

# **NATIONAL MODEL COMPETITION RULES**

## **RUGBYWA Premier Grades**

### **Competition Rules**

**2020**



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# Definitions

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For the purposes of these Rules, the following definitions shall apply:

“Affiliated Union” means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

“Association” means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments and rugby programs.

“Clearance” means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

“Codes, Policies and Procedures” means the codes, policies and procedures of Rugby Australia

“Insurer” means the insurance provider of the Australian Rugby Insurance Plan.

“International Union” means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

“Competition” means any match played as part of either (i) a structured competition or series including a trial match, a friendly match, or representative match involving a Rugby Body; or (ii) a Sanctioned Event.

“Competition Manager” is the person deemed responsible by the Union for the day to day operational management of the competition.

“Event Organiser” means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

“Judiciary” is the Sub Committee as appointed by the Union.

“Laws of the Game” mean the laws and regulations of Rugby as published by World Rugby, including any variations authorised by World Rugby or Rugby Australia.

“Management Committee” is the committee appointed by the Union to oversee the management of the competition.

“Member Union” means an Australian State or Territory union in membership of Rugby Australia.

“Participant” means a Player, match official, selector, coach, trainer, manager, team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, officer or employee of a Rugby Body.

“Player” means a player of the game of Rugby.

“Registered” means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

“Regulation(s)” means the Rugby Australia Registration Regulations, as amended from time to time.

“Rugby” means rugby union football.

“Rugby Australia” or “Rugby AU” means Rugby Australia Ltd.

“Rugby Body” means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club or other body in membership with or affiliated with Rugby Australia, a Member Union or an Affiliated Union.

“Rugby Club” or “Club” means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the competition.

“Rugby Xplorer” means Rugby Australia’s online registration and competition management system.

“Rules” means the National Model Competition Rules and the Competition Rules of the Specific Union.

“Sanctioned Event” means an event, tournament, and/or matches conducted by an authorised Event Organiser that have received formal approval.

“Specific Union” is the governing body of the competition

“WR” is World Rugby

# Preamble

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## 1 PREAMBLE

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of RugbyWA, are amateur competitions. All participants in the Competition are to be made aware of the [WR Playing Charter](#); / <http://laws.worldrugby.org/?charter=all> which include:

- (a) Principles of the Game
- (b) Principles of the Laws

All participants are to be made aware that by virtue of the acceptance of a team into this competition by the Match Organiser, RugbyWA, that their respective participants and any other person authorised to enter the playing enclosure, subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

# Laws of the Game

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## 2 LAWS OF THE GAME

All games will be played in terms of the [WR Laws of the Game](#) including / not including, as applicable, the following variations:

2.1 [Under 19 Variations](#)

(a) [Rugby AU Under 19 Variations](#)

2.2 [Rugby AU Kids Pathway U6 to U12](#)

2.3 [10-a-side Variations](#)

2.4 7-a-side Variations / <https://laws.worldrugby.org/?variation=2>

2.5 Rugby AU Touch 7s Laws / <https://australia.rugby/participate/referee/laws>

2.6 Rugby AU Veteran Rugby Laws / <https://australia.rugby/participate/referee/laws>

# Governance of the Competition

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## 3 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

# Rugby AU Codes and Policies

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## 4 RUGBY AUSTRALIA CODES AND POLICIES

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

### 4.1 [Safety & Welfare](#)

Rugby must be as safe, inclusive and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

### 4.2 [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

### 4.3 [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair and inclusive sporting environment for all rugby participants in Australia. This includes the following:

- (a) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;



- (e) *Medical Policy* - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

**4.3 Additionally, the following documents are included as part of these Competition Rules:**

- (a) Inclusion Policy;
- (b) Safety and Participation Policy;
- (c) Registration Regulations;
- (d) Registration Terms and Conditions; and
- (e) Smart Rugby Policy.

**4.4 Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).**

# National Standard Competition Rules

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## 5 NATIONAL STANDARD COMPETITION RULES

### 5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a mandatory requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](http://www.aru.com.au/runningrugby/Registration.aspx) – <http://www.aru.com.au/runningrugby/Registration.aspx>.
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all Sub Union Competition games, both Senior and Junior.

### 5.2 Draw

The competition will be conducted in accordance with a schedule of matches drawn up by the management committee prior to the start of the playing season and varied as necessary from time to time.

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible **NO** player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. In the event of games in the same round being played on different days e.g. rescheduled games due to wet weather, the selection of players must be the same as if all games in the same round were being played on the same day.

### 5.3 Match Team lists, Scoring and Stats

- (a) It is the responsibility of both teams to act in terms of the following instructions:
  - (i) All players and team officials (where required by the Competition) must be selected in their respective team list for the match
  - (ii) All details of point scorers are to be recorded
  - (iii) All players (both teams) who have either been temporarily suspended (yellow card) / sent from the field of play (red card) / have a suspected concussion (blue card) are to be recorded
  - (iv) All movements of players (outside of the above) for injury due to blood or tactical reasons are to be recorded (where required by the Competition)
  - (v) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their

OWN team. It is also permissible to have an independent appointed ground manager score for both teams.

(vi) The referee is to confirm the result of the game by confirming on the Match Day App for both teams in the presence of both teams.

(vii) All clubs must enter the team list scoring and stats of all games on line via Match Day App by no later than noon on the first working day, usually Monday following completion of the game. NOTE: Competitions reserve the right to require this information earlier than this timeline.

(b) Information entered must include:

(i) All players' details including substitutes;

(ii) Team Officials' details

(iii) Result of the match;

(iv) Point scorers;

(v) Tries;

(vi) Conversions;

(vii) Penalties;

(viii) Drop Goals;

(ix) Penalty tries;

(x) All players temporarily suspended (yellow card);

(xi) All players sent from the field of play (red card);

(xii) Players who have a suspected concussion (blue card).

(c) Information entered may include:

(i) Player's movements for injury (blood or otherwise) or tactical reasons.

**PLEASE NOTE: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.**

#### **5.4 Competition Points**

(a) Where matches are awarded Competition points the following standard points shall be used:

Points for a win – **four points.**

Points for a draw- **two points.**

Points for a loss – **zero points.**

Points for a bye (where applicable)- **zero points.**

**N.B.** Unions may choose to amend the standard points based on the game format and/or structure of the Competition.

- (b) Bonus points may also be awarded as follows:

Points for loss by seven points or less – **one point.**

Points for scoring four tries, or points for scoring three tries or more than your opponent – **one point.**

- (c) Competition points may also be awarded as determined and documented by the Union for the competition e.g. for supplying an Assistant Referee for a Junior age-grade match; and
- (d) Competition Points may also be deducted as determined and documented by the Union for the competition e.g. a player not added to the team list that played in a match.

#### 5.5 Ladder Positions (for Competitions with Premierhips)

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:

- (i) Total Match Points (#1 option)
- (ii) Points difference
- (iii) Points for
- (iv) Points against
- (v) Matches won
- (vi) Matches played
- (vii) Matches lost
- (viii) Matches drawn
- (ix) Byes
- (x) Result of game
- (xi) Bonus points (total)
- (xii) Bonus points (4T)
- (xiii) Bonus points (+3T)
- (xiv) Bonus points (-7P)
- (xv) Bonus points (AR)
- (xvi) Total tries
- (xvii) Try difference
- (xviii) Score ratio
- (xix) Points ratio
- (xx) Match win ratio %
- (xxi) Number of forfeits
- (xxii) Number forfeits (win)
- (xxiii) Number forfeits (loss)

## 5.6 Forfeits

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round.
- (b) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit may be the loss of Competition points, up to a maximum of two, no points for, and the awarding of twenty-eight match points against.
- (c) A Club that forfeits two (2) games in the same grade in the same season will be issued a *Show Cause Notice* for why its team should remain in that grade.
- (d) In the case of a Club withdrawing a team(s) from the Competition, match points ("for and against") in all Matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- (e) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

## 5.7 Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager immediately the ground is considered unplayable or doubtful of being playable.
  - 1. The Management Committee, after consultation with the clubs involved, will direct how the abandoned match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:
  - 1. Where a match has been abandoned during the first half the result will be declared a draw and no points for or against will be awarded.
  - 2. Where a match has been abandoned during half time or during the second half the result will be the result.
- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee shall determine if any penalties will be imposed on the competing teams.

It should be noted that any such action taken under these rules shall not prevent (and may run in parallel with) other action that is deemed

necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

## 5.8 Playing Field

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
  - (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
  - (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
  - (d) Goal Posts
    1. All Goal posts within the playing enclosure must be padded.
  - (e) Playing Enclosure
    1. Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.
    2. Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
      - Medically Qualified Persons/Sports Trainer – maximum two per team
      - The Teams
      - Referee
      - Assistant Referees (two)
      - No. 4 and No. 5
      - Water carriers – maximum two per team (three allowed in 7s)
      - A maximum of 4 ball persons
    3. All Authorised Persons permitted to enter the playing enclosure must have some distinguishing mark/bib e.g. high vis vest.
- (e) Technical Zones - where Competition matches require technical zones, two will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.

1. Personnel permitted in the technical zone differs between the XVs and 7s game format.
  - XVs - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
  - 7s – maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person and five reserve players. One additional person who is either a medical or a coaching member of the team and whose responsibility has previously been notified to the ground marshal.
2. Roles of personnel in the technical zones.
  - The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
  - Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
  - The water carriers are not permitted in the playing area during penalty kicks at goal.
  - The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.
  - The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
  - Players may come to the touchline adjacent to the technical zone to receive water.
  - Water bottles must not be thrown on the field of play.
3. Personnel outside the technical zone
  - The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure (except in the 7s game format).
  - If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.

## 5.9 Restrictions for authorised persons

- (a) A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) Authorised persons do not include a coach or team manager with the following exceptions:
  - Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.8(e)2. No coaching or technical instruction can take place while fulfilling one of the listed roles.
  - Where the nominated coach or team manager is part of a Kids Pathway U6-U9 match.

## 5.10 Authorised Persons

- (a) Process
  1. It is intended that the Club nominate persons to become “Authorised Persons”.
    - No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
    - Clubs seeking authorisation will do so as directed by the Union as part of the Union’s nomination process. The Union may decline to authorise a person at its absolute discretion.
    - An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.
    - All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
    - The home team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
    - Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.



### 5.11 Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
  - 1. Warning;
  - 2. Loss of Competition points;
  - 3. Issue of a *Show Cause Notice*;
  - 4. Monetary Fine; and
  - 5. Expulsion from the Competition.
  
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
  - 1. Warning;
  - 2. Loss of Competition point(s);
  - 3. Issue of a *Show Cause Notice*;
  - 4. Monetary Fine; and
  - 5. Expulsion from the Competition

### 5.12 Protests

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the Competition Manager by the close of business on the number of business day/s specified by RWA after the alleged breach of the Competition Rules;
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;
- (d) All witness statements must be tendered on a signed statutory declaration form;
- (e) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties by no later than close of business on the number of business day/s specified by RWA after the alleged breach of the Competition Rules.
- (f) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the number of business days specified by RWA after the decision of the

Management Committee is advised to the relevant club. The Judicial Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

#### **5.13 Extension of Time**

- (a) Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

#### **5.14 Disqualified, unqualified or suspended person/s**

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified or suspended person(s) take part in any match.

#### **5.15 Impact of COVID-19: Competition Rules**

The variations below are for consideration by Competition Managers in the event a player or person connected to a team tests positive to COVID-19 and forces other players within the competition to stand down for a period of time, if directed by the relevant Health Authority. Any Member Union or Specific Union should note their exact variations to the competition rules within the Member Union or Specific Union requirements section.

- (a) Implementation of Law Variations (Section 6) to matches where the number of players in a team has been reduced due to confirmed or suspected cases of COVID-19.
- (b) Provisions to reschedule matches (Section 5.2) where one or both teams are unable to field the minimum number of players due to confirmed or suspected cases of COVID-19.
- (c) Considerations to alter existing competition rules on forfeits (Section 5.6) where a team is unable to field the minimum number of players due to confirmed or suspected cases of COVID-19.
- (d) Considerations to implement a competition ladder (Section 5.5) that is based on percentage of wins as opposed to total competition points (i.e. number of wins) to mitigate any disadvantage that a team suffers if forced to forfeit matches due to COVID-19.

# Law and Regulation Clarifications

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## 6 LAW AND REGULATION CLARIFICATIONS

### 6.1 Law 3 - Number of Players – The Team (number of replacement / substitute players).

Rolling Replacements - World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia:

- (a) Unlimited rolling replacements applies to all rugby aged U14s and below;
- (b) Rolling replacements, with a maximum of 12 movements applies to all U19 rugby and aged 15 and above;
- (c) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

**N.B.** Unions may submit a request to the *Law Advisory Group* to play standard Law 3 (at any level of the game). Requests must be submitted on the [Local Law Submission form](#).

### 6.2 Uncontested Scrum

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:

- (i) Law 3.13 – 3.20 (inclusive)

**N.B.** Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominate 15 players

- (b) If circumstances determine that the match should have uncontested scrums, Member Unions may determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in paragraph 5.11 above;
- (c) World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums.

**Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

*There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.*

*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.*

*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.*

### **6.3 Regulation 4 – Player Status, Player Contracts and Player Movement**

#### **(a) International Clearance**

(i) The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:

1. A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.
2. Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
3. For or Incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.

#### **(b) Domestic Clearance**

This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. Restricted at XV's, 10s, 7s and Veterans registration

types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association

#### **6.4 Impact of COVID-19: Law Variations**

This section applies to Competitions that are not designated as the Premier Grade Competition by the Member Union. Any Member Union or Specific Union should note their exact variations to the competition rules within the Member Union or Specific Union requirements section.

##### **Law 3 – Number of Players – The Team**

###### **Fewer than 15 players**

Any variations which are permissible in a competition would need to be agreed upon between opposing team officials (coach and/or manager) and the match officials before kick-off. Rules must also be put in place where opposing team officials fail to reach an agreement prior to kick-off.

- (a) When a team has less than 15 players options may include;
  - (i) Revert to 10-a-side laws if both teams have at least 10 players, with no penalty for the team who was unable to field 15 players.
  - (ii) Maintain 15-a-side laws but both teams play with reduced numbers, with no penalty for the team who was unable to field 15 players.

Refer to Section 2 of this document for reduced player scenarios in Junior matches from U6 to U12.

###### **The Front Row**

- (b) When a team is unable to field a sufficient number of players who are trained to play in front row positions for a match, the match will proceed with uncontested scrums as noted in Section 6.2 (b).
  - (i) Competition Managers may consider not penalising any team who is unable to field a sufficient number of players who are trained to play in front row positions.
  - (ii) Competition Managers may consider implementing uncontested scrums in all matches for a specified period to allow for teams to train the appropriate number of players.

###### **Rolling Replacements**

- (c) Where a competition has had the total number of matches substantially reduced consider allowing;
  - (i) Unlimited rolling replacements and/or

- (ii) All players play at least half a game

#### Law 5 – Time

##### Length of Match – Reduced Team Numbers

- (d) In the event teams are playing with reduced numbers the match may be shortened. Any variations which are permissible in a competition would need to be agreed upon between opposing team officials (coach and/or manager) and the match officials before kick-off. Rules must also be put in place where opposing team officials fail to reach an agreement prior to kick-off.

# Member Union Standard Requirements

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## 7 ROLE OF THE UNION

7.1 Subject to 7.2 the Board has the power to make new rules and to add to, delete, amend or otherwise vary the rules at any time and in the manner and to the extent the Union may determine subject to the notification requirements under Rule 7.3.

7.2 Where 7.1 is exercised by the Board, the Board must specify the date (which may be retrospective) from which the changes so made will operate.

7.3 Changes made by the Board under this requirement must be notified to each club, in writing, within fourteen (14) days of the change.

7.4 These rules are reviewed annually. Once ratified by the Board a copy of these rules shall be sent to each club prior to the commencement of the competition each year.

7.5 At any time, the Board may, by written notice, delegate (or revoke a previous delegation) any of the responsibilities allocated to the Union under these rules.

## 8 Constitution and the Laws of the Game Rugby Union.

8.1 These rules must be read in conjunction with the Constitution and if there is any inconsistency between these rules and the Constitution then the Constitution will prevail.

8.2 These rules must be read in conjunction with the Laws of the Game Rugby Union and if there is any inconsistency between these rules and the Laws of the Game Rugby Union then these rules will prevail.

## 9 Communication with the Union

9.1 A notice, request, consent, approval or communication to the Union under these rules (**Notice**) must be:

(a) in writing, in English and signed by a person duly authorised by the sender; and

(b) delivered either:

(i) by hand to the Union's offices located at 203 Underwood Avenue, Floreat WA 6014; or

(ii) by prepaid post to PO Box 146, Floreat WA 6014; or

(iii) by scanning and emailing to [justin.shakeshaft@rugbywa.com.au](mailto:justin.shakeshaft@rugbywa.com.au) as varied by any notification given by the Union.

9.2 A Notice takes effect when taken to be received and is taken to be received:

- (a) if hand delivered, on delivery;
- (b) if sent by mail, within five (5) business days from date of posting;
- (c) if sent by email, when received within business operating hours.

If the delivery, receipt or transmission is not on a business day or is after 5.00pm on a business day, the notice is taken to be received at 9.00am on the next business day.

9.3 In all cases the onus will be on the club, player or their authorised representative to prove that the notice was received by the Union.

10.1 The record of a team in the 2020 Competition (not including the finals series) is to be calculated and compiled by aggregation of all the competition points that team obtains in all competition matches in which it takes part.

10.2 At the conclusion of each match, points will be awarded by the Union as follows:

- (a) four (4) points to the winning team;
- (b) two (2) points to each team in a match that is drawn;
- (c) one (1) point to a team which loses the match by seven (7) points or less;
- (d) one (1) point to any team which scores three (3) tries or more than the opposition in the match. (i.e. Team A – 6 tries vs Team B – 3 tries then difference of 3 tries or more);
- (e) one (1) point to any team which scores four (4) or more tries in any match
- (f) five (5) points (with a deemed score of twenty-eight (28) points to zero (0)) to a team whose opponent has forfeited the match;
- (g) five (5) points to a team with a bye fixture (except in the case of a competition General Bye), (with a deemed score of twenty-eight (28) points to zero (0)).

10.3 The relative positions of teams in the regular season rounds for each competition will be determined by the number of total points awarded to each team. If:

- (a) two (2) or more teams in any grade have the same number of points at the end of the regular season rounds, the team with the greater difference between points scored for and against will be allotted the higher position; or
- (b) the difference in points for and against a team are also equal then the team with the highest total of points for will be allotted the higher position; or
- (c) if neither of the criteria under 0 to 5.3(b) can be met to determine the respective positions of two (2) or more teams their relative positions will be



determined by the drawing of lots by the Union with the first drawn team being allotted the higher position.

10.4 There is one Metropolitan Club Championship and the winner shall be determined as the club with the greatest number of club championship points earned across all its' teams in all grades.

Such points being calculated for this purpose by reference to the following table:

GRADE	Competition Points Factor
Premier Grade	x by 8
Reserve Grade	x by 6
Third Grade	x by 4
Colts	x by 5
Women's	x by 5
Community Grade	x by 3

## 11. Nominated Players and Number of Movements allowed for each grade

- **Summary of Player Numbers, Minimum numbers, Squad numbers, Replacement numbers:**

Grade	Player No's	Minimum No's	Squad No's	'Match' Numbers	Time per Half	Replacement Numbers	Uncontested Scrums	Injury time	Laws
Premier	15	10	<b>23</b>	No	40	8 - Rolling	Can't start uncontested	Yes	World Rugby
Reserve	15	10	<b>23</b>	No	35	8 - Rolling	Can't start uncontested	No	World Rugby
3 <sup>rd</sup> Grade	15	10	<b>23</b>	No	30	Unlimited Rolling	Coach/Ref	No	World Rugby
Community	15	10	<b>23</b>	Yes	30	Unlimited Rolling	Coach/Ref	No	World Rugby
Colt's	15	10	<b>23</b>	Yes	35	Unlimited Rolling	Coach/Ref	No	World Rugby
Women's	15	10	<b>23</b>	Yes	35	Unlimited Rolling	Coach/Ref	No	World Rugby
Any Other	15	10	<b>23</b>	Yes	30	Unlimited Rolling	Coach/Ref	No	World Rugby

## 12. WESTERN FORCE Contracted Players

Western Force contracted players, due to Covid 19 protocols implemented to compete in this year's Super Rugby competition, are INELIGIBLE to play in any of RWA's competitions for the 2020 season.

## 13. Clearances

13.1 No player or coach, once he or she is registered to a club for the purposes of the 2020 Competition, shall be permitted to participate in any competition matches for any other club unless, **and until**, he or she is duly cleared to their new club.

- 13.2 No application for permission to move between metropolitan clubs within WA, shall be granted after the season has reached the half way stage of the Senior Metropolitan Competition.
- 13.3 If RWA is satisfied (on reasonable grounds) that a player or coach of club that is seeking a registration and or transfer pursuant to this rule, knowingly provided false or misleading information or documentation, then the Competition Manager shall have the power to suspend that person or that club from participating in the 2020 Competition for such period and on such terms as the Competition Manager may (in his/her absolute discretion) determine to be appropriate.

#### **14. Right of Appeal against Union's Decision**

In any case where matters for the decision of the Union under these rules have been delegated by the Board to the discretion of a sub-committee or other person, there will be a right of appeal within fourteen (14) days of the decision appealed against. The board of RWA will determine the make up of the appeal committee to hear such cases.

# Specific Union Requirements

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## 15 The Union:

- (a) will determine the number, structure and timing of competitions and matches to be conducted in a particular season; and
- (b) may cancel, postpone or otherwise vary the number, structure and timing of any competition or any matches; and
- (c) will release a fee schedule per participant for participation in any competition on an annual basis.

15.1 Clubs will be requested to give notice to the Union advising the Union of their club's preliminary intentions relative to the number of teams to be entered in the next season's competitions and this information will be used by the Union as the basis for planning the next season.

15.2 The details of competitions planned for any year will be advised to all clubs by the end of January in any year.

15.3 Clubs must give notice to the Union confirming the number of teams in all competitions which that club will enter in the forthcoming season by the date nominated by the Union.

15.4 Clubs must provide full details of all teams coaching staff including their contact details and details of their coaching or other relevant accreditations and/or certificates by the date nominated by the Union, approximately 2 weeks prior to the start of the season. If a team only has one coach then, for the purposes of these rules, that coach will be considered to be the Head Coach of that team.

15.5 Any club that is in debt from a previous season cannot play in any future competitions until all debt has been cleared.

15.6 The Union will provide an online registration portal for individual players in accordance with the Rugby AU Registration Regulations. Each club must pay all individual player fees, registered by the club and not paid by players on the dates specified in the invoices issued by the Union.

15.7 The Union has the right to allocate the teams nominated by the clubs to such competitions and such grades as the Union and the Senior Competition Advisory Subcommittee decides, in conjunction with the Community Rugby Advisory Committee (CRAC), for any particular season.

## **16 Match Day Rules and Procedures**

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16.1 The conduct of all matches in any RWA Competition will be governed by Rugby AU's applicable *Community Rugby Game Management Guidelines – (Appendix A)*.

16.2 Details of the rules for regular season competition matches, by which all clubs, teams, players and participants must abide by, are in *RWA2 - Match Day Rules* and *RWA4 – Match Day Set-Up Procedures (Appendix B)* which cover:

- Match duration
- Replacements and rolling substitutions
- First aid procedures
- Front row player requirements
- Water attendants
- Front row players
- Night games
- Player uniforms
- Game Abandonment
- Uncontested scrums
- Club championships
- Minimum player numbers
- Ground Marshall role
- Ground set-up & match day requirements

16.3 Where Challenge Cup competitions exist (currently the RugbyWA Cup is competed for by Premier Grade teams), refer to *RWA10 – Challenge Cup(s) & Cup Holder Responsibilities (Appendix B)* for the procedure under which they are to be conducted.

16.4 Match and results: Refer *RWA11 – Match Results Procedure (Appendix B)*.

16.5 Where a player or team is suspended, disqualified or unqualified, due to a suspension, they shall be ineligible to play in any match.

16.6 Any club which plays an ineligible player or team shall be deemed to have forfeited the match in question and shall be liable to suspension, disqualification or such other penalty as the Competition Manager may decide.

16.7 Ineligible and/or suspended players or participants are NOT permitted within the boundaries of the field of play.

16.8 For the purposes of this RULE 16, an ineligible player shall include a player suspended or disqualified from any other sanctioned competition and / or any other Union and/or from any other code of sport, unless deemed otherwise by the Union.

## **17 Allocation of grounds**

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17.1 Matches will be played on such grounds as may be directed by the Union.

17.2 The ground designated for any particular match may be changed only if both participating clubs agree and the Union is given notice of that change no later than forty-eight (48) hours before the time for the commencement of that match.

17.3 The fitness of the ground for the purposes of the match designated to be played is the responsibility of the match referee to decide. The referee will decide whether the ground is fit for play after their inspection of the field, and if a ground is designated as unfit:

17.4 notice of the decision of the referee will be provided to the Union by the referee/WARURA within twenty-four (24) hours; and

17.5 If weather or other conditions (not covered by forfeit provisions) require a scheduled match or matches to be postponed, then these matches will be declared a draw with each club receiving two (2) competition points. No points will be awarded for 'for/against' totals. See *RWA3 – Hot and Adverse Weather Procedure (Appendix B)*.

17.6 The playing field is to be marked in accordance with the Laws of the Game Rugby Union; also refer to *RWA4 – Match Day Set-Up Procedure (Appendix B)*.

## **18 Match Officials**

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18.1 Referees will be appointed for all matches by the WARURA and RWA in accordance with *RWA12 – Match Official Appointments Procedure (Appendix B)* and covers:

- Minimum referee accreditation & registration
- Non-appointment
- Non-arrival
- Late arrival
- Injury or illness

18.2 **No Replacement:** If there is no suitable replacement available, the match must be abandoned and a nil-all draw will be recorded for the game.

18.3 **Assistant Referees:** wherever possible, assistant referees will be appointed by the WARURA to Premier grade games. Where assistant referees are not appointed, to any game, the two (2) clubs participating in that match **MUST** appoint one (1) assistant referee each.

## **19 Conduct of Finals Series**

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19.1 At the conclusion of all regular season home and away matches the competition will be decided by the playing of finals series matches between such teams and in such a manner as shall be directed by the Competition Manager.

19.2 No team from any club which is financially indebted to the Union for any reason will be eligible to participate in any match in a finals series.

19.3 No player or official who is financially indebted to the Union for any reason will be eligible to participate in any capacity in any finals series.

19.4 The WARURA will notify the Union of the names of all referees appointed to officiate in all matches conducted by the Union in any finals series.

19.5 All finals series matches will be conducted at such times and at such venues as shall be determined by the Competition Manager.

19.6 Rules for finals series matches are available in [RWA17 – Finals Series Matches \(Appendix B\)](#).

## **20 Qualification to Play in the Finals Series**

20.1 For the purposes of RULE 18 and establishing player eligibility to compete in Finals matches refer to [RWA18 - Finals Eligibility & Dispensation Policy](#).

In Summary:

(a) a player will be deemed to have played in a match in any particular grade if, during that match, they have taken to the field of play, with the intention of playing;

(b) a player who plays in more than one (1) grade during the same weekend will be deemed to have played in the highest of those grades of which s/he was a 'run-on-player' and only one (1) match per weekend will qualify for eligibility under RULE 29.

20.2 Dispensations for finals – refer to [RWA18 – Finals Eligibility & Dispensation Policy](#)

## **21 Representative teams**

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21.1 All clubs must make their players available for selection in any state representative team selected by the Union.

21.2 All players selected in a state team squad, under the auspices of the Union, will be ineligible to represent their club in any match, within five (5) days before any match played by a state representative team selected from that state team squad unless specifically notified to the contrary, in writing, by the Union.

21.3 Players that are financially indebted to their club or the Union are ineligible for selection in a state team squad.

21.4 Any player who is selected in a state team squad and as such misses a round(s) for their club during the regular season, will be granted these missed round(s) towards their finals eligibility.