

CCJRU Competition Rules

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Version Control

Version Number	Date Issued	Issued To	Reason for Issue / Description of Update	Author
2012	11/04/12	Clubs	Rules Review	Competition Secretary
2014.1	08/04/14	Clubs	Annotated draft	Competition Secretary
2014.2	11/04/14	Clubs	Rules Review	Competition Secretary
2015.1	20/15/15	Clubs	Rule 20 (7) clarification	Competition Secretary
2019.1	30/12/19	Clubs	Rules Review	
2024.1	24/04/24	Committee	Major Rule Review	President
2024.2	11/05/2024	Committee	Major Rule Review	President
2024.3	13/05/2024	Clubs	Final Version	President

PART 1 MEANINGS OF TERMS USED IN THESE RULES

“COMPETITION” Competition conducted by the Central Coast Junior Rugby Union

“RA” Means the Rugby Australia

“NSWRU” Means the New South Wales Rugby Union

"CCRU" Means the Central Coast Rugby Union

"CCJRU" Means the Central Coast Junior Rugby Union

“Judiciary Committee” Means the Judiciary Committee of the CCRU and/or the CCJRU

"Appointment Board" Means the appointments of the Referees Association

“Competition Matches” Means the matches as played on a home and away basis, but does not include the Semifinals, Preliminary Finals or Grand Final matches.

“A Club” Shall be defined as any Junior Rugby Union Club which has notified the Union of its desire to enter any team in one or more of the competitions organised by this Union.

"Executive" Means the Executive Committee of the CCJRU.

"Fine" As set by the Executive of CCJRU from time to time.

“Participant” means a player, referee, touch judge or other match official, a selector, coach, trainer, manager or other team official, parents, spectators or an individual involved in the organization, administration or promotion of Rugby Union including any member of the Union or Affiliated Union of Rugby Australia, or of any Rugby Union club or other body in membership with or affiliated to a member Union or affiliated Union.

PART 2 LAWS OF THE GAME

1. Matches shall be played in accordance with the Laws of the Game and Rulings thereon as recognised by the N.S.W Rugby Union, Rugby AU and World Rugby, or as modified by the CCJRU. Where the By-Laws do not address an aspect of the Laws of the Game, they shall be as set out in the Rugby Australia Union Pathways.
2. Under 6 to U12 must be played in accordance with the rules set out in the Rugby Australia Pathways. A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00. This applies to both receiving players and giving.

See Pathway Law Summary Appendix B

Link to the Pathway Summary <https://australia.rugby/participate/referee/laws>

3. For U13 to U15 the Rugby Australia Union Pathways rules for Number of Players as applied to U12 will also be applied to these ages.

These rules are;

- 1) Number of players is 15

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- 2) Teams MUST share players to reach the maximum number of equal players, not more than 15 per side. This applies to both receiving players and giving.
 - 3) A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00.
 - 4) Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
 - 5) When a yellow or red card is issued, the player may not be replaced.
4. In the event there is a variation in the number of players from the normal fifteen (15) aside, then it is essential that the position of players for each of the other possible team sizes should be as follows to avoid any dispute:

<u>10 players per side:</u>	5 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, full back)
<u>11 players per side:</u>	6 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, blind side winger, full back)
<u>12 players per side:</u>	6 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, blind side winger, full back)
<u>13 players per side:</u>	7 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, wingers, full back)
<u>14 players per side:</u>	6 backs, 8 forwards (2 props, hooker, 2 second rowers, lock, 2 breakaways, half back, five eight, inside centre, outside centre, blind side winger, full back)

5. A team automatically forfeits the game if they have 9 or less players in age groups U10's and above.
6. If a team does forfeit the game on the day or prior, contact should be made with the opposition club to arrange and encouraged a friendly match occurs. This should be played in the spirit of rugby and encourages participation for both teams.

PART 3 CODE OF CONDUCT

This code of conduct for participants is to be read in conjunction with the Constitution of the Union along with the Rugby Australia code of conduct.

- (1) A participant must not, at any time, make or publish any statement, which is detrimental to the interests, welfare or image of the Union.
- (2) A participant shall not bet on the outcome or on any other aspect of Rugby Union match or competition.
- (3) A participant shall not throw or fix a match, try to achieve a contrived outcome to a match or competition, or otherwise influence improperly the outcome or any other aspect of a match or a competition.
- (4) A participant shall not seek or accept a bribe or other benefit to do anything mentioned in sub clause (3).
- (5) A participant must not engage in any Doping Practice as defined in the RA Doping ByLaws.
- (6) A participant must comply with the RA Safety Directives for Referees, Coaches and Players.
- (7) A participant must not repeatedly breach the Laws of the Game relating to Foul Play or misconduct.
- (8) A participant must not during the course of, or after, a match under the jurisdiction of the Union, abuse or address in insulting terms or act in a provocative or aggressive manner towards a Referee or Touch Judge or other Match Official, whether on or off the field or a selector, coach, manager or other team official or Official of the Union.
- (9) A participant shall not show unnecessary obvious dissension, displeasure or disapproval towards a Referee or Touch Judge or other Match Official or Official of the Union, his or her decision or generally following a decision of a Match Official.
- (10) A participant shall not use crude or abusive language or gestures towards Referees, Touch Judges or other Match Officials, Official of the Union or spectators
- (11) A participant shall not do anything, which is likely to intimidate, offend, insult or humiliate another participant on the ground of the race, gender, colour, religion or national or ethnic origin of the person.
- (12) A participant shall not conduct themselves in any manner or engage in any activity, whether on or off the field, that would impair public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants.
- (13) A participant shall not do anything, which adversely affects or reflects on or discredits the Game of Rugby Union, Rugby Australia, any member Union or Affiliated Union of Rugby Australia, or any squad, team, competition, tournament, sponsor, official supplier or licensee, including, but not limited to, any illegal act or any act of dishonesty or fraud.
- (14) A participant shall not without first obtaining the approval of the Executive, write a column for any publication, provided that such approval shall not at any time be unreasonably withheld and shall be deemed to continue until withdrawn by the Executive.
- (15) All participants are bound by the Regulations relating to the Game as promulgated by the International Rugby Union Board from time to time and must inform themselves of these principles and regulations and comply with them.

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(16) A participant, who becomes aware of any alleged breach of the Regulations relating to the Game must communicate in writing, addressed to the Secretary of the Union, details of such alleged breach.

(17) Upon receipt by the Secretary of the Union of notification under sub-clause (13) of an alleged breach of this Code of Conduct, the Secretary may at his absolute discretion, cite a person to appear before the Judiciary Committee as per Rule 13. In the case of a Club or Affiliated Body, the Secretary may instruct that member to have a representative(s) appear before the Executive.

PART 4 APPLICATION OF COMPETITION RULES

(1) Club Officials, coaches and team managers are required to ensure their familiarity and understanding of the current Competition Rules.

(2) If there is a dispute between competing Teams about the application of a particular Competition Rule then the view of the Home Team will prevail.

(3) It is not the role of the referee to interpret the CCJRU Competition Rules, that is the role of the Team Officials and Club Officials.

(4) If a dispute remains unresolved and a match is played under the interpretation of the home team as per (2), the other team shall note their complaint via email to the CCJRU Secretary and “CC” the opposing club and Team Official in the same email. The complaint is then forwarded to the CCJRU Competition Manager who will gather information from all parties for referral to the CCJRU Executive to rule on the complaint.

(5) Should a complaint be found to be correct, with the home team having incorrectly applied the Competition Rules, the penalty shall be the loss of any competition points gained in that match by the home team.

PART 5 COMPETITION

(1) The competition shall be named the CCJRU Competitions and shall be held from the Under 6's through to the Under 18's in such age groups as shall be decided upon by the CCJRU. Entries for the competition shall be made on [the prescribed forms](#), in writing to the Honorary Secretary of the CCJRU on or before a date fixed by the CCJRU Executive.

(2) Entries for the Competition shall be made through Rugby Xplorer and provided to the CCJRU Competition Manager on or before a date fixed by the CCJRU Executive.

(3) The Executive shall arrange all competition to commence on a date set down at the Annual General Meeting, if not at the Annual General Meeting then at the first (1st) Club Council Meeting.

(4) After publication of fixture/s all requests for club game alterations must be submitted in writing to the CCJRU Competition Manager two (2) weeks prior to the alteration, via the respective Clubs Secretary on the CCJRU Match Rescheduling Form

(5) If a request to change a fixture is submitted by a Club, both Clubs must agree to the change of the fixture and it must be approved by the CCJRU Competition Manager or Executive. Requests for a change will not be considered once that round's Referees Appointments have been made and/or circulated unless in extreme circumstances e.g. ground unavailability.

(6) To Increase participation of players during game time and in accordance with World Rugby the following conditions will apply to each Club regarding maximum player registration numbers for each team.

Age Group	Max. No. of Players on the Field	One Team		Two Teams	
		Min. Player on the Field	Max. No. of Players that can sign on	Min. Players to form Two Teams	Max.
Under 6s	7	5	10	14	28
Under 7s	7	5	10	14	28
Under 8s	7	5	10	14	14
Under 9s	10	8	14	18	36
Under 10s	12	9	17	30	34
Under 11s	12	9	17	30	34
Under 12s	15	12	23	36	46
Under 13s	15	12	23	36	46
Under 14s	15	12	23	36	46
Under 15s	15	12	23	36	46
Under 16s	15	12	23	36	46
Under 17s	15	12	23	36	46
Under 18s	15	12	23	36	46
7s Rugby	7	7	14	14	28
Girls 12-a-side	12	10	20	20	40

It is recommended that Clubs have a minimum of 15 players to form a 12-a-side Team and 18 players to form a 15-a-side Team. Therefore, Clubs should have 30 players to form two.

(2) Teams in the same Age Group for 12-a-side Competitions and 36 players to form two (2) Teams in the same Age Group for 15-a-side competitions. Where a Club has insufficient player numbers to form a Team, they are encouraged to form a Joint Venture Barbarian Team. Please contact the CCJRU Competition Manager or Clubs to ascertain if a Joint Venture Team is viable.

(7) In ages where there is a maximum team size, that refers to the number of players who may take part in any single game – including finals series matches. Clubs may have an additional two players in their overall squad, though Clubs must ensure all players and their parents/guardians are informed of the restriction on playing team numbers.

(8) In special circumstances the CCJRU Executive may consider allowing a squad size to exceed the above limits upon written application for dispensation from a Club.

PART 6 METHOD OF CONDUCTING COMPETITIONS

(1) The competition shall be conducted on such days decided on by the CCJRU Executive Committee and shall be carried out in the following manner:

(a) Competition points will be allocated according to the bonus point system. - WIN 4 Pts - DRAW 2 Pts - Loss/Forfeiting 0 Pts - WIN by Forfeit 5 Pts with Score 20 to 0 for For/Against (4 pts for win plus bonus point for 4 tries) - LOSS by 7 points or fewer 1 Pt - 4 tries or more 1 Pt. The team with the highest number of points at the end of the competition shall be the minor premiers. A formal competition will be adopted for the Under 10's on the basis of a first past the post with no final series. For all age groups - excluding Under 9s and below - the above will apply. U7s to U9s competitions shall be conducted with no formal competition point score.

(b)(i) In the event of two or more teams being equal in competition points for any position on the competition table at the conclusion of the last round, their final ladder positions shall be determined on the basis of ladder points gained in matches between those teams equal on competition points. Should teams remained tied, then (b)(ii) or (b)(iii) shall apply

(b)(ii) In the event of two teams being equal in competition points for any position on the competition table at the conclusion of the last round, and (b)(i) did not separate the teams, their final ladder positions shall be determined on the basis of aggregate for and against in matches between those teams equal on competition points. Should the aggregate for and against points be equal, the winner of the most recent match between those two teams shall be awarded the higher ladder position. If that match had been a draw, for and against aggregate shall be recalculated to include results against other teams already qualified for the semi-finals to determine which team shall be awarded the higher ladder position.

(b)(iii) If more than two teams have equal competition points at the conclusion of the last round, and (b)(i) did not separate the teams, positions will be determined initially by the aggregate for and against in games involving all of the teams on equal points. If that method leaves two teams still equal, their positions shall be determined as per (b)(ii). If more than two teams remain equal, for and against aggregate shall be recalculated to include results against other teams already qualified for the semi-finals to determine the final ladder order of the teams involved.

(c) In any Semifinal or Preliminary Final, if the scores finish equal after five minutes each way of extra time, the team that occupied the highest position on the points table at the end of the competition shall be deemed to have won the match. In any Grand Final the scores being equal at the end of time, the clubs shall be Joint Premiers.

(d) In the event that any Semi Final or Preliminary Final match cannot be played or rescheduled (at a time and place as determined by the Executive Committee of the CCJRU), the team placed highest on the points table at the end of the competition rounds, will be deemed the winner.

(e) Any affiliated club not financial after having received previous notification, cannot participate in Semifinals, Preliminary Finals or Grand Finals without bringing up to date such outstanding debts.

PART 7 TEAM NOMINATIONS

Participation and, or competitions shall be initiated by the calling for nominations for each age group, as shown in the CCJRU Calendar for that year, or as otherwise directed by the CCJRU Competition Manager/Executive.

- a) **TEAM NOMINATIONS** - Club teams are to be created through the Rugby Xplorer system and final team nominations are to be submitted via email by the advertised date for each competition and must list the age group and name of the team and all information requested by the competition manager, for the purpose of placing the team in the most appropriate competition:
- b) **CONDITION OF ENTRY** - As a condition of entry into the competition:
 - 1) Clubs are to appoint a qualified Coach and Manager. Managers must be smart rugby compliant. Managers must have completed the Rugby Xplorer Team Manager Program through Rugby Learning Centre.
 - 2) Clubs are to ensure the Coach and Manager are registered to their club as such in Rugby Xplorer and assigned to the team via squad management.
 - 3) Team registrations except for Under 9s and below must comprise at least three-quarters (3/4) of the normal team numbers for that age division in Rugby Xplorer or team registration may not be accepted.
 - 4) A Team must accept the obligation to ensure that one (1) accredited Assistant Referee (where required) is available for all Club matches played by that team. The Team Nomination Form will be the record of the teams' acceptance of this condition of entry.
- c) **TEAM SQUAD LISTS** -Team Squad Lists nominate players to a Team at the beginning of each competition and are used for eligibility purposes. The criteria for submitting Team Lists are:
 - **Team Squad List** - Players must be assigned to their competition team in Rugby Xplorer system by the advertised competition commencement date for each competition including the assignment of the coach and manager to the squad list.
 - **Coach and Manager** – Must be assigned to the Team Squad List as non-playing members and selected each week, before a team can be submitted via the Match Day app.
- d) **CERTIFYING** - Players must have their eligibility (in respect of age and gender) to play in that age group certified by the Club Registrar of the Club generating the Team Squad List.

PART 8 REGISTRATION OF PLAYERS

- (1) The age group is determined as per RA Participation Policy.
- (2) A player's age is that age which he or she turns on or after 1 January in that year. Each representative Junior Competition has similarly defined age limits. A player qualifies for an age group provided he attains that age during the year.
- (3) A player MUST turn five (5) years of age before playing in any match under the control of the Union.
- (4) Players must comply with Rugby Australia and CCJRU Registration requirements before the player is eligible to attend training, play or in any competition or trial game arranged by the CCJRU.
- (5) No person shall be eligible to play with a Club within the Union unless:
 - (6) The player is registered to the club via Rugby Xplorer; and
 - (7) The player has provided Proof of Age to the Club Registrar; and
 - (8) The Club is satisfied that the player is not currently registered with another Team/Club and that they are eligible to play in the team and or competition; and
 - (9) He or she has been assigned to a team for the current season.
- (10) Every registration, which is accepted by the Club, shall be effective for the current season only
- (11) It is the responsibility of the Club Registrar to ensure that players are registered with Rugby Australia and that CCJRU requirements are satisfied, and that a copy of all registrations are held with the club. In addition all players' details are to be recorded on Rugby Xplorer prior to any pre-season training, training, or the competition starting.
- (12) A player must provide their Club Registrar with the required proof of identity as outlined in Part 10(1) before they can be registered or at any time as requested by the CCJRU Registrar or Club Registrar.
- (13) It is the responsibility of each Club Registrar, to ensure each player uploads a passport quality head/shoulders photograph of the player to the player's Rugby Xplorer record. This photo must be current in the first year of registration and updated every year during the registration process. It is the responsibility of the Club to ensure the Rugby Explorer photo is an easily recognisable image of the player.
- (14) It is the responsibility of the team manager to ensure that they have a current photo in Rugby Explorer or Player ID Card for inspection (either via Rugby Xplorer or on printed team cards) prior to any player participating in any game.
- (15) All clubs must have player and official insurance with the nominated RA insurer. The CCJRU is not responsible for any excess medical claims as outlined in the RA insurance policy.
- (16) Clubs shall not actively seek to entice players from another Club. Any Club or Club Affiliate doing so shall immediately be reported to the Secretary. Any Club that knowingly entices or allows its Club Affiliates to entice players from another Club shall be required to show cause as to why it should not be suspended from all Competitions.
- (17) Commencing with the 2015 season, for each Age Group a Club can register a maximum of three (3) Imports that are Representative Players irrespective of if they have been released by their Club President.
- (18) Any club playing a player not registered in accordance with these rules may forfeit competition points for the match concerned. In addition a fine (1 competition point) may be imposed against each team for every unregistered player participating in the match. In addition, or alternatively, a fine (\$) may be imposed and/or the team dismissed from the competition.

PART 9 PLAYERS ELIGIBLE FOR THE COMPETITIONS

(1) A player shall be eligible to play for the club, which first registers that player with the CCJRU on a date set by Rugby Australia each year via the Rugby Xplorer App or on line (<https://myaccount.rugby.com.au/>). A Junior Rugby player must be younger than the age group in which he is playing as of the 1st January of the playing year. i.e. In the 2001 playing season a player in the Under 15's must be Under 15 as of the 1st of January 2001.

(2) Rugby Australia have the following dispensation procedures in place that can be utilised by Clubs as required:

- a. Age Dispensation Procedure – Juniors
- b. Age Dispensation Procedure – Seniors
- c. Age Dispensation Procedure - U7's playing in U8's
- d. Mixed Gender Dispensation Procedure
- e. Disability Dispensation procedure
- f. Gender Identity Dispensation Procedure

All policies and procedures can be found at: <https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/player-dispensation>. No player requesting any dispensation is to take to the field in the requested age/grade unless it has been approved by the Competition Manager.

(3) Where two or more teams from the one Club have entered in the one grade, interchange of players will not be allowed in any competition game in that grade. The executive of the CCJRU may vary this requirement in extenuating circumstances upon receiving a written request from the club concerned.

(4) In the event of a player applying for registration with another club entered in the competition, then the registrar shall place such registration before the CCJRU Executive for its approval, and if approved, his registration will be accepted provided the club they were first registered with gives its clearance.

(5) For any player to be eligible to play in the Semi finals, Preliminary Finals or Grand Final, they must

- 1) Be registered with a Central Coast Junior Rugby Union Club
- 2) Have played a minimum of fifty percent (50%) of competition rounds for their club in the CCJRU Zone competition during that season.
- 3) Named on the match day app and having been part of the starting team or substitutes; or
- 4) Named on the Match Day app in the case of a Forfeit as available to play.

6) Suspension or Disqualification – Matches where a player has been suspended or disqualified from playing do not count towards eligibility.

For the purposes of this Competition Rule:

- 1) a bye will count as a Match played for all Registered Players, except Registered Players under Suspension, at the time of the bye, player registration must occur prior to the bye for it to be counted as a game played;
- 2) a loss on forfeit will not count as a Match played, regardless of whether the Match was played or not;
- 3) a washed-out game that has not been rescheduled by the CCJRU Executive will

count towards a Match played provided the Registered Player has played a Match prior to the washed out game;

- 4) a win on forfeit:
 - a) if a Match was played prior to the forfeit being awarded, will count as a Match played for all Registered Players signing on for the Match; and
 - b) if a Match was not played prior to the forfeit being awarded, will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time the forfeit is awarded;
- 5) Matches played in an older Age Group will not count towards eligibility for a younger Age Group in the Finals Series. Players must be eligible in their own age group to participate in finals in an older age group.
 - b) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the Executive may be sought by the Club involved. A request for dispensation must be:
 - 1) in writing from the Club Secretary and must be lodged with the CCJRU Secretary by 5.00pm on the Monday prior to the commencement of the Finals Series Match for which dispensation is sought.
 - c) The dispensation may be granted by the Executive if:
 - 1) in the case of sickness or injury, a medical certificate accompanies the application (the medical certificate must specify the period the Registered Player was not able to play on medical grounds) and related to a consultation at or around the time the injury/sickness occurred. A medical certificate will be the only document accepted, a letter from a parent will not be considered; or
 - 2) the Registered Player participated in a Representative Team managed under the auspices of CCJRU or NSWCRU, participation in such representative Match(es) prevented the Registered Player from playing in Competition Match(es) and had such representative Match(es) been Competition Match(es) the Registered Player would have met the requirements of Competition Rule 6(a); or
 - 3) in the opinion of the CCJRU Executive there are extenuating circumstances beyond the control of the Registered Player or Club concerned.
 - d) Requests for dispensation will not be granted unless exceptional circumstances exist. All Club's believe compliance with this Competition Rule (having played 50% or more of all Matches played or won on forfeit) is fair and reasonable.
 - e) Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the CCJRU Executive elects to impose in its absolute discretion.

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Players who do not qualify for the Semi finals, Preliminary Finals or Grand Final, due to an extended injury may produce a medical certificate to the CCJRU for consideration for an exemption to this rule. Players who recently moved into the area may apply in writing the CCJRU Secretary for approval in the finals series.

(6) Any club playing a player not registered shall on the first offence forfeit competition points for the match concerned; if no points are won, a fine as set by the Executive shall be imposed; second and subsequent offences will be subject to loss of competition points and a fine as set by the Executive shall be imposed.

(7) A Club offending against the provisions of this by-law shall be notified in writing with the nature of the offence and particulars of the offence and then the fine proposed by the Executive. There is no time limit as to when the Executive must communicate to the club.

(8) It is a Clubs full responsibility to ensure all players are registered before taking part in training and any game, trial, or competition, with the Club and ensure that all players' details are entered accurately in Rugby Xplorer.

(9) Any club found contravening these rules may be subject to a fine and/or loss of points awarded in the match in which the offending player participated.

(10) Representative Players; All players representing the CCJRU must be registered with a club within the CCJRU Zone. A player will not be chosen where he has not played at least **five (5)** games for a club in the preceding season. For players in their first season within the Zone, that are chosen for representative teams who do not meet the above criteria during the rest of the season in which they are chosen will not be considered in following years.

(11) The Executive of the CCJRU may vary this requirement under extenuating circumstances and upon receiving a written request from the club and or Player's parent.

PART 10 CLEARANCE OF PLAYERS

- 1) Players that register in the current season for any age group and wish to change from a club, with which they are currently registered, must be granted clearance from that former club in Rugby Xplorer. Any appeal against this by-law shall be heard by the CCJRU Competition Manager & Executive.
- 2) After the player is granted the clearance from the club with which they have been previously registered, the Competition Manager or Executive will approve the player clearance on Rugby Xplorer after which the player may be registered with the new club.
- 3) Refund of any club fees is a matter between the two clubs.

PART 11 PROOF OF AGE

(1) A player must provide the Registrar with proof of Age prior to playing in the Competition.

Proof of Age may be by

- a. Birth Certificate
- b. Passport
- c. Drivers License
- d. Baptismal Certificate showing a date of birth.
- e. A letter from the school principal

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Otherwise all competition points gained in matches in which the player played will be lost.

- (2) Any club playing overage or ineligible players shall lose all ladder points gained for those matches, or if no points gained; a fine shall be imposed.
- 3) Failure to comply with this by-law may result in loss competition points gained in matches in which the player played.
- 4) Any club playing over-age or ineligible players shall lose the match in which the offending player takes place, or if no points gained, a fine shall be imposed. This includes playing players that have not been granted dispensation.
- 5) A player's age is that age which he or she turns on or after 1 January in that year. Each representative Junior Competition has similarly defined age limits. A player qualifies for an age group provided he attains that age during the year. Players may play in age groups in accordance with the Rugby AU Age Grade Table.
- 6) Female players may compete with males up to and including the calendar year in which the female player turns 12. Rugby AU mixed gender policy to be followed for female participants U13s to U15s
- 7) A player may play in higher age group one year there senior without approval. For a player to play up more than one (1) age group they must ensure the appropriate Rugby Australia for Age Dispensation is completed and submitted to the competition manager for approval before the player participates in the requested age group.
- 8) Players may play in a lower age group if they meet the requirement of Rugby Australia's Age Dispensation Procedure – Juniors.
- 9) Players nominating for Age Grade dispensation (down) will NOT be eligible to play in their correct age competition grade or play representative Rugby for the CCJRU for that year.
- 10) For all Dispensations the policy and procedures are included under Appendix A will apply.

PART 12 FLOATING PLAYERS

Where two or more teams from one Club have entered in the one grade, inter change of players will be allowed for the first three (3) competition games.

Prior to Round 4, a letter will be required from the Secretary of the Club concerned nominating core players in each team who will not be interchangeable. The Executive may vary this requirement in extenuating circumstances upon receiving a request from the club concerned.

Representative players are not permitted to be floaters. This applies to U12s and above.

Clubs must submit an updated list should more players be registered in the age group. Core players cannot be changed to a Floater. They must remain as a Core player for the entire season.

Teams must nominate their core players dependent on squad size after Round 3 and Prior Round 4.

Players in Squad	Core/Team	Floaters in Squad
40 plus	14 max	7
38	14	7

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36	12	3
34	12	3
32	12	3
30	12	3
28	12	3

For the purposes of this by-law each team entered by a club in the one (1) grade shall be treated as a separate team. For floaters to qualify for finals they must meet finals eligibility for at least one of their nominations.

PART 13 MATCH DAY APP / TEAM SHEETS

(1) Each team shall nominate their team on the Rugby Australia Matchday App, ensuring players who are not participating in the match ARE NOT listed in the team. All players shall have a photo uploaded to their profile, and Team Managers are to make these available on request of the opposing team or any Match Official. Coaches and Team Managers are also required to be registered with a current photo via the Rugby Xplorer app.

(2) Games must be updated live via the Matchday app, including score, serious injuries, blue card, yellow card and red cards. At the conclusion of each game, both teams Matchday apps are to be presented to the referee, who will ensure scores are correct, and all relevant cards/issues are recorded correctly. The referee will then press 'End' on both devices, which will prevent changes being made at a club level. All disputes will then need to be lodged via the matchday app, which will be actioned by the Competition Secretary appropriately.

(3) In the event of an injury occurring during a match which prevents the player from participating in subsequent matches, club admins should email ccjrnotice@gmail.com with the players name in the subject bar, and the Club detailing the matches missed, along with all supporting evidence (doctors cert etc). Only players who have had these details set through will be considered for an injury dispensation during Finals series.

(4) Each team participating in a competition match must nominate the players, Coaches, Manager and Trainers for each of their teams on Rugby Xplorer and have teams loaded in the match date app and Player ID photos via the match day app available for inspection on match day 24hours prior to kick off. Team officials MUST witness the opposing registered team via the Matchday app at the SIGN ON table. Players who are not registered in the team on any playing day will not qualify for playing that match. Players injured or participating with representative teams must no listed in the team in the Matchday app. For these players, club admins should email ccjrnotice@gmail.com with the players name in the subject bar, and the body detailing the matches missed, along with all supporting evidence (doctors cert etc). Only players who have had these details set through will be considered for an injury dispensation during Finals season.

(5) All suitably trained/qualified front rowers must be clearly identified on the in the Matchday app by way of an asterisk (*) next to their name for age groups U13-U18 only.

Note in the event of the Matchday app not functioning, internet outage or other fault that has caused the Matchday app to malfunction, the following procedure is to be followed:

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(6) Each Team Manager must keep a paper copy of the CCJRU approved team sheet with them. If there is an issue with the Matchday app, both Team Managers must complete a paper team sheet during the match.

(7) Team officials MUST witness the opposing team sign the team sheet at the SIGN ON table and sight all opposition Player ID Cards prior to any player taking the field. Players who do not sign the team sheet will not qualify for playing that match. Players injured or participating with representative teams must be listed on the team sheet. These players are to be noted on the team sheet as INJ/REP in the column marked "signature", and shall qualify for playing that game if satisfactory evidence is provided when requested by CCJRU. Additionally and email must be sent to ccjrnotice@gmail.com with the players name in the subject bar, and the body detailing the matches missed, along with all supporting evidence (doctors cert etc). Only players who have had these details set through will be considered for an injury dispensation during Finals series.

(8) All suitably trained/qualified front rowers must be clearly identified on the team sheets by way of an asterisk (*) next to their name for age groups U13-U18 only.

(9) The referee/appointee/opposing official shall initial any alterations to the team sheet and at the completion of the match will strike a line through any player's name that has not signed the team sheet. Any team sheet submitted to the Secretary may be declared invalid if not signed by the referee/appointee and players listed will not qualify for playing that match.

(10) Each team sheet must be signed by both home and away team officials and the referee at the conclusion of the game. Each team official is responsible for entering the information into the Matchday app no later than 6pm Sunday evening. The hard copy must be kept until the match is entered into the Matchday app.

(11) Team managers/officials must ensure that any player that has received a red or yellow card during a match, that it is recorded on the team sheet, clearly stating the infringement. Clubs MUST ensure this information is recorded into the Matchday app as soon as possible after the Matchday app is functioning.

PART 14 FORFEITS/BYES

- (1) Any club that fails to carry out its fixtures and needs to forfeit must notify CCJRU by midday on the day before the match is to be played. Any club that fails to do this shall be required to give a satisfactory explanation in writing to the Executive otherwise they will be fined such amount as determined by the Executive not exceeding \$200 and will be required to pay the fees of match officials for the forfeited game.
- (2) Every match who is forfeited by a club shall be regarded as having been won by the opposing team, on the day on which such match, but for the forfeit, would have been played. Ladder points allocated will be as if the opposition team had won with 4 or more tries (5 points). The Team Manager of the team receiving the forfeit is to enter a score of 20-0 into Rugby Xplorer
- (3) If a team forfeits, players from the forfeiting team do not qualify for participating in that game. Both team sheets must still be forwarded to the CCJRU. The team that forfeits must clearly write the word "Forfeit" diagonally across the team sheet and ensure that match details are entered correctly into Rugby Xplorer . Should a team forfeit and then the round is subsequently postponed/abandoned, the forfeit shall no longer apply.
- (4) For any Bye the player listed on the previous week's team sheet will have been deemed to play on the day of the Bye.
- (5) Any club that fails to carry out its fixtures and does not notify the Secretary or Registrar of the CCJRU by the midday on the day preceding the match shall be required to give satisfactory

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explanation in writing to the CCJRU otherwise they will be fined.

(6) A team that forfeits 3 times within a competition series may be removed from the competition.

PART 15 CLUB CHAMPIONSHIP

(1) There will be a junior club Championship that shall be decided by a formula decided by the CCJRU Executive prior to the beginning of the season each year.

(2) In the event of two or more clubs being equal in any such championship they shall be declared joint holders of the trophy.

PART 16 UNIFORMS

(1) Players must appear in proper football uniform which shall consist of jersey with sleeves of the club's registered colors, Football shorts, boots or shoes, socks of the club's colors. Each jersey shall be individually numbered. Any team offending this rule, shall, on complaint, be liable to a fine. All other gear such as shoulder pads, headgear must be of the approved ARU/IRB type and will be strictly enforced by the controlling referee.

(2) All playing uniforms must be sanctioned / approved by the CCJRU. Clubs wishing to use alternative uniforms that are not of the clubs registered colours must have them sanctioned by the CCJRU prior to using them / ordering them.

PART 17 APPOINTMENTS OF REFEREES

(1) A referee shall be appointed to each match by the Appointments Board of the Central Coast Referee's Association. In the event of a referee so appointed not being able to attend within 5 minutes after the time set down for the commencement of play, a referee shall be appointed by the coaches of the opposing teams, or failing the coaches the team managers, and the game shall proceed therewith. The referee so appointed may, with the agreement of the opposing coaches, be substituted at any time during the match.

(2) In all competition games where a club has to appoint a Club Referee to officiate it is the responsibility of the home club to ensure that the referee is a person who has appropriate qualifications and/or experience. The minimum level is current Smart Rugby qualification. It is preferable that Club referee has a minimum of either Level 1 Referees or Level 1 Coaching qualification. It is also the responsibility of the home club to ensure that the Club Referee is appropriately attired in a uniform befitting the status of a referee.

(3) Each club is to provide an Assistance Referee (AR) or suitable lines person for each scheduled game. Both home and visiting teams are to provide one (1) suitably qualified lines person for all matches under 12 and below and for U13 and older a qualified Assistant Referee for each scheduled game. Failure to do so will result in the offending team being officially warned by CCJRU. If the team continues not to provide a suitable qualified AR's or linesman, it could result in the team forfeiting the match and the club being fined by the CCJRU. This training program is available in the Rugby Learning Centre.

(4) Each club is to work with the CCRURA to develop and training program to increase and promote match officials within. It is the responsibility of the club to have at least 5 accredited match officials that can be used on any competition day. Failure to do so could result in loss of club championship points or a fine.

PART 18 CLUB OFFICIALS

- (1) By accepting a position as a Club Official you agree to abide by, and enforce, the Code of Conduct.
- (2) Each Club must ensure that each of its Teams is coached by a Smart Rugby qualified person. The Coach of a Team must be Smart Rugby qualified before the commencement of round 1 of each season.
- (3) The following are the suggested coaching qualifications of all coaches:-
 - (a) Under 10 to Under 12: At least one Coach of every Team in these Age Groups should, as a minimum, have attended a Coaching Kids Rugby Course or Foundation (Level 1) coaching course.
 - (b) Under 13 and older: At least one Coach of every Team in these Age Groups should as a minimum have obtained a Foundation (Level 1) coaching accreditation, or by 30 June of the current season have attended, or be enrolled to attend, a Foundation (Level 1) coaching course.
- (3) Team Officials are responsible for the actions of their Team, and they must be acquainted with the applicable Laws of Rugby and the Competition Rules. Ignorance of the Laws of Rugby or the Competition Rules is not an acceptable excuse for any breach(es).

PART 19 COMMENCEMENT OF MATCHES

- (1) Matches shall commence at such time as may be directed by the Committee, or failing such direction, by the Executive of the CCJRU.
- (2) Any Club not prepared to commence a match within 10 minutes of the time officially directed shall forfeit the game, this includes having the ground set up according to the game day management procedures with a ground marshal and first aid attendant present
- (3) If a team has the minimum number of eligible players available as listed below, they must take to the field and the game shall commence.
- (4) U/19 Law (U13 - U18) & Pathway (U12) a minimum number of players is 10 (5 frwds/5 backs) and a maximum number is 15
- (5) (U10 & U11) the minimum number of players per team is 8 (3 frwds/5 backs) and maximum number is 12.
- (6) (U9) the minimum number of players per team is 7 and a maximum number is 10 (3 Frwds/4Backs). Non Competition
- (7) (U8) & (U7) a minimum number of players per team is 5 and maximum number is 7. Non Competition

PART 20 DURATION OF MATCHES

Boys Game Times:

Under 7 grade - 15 minutes each half	Under 8 grade - 15 minutes each half
Under 9 grade - 20 minutes each half	Under 10 grade - 20 minutes each half
Under 11 grade - 20 minutes each half	Under 12 grade - 25 minutes each half
Under 13 grade - 25 minutes each half	Under 14 grade - 25 minutes each half
Under 15 grade - 25 minutes each half	Under 16 grade - 30 minutes each half
Under 17 grade - 30 minutes each half	Under 18 grade - 30 minutes each half

All Matches have a 5 minute half time

Girls Game Times:

Under 14 grade - 20 minutes each half	Under 16 grade - 20 minutes each half
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All Matches have a 5 minute half time

PART 21 ALLOTMENT OF GROUNDS

- (1) Matches will be played upon such grounds as directed by the CCJRU.
- (2) In the case of cancellation of matches the CCJRU shall contact clubs in order to notify players as early as possible. Where possible clubs must notify the CCJRU Secretary by 5pm Friday night if their ground is closed due to wet weather, or if it poses a significant safety risk to players if played on.
- (3) In the event that three (3) or more grounds are closed at any one time the entire round will be cancelled and will not be rescheduled with NO points allocated to any teams.
- (4) In u16/u17 competitions with draw aligned with the Senior draw, matches cancelled under Part 18 3(a) may be rescheduled to a subsequent Saturday at the discretion of CCJRU.
- (5) All attempts will be made to reschedule cancelled games or play double points if the teams are drawn to play later in the season.
- (6) In the event of a cancelled match not being rescheduled, or no further match for which double points could be allotted, the winner of that match shall be the team with the greater number of ladder points gained at the original date of the cancelled match. Four (4) ladder points will be awarded to that team. Should teams remained tied, then (b) shall apply
- (7) Should teams have gained equal ladder points in (a), then the team with the better for and against record at the original date of the cancelled match shall be declared the winner. Four ladder points will be awarded to that team. Should teams remain tied, then (c) shall apply
- (8) If teams remain equal after applying (a) and (b) the relevant match will be declared a draw and 2 ladder points allocated to each team.
- (9) Clubs, where possible, shall have all groups of the club playing at the same ground.
- (10) Where possible, every alternate match for a club shall be played on the club's home ground.
- (11) In the case of the final series all such fixtures will be played on an enclosed ground where possible.

PART 22 PERSONS ALLOWED IN PLAYING ENCLOSURE

- (1) The only persons allowed on the playing enclosure are:

Referee

Two (2) Touch Judges

Two (2) Ball Boys.

Ambulance and First Aid Officers

Two Trainers (2), who are smart rugby qualified.

Representative Selectors and Zone Executive / officials

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Parents or guardians or siblings of seriously injured players where play has been halted for an extended period of time

- (2) Team Coaches, Assistant Coaches and Managers are only permitted in the playing enclosure at half time.
- (3) Barriers are to be erected to ensure spectators area minimum of five (5) metres from the touchline.
- (4) The Ground Marshal has responsibility to enforce this rule.
- (5) Ground Marshals may have any person excluded or removed, for any breach of the provisions or intent of the Code of Conduct, from any fixture under the control of the union.
- (6) Club Officials, players, spectators etc are not permitted to approach the referee at half time or until 30 minutes following full time.

PART 23 CLUB APPOINTED OFFICIALS

Ground Manager

- 1) the supervision of the venue and all appointed officials; and
- 2) maintenance of and patrolling of the Playing Enclosure including the Ground Marshals of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and
- 3) preventing the illegal entry of any person onto the Playing Enclosure; and
- 4) assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and ensuring Assistant Referees/touch judges are not calling out or coaching the players; and
- 5) ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
- 6) managing the behaviour of participants within the Team Zone; and
- 7) point of contact for all enquiries; and
- 8) responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and
- 9) be familiar with, and have available, a copy the Rugby AU Medical and Safety Recommendations including the Rugby AU Protocol for Serious Injury & Concussion; and
- 10) checking with the referee on the policy for attending injured players; and
- 11) report any irregularities or breaches of the Competition Rules that they are unable to resolve to their Club President or Club Secretary who will contact the Competition Manager to determine what further action, if any, should be taken; and
- 12) the implementation of this Competition Rule.

Ground Marshall (s)

1. At all Matches both Teams/Clubs are to provide a Ground Marshal.
2. If a Team/Club does not provide a Ground Marshal, then the Team will be deemed to have forfeited the Match.
3. The Ground Marshal for a Team may be anyone who isn't the Coach, Manager or Trainer of the Team, who has completed the Ground Marshal course in the Rugby Learning Centre.
4. The Ground Marshal must be identifiable by wearing the yellow CCJRU vest.
5. The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times.
6. If there is a difference between the decision of the Home Team Ground Marshal and the decision of the Away Team Ground Marshal, then the decision of the Home Team Ground Marshal shall prevail.
7. The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.
8. The Ground Marshals shall introduce themselves to the referee prior to the commencement of the Match and be responsible for rectifying any issues which are brought to their attention by the referee throughout the course of the Match.
9. The Ground Marshal provided by the Home Team shall ensure that the Away Team is made aware of the home ground changing, playing, medical, food and drink facilities available.
10. Both Ground Marshal's must sign the team sheets (if being used) of both teams at the end of the game.

PART 24 GROUND FACILITIES

- (1) All grounds shall be dressed in accordance with Laws of Rugby and these By- Laws/Rules.
- (2) All clubs are to endeavor to provide, change rooms, shower and toilet facilities at their home field where possible.
- (3) Home Clubs are responsible to ensure that grounds are correctly marked and dressed. A Club may be liable to be fined if subject to a complaint.
- (4) Host clubs must provide an official sign on table and an area designated for players. Coaches and trainer must be on the same side of the field as the official table and ensures all team officials and players, including the opposition stay in the official area and Team Tactical /Team Zone.
- (5) When clubs are playing at alternative grounds (e.g. Schools or using another field as a home game) the designated home team must ensure that facilities are left clean and tidy. Infringements may result in clubs being cited and fines issued.
- (6) Home clubs must provide a "Ground Marshal" who must be clearly identified and accessible to the referee. Visiting teams must nominate a person to act as Visiting Ground Marshal who

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will assist the Ground Marshal with any incident related to the visiting team, team management or spectators. Any team that fail to supply a ground marshal will be deemed to have forfeited the match.

(7) Home clubs must ensure that an adequately trained/accredited First Aid Officer is in attendance for all games.

- a) Home clubs must ensure that an adequately trained/accredited First Aid Officer is in attendance for all games. Additionally, clubs must:
 - 1) ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
 - 2) having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
 - 3) having access to an emergency list of contacts and addresses for:
 - two (2) after hours doctors or local medical centre and / or facilities; and
 - nearest public hospital and / or emergency facility; and
 - the local Police and Ambulance

(8) For matches hosted at a neutral ground, the nominal home team shall be responsible for the provision of CTA referee if required, and a first aid person. The hosting Club shall be responsible for payment of the referee, nomination of ground marshal and provision of first aid kit and ice.

(9) For competition age groups, each team is to provide a certified Assistant Referee. Any team that fail to supply a certified Assistant Referee, will be deemed to have forfeited the match. This training program is available in the Rugby Learning Centre (Part 14 of competition rules refers).

PART 25 REPLACEMENT/NUMBER OF PLAYERS

(1) Unlimited rolling substitutions of reserves may occur during the game for all age groups up to and including u15s.

(2) In Under 16 and older matches Teams are allowed to make unlimited rolling substitutions at two (2) designated times in each half as well as at half time. Unlimited rolling substitutions can be made at the first break in play on or after the ten (10) minute mark and the twenty (20) minute mark of each half. Team Officials are to have their substitutions ready in advance and advise the touch judge accordingly. If the substitutions are not ready at the designated times they will miss the opportunity to make unlimited rolling substitutions. The home team manager will advise both coaches of the approach the designated time and notify the referee (by a method arranged prior to kickoff) when the time has been reached for the rolling substitutions to take place.

(3) If a player is injured at any time in a Match, other than at the designated time for unlimited rolling substitutions, then after the injured player is treated a Team has the following options:-

(i) If the player is unable to resume playing and leaves the field then the player is considered to be permanently replaced and may not take any further part in the Match; or

(ii) If the player resumes playing he may be replaced at the next designated time for unlimited rolling substitutions and the player is not considered to be permanently replaced and may return to the Match at a later time.

(iii) When a player leaves the field to have bleeding controlled and / or have an open wound covered then that player may be temporarily replaced. The player who has been temporarily replaced may rejoin the Match at any time provided it is in accordance with the Laws of Rugby.

(iv) Law 3.23 (2022 edition)- The Referee's Power to Stop an Injured Player from Continuing as detailed in the Laws of the Game will always allow a referee to order a player to leave the playing area.

(4) Coaches/Managers must ensure that player numbers comply with ARU directives. Therefore, teams U13 and older nominating more than 22 players must have six (6) players suitably trained to play front row and three (3) who can play in the lock position (formerly known as second row).

(5) Interchange of players may occur providing no player goes on the field until the player being replaced has left the field of play and this may only be done at a stoppage of play with the permission of the Referee.

(6) At a scrummage / lineout the referee is to be advised to enable players to interchange.

(7) Club officials should be aware of the RA guidelines for the treatment of various injuries, especially concussion and bleeding players.

PART 26 EXCESSIVE SCORES -

This by-law is mandatory for teams competing in the U11's to U12's competition, Girl's U12s, U14's, U16's and U18's competitions.

Any team good enough to win should be allowed to do so, however little is to be achieved for anyone if the game is an uneven contest.

Such games serve only to make it more difficult for a coach to motivate their players. A positive coach should consider the advantages (and enjoyment) that come when children are involved in a fair and even contest.

Children learn much more about coping with a loss when they lose in a tight game.

Such a direction is often upon first encounter for players and parents, unpopular. However, once seen and used, players and parents almost always realise the benefits. The first time it occurs, players on both sides won't want to swap. The second time, players are often lining up to swap on both teams. The benefit of players playing alongside players of other clubs is plain to see when it happens and is one of the core benefits sport offers our society – breaking down barriers.

The following principles should apply when there is a difference of scores 40 plus.

- a) When at halftime or during the game the difference in score between the two teams is 40 points or more, both coaches should work with the each other to ensure the game is evened up.
- b) Both coaches should take steps to even-up the game and play the second half of that game as a fair and even contest.
- c) The following are suggestions, but are not limited to, steps that the coaches may agree to take:
 - 1) **Swap Players.** The notion that children will not swap teams is an adult one. This

- may be a few selected players (test your own team to see how they cope with playing against some of their own better players). **Recommendation:** *The leading team to swap their best 2-3 players for 2-3 of their opponent's players in the same positions. This allows the leading team to try and win without these players allowing others from the team to step up and take a more prominent role.*
- 2) **Change positions:** *Move some players to see how well they cope with playing in another position.*
 - 3) **Subbing:** *Sub-off some key players.*
 - 4) **Wind advantage:** *Be willing to give away any wind-advantage that may exist.*
 - 5) **Kick-offs:** *The weaker team restarts play with a tap & pass rather than the usual kick. Or the scoring team kick-offs to the weaker team.*
 - 6) **Depower:** *Depower scrums, non-contested. Non-contested lineouts.*
 - 7) **Conversions:** *No conversions or change your kicker to an untried player.*
- d) If the score difference in the second half drops below 30 points the conditions under which the second half started, do not change.

PART 27 MERCY RULE IN U12 AGE GROUP

1. If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the losing Team may call to stop the Match and declare the Match completed, irrespective of normal time remaining.
2. For recording purposes, the Match shall be declared a victory to the winning Team with the appropriate Competition points and for and against points awarded to both Teams at the time the Match is stopped.
3. Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.
4. The failure of any Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
5. The maximum For and Against differential recorded in any match is 50 points. The score at that time will be the score entered into Rugby Xplorer.
6. Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.

Mercy Rule for u13s and older (for competition matches only, i.e. not finals games)

- (a) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the winning Team must reduce the number of players on the field by one (1). However, if the difference reduces to less than 40 points then the player can return to the field.
- (b) If the difference in score between two Teams during Regular Season Matches reaches 50 points or more then the winning Team must reduce the number of players on the field by another player

so that the Team is two (2) players short. However, if the difference reduces to less than 50 points then one (1) of the players can return to the field. The reduction of players continues at every additional multiple of 10 points difference, with a player returning when the difference reduces to below a multiple of 10 points.

(c) Teams who are required to reduce players in accordance with this Competition Rule must not remove front row players so as to cause the Team to play uncontested scrums.

(d) In applying this Competition Rule when a Team has less than fifteen (15) players then the Team with the least number of suitably trained players for its scrum determines the number of players in the scrum.

(6) Teams may nominate a maximum of 23 players for any competition games and must comply with Rule 20 (3) above.

(7) Under twelves (u12s) and younger must match numbers, and SHARE players to always achieve the maximum allowable on field players, as per the Pathway Law Variations.

In u13 to u18 matches:

(a) Teams must match numbers if it is not possible for both teams to field the maximum allowable 15 players. The player numbers per team will be equal to the player numbers of the team with the least number of players. The only time unequal team numbers are allowed is in the situation described in 8(b) or when player(s) have been temporarily suspended and/or sent off.

(b) Prior to the starting of the game, in the case of inadequate numbers of front rowers, another player may play in that position and the team may claim non-contesting scrums. However the team must start the game one (1) player short. The one player difference in numbers shall be maintained at all times except when player(s) have been sent off and/or temporarily suspended.

(c) Should a squad not be able to field the required number of front rowers, they shall have the option of playing a man down as per 8(b) or else conceding a bonus point win (20-0) to the opposing team and playing the match with equal numbers as per 8(a). Alternatively, with the agreement of both teams prior to kickoff, a match may be played for competition points with matched numbers and uncontested scrums.

(d) In the case of injury causing a player to leave the field and no replacement player being available, the opposing team shall also remove a player from the field.

(e) The CCJRU Executive may direct that for Finals Series matches 8(a) be varied to allow a maximum of 2 players difference at kickoff when a Club is unable to field a full team of 15 players. Possible reasons for variations to player numbers during the game remain unchanged.

(f) Clubs should notify their opponents at the earliest possible time if they will not be fielding a full team. This will give the other team the opportunity to roster players off prior to game day if the coach decides a full squad will not be required.

(8) If a team feels that the opposition is not complying with player numbers/replacements/substitution laws the referee should be approached by the team Captain/Coach at the next stoppage of play and advised of the incident.

(9) In the event that a team considers that the opposition has intentionally offended, the referee should be requested to lodge a report on the matter to the CCJRU and the appeal/protest lodged

PART 28 UNCONTESTED SCRUMS UNDER 12'S TO UNDER 18's

1. There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to start the Match playing contested scrums.
2. Any Team which calls uncontested scrums from the start of the Match, or at the first scrum, in more than five (5) Matches during a Regular Season of which a maximum of two (2) can occur in the last five (5) rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
3. If during a Match a team does not have sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced for any reason (blood bins and yellow/red cards included) then that team may call uncontested scrums and the penalties nominated herein will apply except clause (b) above.
4. If, subsequently, a qualified front rower becomes available (or returns from either the 'Blood Bin' or Temporary Suspension) 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 and play contested scrums.
5. If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.
6. In accordance with Law 3.17 Word Rugby Rules – In a squad of 23 Players or at the discretion of the match organiser, a player whose departure has caused the referee to order uncontested scrums cannot be replaced.
7. Where the departure of a player causes the Referee to order uncontested scrums that Player cannot be replaced.
8. Systematic abuse of this Competition Rule will not be tolerated, and all instances of these incidents will be reviewed by the CCJRU Competition Manager/ Executive.
9. If a team has to call uncontested scrums because one, or more, of their forwards will be playing in Rugby representative Matches (includes schools' representative sides) then they must request submit a request to the CCJRU for the Match to not be counted towards their total of Matches where they called uncontested scrums at the start of the Match. This request will be reviewed and decided on by the Executive. Clubs will have until Round 4 of the CCJRU Competitions before penalties will be applied.
10. Should Clubs have problems with scrum coaching, they are to contact the CCJRU for assistance.
11. Liaison with the NSWRU Development Officers will be arranged to conduct Scrum Clinics in pre seasons and preparation for competitions.

Additional rules that apply to uncontested scrums U14s to U18s during the final series

- a) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to start the Match playing contested scrums.
- b) When teams submit their list of players for finals games, they must nominate the players who are suitably trained and experienced to play in the front row and which players are suitably trained and experienced to play hooker
- c) If any of the nominated front row players in a team has an injury that causes him not to be able to pack into contested scrums then that player shall be removed from the field, as there is a higher potential for injury in tackles than in scrums
- d) If during a match a team does not have sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced because of injury then the team may call uncontested scrums without any penalty.
- e) If during a match a team does have sufficient uninjured front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained, whether they are on the field or not, (example one of the players off the field under a yellow card), and calls uncontested scrums, then that team shall remove one player from the field. The player removed from the field can only return to the field when the team returns to playing contested scrums.
- f) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply until one of the teams has sufficiently trained front rowers who can pack into the scrums.
- g) Referees to be reminded during the final series to strictly limit scrum pushing to a maximum of 1.5

PART 29 MISCONDUCT AND PLAYERS ORDERED OFF FIELD

(1) Referees shall report in writing to the Judiciary Committee any player ordered off the field for any reason or any misconduct whether such misconduct shall have resulted in a player being ordered off the field or not, in accordance with Rugby Australia Guidelines.

(2) Any player ordered off, the field shall be suspended from playing until his case shall be decided by the Judiciary committee. The Judiciary Committee shall meet at such time as CCRU/CCJRU deems necessary throughout the season, and any player who is ordered off the field shall attend the next meeting of this committee. (Note: The Judiciary Committee usually convenes @ 6.30pm Wednesday evenings at Bay Sports Club)

(3) Failure to attend the next meeting of Judiciary Committee results in automatic suspension of the player/s ordered off the field until his case is dealt with at subsequent meetings.

(4) A special meeting of the Judiciary will not be arranged to deal with a player who fails to attend regular meetings of the Judiciary unless there are special circumstance.

PART 30 TEMPORARY SUSPENSION

(1) Any player who is given a “Temporary Suspension” (Sin Bin) by the Referee shall leave the playing enclosure and remain seated in front of the sign on table near the half way line. The period of suspension is 5 minutes for U7s to U14s and 10 minutes for U15s and older, and commences when the player leaves the playing enclosure.

(2) The team manager /official will mark the team sheet to indicate the player(s) who have received a “Temporary Suspension” during the match with the reason as provided by the referee. Clubs must ensure that these players are entered into the Rugby Explorer. Any Club not complying with this sub clause shall for the

(a) first offence be fined 1 Penalty Point

(b) second offence loss of competition points for the match concerned, if any; if no points a fine of 2 Penalty Points

(c) third and subsequent offence loss of points and a fine of 2 Penalty Points if any; if no points a fine of 4 Penalty Points

(3) The Referee will verify the team sheet entry indicating any player who was given a temporary suspension. Failure to do so will leave the Referee liable to suspension and / or such penalty as imposed by the Executive.

(4) A player from U10s and older who is temporarily suspended (sin binned) from the field upon three (3) occasions within the one season shall be automatically suspended for a period of one (1) competition match. Byes and Forfeits are not included, unless the opposition team forfeits. The CCJRU Secretary will notify the Club of the player’s one match “Automatic” suspension upon the third “Temporary Suspension” (Sin Bin) offence.

(5) That player who again is given a “Temporary Suspension” following a One Match Suspension under sub clause (6), shall be deemed cited to appear before the Judiciary Committee pursuant to **Part 13** of the Constitution of the Central Coast Junior Rugby Union Inc.

(6) Any player cited to appear before the Judiciary Committee **under sub clause (7)** shall be suspended until the player attends the Judiciary Committee hearing.

(7) Temporary suspension serves as an automatic caution.

(8) Temporary suspensions do not transfer to the next season

PART 31 PLAYING DISQUALIFIED, SUSPENDED OR UNQUALIFIED PLAYER OR TEAM

(1) Any club knowingly playing a player or team while under suspension or disqualification or any ineligible player or team shall lose all competition ladder points gained in matches that the ineligible player/team took part.

PART 32 PROTESTS AND APPEALS

(1) The Executive shall investigate, decide upon and deal with all protests, appeals and disputes under its jurisdiction. All appeals and protests shall be in writing and lodged with the CCJRU Secretary and

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accompanied by a deposit of two hundred dollars.(\$200),which shall be forfeited, should the protest/appeal fail.

(2) All protests arising from Competition Matches shall be lodged in writing with the Secretary by the Club wishing to protest and affirmed by the Club President or Club Official of the protesting Club no later than 5:00 pm on the second business day following the date of the Match from which the protest arises.

(3) When a protest has been lodged by the Club under this Competition Rule the Club being protested against will be forwarded a copy of the protest. The Club being protested against will be required to forward a response to the protest no later than 5:00 pm on the second business day following the date of notification of the protest

(4) The Secretary may extend the time for lodging a protest provided the Secretary is satisfied there are exceptional circumstances for doing so. The decision of the Secretary to grant or refuse an extension of time shall be final and not subject to review.

(5) Where the Club protesting does not fulfil the above requirements, then that Club shall have no further right of protest.

(6) Any protest lodged within the time allowed under this Competition Rule or the time as extended in this Competition Rule will be forwarded by the Secretary to the Competition Secretary to investigate. The Competition Secretary will have a report compiled with both the protest and the response to be forwarded to the CCJRU Executive for determination.

(7) All appeals against decisions in relation to the Competition Rules, or protest determinations under **Part 24** (1) (e), must be made in writing to the Secretary by the Club President or Vice President of the appealing Club within seven (7) days of the decision being handed down. Failure to submit an appeal in writing within seven (7) days of the decision being handed down will result in the appeal being denied.

PART 33 FINES

(1) Any club/team found not complying with or contravening any Competition Rule, may be liable, but not limited to, fines as set out in the attached schedule by the CCJRU. (1 Penalty Point equals the amount paid in affiliation to CCJRU.)

Schedule of Fines (1 Penalty Point = Affiliation CCJRU)

- (A) Failure to comply with any registration process -1 Pen/Pt
- (B) Unregistered Player participating in game- 2 Pen/Pts
- (C) Refusing to allow inspection of ID Cards- 4 Pen/Pts
- (D) ID Cards not available for inspection -3 Pen/Pts
- (E) Failure to sign team sheets -1 Pen /Pt
- (F) Failure to submit team sheet- 2 Pen/Pt
- (G) Failure to notify results -2 Pen/Pt
- (H) Failure to adequately mark/post ground- 4 Pen/Pts
- (I) Failure to provide safety equipment/services- 4 Pen/Pts
- (J) Overage player participating in game -4 Pen/Pts
- (K) Facilities Abuse -4 Pen/ Pts

(L) Miscellaneous as determined by the CCJRU

PART 34 USE OF COMMUNICATION DEVICES

- (1) The use of two way radios or other similar devices to communicate to a person or persons inside the playing enclosure is permitted.
- (2) Only one person per team is allowed to have a communication device inside the playing enclosure.

PART 35 EQUIPMENT ON MATCH DAY

In all competition matches, arrangements must be made for the Home Clubs concerned to supply and maintain the following equipment:

1. 3ea footballs of the same type as approved by the CCRJU. One to be used as the match ball and an extra football on each touch line, which may be brought into play unless the Referee otherwise directs
2. Game Day Manual of the correct revision at the official table
3. Stretcher
4. Fully Stocked first aid kit appropriate for age/grade for the number of fields in operation
5. Linesman Flags
6. Official Table

Part 36 CITING PROCEDURES

- 35.1 The CCJRU committee will utilise and follow the citing procedures of the CCRU.
- 35.2 The CCRU Board will appoint an appropriately qualified Citing Commissioner annually. The appointment of that individual will be at the sole discretion of the Board.
- 35.3 Where the CCRU has not appointed a Citing Commissioner, all citings will be sent directly to the Chair of the Judiciary Committee for review.
- 35.4 The Citing Commissioner will act in accordance with the Rugby AU Disciplinary Rules
- 35.5 A **Club Official** or **Participant** with the written approval of their Club President, or the CCRU have the authority to lodge a Citing Complaint Referral with the Citing Commissioner with respect to an alleged act of foul play that is in breach of the Laws of the Game.
- 35.6 Citing/s must be lodged in writing on the [prescribed form](#) to the CCRU within 48 hours of the conclusion of the fixture in which the incident occurred. The responsibility for obtaining information, reports and video recordings in relation to the Citing Complaint rests with the Club referring the Citing Complaint.
- 35.7 If, in the opinion of the Citing Commissioner, the alleged act(s) of foul play should have warranted the player concerned being ordered off (i.e., the 'Red Card Test' has been met), then the cited Participant or Club will be required to appear before the Judiciary.
- 35.8 The Citing Commissioner must provide a written response to all citing complaints that have been referred.
- 35.9 The Administration Officer will forward the reports for citings that, in the opinion of the citing commissioner, have met the red card test, to the Judiciary Committee and the Club of the person cited.

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35.10 The Administration Officer will forward the reports for citings that, in the opinion of the citing commissioner, did not meet the red card test, to Club/Participant that initially lodged the citing complaint.

35.11 All citings lodged pursuant to these rules shall be accompanied by a deposit of two (2) penalty units and this amount shall be refunded only in the case of the citing being deemed genuine by the Citing Commissioner.

PART 36.1 Administrative Matters relevant to Citing Procedures

- (a) A citing is not intended to be an opportunity to re-referee an incident or its interpretation if already detected and acted upon.
- (b) Any penalties imposed shall be substantially in accordance with those set out in the judicial procedures
- (c) The cited participant may continue to play until the date set down for the hearing of the citing complaint
- (d) If the cited participant fails to attend the hearing on the date nominated, he/she is suspended from playing until such time as he/she attends a hearing on a date mutually agreed upon by the participant and the Judiciary Committee

PART 37 Code of Conduct

- 36.1 All Code of Conduct Complaints will be dealt with in accordance with the Rugby AU Code of Conduct Policy/Procedure.
- 36.2 Where a Code of Conduct Complaint has been made, the CCRU will appoint an individual to investigate the matter in accordance with the requirements of the Rugby AU Code of Conduct Policy/Procedure.
- 36.3 The Appointed person is not bound by any period of time to undertake the Code of Conduct Complaint investigation.
- 36.4 If, and when required, the CCRU will appoint a Code of Conduct Committee to hear appeals made under the Code of Conduct process. In the first instance, the members of the Judiciary Committee will form the basis of the Code of Conduct Committee.
- 36.5 Where a perceived conflict of interest arises with respect to any member of the Code of Conduct Committee, that member must be replaced with a member where a perceived conflict of interest does not exist.

PART 38 Appeals

- 37.1 The CCRU will appoint an Appeals Committee that will adjudicate appeals arising from the Judiciary Committee and the Code of Conduct Committee.
- 37.2 The composition of the Appeals Committee will be in accordance with the Rugby AU Disciplinary Rules.
- 37.3 Appeals must be lodged in writing to the CCRU by 5.00pm of the first business day following the Judiciary Hearing Date or Code of Conduct Hearing Date that handed down the decision wishing to be appealed.

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37.4 All appeals lodged pursuant to these rules shall be accompanied by a deposit of four (4) penalty units and this amount shall be refunded only in the case of the appeal being deemed genuine by the Appeals Committee.

PART 39 Concussion Management

- 38.1 All Clubs and Match Officials will adhere to the Rugby AU Concussion Procedure
- 38.2 Any Club or Participant found to have deliberately, and knowingly, breached the requirements as set down in the Rugby AU Concussion Procedure will be dealt with in line with Part 2.5.
- 38.3 If a Match Official (not just the Match Referee) issues a Blue Card during a match in any Senior Grade, then that Blue Card must be entered into the Match Day App against the player to which the Blue Card was issued.
- 38.4 The Club from which a player has been found to have suffered a concussion, be it through a Blue Card or the Club Based “Recognise, Remove, Record, Refer” process, will provide the Player with the Concussion documentation as provided by Rugby AU and which can be found within the Rugby AU website (Policies and Procedures).
- 38.5 The Administration Officer will not clear a player in RX until the Administration Officer has received the required documentation as set down by Rugby AU.
- 38.6 Each Club will ensure that at least one participant has completed the Concussion and Serious Injury Course as provided in RX.

PART 40 CCJRU Mandatory Accreditations

39.1 Each Club must ensure that their Participants have the following accreditation if they are performing a role listed in the following table. Failure to comply may result in fines.

Role	RX Accreditation
Ground Manager	Ground Manager Program
Team Manager	Team Manager Program Concussion & Serious Injury Management (recommended)
Coach	Smart Rugby Concussion & Serious Injury Management (recommended) Level 1 (or higher) Coaching accreditation (recommended)
Assistant Referees	Smart Rugby
Concussion & Serious Injury Officer	Concussion & Serious Injury Management
First Aid Personnel	First Aid Attendant Level 1 Program
Club Admin/Registrar	Club Admin Program
Member Protection Contact	Member Protection & Inclusion, and Code of Conduct

All available in the RA Learning Centre.

39.2 The CCJRU recommends that each Club consider the use of the RX Code of Conduct training for all participants associated with that Club.

PART 41 Rugby Australia Policies

All RA policies can be sourced through the website of Rugby Australia.

Those referred to in this document are:

[RUGBY AU REGISTRATION REGULATIONS](#)

[RUGBY AU TERMS AND CONDITIONS](#)

[RUGBY AU CODE OF CONDUCT](#)

[RUGBY AU DISCIPLINARY RULES](#)

[RUGBY AU CONCUSSION GUIDELINES](#)

[RUGBY AU DISPENSATION PROCEDURES](#)

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