pay club affiliation fee (Rule 2.4)	Club disqualified from competition
Payment of Players (Rule 48)	<p>In relation to a club:</p> <ul style="list-style-type: none"> <li>• Loss of points earned in games played while the club was so in breach;</li> <li>• Loss of premiership points for the following season;</li> <li>• A monetary fine</li> <li>• Suspension from any or all minor premiership or finals matches in a season or seasons.</li> </ul> <p>In relation to an individual:</p> <ol style="list-style-type: none"> <li>1. Refusal of registration, or de-registration</li> <li>2. Suspension for such period as the Community Rugby Committee deems appropriate.</li> </ol>
Exceed the number of ACT Brumbies contracted players in Match Day 23 (Rule 50.11)	As per playing an ineligible player
Playing an ineligible player (Rule 51)	<ul style="list-style-type: none"> <li>• Minimum 28 – 0 loss recorded</li> <li>• 5 competition points awarded to opposition</li> <li>• Player participation in match not considered towards finals eligibility</li> </ul>
Playing a player not meeting eligibility requirements under Rule 48.2.e (U18s) & Rule 48.2.f (Colts Grade)	As per playing an ineligible player
Forfeit of Match	<ul style="list-style-type: none"> <li>• 28 – 0 loss recorded</li> <li>• 5 competition points awarded to opposition</li> </ul>
No written notice Forfeit of Match to Union by 1000 on last working day prior to match	<p>if the forfeiture is not in the final round –</p> <p>i. loss of 2 competition points.</p> <p>if the forfeiture is in the final round –</p> <p>i. loss of 4 competition points.</p> <p>Incur a fine of \$500 for the match forfeited, payable to the Union within seven (7) days of the time scheduled for the forfeited match.</p>
3 Forfeits of a 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	<p>Club to provide a written submission to the CRC as to why such action as a:</p> <ul style="list-style-type: none"> <li>• Fine</li> <li>• Loss of team competition points</li> <li>• Loss of club competition points</li> <li>• Ineligibility for final series,</li> <li>• Team suspension or withdrawal from competition should not be imposed.</li> </ul>
Exceeding the number of Rolling Substitutions	Loss of 2 competition points
Providing false information or playing an ineligible player during final series	Loss of match and potential disqualification or suspension from competition.

## Schedule 5: 4<sup>th</sup> Grade Playing Numbers

The following player reduction competition rule variations is approved for **regular season matches in the 4<sup>th</sup> grade competition.**

- If a team starts the Match with less than fifteen (15) players **both** teams must start with an equal number of players (Player Matching). Player Matching must be maintained throughout the match other than where a player has been permanently or temporarily dismissed from the field including where a team cannot meet its obligations at scrum time to contest scrums and must remove a player.
- If a team is reduced (through injury or the dismissal of players) to less than ten (10) players, then the match shall be abandoned at that point.
- 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.

Where applicable, clubs can agree on the number of reserves in the **regular season matches** if the reserve numbers of both teams are over the permitted seven (7) reserves under these rules.

**Both clubs must agree if the reserves are to be increased over the permitted amount and inform the Match Official prior to the match that such player number variation is taking place.**

**The number of movements must not exceed twelve (12)**

## Schedule 6: Women's Premier 15s 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 2023 Women's Premier Competition:**

- If a team starts the Match with less than fifteen (15) players **both** teams must start with an equal number of players (Player Matching). Player Matching must be maintained throughout the match other than where a player has been permanently or temporarily dismissed from the field including where a team cannot meet its obligations at scrum time to contest scrums and must remove a player.
- If a team is reduced (through injury or the dismissal of players) to less than ten (10) players, then the match shall be abandoned at that point **and the team who had the appropriate number of players to start the match will be declared the winners, irrespective of the score at the time the match was abandoned.** If both teams were unable to field the appropriate numbers of players to start the match, **the match will be abandoned, and the winner will be declared as per Rule (32).**
- When a team is unable to field a minimum of ten (10) players to commence the match, the match will be considered a forfeit to the team with the appropriate number of players.



## Schedule 7: Ground Marshall Responsibilities

### Home Ground Marshall

1. The **Home** Ground Marshall will have overall responsibility for the 'off-field' match day environment on Game Day.
2. The role of the Ground Marshall is to manage the 'off-field' match day environment and ensure the grounds are set-up according to requirements.
3. Ground Marshalls also support any Match Officials in attendance at the grounds.
4. Ground Marshalls should also be familiar with any aspects of behaviour management relevant to the competition.
5. A Ground Marshall has the following responsibilities:
  - a. Ground Set Up:
    - i. ensure that the ground is marked and set up correctly in accordance with the Laws of Rugby
    - ii. ensure the Technical Zones and Reserve Benches are clearly identified as per Rule (42.2) and Rule (42.3).
    - iii. ensure the field of play is roped or fenced off as per Rule (40.2)
    - iv. ensure the field of play is free of debris and sprinkler heads are covered.
    - v. ensure that First Aid attendants and facilities including a stretcher are on available.
    - vi. ensure that games can start on time, to ensure the schedule for the day can be maintained.
    - vii. the Ground Marshall can ask for assistance in their duties re ground set up, however, the Ground Marshall is responsible for ensuring it is done correctly.
  - b. Pre-Match:
    - i. Introduce yourself to the Match Officials prior to the game
    - ii. Be aware of the requirements for Ball Persons for the match
    - iii. Ensure that there are three (3) balls for each match that are compliant with Rule (35)
    - iv. Ensure that there are flags for use by club touch judges
    - v. For the duration of the game your sole responsibility is to complete the role of the Ground Marshall
    - vi. Be attired in a hi-vis vest clearly marked with 'Ground Marshall' as an outer garment for the duration of your appointment to the role.
  - c. Spectator Management:
    - i. Manage the behaviour of spectators and team officials to ensure it complies with Rugby Australia's 'Code of Conduct' guidelines.
    - ii. Manage the behaviour of players and coaches within the Reserve Bench.

- iii. Report any breaches of the 'Code of Conduct' via the Rugby Australia's 'Report a Concern' link on their website: <https://australia.rugby/about/codes-and-policies/reporting-a-concern>
- iv. Conduct surveillance of the venue for the duration of the match. Ground Marshalls should complete two laps of the playing enclosure at the following intervals:
  - 10 minutes into the 1<sup>st</sup> half
  - 10 minutes into the 2<sup>nd</sup> half
- d. Player Movement – Red & Yellow Cards:
  - i. A Ground Marshall may need to assist the Referee and Assistant Referee in dealing with yellow and red card incidents.
  - ii. Confirm the player leaves the field appropriately, goes to the correct place for the duration of the penalty and is not heckled by the crowd or other players.
- e. Further Assistance for the Referee:
  - i. Following a significant incident off the field of play, the referee may stop the game. Should this occur the Ground Marshall should enter the field of play and speak to the Referee to determine what action needs to be taken.
- f. Serious Injury Management and Post Match:
  - i. In the event of a Serious Injury, Ground Marshalls should offer on field assistance to ensure care and comfort for the injured player.
  - ii. Have relevant emergency phone numbers on hand and be familiar with the serious injury protocols. This includes emergency entrance/exit points for an ambulance. Ground Marshalls should arrange to meet the ambulance at the ground entry and guide the vehicle to the injured player.
  - iii. Report any breaches of the 'Expectations of Behaviour' to your club President.
  - iv. Shake hands with the Match Officials at the conclusion of the game.
  - v. Be aware for any potential for conflict at the end of the game when Match Officials come together with Team Managers to sight the Match Day App.
- 6. The **Head of** Competitions & Rugby Services may report to the Community Rugby Committee any failure by a Ground Marshall who are derelict in their responsibilities under **these** Rules if –
  - a. the **Head of** Competitions & Rugby Services Manager receives a complaint from a visiting club; or
  - b. the **Head of** Competitions & Rugby Services believes it is necessary to report any issues to the Community Rugby Committee.
- 7. The Community Rugby Committee may discipline, in any way it sees fit –
  - a. a Ground Marshall who is reported by the Head of Competitions & Rugby Services; and/or
  - b. the club which the Ground Marshall belongs to.

## Away Ground Marshall

The role of the **Away** Ground Marshall is to assist and support the **Home** Ground Marshall in relation to the following requirements.

- a. Spectator Management:
  - i. Manage the behaviour of spectators and team officials to ensure it complies with Rugby Australia's 'Code of Conduct' guidelines.
  - ii. Manage the behaviour of players and coaches within the Reserve Bench.
  - iii. Report any breaches of the 'Code of Conduct' via the Rugby Australia's 'Report a Concern' link on their website: <https://australia.rugby/about/codes-and-policies/reporting-a-concern>
- b. Player Movement – Red & Yellow Cards:
  - i. A Ground Marshall may need to assist the Referee and Assistant Referee in dealing with yellow and red card incidents.
  - ii. Confirm the player leaves the field appropriately, goes to the correct place for the duration of the penalty and is not heckled by the crowd or other players.
- c. Further Assistance for the Referee:
  - i. Following a significant incident off the field of play, the referee may stop the game. Should this occur the Ground Marshall should enter the field of play and speak to the Referee to determine what action needs to be taken.
- d. Serious Injury Management and Post Match:
  - i. In the event of a Serious Injury, Ground Marshalls should offer on field assistance to ensure care and comfort for the injured player.
  - ii. Have relevant emergency phone numbers on hand and be familiar with the serious injury protocols. This includes emergency entrance/exit points for an ambulance. Ground Marshalls should arrange to meet the ambulance at the ground entry and guide the vehicle to the injured player.
  - iii. Report any breaches of the 'Expectations of Behaviour' to your club President.
  - iv. Shake hands with the Match Officials at the conclusion of the game.
  - v. Be aware for any potential for conflict at the end of the game when Match Officials come together with Team Managers to sign the Match Day App.



## Schedule 8: Finals Dispensation Form

DETAILS OF PERSON SUBMITTING THIS FORM					
Name				Email	
Club				Phone	
Position		Signature			Date of Submission

DETAILS OF PLAYER			
Name			Email
Grade			Phone
Dispensation Requested for:	Injury / Illness / Extreme Circumstances (circle one)		
Number of Games Missed		Specific Rounds seeking dispensation approval for	

FURTHER DETAILS FOR DISPENSATION REQUEST
<p>Please attach any supporting documentation signed by a qualified medical professional who monitored the player during their injury/illness. Any application without supporting documentation will not be accepted.</p>

The person submitting this dispensation request is required to Complete this document and Submit (with supporting documentation) to the Union:

- For injury or illness dispensation request – by COB Monday, 19 days before Finals Commence
- For extreme/special circumstances – by COB Monday, 26 days before Finals Commence

Any extension to the dispensation request may be granted in the absolute discretion of the Dispensation Committee

Submit this form via Email to [mathew.vowles@brumbies.rugby](mailto:mathew.vowles@brumbies.rugby)

Should you have any queries regarding this document, please contact the Competitions & Rugby Services Manager – Mat Vowles on [mathew.vowles@brumbies.rugby](mailto:mathew.vowles@brumbies.rugby)

## Schedule 9 Place Kicking Competition

If at the end of the First Grade Premier Division (John I Dent Cup) Grand Final Match the scores remain equal and the number of tries scored in the Match (including during extra-time) remain equal then the Referee will conduct a place kick competition to determine the winner of the Match according to the following procedures:

1. All Players and the Match Officials will remain on the playing area. The Referee will call the captains of the two teams at the end of the Match to the centre circle and will conduct two-coin tosses. The first toss of the coin will determine which team selects the end of the playing area at which all place kicks will be taken; the second toss of the coin will determine which team kicks first or second.
2. Team A and Team B will each nominate 3 kickers from the Players on the pitch at the end of extra time to participate in the place kick competition.
3. The Match Officials and the six nominated Players (3 from each side) will assemble on the halfway line. All other Players and team management must remain in the technical areas. No one other than the Match Officials and the participating Players is allowed in the playing area or behind the posts for the duration of the kicking competition.
4. Each kicker will be allocated a number i.e. Kicker 1, Kicker 2 or Kicker 3. This designation cannot change.
5. If during the place kick competition any of the 3 kickers becomes injured, he will be replaced by a Player who was on the pitch at the end of extra time.
6. The first phase of the competition will consist of 6 kicks from 6 positions as outlined in the diagram below.
7. Each kicker will take 2 kicks in the following order:
  - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position 1.
  - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position 2.
  - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position 3.
  - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position 4.
  - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position 5.
  - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position 6.
8. If the teams are level at the end of the 6-kick competition, there will be a 'sudden death competition'. All kicks will take place from position 4 and kicks will be taken in the following order:
  - First to kick will be Kicker 1 from each team
  - Second to kick will be Kicker 2 from each team
  - Third to kick will be Kicker 3 from each team
  - Kicks will continue in this order until a point is reached where each team has taken the same number of sudden death kicks, but one team has scored one more than the other team. When this point is reached the team that has scored more successful kicks will be declared the winner.

9. For the avoidance of doubt the Match Referee is the sole judge of whether a kick has been successful. In reaching this decision the Match Referee may rely on assistance from his Assistant Referees.

