

**GENERAL INFORMATION\***

Lead Area:	Community & Game Development
Lead Procedure Title:	<b>MATCH DAY RULES</b>
Procedure Reference No:	<b>RWA2</b>
Adapted by:	BH/KH/JS
Date last modified:	8 March 2017

**SCOPE OF RESPONSIBILITY**

- These are the rules for regular season competition matches and for determining the winners of the Club Championships

**STEP BY STEP PROCESS**

- The Match Day Rules are as follows:

Step	Description of action	Responsible
1	All competition matches shall be conducted in accordance with a schedule of matches as drawn up by the Senior Competition Manager (SCM). That schedule shall direct the start time and the playing venue for all competition matches and shall indicate who is the 'home' team and who is the 'visiting/away' team.	SCM
2	A team that is not able to start a match within five (5) minutes of the appointed time shall forfeit the match unless the referee is satisfied there were reasonable grounds for the failure or delay. Every effort should be made to play the game. The SCM may fine a club an amount that shall be determined by the Board, if one of its teams willfully delays the start of a game.	Referee SCM
3	<b>DURATION:</b> Every competition match shall be played in two halves with an interval not exceeding five minutes between each half. Subject to Step 4 the duration of each half shall be: 1. Premiership Premier grade: 40 minutes plus injury time 2. Championship A grade: 40 minutes & no injury time 3. Premiership Reserve grade: 40 minutes & no injury time 4. Colts grade: 35 minutes & no injury time 5. Premiership 3 <sup>rd</sup> grade: 35 minutes & no injury time 6. Championship B grade: 35 minutes & no injury time 7. Premiership 4 <sup>th</sup> grade: 30 minutes & no injury time 8. Women's: 30 minutes & no injury time 9. Premiership 5 <sup>th</sup> grade: 30 minutes & no injury time 10. Championship C grade: 30 minutes & no injury time 11. Any other competitions: 25 minutes & no injury time	SCM
4	Where a match is scheduled to be followed, on the same pitch, by a match of a <b>higher</b> grade, the earlier match must be brought to an end at least five (5) minutes prior to the time appointed for the start of the next match.	Ground Marshall SCM

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5	<b>REPLACEMENTS:</b> Players being replaced either temporarily or for the remainder of the match must notify the referee and/or touch judge and no replacement player may enter the playing area without the permission of the referee and/or touch judge. If a player is replaced due to injury they may not retake the field for that game.	Match Officials Team Managers
6	All player movements to and from the playing area can only be enacted when the ball is dead AND with the permission of the match officials. [The ball is NOT dead during penalty and free kick activity].	Match Officials Team Managers
7	<b>ROLLING SUBSTITUTIONS</b> are allowed in the following competitions: <ol style="list-style-type: none"> <li>1. Premiership Reserve &amp; Third - max. 8 movements allowed</li> <li>2. Championship A and B - max. 8 movements allowed</li> <li>3. Colts - max. 12 movements allowed</li> <li>4. Premiership Fourth &amp; Fifth - max. 12 movements allowed</li> <li>5. Championship C - max. 12 movements allowed</li> <li>6. Women's - max. 12 movements allowed</li> </ol> NB. The Premiership Premier Grade competition, rolling substitutions do <b>not</b> apply. Teams in this competition are allowed a maximum of eight (8) tactical substitutions with substituted players not able to return (except for blood or to replace a front-row player). <i>Refer 'Exceptions List' in 'Other Information' below.</i>	Match Officials Team Managers
8	<b>FIRST AID:</b> Up to (but not more than two) Medical Attendants per team may enter the playing area to attend to injured players as and when required and without the permission of any match official, even whilst the game is in progress, provided that they do not impede the conduct of the game. Medical attendants must wear clothing which is distinctive of their role which is clearly different from the uniform of the team they are attending.	First Aid Personnel Team Managers
9	Clubs must provide adequate first aid support for their teams at all playing venues. Stretchers and a neck collar must be provided by the home or hosting team and be readily accessible to the playing area, preferably on the sideline. Clear access to and from the playing field must be provided for Emergency vehicles at all venues.	Club Committee Ground Marshall
10	<b>WATER ATTENDANTS:</b> An adequate supply of fluid should be made available to players during a match, for appropriate levels of hydration to be maintained. Thus the following will apply: <ol style="list-style-type: none"> <li>1. Up to two water attendants per team are permitted to enter the field of play;</li> <li>2. Water attendants may only enter the field of play during a bona fide stoppage (i.e. stoppage for injury or when a try is scored);</li> <li>3. Water attendants may not enter the field of play during an attempt at penalty goal</li> <li>4. Water attendants must wear distinctive clothing (which must be clearly different from the uniform of the team they are attending) and must be at least 14 years of age.</li> <li>5. Players are permitted to come to the sideline for re-hydration at any time during a match, but must not leave the field of play.</li> </ol>	Water Attendants Team Managers

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<p>11</p>	<p><b>FRONT ROW PLAYERS:</b> All senior teams are required to provide suitably trained and experienced players for the front row when nominating different numbers of players. (Refer table below)</p> <table border="1" data-bbox="314 501 1153 696"> <thead> <tr> <th>Number of Players</th> <th>No. suitably trained/experienced players required</th> </tr> </thead> <tbody> <tr> <td>15 or less</td> <td>3 players who can play in the front row</td> </tr> <tr> <td>16,17 or 18</td> <td>4 players who can play in the front row</td> </tr> <tr> <td>19,20,21,22 or 23</td> <td>5 players who can play in the front row</td> </tr> </tbody> </table> <ol style="list-style-type: none"> <li>1. There must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker and/or a replacement prop forward is required, the team can continue to play safely with contested scrums.</li> <li>2. Should a team not be able to meet this obligation for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.</li> <li>3. Should a team not have three suitably trained front row players to commence a game with contested scrums, this team must play with one fewer than would otherwise be allowed.</li> <li>4. If, subsequently, a qualified front rower becomes available (or returns from either 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.</li> <li>5. 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.</li> </ol> <p>Variations to this procedure for Women's and Colts/U20s competitions are available in <i>RWA19- Variations to Women's Laws &amp; RWA20 – Variations to Colts (U20s) Laws</i>.</p>	Number of Players	No. suitably trained/experienced players required	15 or less	3 players who can play in the front row	16,17 or 18	4 players who can play in the front row	19,20,21,22 or 23	5 players who can play in the front row	<p>Match Officials Team Managers</p>
Number of Players	No. suitably trained/experienced players required									
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16,17 or 18	4 players who can play in the front row									
19,20,21,22 or 23	5 players who can play in the front row									
<p>12</p>	<p><b>NIGHT GAMES:</b> At the direction of RWA or with the agreement of the participating clubs, referees and RWA, games may be scheduled to be played at night, under lights, under the following conditions:</p> <ol style="list-style-type: none"> <li>1. The standard of lighting conforms with the approved Australian standard for football codes, namely AS2560.2.3-2007. (Refer <i>ARU5 – Sports Lighting AUS Standard 2005 – Appendix C</i>)</li> <li>2. A player who is in the starting XV in a night match will not be eligible to play (as a starting player) in lower grade matches that are conducted during daylight hours within the same round of fixtures, whether those matches are played on a day preceding or following that on which the night match has been played. However, such a player may be used as a replacement or substitute player in such matches.</li> </ol>	<p>SCM</p>								

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<p>13</p>	<p><b>PLAYER UNIFORMS:</b></p> <p>A: Every player taking part in a competition match shall wear the jersey, shorts and socks that have been approved by the SCM for use by the team or teams of that player’s club and shall wear on the back of their jersey a distinguishing number. Such distinguishing numbers shall be a minimum length of 150mm and of such colour as to be easily discernible at a reasonable distance. Furthermore:</p> <ol style="list-style-type: none"> <li>1. No two or more players in a team shall wear the same numbered jersey; and</li> <li>2. The distinguishing number worn by a player must correspond with the information supplied by the club on the team sheet submitted at the conclusion of that match.</li> </ol> <p>B: A player does not commit an offence against step 13A by reason only of replacing a jersey damaged during the course of play with a jersey bearing an alternative number, provided that the alternative number is not worn by any other player of his side.</p> <p>C: A club that contravenes step 13A may be subject to a fine in such amount as may be determined by the Board from time to time.</p>	<p>SCM Players Team Managers Match Officials</p>
<p>14</p>	<p><b>GAME ABANDONMENT:</b></p> <ol style="list-style-type: none"> <li>1. A Referee can call ‘no side’ as a result of: <ul style="list-style-type: none"> <li>• Serious injury</li> <li>• Safety concerns</li> <li>• Severe weather conditions</li> <li>• Player/official/spectator behaviour</li> </ul> </li> <li>2. Should ‘no side’ be called prior to the half-time break, the result of the fixture will be recorded as a nil-all draw.</li> <li>3. Should ‘no side’ be called during or after the half-time break but prior to the end of the match, the score at the time of ‘no side’ being called will stand as the final score.</li> <li>4. ‘No side’ and time of ‘no side’ should be recorded on the appropriate team sheet and submitted to RWA in accordance with <b>RWA9 – Team sheets &amp; Match Results procedure</b>.</li> </ol>	<p>Referee Team Managers SCM</p>

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<p>15</p>	<p><b>UNCONTESTED SCRUMS:</b> It at any stage during the course of a match (including from the start of a match), at least three suitably trained front row players are not available to a team then, in the interests of safety, the referee must direct that the game shall proceed with uncontested scrums.</p> <ul style="list-style-type: none"> <li>• It is the responsibility of the team manager and the club to ensure that the referee is notified immediately that a team will not be able to field a properly qualified front row of players prior to or during the conduct of any match. Where this information is known beforehand the opposition club and RWA should also be notified.</li> <li>• In Premier, Reserve and Championship A grades, no match can commence with an uncontested scrum.</li> <li>• In any other grade, if one team is unable to provide three (3) suitably qualified front row players prior to the start of a match, that team will play the whole match with one player short. Should both teams be unable to provide three (3) suitably qualified front row players prior to the start of a match, the above is not enforced.</li> <li>• In Premier, Reserve and Championship A grades, at the time scheduled for the start of a match:             <ul style="list-style-type: none"> <li>- If neither team is able to field a suitably qualified front row of players, the match will not proceed and the outcome of the match will be recorded as a nil-all draw;</li> <li>- If one team is unable to field a suitably qualified front row of players the match will be deemed to have been forfeited by the team which is unable to field a suitably qualified front row of players and the applicable rule for dealing with forfeited matches will apply.</li> </ul> </li> <li>• If during any match in any grade, one team is unable to field a suitably qualified front row of players the match will proceed using uncontested scrums and the offending team will be required to play the remainder of the match with one player short.</li> <li>• Where there is an uncontested scrum during any match:             <ol style="list-style-type: none"> <li>1. There must be no impact at the engagement between the players involved in the uncontested scrum;</li> <li>2. The team feeding the ball must win the ball;</li> <li>3. The team which is not feeding the uncontested scrum must not contest for the ball;</li> <li>4. Neither team may apply any forward pressure or move backward from the opposing team;</li> <li>5. The ball must be cleared from the base of the scrum as soon as it is available to the team who has the feed into the scrum; and</li> <li>6. If either team does not comply with the above process or any other directions given by the referee, then the referee may sanction the offending team and award a free kick to the non-offending team.</li> </ol> </li> <li>• In the event of uncontested scrums occurring for any reason, it is the responsibility of the referee to record on the team sheet the elapsed match time, the score at the time of uncontested scrums occurring and the reason(s) therefore. The referee must also record whether or not, in his/her opinion, the move to uncontested scrums materially affected the outcome of the match.</li> </ul>	<p>Referee Team Managers</p>
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16	<b>COMPETITION POINTS:</b> Refer Rule 5 RWA Competition Rules 2017.	SCM
17	<b>CLUB CHAMPIONSHIP POINTS:</b> Refer Rule 7 RWA Competition Rules 2017.	SCM
18	<p><b>FREE STANDING SCAFFOLDING PLATFORMS FOR FILMING OF RUGBY CLUB MATCHES:</b> RWA advises any club that uses free standing scaffolding platforms for any purposes at their club games, including filming of games, to observe the following:</p> <ul style="list-style-type: none"> <li>• The scaffolding structure should be assembled as per instructions that relate to your particular structure <b>EXCEPT</b> that the height of the platform should be <b>NO GREATER</b> than twice the width of the base of the structure;</li> <li>• No advertising banners should be attached to the structure;</li> <li>• There should be no attempt to try and weather proof the structure;</li> <li>• Where the structure is used for the filming of games, all recording/filming equipment needs to be stored on the platform near to where the operator is filming. In inclement weather, clubs should provide a tarp (or similar waterproof cover) sufficiently large enough to protect this equipment;</li> <li>• Clubs should arrange a “no go” zone around the scaffolding structure that would allow the structure to fall in any direction without making contact with spectators/players/match officials e.g. if the scaffolding tower is 3 metres tall and 2 metres wide then there needs to be a clear space of 3 metres on each side of the structure;</li> <li>• Although it is preferable for games to be filmed from the side of a field near the halfway line, it is far more important that there be a sufficient ‘no go’ zone around the scaffolding platform;</li> <li>• Where the height of the platform is going to be 1.5 metres or greater above ground level then the structure should be anchored into position;</li> <li>• On days where there is the possibility of wind gusts exceeding 18mph/29kph, the scaffolding platform should be anchored into position using bracing star pickets;</li> <li>• On days where the wind is blowing in excess of 25mph/40kph, the scaffolding platform should <b>NOT BE USED</b>.</li> </ul>	Club Officials Video Operator

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**OTHER INFORMATION**

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

Grade	Player Numbers	Minimum Numbers	Squad Numbers	'Match' Numbers	Time per Half	Replacement Numbers	Uncontested Scrums	Injury time	Laws
Premier	15	10	23	No	40	8	Can't start uncontested	Yes	World Rugby
Champ A	15	10	23	No	40	8 - Rolling	Can't start uncontested	No	World Rugby
Prem Reserve	15	10	23	No	40	8 - Rolling	Can't start uncontested	No	World Rugby
Colts	15	10	23	Yes	35	12 - Rolling	Coach/Ref	No	World Rugby
Prem 3 <sup>rd</sup>	15	10	23	No	35	8 - Rolling	Coach/Ref	No	World Rugby
Champ B	15	10	23	Yes	35	8 - Rolling	Coach/Ref	No	World Rugby
Women's	15	10	23	Yes	30	12 - Rolling	Coach/Ref	No	World Rugby
Prem 4 <sup>th</sup> Grade	15	10	23	Yes	30	12 - Rolling	Coach/Ref	No	World Rugby
Prem 5 <sup>th</sup> / ChampC	15	10	23	Yes	30	12 - Rolling	Coach/Ref	No	World Rugby

- **Exceptions to Replacement Policy:**

A	<p><b>Substitution – Blood</b></p> <ol style="list-style-type: none"> <li>1. If a player has a blood injury and is temporarily replace by another player, that does NOT count as a substitution</li> <li>2. If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leave the field that does NOT count as a substitution.</li> <li>3. If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that IS a substitution. The blood player is considered injured and cannot take any further part in that particular game, and/or any subsequent games.</li> <li>4. Should a team use up its' maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.</li> </ol>	Referee Match Officials Team Managers
B	<p><b>Temporary Suspension: Yellow card (YC)</b></p> <ol style="list-style-type: none"> <li>1. When a player is temporarily suspended (YC) and leaves the field of play this is NOT a substitution.</li> </ol>	Referee Match Officials Team Managers

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