



# Australian Capital Territory Junior Rugby Union (Incorporated)

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## **RULES of COMPETITION 2023**

As adopted at the 28 February 2023 Special General Meeting and to be approved by Rugby Australia's Laws Advisory Group as a Local Law Variation

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# AUSTRALIAN CAPITAL TERRITORY JUNIOR RUGBY UNION (INCORPORATED)

## RULES OF COMPETITION

### GENERAL

- 1 These rules are to be read in conjunction with Australian Capital Territory Junior Rugby Union (Incorporated) (ACTJRU) Constitution and any ACTJRU By-Laws prescribed thereunder and Rugby Australia (RA) [Kids Pathways \(Under 6's to Under 12's, inclusive\)](#) which are intended to balance the development of players with the growth of the game and level of competition over time
- 2 In these rules, "Council" includes the Judicial Committee appointed by the Council. Wherever the word "club" appears in these rules, it should be taken to mean "club or school or organisation" and it has a corresponding meaning when used in the plural or possessive.
- 3 The competition or competitions will be conducted in accordance with these "Rules of Competition" and as otherwise directed by the Council.
- 4 The competition is open to clubs affiliated with the Australian Capital Territory Junior Rugby Union (Incorporated) and such other teams as may be invited by the Council to participate in any particular year.
- 5 There will be grades of competition as determined by the Council and there will be a separate competition, or divisions of competition, for each grade.

### ENTRIES FOR COMPETITION

- 6 Entries for the various competitions each year must be made in writing to the ACTJRU Secretary on or before the date determined by Council each year and may, if required be accompanied by such fee as may be determined by Council each year for each team in the various competitions.
- 7 All ACTJRU player's details must be added, amended or corrected on the RA's [Rugby Xplorer Application](#) prior to them commencing in any training or participating in any match play for the current season. PENALTY: Loss of WIN points and or an adjustment of the team's percentage formula for ladder placement and or the Judicial Committee may impose an appropriate penalty if this requirement is not complied with.
- 8 Repealed - 2009 AGM (24 Nov 2009).

### GRADING AND DRAWS

- 9 All team nomination entries for the various grades will be dealt with and graded by the Competition Manager, (ACTJRU Secretary) and the Gradings Committee.

- 10 In any grade competition conducted by the Council, all games will be played as competition matches. If, by reason of limited playing dates, it is not possible to play complete rounds (i.e., each team playing every other team an equal number of times) the “luck of the draw” will apply.
- 11 Playing dates for the season will be determined by Council and may include the first Saturday of school holidays.

#### ELIGIBILITY OF PLAYERS

- 12 Only Rugby Xplorer registered Players of ACTJRU affiliated clubs are qualified to play in an ACTJRU competition.

Only Players who are under a determined age on the first day of January will qualify to play in a respective age grade of the competition, unless dispensation has been granted.

- 13 Dispensation may be provided to a class of players approved by the Council and any such decision is to be conveyed to all member clubs
- 14 (A) Excluding the Under 18’s division, Players who have commenced in more than five matches in a higher grade, or in a higher division of a grade, are not qualified to play in a lower grade, or in a lower division of a grade, without the permission of the Judicial Committee or the Council. “Commenced” means the Player ran-on at the commencement of the match as per the team list recorded in Rugby Xplorer.
- (B) In the Under 18’s division, eligibility for Semi-Finals will be determined where a player has played three of their last five games or the majority of games were played in this division or a lower division. Any departure for from this arrangement shall require prior approvals from the Judicial Committee.
- (C) If a Player started in a Semi-Final match in a higher age grade or a higher Division in an age grade, they cannot participate in a in a Grand Final in a lower age grade or a lower Division of an age grade. Any departure for from this arrangement shall require prior approvals from the Judicial Committee.
- 15 Where in any grade of competition a club enters more than one team in a division of that grade, a Player who has commenced in more than three matches in one particular team may not thereafter play for another such team, without the permission of the Judicial Committee. Refer “Commenced” definition in Rule 14 (A).
- 16 A Player, qualified as to junior age conditions, having played in the current season with a senior club in any grade, is not eligible to play in any junior grade, without the permission of the Judicial Committee.
- 17 A Player registered with the ACTJRU is not permitted to transfer from one member club to another, during the course of a season, without the consent of the registering club. Where the registering club withholds its consent to such a transfer, the matter will be determined by the Judicial Committee.

## ADMINISTRATION OF GAMES

### 18 Grounds

- (A) The Secretary will appoint games to grounds. Where a club seeks to move a game from an appointed ground, they must first seek the approval of the Secretary, nominating the new ground and if necessary, a revised time. Advice to the Secretary must be made no later than four days before the scheduled game.
- (B) All Australian Capital Territory Junior Rugby Union (Incorporated) Season Competition matches, Semi-Finals and Finals matches must be played on a grassed sporting ground purposed and marked for Rugby Union within a 600 kilometre round trip by road from the Canberra General Post Office, (GPO, 2601). The maximum distance a team should travel is 300 kilometres from the opponent's venue and only if sanctioned by the Secretary of the ACTJRU,

### 19 List of Players

A Team's List of Players must be recorded in RA's Rugby Xplorer Application prior to each and every ACTJRU competition match. PENALTY: Loss of WIN points and or an adjustment of the team's percentage formula for ladder placement and or the Judicial Committee may impose an appropriate penalty if this requirement is not complied with.

### 20 Playing Dates

The playing dates for each season will be those set at the preceding Annual General Meeting. The playing dates shall not be varied except by resolution at a general meeting of the ACTJRU upon seven (7) days notice of motion to member clubs.

### 21 Time of Play

Matches shall commence at such time and be played upon such grounds, as directed by Council or, failing such directions, by the ACTJRU Secretary.

### 22 Team Visits

Approval of the ACTJRU is required prior to any club arranging to play in a match, either in or away from Canberra, which would ordinarily be regarded as falling within the jurisdiction of the ACTJRU.

Approval will not normally be given where such a proposed match conflicts with commitments to the ACTJRU competition.

### 23 Deferment of Match

- (A) Should a team be unable to play at the time, and on the date set down in the Draw, the match may be deferred by agreement with the opposing team, provided that:
- (i) The match is played within twenty-two days of the day set down in the draw; or
  - (ii) If the date set down in the draw is within twenty-two days of the semi-finals, the match is played no later than the Sunday immediately preceding the date set down for the semi-finals.

- (B) In the event of either team subsequently finding that it is unable to comply with (i) and (ii) above, the match will be forfeited by the defaulting team.
- (C) Notice of deferment must be emailed by each club's Secretary and to the ACTJRU Secretary by 7:00 pm on the Wednesday following the original date set down for the match.

## 24 Competition Points

A "WIN" will count as two points. A "DRAW" will count as one point. Neither team will be awarded any points if the game is declared by the ACTJRU Secretary as a "NO RESULT". Refer Rule 41 (C) for a definition of "No Result". No points are awarded for a BYE.

## 25 Match Results

- (A) Club officials must ensure all their teams' match results, including any match result disputes are settled and recorded in RA's Rugby Xplorer Application by 5:00 pm each Monday following the match.
- (B)
  - (i) Where a Club official has not complied with Rule 25 (A), their team's match result will be the opposing team's match result as recorded in RA's Rugby Xplorer Application which will stand as the official match result.
  - (ii) Where Club officials from both teams for a match do not record a result in RA's Rugby Xplorer Application, the ACTJRU Secretary will record a match result in Rugby Xplorer for both teams as a 'nil all' loss.
  - (iii) Any protest or appeal against the application of Rules 25 (B) i. and ii. must be lodged by the Club's Secretary and emailed to the ACTJRU Secretary by 5:00 pm on the Friday following the match.
  - (iv) Protests and appeals will be heard by the ACTJRU Judicial Committee and must be accompanied by a deposit of \$25.00 which will be forfeited should the Judicial Committee dismiss the protest or appeal or consider the protest or appeal frivolous.

## CONDUCT OF GAMES

### 26 Laws of the Game

- (A) Matches shall be played in accordance with the Laws of the Game and the Rules of Competition as prescribed by the Australian Capital Territory Junior Rugby Union (Incorporated) except as provided hereunder.
- (B) Under 7's, Under 8's, Under 9's, Under 10's, Under 11's and Under 12's teams will adhere to the RA Kids Pathways (Under 6's to Under 12's) Laws where:
  - (i) Under 7's play "Kid's Rugby" 7 - a side Tag;
  - (ii) Under 8's play "Kid's Rugby" 7 - a side Tackle;
  - (iii) Under 9's play "Kid's Rugby" 10 - a side Tackle;
  - (iv) Under 10's play "Kid's Rugby" 12 - a side Tackle;
  - (v) Under 11's play "Kid's Rugby" 12 - a side Tackle;

(vi) Under 12's play "Kid's Rugby" 15 - a side Tackle and

(vii) Under 13's to Under 19's play Under 19's Laws.

(C) Under 6's to Under 12's will adhere to the RA Kids Pathways (Under 6's to Under 12's, inclusive) Laws with the agreed ACTJRU variations, where, in each age grade, the minimum numbers of players required to commence a game shall be;

(i) Under 6's; five (5)

(ii) Under 7's; five (5).

(iii) Under 8's; five (5).

(iv) Under 9's; seven (7).

(v) Under 10's, Under 11's and Under 12's; ten (10).

(vi) Under 13's and above; six (6) (outside the Pathway Laws).

(D) (i) In keeping with the philosophy of Kid's Rugby, during the Season Competition Rounds teams with the greater number of players must assist the team with the lesser number of players by matching the opponent's team numbers and or lending them players. Teams MUST share players to reach the maximum number of equal players possible on the field.

(ii) With regard to Kid's Rugby, during finals matches, teams are not required to match the opponent's team numbers and or lend an opposing team players.

## 27 Fitness of Ground

The fitness of the ground to be played upon shall be decided on the field by the Referee.

## 28 Size of Ball

The sizes of ball to be used for the respective grades of competition are:

Age Grade	Ball Size
Under 6's	2
Under 7's	2
Under 8's	3
Under 9's	3
Under 10's	4
Under 11's	4
Under 12's	4

All other grades play, including Girl's competition, Full size

## 29 Number of Players

(A) Repealed. Covered by Rugby Law 3. 3.

(B) If a team commences a match with less than the maximum allowed number of players, it may fill the vacant place, or places, at any time during the match.

(C) Good Will Rule. This rule applies to Age Grade teams Under 13's to Under 18's Division 2, inclusive and is for Competition Round games only. The Rule is mandated for Division

2 and Division 3 games in Age Grade teams Under 13's to Under 18's. This Rule does not apply to any joint Division 1 & Division 2 teams. In Division 1 games a request from the losing team's Coaching Staff not to have the Good Will Rule applied must be accepted by the opposing team's Coaching Staff.

- (i) If in a game the score by one team equals or exceeds a 30 points differential, (margin) to their opponent's score, the team with the higher score will be required to 'drop' a player to the bench, effectively reducing the team's on-field players to 14.
- (ii) If in the same game, the score by one team equals or exceeds a 40 points differential, the team with the higher score will be required to 'drop' a second player to the bench, effectively reducing the team's on-field players to 13.
- (iii) If in the same game, the score by one team equals or exceeds a 50 points differential, the team with the higher score will be required to 'drop' a second player to the bench, effectively reducing the team's on-field players to 12
- (iv) Normal substitutions will continue during the game for both teams.
- (v) If during the game and after the dominant team has dropped players to the bench, the point differential is equal to or below 20 points, the dominant team's playing numbers can be restored to the full complement of 15 players back onto the field and into the game. Returning players under this rule do not affect the substitution count.

Note: *This Rule was approved by Rugby Australia Law Variation Group on 26 April, 2019.*

### 30 Replacement of Players

- (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 ensure that on the first occasion that a replacement in each front row position is required, the team can continue to play safely with contested scrums. Refer Rule 46 (D) - Forfeiture of Matches for penalty. Change Rule 46 (A) - Forfeiture of Matches
- (B) In Under 13's Division 1 and above matches, if during a game a front row Player becomes injured to the point where they can no longer contest the scrum that Player is deemed unfit for play and must leave the field, Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders. Refer to Rule 30 (B) for additional conditions. *(Approved by Rugby Australia Law Variation Group on 26 April, 2019.)*
- (C)
  - (i) Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed. Under this circumstance and in an accordance with ACTJRU competition Rules of competition, scrums must be uncontested and the team calling for uncontested Scrums must pack the Scum with a full complement of 8 Players and cannot continue to play No. 8 moves.
  - (ii) 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. 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. With the return of qualified front rowers, scrums can be return to a contest. (*Approved by Rugby Australia Law Variation Group on 26 April, 2019.*)

- (D) Scrums will become uncontested if the Referee so orders. (*Amended to comply with Rugby Australia Law Variation Group recommendation on 26 April, 2019.*)

### 31 Playing Dress

- (A) Players will appear in proper football uniform, which consists of a jersey in his club's registered colours, shorts and long socks.
- (B) Council members will report any infringement of this rule to Council, which, if it thinks fit, may fine any club the sum \$5.00 for each occasion on which a player fails to comply with this rule.
- (C) Council may require the club, which that player represents to collect and pay such fine to the ACTJRU Secretary, and in default, may disqualify or otherwise deal with that Club.
- (D) A player will wear recognised football boots or shoes with studs on the sole of each such boot or shoe which conforms to the requirements set down in the Laws of the Game of Rugby and World Rugby Regulation 12, Provisions Relating To Players' Dress.
- (E) A protest against the non-wearing of recognised football boots or shoes may be made by the manager or coach of the opposing team but must be lodged in accordance with the procedure set down in the Rule 49. If this protest is upheld and the Judicial Committee thinks fit, it may apply an appropriate penalty against the offending club.
- (F) All teams must provide a Field Marshall. Matches will not commence until both teams have presented to the Referee a responsible adult wearing an orange coloured 'Field Marshal' vizzy vest, who will be responsible to manage their respective team's sideline for off-field conduct.

### 32 Duration of Play

- (A) Competition matches will be played in two equal time periods according to the grade of competition. In each grade, an interval of not more than five minutes will be allowed unless Council, or the referee on the field of play, directs otherwise. The period of play will be determined by the Council.
- (B) As presently determined by the Council, the periods of play and the intervals are:
- (i) Under 7's and 8's 15 minutes each way, 5 minute interval
  - (ii) Under 9's 10's and 11's 20 minutes each way, 5 minute interval
  - (iii) Under 12's, 13's and 14's 25 minutes each way, 5 minute interval
  - (iv) Under 15's and 16's 30 minutes each way, 5 minute interval
  - (v) Under 17's, 18's & 19's 35 minutes each way, 5 minute interval

- (C) There will be no extra time allowed for injuries in ACTJRU competition matches or Grand Final matches.

### 33 Referee

- (A) Appointment of Referees

A referee will be appointed for each match by the Australian Capital Territory Rugby Referees' Association (Incorporated) (ACTRRA) or by the ACTJRU Secretary. Appointed referees must be affiliated with the ACTRRA.

- (B) Appointed Referee not in Attendance

- (i) In the event of the officially appointed referee not attending within five minutes after the time at which the match was scheduled to commence, then a referee may be appointed by the representatives of the opposing clubs. Non accredited referees must be Smart Rugby certified.
- (ii) If a referee, appointed by the representatives of the opposing clubs is not an accredited referee, that is, they are not affiliated with the ACTRRA or another Australian Rugby Union Referees' Association, then in grades Under 9's to Under 12's inclusive, scrums will be non-contested.
- (iii) If a 'non accredited referee' officiates in an Under 10's to Under 18's, inclusive, game, the 'non accredited referee' can declare scrums to be 'uncontested'.

- (C) The referee shall, without delay, report on RA's Rugby Xplorer Application any instances of rough or foul play or other instances of misconduct which occurred during the progress of the match and which led to a player being ordered off the field.

- (D) The referee is the sole judge of fact and of law. The referee's decision is binding on the players. When the referee has given a decision, he/she cannot alter it except where it has been given prior to observing an assistant referee's raised flag.

- (E) The Referee shall keep the time and the score.

- (F) During the match, the referee must not consult with anyone except only:

- (i) Either or both assistant referees on a point of fact relevant to their functions, or
- (ii) In regard to time.

- (G) If the referee is unable to officiate for the whole period of a match, a replacement will be appointed:

- (i) In such a manner as may be directed by the ACTJRU Secretary,
- (ii) By the representatives of the respective teams, (Refer Rule 33 (B), or
- (iii) In the absence of such agreement, by the home team. For the purposes of this rule, if games are played at a neutral venue, the first team listed in the draw shall be regarded as the home team.

**34 Assistant Referees**

- (A) There will be two assistant referees for every match. Unless assistant referees have been appointed by, or under the authority of, the ACTJRU, it will be the responsibility of each team to provide an assistant referee.
- (B) Assistant referees are under the control of the on-field referee who may instruct him/her as to his/her duties and may overrule any of his/her decisions. The referee may request that an unsatisfactory assistant referee be replaced and he/she has the power to order off and report to the ACTJRU an assistant referee who in his/her opinion is guilty of misconduct.

**35 Coaches**

- (A) In the Under 7's, Under 8's, and Under 9's grades, coaches are allowed on the field in all games but must endeavour to remain at least five metres behind the line of play unless assisting the referee to organise set play. When coaches are on the field they are subject to the control of the referee. Coaches in Under 9's matches are not allowed on the field beyond Round 7 of the competition season.
- (B) In other grades, coaches are not permitted on the field at any time during play, not even as a water or kicking tee runner.

**36 Line-Out Law for Under 10's and 11's Grades**

- (A) Deleted November 2003
- (B) Deleted November 2003

**37 Misconduct, Disqualification or Unqualified Players**

- (A) Any player who is reported by a referee will be suspended from playing until his case is dealt with by the Judicial Committee.
- (B) Any club playing any player or team while under suspension or disqualification, or any unqualified player or team, will lose the match in which the suspended, disqualified or unqualified player or team took part in.

**Please Note:** An 'unqualified' player includes unregistered players not registered in Rugby Explorer. The Judicial Committee may determine an alternative penalty.

**FINALS MATCHES**

**38 Eligibility of Players**

- (A)
  - (i) Eligibility for finals will be determined where a player has played three (3) of their last five (5) games or the majority of games were played in this Division or a lower Division of the age grade. Any departure for from this arrangement shall require prior approvals from the Judicial Committee.
  - (ii) Apart from Division 3 and except with the permission of the Judicial Committee, no Player from a lower age grade may play in Finals matches in any competition, or in a competition which is decided by the team having the highest number of

competition points or performance percentage being declared the winner, unless they have taken part or 'benched' in at least three (3) games of the last five (5) rounds of competition matches in that Division of that age grade.

**Please Note:** "Benched" means the Player did not commence or run-on at the commencement of the match as per the team list recorded in Rugby Explorer.

- (iii) Except with the approval of the ACTJRU Secretary, ratified by the Judicial Committee, no Player from a lower age grade who is an ACTJRU or ACT&SNSWRU Representative may play in Division 3 Finals.

### 39 Team Lists

- (A) Team Lists containing all players in a team playing in an ACTJRU competition match, Semi-Final, Grand Finals and Championship match must be recorded in RA's Rugby Explorer Application prior to them participating in any match play. **PENALTY:** Loss of WIN points and or an adjustment of the team's percentage formula for ladder placement and or the Judicial Committee may impose an appropriate penalty if this requirement is not complied with. See also Rules 7 and 19.
- (B) Protests on the grounds of ineligible or unqualified players in a match must be lodged by a Club's Secretary, via email, to the ACTJRU Secretary no later than 5:00 pm on the Monday following the match.
- (C) In addition to the penalties imposed under Rules 7, 19 and 39 (A), a Club may be fined the sum of \$50.00 for each occasion where a team list is not recorded in RA's Rugby Explorer Application prior to them participating in any match play.

### 40 Duration of Play

Competition matches shall be played in two equal time periods according to the grade of competition. The periods of play will be determined by the Council. For Semi-Finals, Grand Finals and Championship matches refer Rule 44.

### 41 Final Placings

- (A) Final placings will be determined by a performance percentage (i.e.; a percentage of competition points gained over the number of games played).

- (B) The following formulae will be used to calculate the "Performance Percentage":

PERFORMANCE PERCENTAGE = (SUM (WINS+(DRAWS/2)-FORFEITS))/(PLAYED)) where 'PLAYED' includes WINS + Loses + Draws + FORFEITS

That is; the Performance Percentage is equal to;

- the summation of the number of WINS plus half the number of DRAWN games less the FORFEITS, all divided by the total number of games PLAYED, (where a FORFEIT is counted in the played games.)

- (C) Games declared by the Council or the Judiciary as "NO RESULT" will be deemed to have been played with no competition points awarded to either team.

- (E) In the event of two or more teams being equal in competition points or performance percentage at the end of the competition rounds, Final placings will be decided by:
- (i) A higher ranking being awarded to the team which has forfeited fewer games during the season,
  - (ii) A higher ranking being awarded to the team which has defeated otherwise equally placed teams more often during the season,
  - (iii) Where one of the teams has forfeited to the other, placing the team against which the forfeit has been recorded behind the other team,
  - (iv) When two teams have equal competition points or a performance percentage, a higher ranking will be awarded to the team totalling the higher points scored for and against when those two teams met in the competition rounds.
  - (v) After considering Rules 41 (i) to (iv) and where teams are on equal standings, the relegated team will go forward to the Finals,
  - (vi) When more than two teams have equal competition points or a performance percentage, and after considering Rule 41 (i) to (v) a higher ranking will be awarded to the team having the best defensive record, that is, the team which has the least points scored against them, overall, will go forward to the Finals.

42 **Draws – Repealed 6 February 2018 –see now Rule 41 (D)**

43 **Order of Play**

- (A) At the finish of the competition rounds, semi-finals and a grand final will be played in the following manner:

(i) **Where there is a Single Division in the Grade:**

First Semi-Final: The team placed first on the competition table will play the team placed fourth on the competition table.

Second Semi-Final: The team placed second on the competition table points will play the team placed third on the competition table.

Grand Final: The winner of the first semi-final shall play the winner of the second semi-final. The winner of this match will be the premiership team of that particular division of the grade.

(ii) **Where there are two Divisions joined in the one Grade** (e.g.: a Division 1 and Division 2 or Division 2 and Division 3 joined):

Those teams placed in the first four positions on the ladder will go through to a semi-final and grand final of the of the higher combined division. The next four teams (positioned 5 to 8 inclusive on the ladder) will go through to a semi-final and final of the lower combined Division .

**For the Higher Combined Division:**

- First Semi-Final: The team placed first on the competition table will play the team placed fourth on the competition table.
- Second Semi-Final: The team placed second on the competition table points will play the team placed third on the competition table.
- Grand Final: The winner of the first semi-final shall play the winner of the second semi-final. The winner of this match will be the premiership team of that particular division of the grade.

**For the Lower Combined Division:**

- First Semi-Final: The team placed fifth on the competition table will play the team placed eighth on the competition table.
- Second Semi-Final: The team placed sixth on the competition table points will play the team placed seventh on the competition table.
- Grand Final: The winner of the first semi-final shall play the winner of the second semi-final. The winner of this match will be the premiership team of that particular division of the grade.

- (B) The premiership team of the highest Division of an age grade will be the ACTJRU Championship team of that age grade.

**44 Draws**

- (A) In the event of a draw in a Semi-Final match, five minutes extra time will be played in the second half. If a draw still exists, the team finishing higher on the competition table shall continue on to take part in the Grand Final.
- (B) In the event of a draw in a Grand Final or Championship match, no extra time will be played. Both teams shall be declared “Joint Premiers”.

**DISQUALIFICATIONS, PROTESTS AND APPEALS**

**45 Judicial Committee**

A Club’s Secretary or any member of the Council can lodge an appeal, protest or dispute via email to the ACTJRU Secretary no later than 5.00 pm on the Monday following the game that the appeal, proceeding, protest and/or dispute is associated with. The Judicial Committee will investigate, deal with and decide all appeals, proceedings, protests and disputes in connection with the competition.

**46 Forfeiture of Matches**

- (A) Without reasonable justification from a club, the Judicial Committee may disqualify any club or team which forfeits two or more matches. If disqualified, the remaining matches of such club or team will be forfeited by it.
- (B) Every match forfeited by a club or team shall be regarded as having been won by the opposing club or team on the day on which that match would, but for its forfeiture, been played.
- (C) The ACTJRU Secretary will review all forfeited matches. The Judicial Committee will determine an appropriate penalty for a team in respect of forfeited matches.
- (D) Matches are to be played in 'the spirit' of the game. In the event that a team is unable to field sufficient players, suitably trained to play in the front row, at the commencement of a game and require that the game commences with uncontested scrums, that team will forfeit the game. This rule does not apply in Under 10's, Under 11's, Under 12's and Division 2 and Division 3 in the Under 13's.

**47 Commencement of Matches on Time**

Any team not prepared to commence a match within fifteen minutes of the scheduled time will forfeit that match unless a satisfactory reason for the delay is given to Council. See also Rules 20 and 21.

**48 Over Age Players**

- (A) In the event of a protest being lodged against a club on the evidence of a player being over age on 1 January, that player will be required to produce acceptable documentary evidence to the effect that on 1 January he was under age as prescribed by these rules. Refer Rule 12.
- (B) If any player fails to lodge appropriate documentary evidence within seven days of being requested to do so, then the protest will be upheld. In the event of Semi Finals and Grand Finals, three days.
- (C) In cases where it is proven that an over age player has participated in a competition game, the team will incur a penalty. PENALTY: Loss of WIN points and or an adjustment of the team's percentage formula for ladder placement and or the Judicial Committee may impose an appropriate penalty if this requirement is not complied with. See also Rule 7, 19 and 39 (A).

**49 Protests**

- (A) For any other appeals, protests or disputes not prescribed in these ACTJRU Rules of Competition, a Club's Secretary or any member of the Council can lodge an appeal, protest or dispute via email to the ACTJRU Secretary no later than 5.00 pm on the Monday following the game that the appeal, protest and / or dispute is associated with. Appeals, protests and / or disputes will be heard by the ACTJRU Judicial Committee and must be accompanied by a deposit of \$25.00 which will be forfeited should the Judicial Committee dismiss the appeal, protest and / or dispute or consider the appeal, protest and / or dispute frivolous.

- (B) All appeals or protests against a Council, the ACTJRU Secretary or a Judicial Committee decision must include a written submission provided by a Club's Secretary or any member of the Council via email to the ACTJRU Secretary no later than 5.00 pm on the 5th day from the Council, ACTJRU Secretary or Judicial Committee's decision or the date that the penalty or sanction was imposed. If the appeal, protest or dispute involves another club, a copy of the written protest or appeal submission must also be provided to the Secretary of the club to which the appeal, protest or dispute relates to or involves them and must be submitted to them on that same day.
- (C) All appeals, protests or disputes, except those prescribed in Rules 25 (B) iv.; 39 (B); 49 (A); and 49 (B), must be provided to the ACTJRU Secretary in writing via email as soon as practicable but not later than 5.00 pm on the 7th day from the date the matter of the appeal, protest or dispute came to light. If the appeal, protest or dispute matter involves another club, a copy of the written protest or appeal submission must also be provided to the Secretary of the club to which the appeal, protest or dispute matter relates or involves them and must be submitted to them on that same day.

#### 50 Player Ordered Off

- (A) The ACTJRU Judicial Committee will strive to meet and adjudicate on all protests, appeals and any RA referred Xplorer cases and provide a decision on all cases referred to them within 4 days. Please note: The Judiciary Procedures are prescribed in a separate ACTJRU Judiciary Manual Document.
- (B) The following will apply for Yellow Card (foul play) suspensions in a match, for all;
  - (i) 'Girls' games: 5 minutes.
  - (ii) 'Boys' and 'Mixed Rugby' games with 25 minute halves or less: 5 minutes
  - (iii) Games with greater than 25 minute halves: 10 minutes.

#### 51 Appeals Against the Decision of the Honorary Secretary

In cases where matters are left by the Council or the Judicial Committee for the discretion of the ACTJRU Secretary, there will be no right to appeal the ACTJRU Secretary's decision.



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End of ACTJRU Rules Of Competition 2023 28Feb23 Document

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