



RUGBYWA

2013 COMPETITION RULES

SENIOR MEN'S (METROPOLITAN) COMPETITION

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1. CITATION

These rules may be cited as the *2013 Senior Men's (Metropolitan) Competition Rules*.

2. MEANINGS AND DEFINITIONS OF TERMS

In these rules the following interpretations shall apply, unless the context otherwise clearly requires:

- (a) "ARU" means the Australian Rugby Union.
- (b) "Best Endeavours" means *'prompt and diligent action using all reasonably available resources and powers, in order to achieve the intended outcome'*.
- (c) "Board" means the Board of Directors of RugbyWA or any Committee thereof or any individual director or employee of RugbyWA to which the Board has delegated its authority.
- (d) "Club" means a club approved by the Board to participate in the Competition and "Clubs" shall have an equivalent meaning.
- (e) "Competition" means the 2013 Senior Men's (Metropolitan) Competition between Clubs, to which these Competition Rules shall apply.
- (f) "Competition Administrator" means a person who assists the Competition Manager in the day to day administration of the Competition.
- (g) "Competition Manager" means the employee of RugbyWA who has been nominated by the Board to be responsible for the day to day operational management of the Competition.
- (h) "Ground Marshall" means a club official whom that person's Club has notified to RugbyWA as being responsible for performing the duties prescribed pursuant to Rule 10(g).

- (i) “IRB” means International Rugby Board.
- (j) “Judicial Committee” means the Judicial Committee that has in any given year been duly appointed by the Board.
- (k) “Match Official” means Referee, Assistant Referee, Touch Judge, and the Sideline Referees (the latter officials are also known as “4’s” and “5’s”).
- (l) “Participant” means any player, coach, official or volunteer registered as such with the Australian Rugby Union.
- (m) “Official” means a Club Committee Member or other club official.
- (n) “Union” means the Western Australian Rugby Union operating as RugbyWA.
- (o) “WARURA” means the Western Australian Rugby Union Referees Association.

3. APPLICABLE LAWS FOR COMPETITION MATCHES

All competition matches shall be played in accordance with the Laws of the Game, Law Rulings and Regulations as published by the IRB (including Under 19 and Seven a side variations if applicable) together with all relevant by-laws, directives and judicial procedures of both the ARU and RugbyWA. Matches shall also be played and refereed in accordance with the ARU’s 2013 Community Rugby Game Management Guidelines (**See: Annexure A**) and these Competition Rules.

4. CONFIRMATION AND GRADING OF TEAMS

(a) In order to participate in the Competition a Club must, by the date nominated by the Competition Manager, submit to the Competition Manager

separate Team Confirmation Forms in respect of each team which that Club wishes to enter. For the 2013 competition, the date nominated by the Competition Manager is **Tuesday 5th March 2013**. Each Team Confirmation Form submitted by a Club must, when submitted, be accompanied by a non-refundable deposit in the amount stipulated by the Competition Manager and must also provide full written details of all of that team's coaching staff and support staff including their contact details and details of their coaching or other relevant accreditations and/or certificates. If a team has only one coach then, for the purposes of these Rules, that coach will be considered to be the Head Coach of that team. But, if a team has more than one coach, then the Confirmation Form for that team must specify who the Head Coach of that team is. Each team nominated by a Club must have a different individual as its Head Coach.

(b) Each club nominating teams for the upcoming season must also provide the name and details of at least one new individual, per club, who is prepared to undertake training to become an accredited referee. Upon becoming accredited this person or persons will need to be available for at least the remainder of the season to assist with ensuring there are sufficient referees available to officiate at all required junior and senior matches held in metropolitan WA. To become an accredited referee, the individual will generally need to officiate in at least five (5) games during the season. Any club failing to comply with this clause shall still be eligible to play in the 2013 competition ***but their results will be subject to being recorded as forfeits until this clause is complied with.***

(c) By submitting a Team Confirmation Form a Club shall, for the purposes of these Rules, be deemed to have agreed that, for the duration of the 2013 Competition, it will be contractually bound to abide by and accept both the Constitution of RugbyWA and these Competition Rules, or such amended Competition Rules as may, from time to time, be substituted for them by the Board.

(d) The Board may, in its absolute discretion, invite Clubs to apply for admission to the competition and may, in its absolute discretion decide to admit Clubs to or exclude Clubs from the competition.

(e) The Competition Manager shall (at his or her absolute discretion) determine the grade or grades in which all nominated teams may compete in the competition, taking into account all relevant matters and considerations including (but not limited to) the competition structure that has been approved by the Board for use in the 2013 Competition.

(f) A Club wishing to appeal to the Board against a grading decision made by the Competition Manager pursuant to Rule 4(e) must lodge a Notice of Appeal with the Competition Manager. That Notice must set out fully and completely all the Grounds of Appeal and must be lodged within seven (7) days of the date on which the Club in question received notification of the grading decision that is the subject of the appeal. Upon receipt, the Notice of Appeal shall be immediately referred to the Board for a decision and the Board must consider and decide upon the matter promptly. The decision of the Board shall thereafter be communicated to the Club and, once communicated, that decision shall be final.

(g) After expiration of the seven (7) day appeal period, or after the Board has decided any Appeal against a grading decision and notified that decision to the team or Club concerned, that decision and that grading will become binding and although a team or Club that later decides to withdraw from a grade to which it has been allocated may still do so, that team or Club will nonetheless continue to be liable for the team fees for that team unless the Competition Manager, after due consideration of all of the relevant circumstances, exercises his or her discretion (which discretion is hereby expressly granted) to waive those fees.

5. REGISTRATION OF PLAYERS, COACHES AND CLUB OFFICIALS

(a) Each Club must ensure that all its players, coaches and club officials are properly registered with the Australian Rugby Union. (on the official form prescribed for that purpose by the ARU and that the responsible club official(s) have properly counter signed each registration form and, subject to the further provisions of these Rules, each Club must also ensure that a person who is not so registered is not permitted to take part in any rugby related activity. Any Club which, contrary to this Rule, does permit a person who is not so registered to take part in any rugby related activity will, in addition to any other penalty that may be imposed on the Club or the person pursuant to any other provision of these Rules, be liable to pay a fine in the amount which has been prescribed by the Board.)

(b) A person may play for a Club in a competition match only if he is registered as a playing member of that Club for 2013.

(c) A person may coach for a Club in a competition match only if he or she is registered as a coach of that Club for 2013.

(d) Clubs must ensure that all of their registrations are entered onto My Rugby Admin no later than five (5) working days after the participants concerned have completed the relevant registration forms.

(e) Any Club that fails to promptly enter (as required by these Competition Rules) the registration form for any player or coach on My Rugby Admin may be, at the discretion of the Competition Manager, fined such an amount as may from time to time be prescribed by the Board.

(f) Each original registration form must be sent without undue delay to the Competition Manager and the Club concerned must also retain a copy of that form.

(g) The Competition Administrator shall keep and maintain a register containing the details of all duly registered players, coaches and club officials including the name of the Club for which they are registered.

(h) Each Club must:

1. provide to the Competition Manager, not later than two weeks prior to the first competition match for the season, a completed registration form for each playing and coaching member and club official that has, by that date, registered for that Club; and
2. thereafter, whenever a new playing or coaching member or club official has joined a Club, that Club must provide the Competition Manager with a completed registration form for that person, the said form to be provided by not later than noon on the next working day

following the first competition match in which that person participates on behalf of their Club.

(i) Should the Competition Manager object to any proposed player or coach's registration the Competition Manager must, without undue delay, advise the Club concerned that the player must not play, or the coach must not coach, (as the case may be) until that objection has been resolved.

(j) If, subsequent to receipt of an advice from the Competition Manager pursuant to Rule 5(i), the Club allows the player to play or the coach to coach before the Competition Manager's objection has been resolved, then the Club concerned will be considered as having permitted an unregistered coach or player to take part in a game and shall be liable to the penalties provided for by Rule 5(k).

(k) In the event of a club permitting an unregistered coach or player to take part in any competition game, the club shall be fined such an amount as may from time to time be set by the Board and shall, in addition, be deemed to have forfeited the match or matches in which the ineligible player or coach participated, with the consequence that the competition points for that match or those matches shall be awarded to the other team or teams involved in that match or those matches (as the case may be) and that team or those teams will, in respect of each such match, be entitled to (4) competition points plus one (1) bonus point and shall also have a score of (25) points for and zero (0) points against awarded to it or them (as the case may be).

(l) Each Club must ensure that the information supplied on each registration form that it submits to the Competition manager is correct. If it can be proved, to the satisfaction of the Board, that any material statement on a registration

form is incorrect, the player and/or the Club concerned shall be liable to suspension from the competition and/or such other fine or penalty as may be fixed by the Board from time to time.

(m) The register of information kept by RugbyWA pursuant to Rule 5(g) will be made available for inspection, for any reasonable purpose, to a duly authorised representative of any Club or Affiliated Body. However the register will only be made available for such an inspection during normal office hours and at the offices of RugbyWA and only on at least 48 hours written notice to the Competition Manager. Such a notice must be signed by the President or other responsible officer of the Club or Affiliated Body concerned and must specify both the reason(s) for the requested inspection and the identity of the person authorised to carry out the inspection.

6. ELIGIBILITY OF PLAYERS AND COACHES TO PARTICIPATE IN THE 2013 COMPETITION

(a) Subject to the further provisions of this Rule, a player must be at least 18 years of age to be eligible to play in an Under 20's grade or in any Open age grade competition or competition match.

(b) Subject to the further provisions of this Rule, a player who was under 20 years of age on January 1st 2013, but who was either 18 or 19 years of age by that date shall, upon satisfactory proof of age being provided to RugbyWA, be eligible to play in Under 20's competition matches. Such proof of age must be submitted by the player and/or the player's Club to the Competition Manager by noon on the last working day prior to the first Under 20's competition match

in which the player wishes to participate, and may be provided in any of the following forms:

- 1) Photocopy of passport or drivers license showing photo and date of birth:
- 2) Certified copy of birth certificate or extract of birth certificate: or,
- 3) Original birth certificate or extract sighted and copied by RugbyWA.

(c) Subject to the further provisions of this Rule, a player who was under 18 years of age on January 1st 2013, but who was either 16 or 17 years of age by that date shall, upon satisfactory proof of age being provided to RugbyWA, be eligible to play in Under 18's competition matches. Such proof of age must be submitted by the player and/or the player's Club to the Competition Manager by noon on the last working day prior to the first Under 18's competition match in which the player wishes to participate, and may be provided in any of the following forms:

- 1) Photocopy of passport or drivers license showing photo and date of birth:
- 2) Certified copy of birth certificate or extract of birth certificate: or,
- 3) Original birth certificate or extract sighted and copied by RugbyWA.

(d) Notwithstanding the foregoing provisions of this Rule, the Competition Manager may allow a player, who has obtained an ARU *Senior Player Exemption* or an ARU *Two Year Window Exemption*, to participate in competition matches in which that player would not otherwise, pursuant to these Competition Rules, be entitled to participate. However if such a player is considered by the Competition Manager (at his or her absolute discretion) to not be physically competent, and or to lack the skill levels required, for the

player to be able to participate in the competition or competition matches in which the player wishes to participate without the safety of the player being compromised, the Competition Manager may (at his or her absolute discretion) refuse to allow that player to participate in any or all competition matches that the Competition Manager nominates.

(e) If an ARU *Senior Player Exemption* or an ARU *Two Year Window Exemption* has been granted to a player and that player starts in 6 or more competition matches that they would not be entitled to play in otherwise, that player will not be entitled to play down in their eligible age group for the rest of the season.

(f) In order to participate in the Competition:

- 1) All Premier Grade Head Coaches must, as a minimum, hold a current ARU Level 2 coaching accreditation or be in the process of being assessed for that accreditation.
- 2) All Under 18s, Under 20s and Reserve Grade Head Coaches must, as a minimum, hold a current ARU Level 1 coaching accreditation and be working towards an ARU Level 2 coaching accreditation.
- 3) All 3rd Grade Head Coaches must, as a minimum, have attended a Foundation Seminar and be working towards an ARU Level 1 coaching accreditation.
- 4) All other coaches must, as a minimum, have attended a Foundation Seminar.
- 5) All coaches must also be Smart Rugby compliant.

(g) If a Club knowingly allows a player or coach to participate in any competition or competition match or matches when that player or coach is, pursuant to any of the provisions of this Rule, ineligible to do so, the Club shall be fined such an amount as may from time to time be set by the Board and shall, in addition, be deemed to have forfeited the match or matches in which the ineligible player or coach participated with the consequence that the competition points for that match or those matches shall be awarded to the other team or teams involved in that match or those matches (as the case may be) and that team or those teams will, in respect of each such match, be entitled to (4) competition points plus one (1) bonus point and shall also have a score of (25) points for and zero (0) points against awarded to it or them (as the case may be).

7. TRANSFERS BETWEEN CLUBS OR BETWEEN UNIONS

(a) No player or coach, once he or she is registered for a Club for the purposes of the 2013 competition, shall be permitted to participate in any competition matches for any other Club unless and until he or she is duly transferred to their new Club in accordance with the further provisions of this Rule.

(b) A player or coach who is registered for a Club for the purposes of the 2013 competition may only transfer to another club with the written permission of RugbyWA. An application for such permission must be made on the appropriate form as provided by RugbyWA.

(c) No application for permission to transfer between Clubs shall be granted after 30th June, unless that application is in respect of a player who is on a

professional contract with RugbyWA and the ARU and a transfer is deemed by RugbyWA (at its sole and absolute discretion) to be in the best interest of that player.

(d) Permission to play in the competition or in any competition matches will not be granted to a player who is or was at any time registered with another Union until he produces documentary evidence to RugbyWA and makes a written statement or declaration, on the appropriate form as provided by the IRB or the ARU, that is sufficient to satisfy RugbyWA that the written consent of that other Union to the player's transfer to WA is being properly and lawfully obtained.

(e) If RugbyWA is satisfied (on reasonable grounds) that a player or coach or Club that is seeking a registration and or transfer pursuant to this Rule knowingly provided RugbyWA with 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 2013 competition for such period and on such terms as the Competition Manager may (in his or her absolute discretion) determine to be appropriate.

8. RULES FOR REGULAR SEASON COMPETITION MATCHES AND FOR DETERMINING THE WINNERS OF THE CLUB CHAMPIONSHIPS

8.1 Venues & Timings

(a) All competition matches shall be conducted in accordance with a schedule of matches as drawn up by the Competition Manager. That schedule shall direct the start time and the playing venue for all competition matches and shall indicate which the 'home' team is and which the 'visiting' team is.

(b) A team that is not able to start a match within five 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 Competition Manager may fine a Club an amount that shall be determined by the Board if one of its teams wilfully delays the start of a game for longer than five minutes.

(c) With the agreement of the participating Clubs, Referees and RugbyWA, games may be scheduled to be played at night, under lights, under the following conditions:

1) The standard of lighting conforms with the approved Australian standard for football codes, namely AS 2560.2.3

2) A player who participates 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.

8.2 Competition Points and Championships

(a) The record of a team in the 2013 competition (not including the Finals Series) is to be calculated and compiled by the aggregation of all the competition points that team obtains in all competition matches in which it takes part (not including Finals Series matches), an award of four (4) points being made for a win; two (2) points for a draw; one (1) bonus point for a loss within 7 points or less; one (1) bonus point for a team scoring 4 tries or more; and one (1) bonus point for a team awarded a match by forfeiture. A team

with a bye fixture shall (except in the case of a Competition General Bye) be awarded four (4) competition points plus one (1) bonus point and, for the purposes of that team's percentage, shall also have a final score of twenty five (25) points for and zero (0) points against awarded to it.

(b) Where, at the conclusion of all regular season home and away competition matches two or more teams of the same grade are found to have obtained an equal number of competition points, the better or best record shall be deemed to be that of the team having the higher or highest ratio of points scored by it to points scored against it across all such competition matches (but not including Finals Series matches). This aggregate shall be called the team's "percentage" and is calculated for this purpose by reference to the following formula:

$$\frac{\text{Points for}}{\text{Points against}} \times 100$$

(c) The winner of the Club Championship shall be determined by ascertaining the Club with the greatest number of club championship points earned by it across all teams in all grades (and including also for this purpose all points earned by its women's team or teams, if any) such points being calculated for this purpose by reference to the following formulae:

- Premiership Premier Grade competition points x by 8
- Premiership Reserve Grade competition points x by 6
- Championship 1st grade x by 6
- Under 20's competition points x by 5
- Championship Reserve Grade by x 4
- Under 18's competition points x by 4

- Premiership 3rd Grade competition points x by 3
- Premiership 4th Grade competition points x by 2
- Women's competition points x by 2
- Any other competitions points x by 1

(d) At the completion of all regular home & away fixtures for each of the Senior Men's, Senior Women's and Junior's competitions, the winner of the Champion Club will be determined by aggregating the club championship points earned by each Club across all three (3) competitions and shall be awarded to the Club with the greatest number of such points.

(e) Where a team is moved from one grade to another at the direction of the Board that team shall retain all competition points gained by it at the time of transfer. However, where a team is moved from one grade to another at the request of that team's Club, that team shall not be entitled to retain any of the competition points it had gained up to the time of transfer.

8.3 Rules for the Conduct of Competition Matches

(a) Every competition match shall be played in two halves with an interval not exceeding five minutes between each half.

(b) Subject to Rule 8.3(c) the duration of a half shall be:

1. Premiership Premier Grade: 40 minutes plus injury time
2. Premiership Reserve Grade: 40 minutes with no injury time
3. Championship 1st Grade: 40 minutes with no injury time
4. Under 20s: 35 minutes with no injury time
5. Championship Reserve Grade: 35 minutes with no injury time
6. Under 18s: 35 minutes with no injury time
7. Premiership 3rd Grade: 35 minutes with no injury time

8. Premiership 4th Grade: 30 minutes with no injury time

9. Any other competitions: 30 minutes with no injury time

(c) Where a match is scheduled to be followed, on the same pitch, by a match of a **higher** grade, the earlier match must be brought to an end five minutes prior to the time appointed for the start of the next match.

(d) 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.

(e) 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 referee. [NB: The ball is NOT dead during penalty and free kick activity.]

(f) For 2013, rolling substitutions will be allowed in the following competitions:

(i) For U18's, 4th grade and any other lower competitions, a maximum of 12 movements will be allowed.

(ii) For Reserve grade, 3rd grade and U20's competitions, a maximum of 8 movements will be allowed.

NB. For the Premiership Premier Grade competition rolling substitutions will not apply. *Teams in this competition will be allowed a maximum of seven (7) tactical substitutions with substituted players not able to return (except for blood or to replace a front-row player).*

(g) 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 and which is clearly different from the uniform of the team they are attending.

(h) An adequate supply of fluid should be made available to players during a match, so that appropriate levels of hydration are maintained. For this purpose the following will apply:

- 1) Two water attendants only per team are permitted to enter the field of play.
- 2) Water attendants may only enter the field of play during a bona fide stoppage (i.e. a stoppage for injury or when a try is scored).
- 3) Water attendants may not enter the field of play during an attempt at penalty goal.
- 4) Water attendants must wear distinctive clothing (which must be clearly different from the uniform of the team they are attending) and must be of at least 14 years of age.

(i) All senior teams are required to provide suitably trained and experienced players for the front row when nominating different numbers of players.

Please see table below:

Number of Players	Number of 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 or 22	5 players who can play in the front row

NB. There must be five players who can 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, than 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.

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.

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.

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.

(j) All Under 18 teams are required to provide suitably trained and experienced players for the front row when nominating different numbers of players. Please see accompanying table:

Number of Players	Number of Suitably Trained & Experienced Players Required
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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	5 players who can play in the front row
22 or 23	6 players who can play in the front row and each position in the front row to be covered by a suitably trained player

NB. 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 any front row position 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, than 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.

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.

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.

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.

(k) If at any time 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 interest of safety, the referee must direct that the game shall proceed with non-contested scrums. However, if non-contested scrums are awarded due to a team's failure to provide the minimum number of suitably trained front row players as provided for in this Rule, then the result of the match may be reviewed by the Board at the instigation of the Competition Manager.

(l) In the event of uncontested scrums being awarded 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 awarding uncontested scrums and the reason(s) for awarding uncontested scrums. The referee must also record whether or not, in his or her opinion, the move to uncontested scrums materially affected the outcome of the match.

(m) The Board shall decide the make and type of ball that is to be used in all competition matches.

8.4 Team Sheets and Match Results

(a) To assist with promoting the game of Rugby within WA, all Premiership Premier Grade team lists must be submitted to RugbyWA by Wednesday midday (**12pm**) prior to each scheduled match during the season.

(b) At the end of every match each team shall give the referee an authentic list (the "team sheet") showing the names and jersey numbers of all of its players who took part in that match. Before it is presented to the referee the team sheet must have been completed, and must have been signed, by a representative of the team to which it relates.

(c) In the event that a replacement player takes the field of play as a temporary replacement, the recording of this movement shall be made on the team sheet beside the letters "T.Rep." Should this temporary replacement become a permanent replacement, (either as a result of the original movement or a subsequent one), a further entry on the team sheet must be made beside the letters "Rep." so that a correct record of this player's eligibility can be maintained.

(d) The referee, on being satisfied that all the details recorded on a team sheet are correct, shall complete the team sheet by recording on it the following details:

(i) The total points for each team, making sure that the "make-up" of each final score tallies correctly.

(ii) The details of any temporary and/or permanent suspensions occurring during the match, including all relevant details of any alleged foul play.

(iii) The particulars of and the state and condition of the playing area and of the surrounding areas including, if necessary, any comments regarding them which the referee considers should be drawn to the attention of the Competition Manager.

(iv) The names of the accredited Assistant Referee(s) or Touch Judge(s) (if any).

Upon the satisfactory completion of the above, the referee must also record his or her name and must sign the team sheet.

(e) Each club shall input their completed team sheet online via MyRugbyAdmin by 12 noon on the Monday following the match. Each club

shall keep the original team sheet in order to provide a copy to the Competition Manager if required.

(f) For each competition match the Club shown in the published competition draw as the home or hosting Club must telephone all match results to the Competition Manager by 6.00pm on the day of the match. Where night matches are played the results of any games, played after 6.00pm, should be telephoned through within an hour of the last game being completed.

(g) The above Rule 8.4(f) applies also to any team or teams that is or are (for whatever reason) playing away from their home ground but are nonetheless shown as the home or hosting team in the published competition draw.

(h) If a Club contravenes any of the provisions of this Rule, the Club may, at the discretion of the Competition Manager, be fined such an amount as shall be determined from time to time by the Board.

8.5 Forfeiture of Matches

(a) If a Club decides to forfeit a competition match or matches on any particular day, it is to field the Club team or teams, not being that Club's Under 18s or Under 20s teams, of the succeeding lower grade or grades to that team or those teams whose match or matches would otherwise have been forfeited, with the intent that the match or matches that is or are in fact forfeited shall be that or those of the lowest grade team or teams of the forfeiting Club, excluding that Club's Under 18s and Under 20s teams. A Club that contravenes this sub-rule will, unless the Competition Manager, at his or her absolute discretion, orders otherwise, be deemed to have forfeited every match, other than that of its Under 18s and Under 20s teams, played by it on that day.

(b) Where a club decides to forfeit a match the club will pay a fine to RugbyWA in such amount as may be determined by the Board from time to time.

(c) The Board may disqualify a team that forfeits three or more matches in any one grade in the same season for the remainder of that season and, upon its disqualification, the succeeding matches fixed to be played by that team during the balance of the season in question shall be deemed to have been forfeited.

(d) Where a team forfeits a match, whether by virtue of its disqualification or otherwise, the opposing team against which that match would, but for the forfeiture, have been played shall be awarded four (4) competition points plus one (1) bonus point and, for the purposes of that team's percentage, shall also have a final score of twenty five (25) points for and zero (0) points against awarded to it.

(e) Clubs must contact the Competition Manager by 10am on the Friday before a scheduled match is to take place if they are not able to field a particular team in a particular grade and a forfeit shall be recorded. Clubs who do not contact the Competition Manager within this time frame, and who subsequently forfeit the match concerned, may be required to pay a fine to RugbyWA in such amount as may be determined by the Board from time to time. This fine is additional to the fine that may be imposed for forfeiting the match as outlined in Rule 8.5(b).

8.6 Grounds Unfit For Play

The team coaches of the teams shall determine the fitness of the ground for play. In the event of a disagreement between the team coaches about the suitability of the ground for play, the referee will decide whether the ground is fit for play after their inspection of the field.

If weather or 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.

8.7 Players Uniforms

(a) Every player taking part in a competition match shall wear the jersey, shorts and socks that have been approved by the Competition Manager 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 numbers shall be of a minimum length of 150 millimetres and of such colour as to be easily discernible at a reasonable distance. Furthermore:

- 1) No two players in a team shall wear the same numbered jersey; and
- 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.

(b) A Club that contravenes Rule 8.6(a) must pay a fine to RugbyWA in such amount as may be determined by the Board from time to time.

(c) A player does not commit an offence against Rule 8.6(a) 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.

9. GROUND PREPARATION AND THE OBLIGATIONS OF HOME OR HOSTING CLUBS

(a) The playing field is to be marked in accordance with the Laws of the Game. Ropes shall be placed no less than 5 metres from the touch line, **with both touch lines of the playing enclosure so roped**, unless dispensation is granted by the Competition Manager. Goal post pads and ropes must be in place prior to the commencement of each and every game played on a given field.

(b) In addition to Rule 9 (a) each club is to mark two (2) technical zones on one side of the playing field. Each team's coaching staff and replacement players are to remain within these technical zones whilst their game is being played. The two technical zones will be set back 5 metres from the 10 metre line either side of the halfway line and shall be at least 15 metres in length towards the 22 metre lines of the playing field. Adequate seating arrangements should be available in each technical zone to ensure at least all replacement players can be seated during any particular match.

(c) 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.

(d) At all playing venues clear access to and from the playing area must be provided for emergency vehicles.

(e) Where a Club contravenes any of the provisions of this Rule, the Club shall be fined an amount to be determined from time to time by the Board.

10. THE APPOINTMENT OF MATCH OFFICIALS AND GROUND MARSHALLS

(a) There shall be a referee for every competition match:

- 1) who shall be appointed under the authority of RugbyWA by WARURA, or
- 2) where no such referee has been appointed or fails to arrive, a substitute may be agreed on by the teams, or
- 3) where agreement cannot be reached, the referee shall be arranged by the home team, preferably utilising the individual that has been nominated by the club to comply with Rule 4(b).

(b) If the referee appointed under the authority of RugbyWA by WARURA is unable to officiate for the whole match, a replacement shall be appointed either, as directed by RugbyWA or, if RugbyWA has not so directed, then as directed by the originally appointed referee, or if that referee is unable to so direct, as nominated by the home team.

(c) A referee of any competition match or matches must, as a minimum, be Smart Rugby compliant and any referee appointed under Rule 10(a)(1) must:

- 1) Have a current Australian or other recognised Rugby Union refereeing accreditation or be in the process of attaining the appropriate accreditation, and must, as a minimum, have completed the theoretical component of the referee course.
- 2) Have completed, signed and submitted an ARU registration form for that season (or in the case of a visiting referee have insurance cover from their own Union); and

3) Be a current member of the WARURA (or in the case of a visiting referee, be a member of the official Referees Association of their own Union).

(d) Assistant Referees/Touch Judges for Premiership Premier Grade competition matches, will be appointed under the authority of RugbyWA by WARURA.

(e) Each club must use its best endeavours to provide ARU Level 1 accredited Assistant Referees/Touch Judges for each competition match, (except Premier Grade).

(f) Should there occur a case of referee abuse which is formally reported in writing to the Competition Manager and which, after due investigation, is found to fall outside RugbyWA's Judicial jurisdiction (eg: referee abuse by a supporter from a club), the Competition Manager may, after a careful consideration of all the relevant evidence, fine the abuser's Club such an amount as may be determined by the Board from time to time. However this power must not be exercised by the Competition Manager unless and until he or she has carefully considered all the available evidence relating to the case and has reasonably formed the opinion, on the basis of that evidence, that it is right and proper to fine the Club concerned.

(g) Each club must provide a Ground Marshall for competition matches played at its venue(s). The responsibilities of the Ground Marshall shall include, welcoming all referees and other officials to the venue(s), assisting the officials in their preparation, ensuring that the ground or grounds is or are properly roped off and marked, organising and supervising crowd control and approaching and admonishing abusive spectators. Any Club that fails to

provide a Ground Marshall to act in accordance with this sub-rule shall be liable to be fined such an amount as may from time to time be determined by the Board.

11. RULES FOR FINALS MATCHES

11.1 Matches, Times and Venues

(a) At the conclusion of all regular season home and away matches the Competition will be decided by the playing of Finals matches between such teams and in such a manner as shall be directed by the Board. Finals matches shall be conducted at such times and at such venues as shall be determined by the Competition Manager.

(b) All teams competing in any Finals match must lodge with the Competition Administrator by 10am on the last working day prior to the match, a finalised official RugbyWA Team List. This list must be truthful and accurate in every material detail as it will be used and relied upon by RugbyWA for the purpose of determining Player Eligibility. Accordingly strict compliance with this sub-rule is vital and any Club that contravenes it shall be fined such an amount as may from time to time be determined by the Board. In the event of an injury or change on match day replacement players may be used **Only** if they are eligible subject to rule 11.2 Finals Eligibility. Such players must be listed on a revised team sheet submitted no later than 1 hour prior to kickoff

(c) All teams competing in Finals matches should ideally have a total squad of 26 players including 6 suitably trained front row players. (Under 18's must have 6 suitably trained front row players and 3 locks). However, in

accordance with the Laws of the Game, a maximum of 22 players only can take the field.

(d) Where, at the end of any Finals match (except Under 18's) the scores of the teams are equal, the referee shall direct the teams immediately to change ends and play 2 periods of 10 minutes each way with a 1 minute interval between each period. If there is still no result, the match shall, except in the case of a Grand Final match, be awarded to the team that finished higher in the Competition Table. In the case of a Grand Final, the trophy shall be shared.

(e) In Under 18's Finals matches there shall be no extra time. If at the end of the match the scores are equal the match shall, except in the case of a Grand Final match, be awarded to the team who finished higher in the competition table at the end of the regular season. In the case of a Grand Final match, the trophy shall be shared.

(f) All match officials appointed for Grand Final matches under the authority of RugbyWA by WARURA shall be subject to ratification by the Board.

11.2 Finals Eligibility

(a) Subject to the other provisions of this rule, a player is not eligible to play for his Club in any particular grade in Finals matches unless:

(i) He is registered with that Club and has competed for that Club in at least one third of the separate rounds in the regular season. In the case of a contracted professional player with the ARU and RugbyWA, has competed for that Club in at least three (3) competition matches in separate rounds in that season and has not played more club games

with another club outside WA during the season whilst fulfilling his obligations as a contracted professional player; and

(ii) He has played the majority of those games in a team in that grade or in a team in a lower grade; or

(iii) He has played an equal number games in any number of teams in different grades he shall be deemed to be a player of the highest grade played during the season.

(b) If a player plays more than one match as a starting player in any competition round, he shall be graded for the purposes of Rule 11(2)(a) according to one match only, which shall be the match of the highest grade in which he played as a starting player during that round. For this purpose the order of grading shall be **Premiership Premier Grade, Premiership Reserve Grade, Championship First Grade, Under 20s, Championship Reserve Grade, Premiership 3rd Grade, Under 18s, Premiership 4th Grade and any other grade.**

(c) If, after having played one or more games in a competition round as a starting player in a team or teams in a lower grade or grades, a player later takes the field as a permanent replacement or substitute in a higher grade or grades, his grading for that competition round will still be determined according to the highest grade match in which he played as a starting player. However, if a player does not take the field as a starting player in any match but nonetheless takes the field in one or more matches in a competition round as a permanent replacement or substitute, he shall be graded for the purposes of Rule 11(2)(a) according to one match only, which shall be the match of the highest grade in which he participated as a permanent

replacement or substitute during that round. For this purpose the order of grading shall be **Premiership Premier Grade, Premiership Reserve Grade, Championship First Grade, Under 20s, Championship Reserve Grade, Premiership 3rd Grade, Under 18s, Premiership 4th Grade and any other grade.**

(d) "Open Selection" - Notwithstanding any of the foregoing provisions of this Rule, a Club with teams playing in successive grades (excluding Under 18s) in Final Series matches may select starting players and reserves for each such team from all of its players that are graded as eligible to play for any of those teams, provided that, in every case, that player or those players is or are at least 18 years of age or, despite not having attained that age, has or have received an exemption under Rule 6(d) that would permit him to participate in Finals matches for an Open age or Under 20's age team.

(e) Once "open selection" is broken during the course of the finals, a player can continue to play in the grade he last played in, or higher. He may only be selected for a lower grade if he is eligible as per rule 11.2 (a),(b),(c),(f)

(f) Notwithstanding any of the foregoing provisions of this Rule, where the highest ranked Open age team of a Club that is participating in Finals Series matches is ranked lower than that Club's Under 20 and/or that Club's Under 18 grade team or teams, the Club concerned may make an application to the Competition Manager for a dispensation so as to allow a player or players from its Under 20 and/or its Under 18 grade teams (provided that player or those players is or are at least 18 years of age) to be selected in and to play for that Club's highest ranked Open age team in Finals series matches. In such a case the Competition Manager may, if he or she considers it

appropriate to do so, grant such a dispensation either absolutely or upon such conditions as the Competition Manager may see fit to impose. Accordingly, and without affecting the eligibility of the player or players concerned to also be selected in and to play for the Under 18 or Under 20 team to which that player was originally graded, a player to whom such a dispensation has been granted may be selected in and may play for the highest ranked Open age team of that player's Club in Finals matches.

(g) Playing an unregistered or ineligible player in any Finals match may automatically disqualify the offending team from all Finals matches.

11.3 Dispensations

(a) Clubs seeking dispensation for players to participate in a Finals match in a team that they would, pursuant to these Competition Rules, be otherwise ineligible to play for, must apply in writing to the Competition Manager for that dispensation by 12 noon on the Wednesday prior to the match concerned. Clubs that make a timely application for such a dispensation will be advised as to the result of their application (and of the conditions (if any) on which any such dispensation have been granted) by 5pm on the Thursday prior to the match concerned. Applications for dispensation that fall outside the prescribed submission deadline will be considered by the Competition Manager only in the most exceptional circumstances.

(b) Dispensations will only be granted under Rule 11(3)(a) for the following reasons:

(i) Purposes of safety. This is restricted to ensuring there are 6 suitably trained front rowers being available to any squad.

(ii) Through injury to players for the duration of the Finals series.

(iii) Player(s) returning from long term injury that has been suffered during the current season. Suitable medical records identifying nature of injury and necessary time out of the game to recover from such injury will be required to substantiate any possible granting of dispensation under this clause.

(iv) Where a player is graded as ineligible as a direct result of that player's involvement in representative matches including Emirates Western Force matches and all WA State Team(s) representative matches played throughout the season.

(c) Breaches of the conditions (if any) under which a dispensation has, pursuant to this rule, been granted by the Competition Manager, or the provision of false information to the Competition Manager for the purposes of securing such a dispensation will automatically disqualify the offending team from all Finals matches.

12. PROTESTS, APPEALS, COMPLAINTS AND DISPUTES

(a) Subject to the Constitution and the further provisions of this Rule, the Competition Manager shall hear and determine all protests, appeals, complaints and disputes that relate to the Competition or any match played as part of or in the course of the Competition.

(b) A member of any Club or Affiliated Body may make a complaint to the Competition Manager regarding the conduct of persons not under the control of the referee.

(c) A Club may protest to the Competition Manager against the actions of any Club or player that is contrary to these Rules.

(d) Any person or Club wishing to protest, appeal or make a complaint pursuant to this Rule must notify the Competition Manager in writing within seven (7) days of the occurrence which is to be the subject of the aforesaid protest, appeal or complaint.

(e) All parties to such matters shall be given the opportunity to know the nature and the details of the case that is being made against them and the opportunity to speak at the hearing and/or to make a written submission.

13. APPEALS AGAINST THE COMPETITION MANAGER

A Club, Affiliated Body or person affected by any decision or act of the Competition Manager made or done by him or her pursuant to any of the powers conferred upon him or her by the Board, or under these Competition Rules, may appeal to the Board against that act or decision but must do so in writing within seven (7) days from the date on which the appellant became aware, or ought reasonably to have become aware, of the act or decision in question. A lodgment of an appeal must be accompanied by the payment of a fee as described under Rule 21.3 of these Rules. If an appeal successfully achieves exoneration, a reduction in sentence or change of decision then this fee will be re-imbursed. Upon receipt of the Notice of Appeal the Board shall consider and decide upon the matter promptly. The decision of the Board shall thereafter be communicated to the Club or person concerned and, once communicated, that decision shall be final.

14. CONSEQUENCES OF FAILURE TO PAY FINES

If a Club, Affiliated Body or person fails to meet or pay any monetary penalty provided for or imposed under these Rules the Board may disqualify the defaulting Club, Affiliated Body or person or may exclude it or him/her from participating in the Competition either absolutely or on such terms as the Board (in its absolute discretion) sees fit.

15. APPROVAL, AMENDMENT AND NOTIFICATION OF THE COMPETITION RULES

(a) These Competition Rules will not take effect unless and until they have been considered and approved by the Board.

(b) A copy of the approved Competition Rules shall be sent to each Club and each Affiliated Body or Association within one month of their approval by the Board.

(c) The Board shall, in its absolute discretion, have the power to add to, vary, modify or replace the approved Competition Rules (or any of them) in such a manner and on such terms as it sees fit and, where this power is exercised by the Board, the Board must specify the date (which may be retrospective) from which the changes so made will operate.

(d) Where the Board exercises its powers under Rule 15(c) a consolidated copy of the new Competition Rules shall be sent to each Club and each Affiliated Body or Association within one month of their approval by the Board.

16. EFFECT AND CONSEQUENCES OF A TEMPORARY SUSPENSION (YELLOW CARD)

(a) During the course of a competition match (including a Finals match) a player may be temporarily suspended ('yellow carded'). Where this happens it shall have the following effects and consequences:

- 1) the player must remain with Team Manager for 10 minutes on the team bench.
- 2) that period DOES NOT include the half-time break
- 3) the suspension time shall be kept by the referee.

(b) The referee shall report on the Team Sheet, the name, jersey number and Club of any temporarily suspended player as well as the type of offence and the time at which it occurred.

(c) The Competition Administrator shall monitor all such temporary suspensions and following three (3) temporary suspensions of the same player in competition matches (including Finals matches) in the same season, the Competition Administrator shall advise the player and the Club concerned that the player is suspended from playing for the Club in any match (including Finals matches) on that Club's next playing date in the 2013 season or, if no such playing date remains in the 2013 season, in the next succeeding season in which that player participates. This process is called "totting up".

(d) A participant who receives two (2) yellow cards in any competition match, including Finals matches, (whether the cards are issued for foul play or technical offences and/or both) and who is, as a result sent off/red carded after the second yellow card, must appear before the Judicial Committee as provided for in Rule 17. However, for the purpose of clarity, it is hereby

expressly provided that, in such a situation, the two (2) yellow cards that were issued to the player shall be deemed to have merged into the send off/red card and therefore those two yellow cards are not eligible to be counted as temporary suspensions and “totted up” for the purposes of Rule 16(c).

17. EFFECT AND CONSEQUENCES OF AN ORDERING OFF (RED CARD)

(a) Where a Referee ‘red cards’ and thus orders a participant off the playing enclosure by reason of an act or acts of illegal and/or foul play, the Referee must, unless other arrangements have been made, lodge a written report on the form provided by RugbyWA of the circumstances of the ordering off with the Competition Manager by no later than 12 noon on the first working day following the match.

(b) A participant who is ordered off the playing enclosure by reason of an act or acts of illegal and/or foul play must appear before the Judicial Committee and for that purpose the Australian Rugby Union’s *Judicial Procedures for Australian Domestic Rugby Competitions*, with any necessary modifications, shall apply to the Competition and all participants in it. **(See: Annexure ‘B’.)**

18. CITING

Where a participant commits misconduct, or an act or acts of illegal and/or foul play which have not been detected by match officials, the Australian Rugby Union’s *Citing Procedures for Australian Domestic Rugby Competitions*, with any necessary modifications, shall apply to the Competition and all participants in it. **(See: Annexure ‘C’)**

19. APPEALS FROM THE JUDICIAL COMMITTEE

There shall be a right of appeal to an Appeals Committee from any decision of the Judicial Committee by a person affected by such a decision and for that purpose the Australian Rugby Union's *Appeals Procedure for Australian Domestic Rugby Competitions*, with any necessary modifications, apply to the Competition and all participants in it. **(See Annexure 'D')**

20. MISCONDUCT

(a) Clubs and participants must at all times conduct themselves in a disciplined and sporting manner and ensure that they do not commit an act or acts of misconduct.

(b) The Australian Rugby Union's *Code of Conduct By-Laws* apply to the Competition, clubs and all participants in the Competition. **(See Annexure 'E')**

(c) The Australian Rugby Union's *Breach of the Code of Conduct Procedures for Australian Domestic Rugby Competitions* also apply to the Competition, clubs and all participants. **(See Annexure 'F')**

21. FEES AND FINES

Unless and until the Board otherwise determines the following fees and fines have been prescribed by the Board for the purposes of the 2013 Competition and of the various provisions of these Rules to which they respectively apply:

(1) TEAM NOMINATION FEES

A 30% non-refundable nomination fee is payable to RugbyWA when teams are nominated as per Rule 4(a).

(NB: All Fees and Fines listed here are **exclusive** of GST)

(2) TEAM PARTICIPATION FEES

- Premiership First Grade \$3,000.00 (includes non-refundable fee of \$900.00)
- Premiership Reserve Grade \$2,400.00 (includes non-refundable fee of \$720.00)
- Championship First Grade \$2,500.00 (includes non-refundable fee of \$750.00)
- Championship Reserve Grade \$2,400 (includes non-refundable fee of \$720.00)
- Premiership 3rd Grade \$2,300.00 (includes non-refundable fee of \$690.00)
- Premiership 4th Grade \$2,200.00 (includes non-refundable fee of \$660.00)
- Under 20's \$1,000.00 (includes non-refundable fee of \$300.00)
- Under 18s \$1,000.00 (includes non-refundable fee of \$300.00)
- Any other Open Grade side \$2,200.00 (includes non-refundable fee of \$660.00)

(3) FINES FOR 2013 SEASON

- Playing an unregistered and/or ineligible player \$400.00
- Failure to enter Registrations on My Rugby Admin \$50.00
- Incorrect material information provided on registration form \$200.00
- Failure to provide Proof of Age (POA) \$25.00
- Falsifying a team sheet \$400.00
- Failure to phone through match results \$50.00
- Failure to sign team sheet (referee and/or club official) \$25.00
- Failure to enter team sheet onto MRA by specified time \$25.00
- Forfeiture of any game \$100.00
- Failure to report forfeit to RugbyWA within prescribed time frame \$100.00
- Failure to submit Premiership Premier Grade Team List by Wednesday midday prior to each scheduled match \$100.00
- Referee Abuse by a Spectator of your club \$500.00 - \$1,000.00
- Wilfully delaying start of match \$50.00
- Ground not or poorly marked \$50.00
- No goalpost pads \$100.00 & forfeit of match by home team
- No or inadequate roping of ground including provision of technical zones \$100.00
- Incorrect player numbers being worn including same numbered jerseys \$25.00
- Non-provision of first aid equipment including stretchers and neck collars \$500.00

- Playing venues not having clear access for emergency vehicles
\$200.00
- Club not providing Ground Marshall \$50.00
- Taking/consuming of alcohol not purchased at the playing venue by any club players and/or supporters \$300.00
- Non-provision of official RugbyWA team list for Final Series match
\$200.00
- Lodgement of any appeal \$250.00 - If an appeal is success then this fee will be re-imbursed.
- Where no penalty is expressly provided for contravention of a provision of these Competition Rules the penalty must not exceed \$200.00

(NB: All Fees and Fines listed here are **exclusive** of GST)

Annexure A:



**GAME MANAGEMENT GUIDELINES
FOR COMMUNITY LEVEL RUGBY
IN AUSTRALIA**

2013

*GMG Working Party: A. Cole, M. Wilkie, R. Mancell, J. McGregor
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8th February 2013

GAME MANAGEMENT GUIDELINES 2013

The Game Management Guidelines are an amalgam of outcomes of various conferences and workshops held over the past 5 years. They have been adapted to reflect the playing, coaching and refereeing of the game at community levels in Australia for 2013.

Comments in red indicate either a Law change or an area of emphasis for 2013.

The purpose of these guidelines is to ensure that all participants at the community level are aware of the areas of the game that require more specific coaching and/or consistency in refereeing.

The majority of the technical aspects of this document revolve around the so-called 'Big 5' priorities applied by the IRB to the refereeing of the game. These are: focus on the tackler, pillars at ruck, control of the scrum engagement, maul set up, and kick chase space.

SCRUM

Safety at the scrum is paramount. An explanation of the requirements for players at each stage of the engagement is covered in both the Laws of the Game and in the ARU SmartRugby program. The scrum engagement sequence is the same for all players and referees at all levels of the game.

The referee must control the engagement process. Each of the following 3 calls should result in an action by the players.

Engagement sequence

- **CROUCH:** Front row players must adopt the crouch position before the engagement. Head and shoulders must remain above the level of the hips, with knees bent sufficiently to make a simple forward movement into engagement. Players should keep their chin up and head straight in order to maintain the normal and safe alignment of the cervical spine.
- Once all front-rowers are crouched, **there must be a non-verbal pause**, during which time the referee should be checking that all players are balanced and that the height, angle and alignment of all front-rowers is correct before moving to the next stage.
- **TOUCH:** The 'touch' requires each prop, using their outside arm, to touch the point of their opposing props outside shoulder. This is done to standardise the distance between the two sets of forwards. The props then withdraw their arms..
- Once the props withdraw their arms, **there must be a non-verbal pause** to allow players to sight their target area before they engage. During this pause, the referee should be checking that the front rows are steady, stable and ready for engage before moving to the next stage.
- **SET:** On the 'set' call, and not before, the front rows should engage the opposition firmly with a short horizontal movement and the props should draw with their outside arms to take binds. In this position, all players must be able to support their own weight and maintain body shape and pressure on the opposition scrum.

Scrum infringements

- 'Head on head' at the scrum set up by front row players is illegal. Players must place their head into the space between the opposition players (FK). Referees should escalate quickly to penalties if the team repeats this tactic.
- Zero tolerance applies on early engagements (FK). Referees should escalate quickly to penalties if the team repeats this tactic.
- Double crutch binding by locks, and crutch binding on props by flankers is illegal (PK).
- No.8 must be bound to the shoulder and not "slingshot" the scrum engagement (PK).
- Front rowers must engage with their shoulders no lower than hips and hit straight (PK).
- Props placing hands on the ground is not acceptable (PK).
- Scrums are to be square and steady (no wheeling) before the ball is thrown in (FK).
- Flankers must remain bound to locks and must not ride up onto their props (PK).

Collapsed scrums and illegal wheeling

- Coaches and referees should ensure pre-match that players are aware of the “Mayday” Procedure and its application. Refer to the SmartRugby documentation for clarification.
- A legal wheel goes forward and through the opposition scrum. A wheel that goes back and around at pace is illegal and should be penalised. This is known as a ‘whip wheel’ and will usually involve a tight head pulling back (PK).

TACKLE

TACKLE PRIORITIES:

1. **Tackler** – Maintain tough standards
2. **Assist Tackler** – Emphasise the need for a clear release, ie. ‘daylight’
3. **Sealing Off** – Arriving players must demonstrate positive intent to stay on their feet

Tackle protocol for referees

- The order of priority at a tackle situation is almost always:
 1. **Tackler / Assist Tackler**
 2. **Tackled Player**
 3. **Arriving Players**

Tackler

- A tackler is defined as a player who makes a tackle and in the action of making that tackle goes to ground. ‘Going to ground’ means a minimum of one knee on the ground.
- Referees must ensure the tackler first **clearly** releases the tackled player and then either rolls away or gets to his feet **before** attempting to play the ball. The tackler must not hold onto the tackled player as he gets to his feet.
- ‘Rolling Away’ means to **get out of the way** and not interfere with either team’s drive-out of opponents. If the player is ‘caught’ he must show clear intention to open up such that he is lying flat to the ground.
- Referees should be strict on the tackler and unplayables should be rare. Zero tolerance on tacklers who slow up the ball and stop the attacking team gaining quick possession.
- A tackler who regains his feet may play the ball from any direction at the tackle and does not need to worry about a gate until a ruck is formed.

Players who remain standing in a tackle (Assist Tackler)

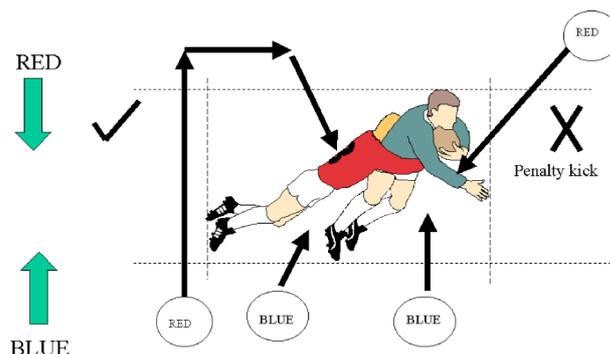
- Players who make a tackle or assist in making a tackle but remain on their feet and do not go to ground are **not “tacklers” under Law**.
- Such a player must clearly release the tackled player and ball before going back to play the ball. This standing and/or assist tackler must show clear release, ie. ‘daylight’.
- Such a player may only play the ball through their gate.

Tackled Player

- The tackled player must not position their body (eg. ‘squeeze ball’) to delay the release of the ball when isolated or under pressure. The ball must be available immediately for play (PK). (Note: this technique is illegal entirely in Pathway U6-U12).

Arriving Players

- Players who play the ball after a tackle must do so from the direction of their own goal line and directly behind the tackled player or tackler nearest to their goal line (ie. ‘through the gate’).
- Both defensive *and* attacking players must enter ‘through the gate’ at the tackle.
- Arriving players must demonstrate positive intent to stay on their feet.
- **Attacking players must arrive supporting their own body weight and not deliberately go to ground to seal possession or deny a contest.**



- A player who is supporting the ball carrier, who then latches on and goes to ground with the ball carrier in a tackle (sometimes called a 'hammer') must then roll away, or get to his feet and be supporting his weight on his feet. He cannot stay on top of the ball to deny a contest for possession.
- The following analogies apply to arriving players:
 - 'Plane taking off' is acceptable.
 - 'Plane landing' is not acceptable.
 - 'Fork Lift truck' when moving players is acceptable.
- Zero tolerance on wide hits and shoulder charges. 'Driving out' at the tackle must be near the ball – ie. 1 metre width either side of the ball.

Post-Tackle

- Any player on their feet who has their hands on the ball immediately after a tackle and before a ruck forms is allowed to keep contesting for the ball even if a ruck forms around them. No other arriving player at this point may play the ball with their hands.
- These poaching players have one shot at the ball. If such a player is driven off the ball by the opposition then his opportunity to play the ball with his hands has ceased.

RUCK

Offside (pillars)

- Zero tolerance on **defending** players 1 or 2 wide of the ruck who are in front of their offside line cutting down space for the attacking team.
- Zero tolerance on **attacking** players 1 or 2 wide of the ruck who are in front of their offside line and act as obstructive pillars.
- Such players may be managed back onside on occasions, but referees should **not** be continually verbally managing them. Players in teams that continue to stand offside should be penalised.

"Use it!" Law amendment at ruck

- When the ball has been clearly won by a team at the ruck, and the ball is available to be played immediately by the scrum-half or another player, the referee should call "Use it!"
- The "Use it!" call does not mean the ball is out.
- The team in possession then has 5 seconds (the countdown is not verbalised) to use the ball. If the ball is not used, a scrum should be awarded to the team not in possession.

Ball out

- The ball is only out of a ruck (or scrum) when it is totally exposed or it is clear of bodies.
- If the ball is being dug out (after being won) or is under the feet of players at the back of the ruck, the scrum-half **cannot be touched until the ball is clearly out of the ruck**. The benefit of any doubt must go to the scrum-half.
- Zero tolerance on defending players at the ruck who target the scrum-half before he has the ball, even if the ball is out of the ruck. Any onside player must play the ball and not the man.

Safety

- Zero tolerance on players who charge into the side of rucks and mauls without binding (shoulder charge), or 'drive out' opponents not involved in the ruck or maul.
- Rucking is the act of a player using their boots in a backwards motion towards their goal line whilst playing at the ball.
- Feet on bodies in a vertical motion (stamping) is not acceptable and should be dealt with severely.
- Feet on players (trampling) either near to or away from the ball is not acceptable.

MAUL

Obstruction

- When a maul is formed at a lineout or after a kick, defenders must have access to the ball carrier at the formation of the maul. It is obstruction if blockers move in front of the ball carrier before the maul is formed.
- Players detaching from a maul with the ball being carried by a player behind the leading player and who engage the opposition are liable to penalty for obstruction (commonly referred to as 'Truck and Trailer').
- The ball carrier at the back of the maul must remain fully bound to the shoulder otherwise the ball is out, or the team is liable to a penalty for obstruction.

Other Maul Issues

- Players who join the maul legally and are either caught up in the maul or have remained bound are legally entitled to be in the maul and contest the ball carrier. The referee should **not** call out such players even though they may appear to be on the 'wrong' side.
- If the defending players choose to unbind and leave the maul, it is still a maul and the maul Laws still apply, i.e. the team in possession may continue to drive forward, it cannot be collapsed and players must join from their side of the maul.

Unplayable and Collapsed Mauls

- A maul moving sideways is considered stationary.
- If the ball becomes unplayable at a maul, the referee orders a scrum with the throw-in to the team that was not in possession when the maul began.
- If the ball carrier in a maul goes to ground, and it is possible to make the ball available immediately, the ball carrier must do so (PK). This includes releasing the ball to an opponent on their feet. This opponent does **not** have to release the ball carrier or the ball when the maul goes to ground.
- If the ball carrier in a maul goes to ground, and it is impossible for the ball carrier to make the ball available immediately, the referee should award a scrum with the throw-in to the team that was not in possession when the maul began.

"Use it!" Law amendment at maul

- If a maul goes to ground legally, and the ball is available to be played immediately by the scrum-half or another player of either team, the referee should call "Use it!"
- The team in possession then has 5 seconds (the countdown is not verbalised) to use the ball. If the ball is not used, a scrum should be awarded to the team not in possession.

OFFSIDE IN GENERAL PLAY

Rationale for emphasis

- When the ball is kicked in general play, any player of the kicking team in front of the kicker is offside.
- Offside players who are advancing are cutting down options for counter attack and forcing the receiving team to kick as their first option. Referees must penalise offside players and should no longer rely on continually verbally managing these players because by advancing they have already had an impact on play.
- With a long kick downfield, referees **may** be able to manage an offside player. The referee should call only **once** for the player to stop. If the player does not stop immediately (not just slow down), they are liable to penalty.
- With a short or high kick, there will be little or no opportunity for the referee to manage and players must immediately act as per Law or they are liable to penalty.
- Offside players must be dealt with **even when the ball looks like it will go into touch** because a quick throw may be an option. Once the ball is in touch, offside no longer applies and offside players may move forward toward a lineout or where a quick throw is being attempted.

Requirements for offside players

- If offside players are within 10m of where an opponent is waiting to play the ball or where the ball may land, they **must immediately retreat outside this 10m zone**. This 10m line stretches across the field (it is not a circle).
- Offside players within the 10m who are retreating can only be put onside when an onside teammate runs them on. No action of the team catching the ball puts such an offside player onside.
- Offside players who are not within 10m **must not move forward or towards the ball**. These offside players who are standing still can be put onside when an onside teammate runs them on, or when an opponent runs 5m, kicks, passes or touches but does not catch the ball.
- **Offside players cannot be run onside unless they are either standing still, or retreating out of the 10m zone as applicable.**

QUICK THROW AND LINEOUT

Put back into own 22m

- The ball is considered to have been 'taken back' into a team's 22m area in the following situations:
 - When a team wins possession of a ball from a scrum, ruck, maul or lineout whose point of origin is outside of the 22m area, even though the rear participants may have their feet within the 22m area
 - When a quick throw-in is passed from in front of the 22m line, back across the 22m line and into the 22m area
 - When a quick throw-in is taken within the 22m area after a player gathers it from in touch but in front of the 22 metre line and then takes it behind the 22m line to throw.
- When a ball is passed into the 22 metre area and is touched by an opposing player, or a tackle, ruck, scrum, maul or lineout is formed, then that team can now kick directly into touch and gain ground.
- A tackled player with some part of his body inside the 22 metre area is considered to have been tackled inside the 22 metre area.

Knock on or throw forward into touch

- **If a player knocks the ball on, or throws the ball forward, and the ball goes into touch (without touching another player), the non-offending team will be offered the choice of a lineout where the ball went into touch, or a scrum at the place of the knock on or throw forward.**
- **Without being offered this choice by the referee, a team may choose to immediately take a quick throw in this scenario. The usual restrictions on whether a quick throw may be taken apply.**

Quick Throw

- **Quick throws may be taken from between the place wherever the subsequent lineout would be formed, and the throwing team's own goal line.**
- A quick throw may be thrown in straight or towards the throwing team's own goal line. The ball must travel across the 5m line before it touches another player or the ground.
- Players who end up over the touch line must give up the ball to opposition players and must not throw the ball away such as to prevent a quick throw (PK, 15m in from touch).
- Players standing within 5m of the touch line attempting to block a quick throw-in should be managed away. These players may not block the ball from travelling 5m (FK, 15m in from touch).

Numbers and Lineout Players

- The minimum number of players to form a lineout is two from each team (i.e. 4 total minimum).
- A receiver at the lineout must be at least 2 metres back away from the Lineout when formed. It is optional for a team to have a receiver.
- It is mandatory for a team to have a player in opposition to the player throwing in the ball. This player must be positioned two metres away from the 5m line **and** two metres away from the line-of-touch.
- Receivers must not join until after the ball has left the thrower's hands (FK). A receiver may only join the lineout before the ball is thrown if another lineout player simultaneously takes the receiver position (i.e. they switch).

Lineout Management

- The throwing team must not delay the formation of a lineout by forming a line or huddle away from the line-of-touch. They must set their numbers clearly when forming the lineout, hence giving the defending team a reasonable opportunity to match.
- Referees should manage early jumping by both teams (FK). Referees should be aware that early jumping can be caused by a baulked throw (FK).
- Sacking the jumper is legal but can only be done by one opponent and only after the ball carrier has returned to the ground. Sacking is the act of bringing the ball carrier (jumper) to the ground by the upper body.
- Referees should penalise the defending lineout that drives in on the jumper and/or support players while the jumper is off the ground.
- A team awarded a free kick or a penalty kick at a lineout may choose to have a further lineout with their throw (ie without having to kick the ball into touch again).

RESTARTS AND KICKS

Penalty Kick and Free Kicks

- If a player takes a Penalty Kick or Free Kick quickly, the ball must leave the hands of the player, and the kick must be taken in the right place (ie. at or on a line directly behind the mark)
- Zero tolerance on the ball being thrown away, not releasing or preventing a Free Kick or Penalty Kick being taken quickly. On the awarding of Free Kicks or Penalty Kicks, if a member of the infringing team is in possession, that player must put the ball on the ground where he is standing or give the ball to an opponent who tries to take it from him. Any other action should result in the Free Kick or Penalty Kick being advanced 10 metres.
- Beware of players 'milking' an extra 10 metres by intentionally running into 'offside' players who are retreating back onside and not taking part in play. Referees should 'play on' in these situations.
- When a Free Kick or Penalty Kick is taken quickly, defending players who are not back 10m are not put onside until they retire 10m or while they are retiring a teammate who was back 10m runs past them. No action of the team taking the penalty kick can put them onside (including running 5m).
- For all PK and FK awarded in in-goal, the mark is 5m from the goal-line.

ADVANTAGE

- For a 'scrum advantage' to accrue, the non-offending team needs to have gained clear and real possession roughly equivalent to that which they would get from a scrum.
- A 'Penalty Kick advantage' calls for a greater level of reward than for a knock-on or Free Kick. The non-offending team must gain either tactical or territorial advantage roughly equivalent to that of receiving the Penalty Kick in the first instance.
- On the rare occasions that advantage is played after foul play, the very least that should happen is an admonishment. The player involved needs to understand that the referee was playing advantage for their offence.

FOUL PLAY

Repeated and Deliberate Infringements

- A referee **must** warn a team through the captain about repeated infringements prior to taking yellow card action.
- Repeated team infringements can be:
 - A number of different offences in a short period of time,
 - A pattern of similar offences without a time limit (eg. regular offences close to the defending team's goal line), or
 - Repeated infringements by an individual without a time limit.
- Deliberate infringements can result in a Penalty Kick and a caution (yellow card) without any warning, depending on the cynical nature of the infringement.
- If a Penalty Try is awarded and the offender can be identified, then either a caution (yellow card) or send off (red card) must follow.

Dangerous Play

- Dangerous tackles include tackles that are above the line of the arm pits or use the collar of the jersey.
- If contact is made with the neck or head after initial contact below the line of the shoulders then the tackle is still considered a dangerous tackle.
- The Law regarding what is commonly called a 'shoulder charge' says that a player must not charge or knock down an opponent carrying the ball without trying to grasp that player. This should be the standard for referees to apply.
- Lifting tackles that place players in danger of injury must have serious consequences. The onus is on the tackler to complete the tackle safely. Dropping or throwing tackled players once they are in a dangerous position is to be strongly sanctioned.
- Any time a tackled player's legs are lifted above horizontal it should result in a yellow card as a minimum.
- If the tackled player is lifted and lands on his shoulder or head area it should result in a red card. A tackled player placing a hand down at the last second to stop a 'head or shoulder area landing' should not influence this sanction.
- In U19 matches, punching and stamping are an automatic send off (red card).

OTHER

Ripping the ball from a player's possession

- In the case of the ball being ripped or stripped away from a ball carrier by an opponent, the ball carrier is not considered to be responsible. For example:
 - If an opponent has ripped the ball away from a ball carrier and the ball travels towards the opponent's goal line, there is no infringement and play should continue.
 - If an opponent has ripped the ball away from a ball carrier and the ball travels towards the ball carrier's goal line, the opponent is considered to have knocked on.

Corner Posts

- If the ball hits the corner post and rebounds into the field of play or the in-goal, it is play on. If the ball subsequently bounces into touch then play should restart with a lineout.

Conversion attempt within 90 seconds

- Conversion kicks following a try must be taken within 90 seconds from the time the try was scored.
- If the ball is kicked or thrown away, the time taken to retrieve the ball is included in the 90 seconds if the scoring team kicked or threw the ball away, and is not included if defenders kicked or threw the ball away.

Referee Management

- Player questioning of Referee decisions will not be tolerated and referees should take strong action.
- Swearing directed at a Referee or an Assistant Referee is a red card offence.
- Referees should manage unnecessary injury stoppages and be pro-active in playing on, e.g. front row players going down with injury at line outs. If the injured player is not in the way of the game, play on. If play approaches an injured player on the ground, the referee should stop the game immediately.
- Referees should be pro-active in ensuring players with bleeding wounds leave the field for treatment.
- Referees should be aware of the ARU Concussion guidelines which can be found at www.rugby.com.au/policies

Annexure B:

RugbyWA Judicial Procedures

DISCIPLINARY HEARINGS – CODE OF PROCEDURE

The procedures should be read in conjunction with the International Rugby Board Regulation 17 Illegal and/or Foul Play and Misconduct and the RugbyWA Code of Conduct,

This document sets out the procedures for dealing with the following disciplinary matters:

- a. When a Participant is Ordered Off the playing enclosure;
 - I. Where a referee orders a participant from the playing enclosure by reason of misconduct the referee should **unless other arrangements have been made, no later than 12 noon** on the first working day following the match, lodge with the Referee Manager on the forms provided by RugbyWA, a written report of the circumstances.
 - II. A participant who has been reported under this rule is suspended until the report has been considered and finally dealt with by the Judicial Committee and the Club shall forfeit any match in which the participant participates in whilst suspended.
- b. When a Participant is cited for an act or acts of Illegal and/or Foul Play;
- c. When an act or acts of Misconduct may have been committed by an Affiliated Club or Body, Player, Officials or any other Person.

1. ATTENDANCE AT HEARINGS

- a. Any participant ordered off or notified of a citing, shall without further notice, attend the next meeting of the Judicial Committee. The Judicial Committee will meet on Wednesday immediately following the match. In the event a participant fails to attend the meeting of the Judicial Committee, the participant is automatically suspended from all matches pending his/her appearance. Unless reasonable notice of non appearance (including reason) is given to RugbyWA prior to the appointed meeting of the Judicial Committee, that committee may impose such additional suspension as it considers appropriate as penalty for the participant's failure to attend as required.
- b. Only in exceptional circumstances should the matter be dealt with in the absence of the participant; and when necessary, the committee should accommodate the participant by postponing the hearing. The participant shall be entitled to be accompanied by a senior member of his/her club and/or legal representative. In addition, if he/she wishes to bring witnesses, he/she will generally be allowed to so.

2. PROCEDURE AT HEARINGS

- a. Composition

The Judicial Committee shall comprise at least three (3) persons nominated by the Union, and where possible should include at least one suitably qualified member of the legal profession. No person who responsible for the management of either Team participating in

the match shall be eligible for appointment as Chairman or member of a Judicial Committee.

b. Power to regulate own procedure

The procedure of the Judicial Committee shall be as the Judicial Committee shall determine in each case, but subject to this power to regulate its own procedures it shall generally conform with the following.

c. The procedure prescribed should be directed at ensuring that there will be fair hearings, and should include elements that normally will be dealt with in the following sequence:

1. The procedures to be followed at the hearing should be explained clearly by the Chairman of the Judicial Committee to all present.
2. All who are entitled to be present throughout the hearing should attend during the taking of the evidence and when submissions are made.
3. The Committee shall read the referee's report and touch judge's report, if provided.
4. Evidence/submissions shall then be heard on the following sequence:
 - i. Evidence from the participant, if he/she so chooses
 - ii. Evidence from his/her witnesses (if any).
 - iii. Submissions (if any) by a senior member if his/her club and/or his/her legal representative.

d. Those giving evidence shall be subject to questioning from any member of the committee. There shall be no right of the participant to cross-examine the referee (or touch judge).

e. In addressing any factual conflicts, it must be remembered that pursuant to the Laws of the Game, the referee is deemed to be the sole judge of fact as to the events which occur on the playing enclosure. Where there is a conflict in the evidence before the committee that it is unable to resolve, in its discretion it may adjourn the hearing for the purpose of obtaining further evidence that may assist in resolving the dispute. However, in the event of the referee's account of the incident remaining in conflict with the players' account, pursuant to the Laws of the Game, the referee's account must be accepted, unless the committee is comfortably satisfied on the evidence that the referee's reason for his decision were wrong.

A participant, if he/she wishes, may tender his/her evidence to the committee in writing. Similarly, witness' evidence may also be tendered in writing.

f. At the conclusion of the evidence and submissions, the committee shall deliberate in private.

g. A member of the committee who has a conflict of interest in dealing with the participant before the committee shall disclose the conflict and act in such a manner as he/she and/or the committee considers appropriate.

3. EVIDENCE ADMISSIBLE AT HEARINGS

a. Hearsay evidence

Hearsay evidence, i.e. second-hand accounts of what occurred, and evidence not given at the hearing, shall generally not be admitted and considered by the committee in reaching its decision.

b. Video tape/DVD evidence

- I. The committee has the sole discretion to determine if it shall accept evidence by video/DVD.
- II. The committee shall decide what weight should be attached to the video/DVD evidence produced.
- III. If there is a dispute on the facts, the video/DVD may be shown again on as many occasions as are considered necessary by the committee, and at any speed, in an endeavour to clear up the factual conflict. The committee, in its discretion, shall determine if and when the video/DVD shall be replayed.
- IV. The audio sound may or may not be muted when the video/DVD is shown. Preferably, the video/DVD should be shown in total silence, but the committee may, in its discretion, decide whether there shall be any comment by those present while it is being shown.
- V. The committee may inform the participant of the nature of any observations it has made from the video/DVD evidence.

c. Character evidence

Character evidence shall be admissible on in relation to the penalty to be imposed by the committee.

d. Previous incident evidence

In the case of a participant having previously appeared before the committee within three (3) years, the previous incident(s) shall be relevant, but only in relation to the penalty to be imposed by the committee.

4. VARIATION TO CHARGE

- a. If, during a hearing, it becomes evident that the participant may have committed an offence, that participant not having been charged with that offence or having being charged with another offence, the Chairman may vary the charge. The participant should then be given the opportunity of answering that charge. An adjournment of the proceedings, if sought, may be granted if necessary.
- b. The committee is empowered to alter or add to the initial charge or to substitute an entirely new charge based on facts reported in the initial charge.

5. PROCEEDINGS NOT TO BE INVALIDATED FOR TECHNICAL REASON

No proceedings heard by any Judicial Committee shall be quashed or held invalid by reason only of any defect, irregularity, omission or other technicality, provided there has not been a miscarriage of justice.

6. NOTIFICATION OF DECISION

- a. The participant must be told, without delay the decision of the committee that conducted the hearing. The decision initially may be given orally and brief reasons for reaching it should be given.
- b. The Judicial Committee shall provide a written report to the Union no later than 3 working days after the hearing.
- c. In all cases where a participant is in any way adversely affected by the decision of the committee, he/she must be advised that he/she has a right of appeal to be lodged with the Competition Manager within the time prescribed by the Unions Appeals Procedures.
- d. A comprehensive record of the hearing before the Judicial Committee shall be kept and be made available to the Appeal Committee.

7. SCHEDULE OF RECOMMENDED PENALTIES

- a. Each case must be treated on its merits and any penalty imposed must be seen to be fair and equitable and in accordance with the circumstances of the case and in accordance with natural justice.
- b. When imposing sanction, the Judicial Committee dealing with an ordering off and/or citing shall apply the IRB's recommended penalties for illegal and/or foul play as set out in Appendix 1 of IRB Regulation 17: see Annexure B.
- c. Except in clear cases of mistaken identity or where the referee states he/she may have made a genuine mistake and the Judicial Committee makes a finding pursuant to Clause 6 of this Code, the Judicial Committee has no power to find "no case proven" and it can therefore decide upon only one or other of the following, namely:
 - I. No further punishment additional to the appearance before the Judicial Committee;
 - II. That the player be cautioned or severely cautioned as to his/her future conduct; or
 - III. That a period of suspension be imposed.
- d. The effect of any sanction/suspensions may not be suspended by a Judicial Committee.

SCHEDULE OF RECOMMENDED PENALTIES

RECOMMENDED PENALTIES FOR ON AND OFF FIELD MISCONDUCT

OFFENCE	RECOMMENDED PENALTY		MAXIMUM PENALTY
	LOWER END = LE	MID RANGE = MR TOP END = TE	
Physical Abuse of Match Officials	LE MR TE	24 Weeks 48 Weeks 96+ Weeks	Life
Verbal Abuse of Match Officials	LE MR TE	6 Weeks 12 Weeks 18+ Weeks	52 Weeks
Threatening Action or Words at Match Officials	LE MR TE	12 Weeks 24 Weeks 48+ Weeks	260 Weeks
Striking another Player with a Hand, Arm or Fist	LE MR TE	2 Weeks 5 Weeks 8+ Weeks	52 Weeks
Striking another Player with the Elbow	LE MR TE	2 Weeks 5 Weeks 9+ Weeks	52 Weeks
Striking with Knee	LE MR TE	3 Weeks 8 Weeks 12+ Weeks	52 Weeks
Striking with Head	LE MR TE	4 Weeks 8 Weeks 12+ Weeks	104 Weeks
Stamping on an Opponent	LE MR TE	2 Weeks 5 Weeks 9+ Weeks	52 Weeks
Trampling an Opponent	LE MR TE	2 Weeks 5 Weeks 9+ Weeks	52 Weeks
Kicking an Opponent	LE MR TE	4 Weeks 8 Weeks 12+ Weeks	52 Weeks
Tripping an Opponent with the Foot/Leg	LE MR TE	2 Weeks 4 Weeks 7+ Weeks	52 Weeks
Dangerous tackling of an Opponent including early or late and including the action known as the "Stiff Arm Tackle"	LE MR TE	2 Weeks 6 Weeks 10+ Weeks	52 Weeks
Holding, Pushing or Obstructing an Opponent not Holding the ball except in a scrum, ruck or maul.	LE MR TE	2 Weeks 4 Weeks 6+ Weeks	52 Weeks
Dangerous Charging or Obstructing or Grabbing Of Opponent without the ball, including Shouldering	LE MR TE	2 Weeks 5 Weeks 9+ Weeks	52 Weeks
Dangerous Charging or Obstructing or Grabbing Of Opponent with the ball, including Shouldering	LE MR TE	2 Weeks 5 Weeks 9+ Weeks	52 Weeks
Causing a Scrum, Ruck or Maul to Collapse	LE MR TE	2 Weeks 4 Weeks 8+ Weeks	52 Weeks
Testicle Grabbing or Twisting or Squeezing	LE MR TE	12 Weeks 18 Weeks 24+ Weeks	208 Weeks
Biting	LE MR TE	12 Weeks 18 Weeks 24+ Weeks	208 Weeks
Contact with Eyes or the Eye Area	LE MR TE	12 Weeks 18 Weeks 24+ Weeks	156 Weeks
Spitting at Player	LE MR TE	4 Weeks 8 Weeks 13+ Weeks	52 Weeks
Verbal Abuse of Player Based on Religion, Race, Colour or National or Ethnic Origin or otherwise	LE MR TE	4 Weeks 8 Weeks 13+ Weeks	52 Weeks

PRE-DETERMINED SANCTIONS

PRE-DETERMINED SANCTIONS OR 'EARLY PLEA'

1. The club and/or participant will be notified of the foul play for which he/she has been sent off through the medium of the RugbyWA Send Off Report Form on the Monday following the match;
2. He/she will also be advised at this time whether he/she qualifies for the imposition of a pre-determined sanction – styled 'early plea', and
3. If a player wishes to take an early plea, the participant or his/her Club must register this intention in writing with RugbyWA by 3.00pm on the Tuesday following the match.

CONDITIONS

1. The eligibility of a participant for a pre-determined sanction is contingent upon the foul play falling within the 'Lower End' offence category – as noted on the RugbyWA Send Off Report Form – styled the 'penalty threshold'.
2. If a participant elects to take an early plea, he/she will be subject to the penalty set out in the Schedule of Pre-determined Sanctions.
3. Participants will have the opportunity to elect to take an early plea once every 2 seasons within RugbyWA competitions.
4. If a participant has been sent from the field or cited previously with disciplinary consequences imposed within a three (3) year period, including automatic suspensions under RugbyWA Competition Rule 11.c he/she will not have the opportunity to elect to take an early plea, and
5. The 2007, 2008 and 2009 rugby seasons to be included in the determination of whether a player is eligible to elect to take an early plea.

RIGHT TO JUDICIARY COMMITTEE APPEARANCE

A participant eligible for an early plea may, nevertheless, elect to appear before the RugbyWA Judicial Committee. In these cases, he/she will be liable to have imposed such sanction as the Judiciary Committee sees fit, taking into account the Schedule of Recommended Penalties.

SCHEDULE OF PRE-DETERMINED SANCTIONS

OFFENCE	LAW REF	PENALTY / SANCTION
▪ Punching or striking an Opponent	Foul Play Law 10.4(a)	1 weeks
▪ Stamping or trampling an Opponent	Foul Play Law 10.4(b)	2 weeks
▪ Kicking an Opponent	Foul Play Law 10.4(c)	3 weeks
▪ Tripping an Opponent	Foul Play Law 10.4(d)	1 week
▪ Dangerous tackling	Foul Play Law 10.4(e)	1 week
▪ Other forms of foul play	Foul Play Laws 10.4(f), 10.4(g), 10.4(h), 10.4(i), 10.4(j), 10.4(k) and 10.4(l)	1 week

In respect of send offs involving two temporary suspensions, ("yellow cards") (see Foul Play Law 10.5(b), the participant is required to attend a Judicial Committee hearing. The participant may still be eligible for a pre-determined sanction if he/she comes within the penalty threshold

Annexure C: Citing Procedures

These procedures apply for RugbyWA Competition matches, in accordance with IRB Regulation 17.

There are two distinct methods by which players may be cited to appear before a Judicial Committee to answer complaints that they have committed acts of illegal and/or foul play not detected by match officials.

1. CITING BY NOMINATED OFFICIALS

- a. The Union, Affiliated Club or Body participating in a Union sanctioned match may cite a player for an act or acts of Illegal and/or Foul Play committed during that match provide that such alleged act or acts has or have not been detected by the referee and/or touch judges. (IRB Regulation 17.6.3.a)
- b. The person reporting the citing must be a Nominated Official.
- c. For the purpose of the Citing Procedure, Nominated Officials are:
 - I. An office bearer of the union pursuant to the constitution;
 - II. A President of an Affiliated Club or Body
 - III. Any member of an affiliated Referee' Association or a Affiliate's Referee Association;
 - IV. Such members of Committees or Sub-Unions as authorised by the Union.
- d. Each Affiliated Club or Body participating in a match may cite a player for more that one alleged incident of Illegal and/or foul Play in the same Match.
- e. Each Affiliated Club or Body participating in a Match may cite more than one Player in any Match.
- f. A citing complaint must be completed in writing by a Statutory Declaration delivered by hand, fax or post to the Competition Manager no later than 5.00pm on the second working day after the completion of the match. Any supporting evidence must accompany the complaint. The Competition Manager may grant an extension at his / her absolute discretion.
- g. Upon receipt of the Statutory Declaration, a report will be obtained from the match referee to ensure that the matter had not already been detected or dealt with during the match. (i.e. a citing is not intended to be an opportunity to re-referee an incident or its interpretation if already detected and acted upon).
- h. The Competition Manager (The Board of Directors Nominee) should first satisfy himself/herself that there is sufficient or reasonable evidence of prima facie case to justify a citing prior to a hearing date to be determined.
- i. The Club of the cited player will be provided with a copy of the citing complaint and advised of the time, date and venue 2 working days prior of the hearing of the Judicial Committee to consider the complaint.

2. CITING BY THE BOARD OF DIRECTORS OR ITS NOMINEE

- a. The Union Board or its nominee has the power to cite a player for an act or acts of illegal and/or foul play committed during a sanctioned match regardless of whether or not such alleged act or acts has or have not been detected by the match official.
- b. The citing complaint must be in writing addressed to the cited players club and shall advise a time, date and venue of the hearing of the Judicial Committee to consider the complaint.
- c. The citing complaint must be made by 31st December of the calendar year in which the Competition takes place.

3. ADMINISTRATIVE MATTERS RELEVANT TO CITINGS UNDER BOTH THE ABOVE PROCEDURES.

- a. The hearing of the citing complaint shall occur substantially in accordance with those set out in the Judicial Procedures.
- b. Any penalties imposed shall be substantially in accordance with those set out in the Judicial Procedures.
- c. The cited player may continue to play until the date set down for the hearing of the citing complaint by the Judicial Committee.
- d. If the cited player fails to attend the hearing on the date nominated, he/she is suspended from playing until such time as he/she attends a hearing on the date mutually agreed by the player and the Judicial Committee

Annexure D: Appeals Procedures

These procedures should be read in conjunction with the International Rugby Board Regulation 17.

1. RIGHT OF APPEAL

The right of appeal is to the Board, which may appoint an Appeals Committee. The appeals committee will be not conducted by way of a hearing de novo but will be limited to consideration of the severity or inadequacy of the sanction imposed by the Judicial Committee.

2. COMPOSITION OF APPEALS COMMITTEE

The Appeals Committee will comprise of the Board of Directors or a sub-committee of the Board of Directors appointed for that purpose.

3. POWER TO REGULATE OWN PROCEDURE

The Appeals Committee shall have power to regulate its own procedure but shall generally conform to the procedures referred to in this Annexure.

4. COMMENCEMENT OF APPEAL

An appeal shall be commenced by the lodging of a notice of appeal in writing with the Competition Manager of the Union. A lodgment of an appeal must be accompanied by the payment of a fee as described under Rule 21.3 of these Rules. If an appeal successfully achieves exoneration or a reduction in sentence, then this fee will be re-imbursed.

5. NOTICE OF APPEAL

An appeal to the Appeals Committee shall be invalid unless it is lodged in writing with the Competition Manager before 4.00pm on the second working day after the decision of the Judicial Committee.

6. CONTENTS OF NOTICE

The notice of appeal shall be in writing from the participants club lodging the appeal and shall specify:

- I. The name of the person lodging the appeal;
- II. The decision appealed against;
- III. The date of the decision appealed against; and
- IV. The specific grounds of the appeal.

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7. RECORD OF FIRST PROCEEDINGS

On lodgement of the appeal, the Competition Manager of the Union shall make available to the Appeals Committee the record of the proceedings before the Judicial Committee.

8. HEARINGS

Appeals may be determined by the Appeal Committee without a Hearing. (Cross-examination is not allowed).

The Appeals Committee shall set a time, date and place of hearing, if a hearing is required, of the appeal which shall be notified by the Competition Manager of the Union to the party who has lodged the appeal. The decision of the Appeals Committee shall remain in effect pending the hearing of the appeal.

9. POWER TO ADJOURN

The Appeals Committee shall have power to postpone or adjourn the hearing of an appeal.

10. REPRESENTATION

At any hearing the Appellant may be represented before the Appeals Committee by a representative of his/her club and/or legal counsel.

11. FURTHER EVIDENCE

If in its discretion the Appeals Committee admits further evidence to be admitted. At a hearing there shall be no cross-examination of witness/witnesses.

12. DELIVERY OF DECISION

The Decision of the Appeals Committee shall be advised as soon as practicable after the conclusion of the hearing. Where it considers it appropriate, the Appeals Committee may deliver a short oral decision at the conclusion of any hearing, or it may reserve its decision.

Annexure E: Australian Rugby Union Code of Conduct By-Laws

1. INTERPRETATION

In these By-Laws:

'ARU' means the Australian Rugby Union Ltd;

'Bookmarker' means a person or organisation in the business of receiving, negotiating, or settling bets;

'Competition' means any match played as part of a structured competition or series, a trial match, a friendly match, a match against a visiting team from another union or matches, trials or any other competitions involving a Rugby Body;

'Game' means rugby football

'Laws of the Game' mean the Laws of the Games of the International Rugby Board;

'Member Union' means a union in membership of the ARU;

'Officer' means a director, other officer or employee of the Rugby Body;

'Participant' for the purpose of the Annexure, means a player (including an amateur or non-contacted player), a referee, touch judge or other match official, a selector, coach, trainer, manager or other team official, or an individual involved in the organisation, administration or promotion of Rugby Football including a director, other officer or employee of a Rugby Body;

'Rugby Body' means the ARU, any Member Union or Affiliated Union of the ARU, or any Rugby Union, Club or other body in membership with or affiliated to a Member Union or Affiliated Union;

'Rugby-related Conduct' includes behaviour which occurs outside the playing enclosure that may damage the image of Rugby Football or which may impair public confidence in the integrity and good character of participants, including, but not limited to, conduct during travel to or from either Rugby Football games or authorised tours (whether within Australia or overseas), conduct when on tour, conduct at Rugby functions and promotional events and other conduct where a participant is involved in activities connected with the ARU or its sponsors;

Words in the singular include the plural and vice versa; and a reference to a gender includes other genders.

2. OBJECT OF BY-LAWS

The ARU is committed to promoting and strengthening the positive image of Rugby Football and its participants in Australia. In light of this commitment, the Code of Conduct seeks to establish standards of performance and behaviour to ensure that participants act in a professional and proper manner and to ensure that the game is played and conducted with disciplined and sporting behaviour. The Code of Conduct also seeks to deter all on-field and Rugby-related conduct that could damage the game of Rugby Football by impairing public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants. In addition, these By-Laws seek to ensure that every Participant is liable to effective sanctions if they are found to have breached the Code of Conduct.

3. CODE OF CONDUCT

All participants in the game are bound:

- a. not to bet or otherwise financially speculate, directly or indirectly, on the outcome or on any other aspect of a Rugby Football match or Competition which he or she is either involved in (whether as a player, official or in any other capacity) or connected to;
 - I. not to throw or fix a match, try to achieve a contrived outcome to a match or a Competition, or otherwise influence improperly the outcome or any other aspect of a match or a Competition'
 - II. not to provide information to a Bookmaker about a match or any aspect of a match which he or she is either involved in (whether as a player, official or in any other capacity) or connected to;
- b. not to seek or accept a bribe or other benefit to do anything mentioned in subparagraphs (I) or (II);
- c. to report immediately to the ARU any offer of a bribe or other benefit to do anything mentioned in paragraph (I) and (II) or any attempt by any person to do anything mentioned in paragraphs (a), or (b);
- d. to promote the reputation of the game and to take all reasonable steps to prevent the game from being brought into disrepute;
- e. not to engage in any Doping Practice and defined in the ARU's Doping By-Laws;
- f. to comply with the ARU's Safety Directives for Referees, Coaches and Players;
- g. not to repeatedly breach the Laws of the game relating to Foul Play or Misconduct;
- h. not to abuse, threaten or intimidate a referee, touch judge, or other match official, whether on or off the field, or a selector, coach manager or other team official;
- i. not to show unnecessary obvious dissension, displeasure or disapproval towards a referee, touch judge or other match official, his or her decision or generally following a decision or generally following a decision of a match official;
- j. not to use crude or abusive language or gestures towards referees, touch judges or other match officials or spectators;
- k. not to do anything which is likely to intimidate, offend, insult or humiliate another participant on the ground of the religion, sexual orientation, disability, race, colour or national or ethnic origin of the person;
- l. not to conduct themselves in any manner, or engage in any activity, whether on or off the field, that would impair public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants; and
- m. not to do anything which adversely affects or reflects on or discredit the game, the ARU, any Member Union or Affiliated Union of the ARU, or any squad, team, competition, tournament, sponsor, official supplier or licensee, including, but not limited to, any illegal act or any act of dishonesty or fraud.

4. OFFICERS OF A RUGBY BODY

An officer must, in relation to the Rugby Body of which he or she is an officer;

- a. act in good faith and in the best interests of the Rugby Body;
- b. avoid all conflicts of interest between;
 - I. the interest of the Rugby Body; and
 - II. his or her own interests or the interests of any other person, including another Rugby Body; and
- c. not disclose to any person or use for his or her own purposes confidential information obtained as a result of the officer's relationship with the Rugby Body, including but not limited to deliberations of the board of directors or other governing of the Rugby Body.

5. DUTY TO COMPLY

(a) Each Member Union and each Affiliated Union is obliged:

(i) to comply with, and to require Rugby Unions, Clubs and other bodies and persons in membership with it or affiliated to it to comply with, these By-Laws; and

(ii) to adopt the Procedures for Monitoring and Disciplining Breaches of the Code of Conduct set out in the Appendix to these By-Laws for monitoring compliance with, and imposing sanction for breaches of, these By-Laws by participants under its jurisdiction or the jurisdiction of Rugby Unions, Clubs and other bodies in membership with it or affiliated to it.

A person may be an officer of more than one rugby Body, in which case it is important for that person to distinguish the separate capacities in which he or she acts as an officer, for example, a director of the ARU, when acting in that capacity, must act in the best interest of the ARU in preference to the interests of any other Rugby Body of which he or she is an officer.

Appendix to the Code of Conduct By-Laws
Procedures for Monitoring and Disciplining Breaches of the Code of Conduct

1. INTRODUCTION

The following procedures have been established in order to assist in providing uniform disciplinary procedures for alleged breaches of the Code.

2. DEFINITIONS AND INTERPRETATION

In this Appendix:

'Code' means Code of Conduct By-Laws

'Committee' means the Conduct Committee constituted by the Rugby Body to investigate and conduct hearings in the name of the ARU in relation to alleged breaches of the Code and to impose sanctions, ad constituted by the Rugby Body for the time being and for the purpose of hearing a particular matter;

'Contract Participant' means a participant who is currently receiving, or has received, Material Benefit;

'Guidelines' means any guidelines issued by the ARU in relation to these Procedures;

'Managing Union' means a Member Union which organises and supervises a particular competition or competitions;

'Material Benefit' means money, consideration, gifts or other benefits given to a participant in respect of such participant's participation in the game;

'Principal Rugby Body Representative' means the General Manager or President of the Rugby Body, or person acting in a similar or equivalent role;

'Procedures' mean these Procedures for Monitoring and Disciplining Breaches of the Code of Conduct;

'Senior Legal Practitioner' means a person who is admitted to practise law in Australia and who has at least five years experience in legal practice;

'State Union' means the highest level Managing Union in any State or Territory where an alleged breach of the Code occurs (eg. the NSWRU, QRU, ACTRU or WARU); and

'Tribunal' means the Conduct Tribunal established under clause 10 of these Procedures as constituted by the ARU from time to time.

Where words appearing in these Procedures have been interpreted or defined in the Code, the Code interpretation of definition shall apply;

Words in the singular include the plural and vice versa; and a reference to a gender includes other genders.

3. CONDUCT COMMITTEES

3.1 Each rugby Body must establish a Conduct Committee, which will have power to act in the name of the ARU to determine all alleged breaches of the Code by participants under its jurisdiction.

3.2 For the purposes of clause 3.1 where the Rugby Body is a:

- a. Club; where the alleged breach does not occur at a Competition and the participant against whom the breach is alleged usually plays for, or is connected to the club, the club will be the rugby Body for the purpose of this Code;
- b. a Managing Union; where the alleged breach occurs at a Competition organised by the Managing Union will be the Rugby Body for the purpose of this Code.

3.3 Each Committee shall consist of three participants of the Rugby Body nominated by the Principal Rugby Body Representative. The Principal Rugby Body Representative may nominate them self to be a participant on the Committee. One of the three participants must be appointed as Chairperson.

4. ALLEGED BREACHES OF THE CODE

4.1 Where a Rugby Body is notified by a participant, or for any other reason believes, that a participant under its jurisdiction may have acted in breach of the Code, it must, in a timely manner, notify:

- a. the participant in respect of whom a breach has been alleged;
 - b. the relevant Committee,
 - c. the State Union; and
 - d. the ARU,
- of the nature of the alleged breach.

4.2 The notification required by clause 4.1 must be by way of a standard Code of Conduct Notification Form and must include particulars of the alleged breach.

4.3 Subject to clauses 8 and 9 the Committee:

- a. must investigate the alleged breach of the Code;
- b. may impose a disciplinary measure, in accordance with the Guidelines, taking into account any relevant aggravating or mitigating circumstances; and
- c. must prepare a written statement of its factual findings, decision and reasons and provide copies of that statement to:
 - I. the participant in respect of whom a breach has been alleged;
 - II. the relevant Rugby Body;
 - III. the State Union; and
 - IV. the ARU.

- 4.4 The investigation referred to in clause 4.3(a) must be commenced as soon as reasonably practicable after the Committee receives notification of the alleged breach under clause 4.1
- 4.5 A Committee will have the power to regulate its own procedure. Subject to its obligation to give proper consideration to the matter before it, a committee should generally conduct hearings with as little formality, and with as much expedition, as is permitted by the nature of the matter.

5. ALLEGED BREACH BY CONTRACT PARTICIPANT

- 5.1 Where a Rugby Body becomes aware of an alleged breach of the Code by a Contract Participant under its jurisdiction, in addition to the obligations contained in clause 4, the rugby Body must ensure that the Chairperson of the relevant Committee is a Judge, a retired Judge or a senior legal practitioner with preference to be given to persons who have previous experience in proceedings relating to Rugby matters.

6. APPEAL

- 6.1 Subject to clause 6.5, a participant against whom a Committee has made an adverse finding pursuant to clause 4.3, may appeal to the Committee of the State Union against the decision, including any disciplinary measure imposed.
- 6.2 Written notification of an appeal under 6.1 must be received by the secretary of the State within five business days of the making of the adverse finding.
- 6.3 A State Union which receives notice of an appeal against the decision of a Committee must notify the ARU of that appeal within 2 business days of receiving such notice.
- 6.4 Subject to clauses 8 and 9, the State Union, on the expiry of seven business days from the receipt of notification of the appeal under 6.2:
- a. may refuse to hear the appeal;
 - b. may conduct a fresh investigation of the alleged breach of the Code, however it may have reference to documents prepared by a Committee in the course of the initial investigation into the alleged breach;
 - c. may confirm, modify or dismiss decision of the Committee;
 - d. may confirm, modify or dismiss the disciplinary measure imposed, provided that any change to the disciplinary measure imposed takes into account the Guidelines and any relevant aggravating or mitigating circumstances;
 - e. must make a statement in writing stating its findings of fact, reasons and decision and send copies of that statement to the relevant participant, the Rugby Body and the ARU.
- 6.5 Any appeal against an adverse finding made by the Committee of a State Union must be made to the Tribunal adopting the same procedure set out in 6.1 to 6.4 above save for the substitution of 'State Union' with 'ARU'.

7. FURTHER PARTICULARS OF ALLEGED BREACH

- 7.1 If requested by the ARU, a rugby Body must send to the ARU a report detailing further particulars of the alleged breach of the Code.
- 7.2 The report in 7.1 must;
- a. be in writing;
 - b. provide any information requested by the ARU; and
 - c. provide any other information that the ARU would need to make an informed assessment of the nature and severity of the alleged breach of the Code.

8. STATE UNION INTERVENTION AND REPRESENTATION

- 8.1 Subject to clause 9, where the State Union receives notification of an alleged breach of the Code by a participant, either from a Rugby Body under clause 4.1 or from any other source the State Union has the right to:
- a. Declare that the procedure referred to in clause 4.3 must be conducted by the Committee of the State Union if, in the opinion of the State Union, the alleged breach of the Code negatively affects, or has potential to negatively affect, the image of the State Union or the game of Rugby; or
 - b. appoint a representative to the Committee required to conduct the procedure under clause 4.3, in place of a Committee member that would otherwise sit. If there is any dispute, the State Union may determine which Committee member is to be replaced by the State Union representative; or
 - c. be given the opportunity to be heard by the Committee.
- 8.2 The State Union must notify the Committee from whom the State Union received notification under clause 4.1 of its decision whether to exercise the rights in paragraphs (a), (b) or (c) within seven days.
- 8.3 No decision, with the exception of an interim decision, can be made before the Committee has received the notice in paragraph 8.2.

9. ARU INTERVENTION AND REPRESENTATION

- 9.1 Where the ARU receives notification of an alleged breach of the Code by a participant, either from a Rugby Body under clause 4.1 or from any other source the ARU has the right to;
- a. declare that the investigation must be conducted by the Tribunal if, in the opinion of the ARU, the alleged breach of the Code negatively affects, or has the potential to negatively affect, the image of the ARU or the game of Rugby; or
 - b. appoint a representative to the Committee required to conduct an investigation under clause 4.3, in place of an existing Committee member that would otherwise sit. If there is any dispute, the ARU may determine which Committee member is to be replaced by the ARU representative; or
 - c. be given the opportunity to be heard by the Committee.

- 9.2 The ARU must notify the Committee from whom the ARU received notification under clause 4.1 of its decision whether to exercise the rights in paragraphs (a), (b) or (c).
- 9.3 No decision, with the exception of an interim decision, can be made before the Committee has received the notice in paragraph 9.2.
- 9.4 Where the ARU receives notification of an appeal to a State Union under clause 6 the ARU has the right to:
- a. declare that the procedure referred to in clause 4.3 must be conducted by the Tribunal if, in the opinion of the ARU, the alleged breach of the Code negatively affects, or has potential to negatively affect, the image of the ARU or the game of Rugby; or
 - b. appoint a representative to the Committee required to conduct the procedure under clause 4.3, in place of an existing Committee member that would otherwise sit. If there is any dispute, the ARU may determine which Committee member is to be replaced by the ARU representative;
 - c. be given the opportunity to be heard by the Committee.
- 9.5 The ARU must notify the Committee hearing the appeal of its decision whether to exercise the rights in paragraphs (a), (b) or (c).
- 9.6 No decision, with the exception of an interim decision, can be made before the Committee has received the notice in paragraph 9.5.
- 9.7 At all times the rights of the ARU under this clause 9 supersede those of a State Union under clause 8. The exercise by the ARU of the rights provided by this clause 9 precludes the exercise or operation by a State Union of the rights provided by clause 8.

10. ESTABLISHMENT OF CONDUCT TRIBUNAL

- 10.1 The ARU will establish from time to time a Tribunal to investigate and conduct hearings in relation to alleged breaches of the Code, to impose appropriate sanctions where the Tribunal finds that a breach has occurred, and hear appeals from the Committee of a State Union.
- 10.2 The Tribunal will consist of three members, to include:
- a. as the Chairperson, a Judge, retired Judge or senior legal practitioner. Preference will be given to a person with prior experience in proceedings related to Rugby matters;
 - b. two other members to be selected in the ARU's absolute discretion.
- 10.3 The Tribunal will have power to regulate its own procedure. Subject to its obligation to give proper consideration to the matter before it, the Tribunal should generally conduct hearings with as little formality, and with as much expedition, as in permitted by the nature of the matter.
- 10.4 The Tribunal will be the forum for the investigation, hearing and disciplinary of any alleged breach of the Code by a Contract Participant employed to play with any Australian Super 14 team during the course of the Super 14 (or any successor competition).

11. REVIEW OF THE COMMITTEE DECISION BY TRIBUNAL

11.1 In addition to the Tribunal's role under clause 10, the Tribunal may, at the request of the ARU, review the decision of any Committee.

11.2 The Tribunal:

- a. may conduct a fresh investigation of the alleged breach of the Code, however it may have reference to documents prepared by a Committee in the course of the initial investigations into the alleged breach;
- b. may confirm, modify or dismiss the decision of the Committee;
- c. may confirm, modify or dismiss the disciplinary measure imposed, provided that any change to the disciplinary measure imposed takes into account the Guidelines and any relevant aggravating or mitigating circumstances;
- d. Must make a statement in writing stating its findings of facts, reason and decision and send copies of that statement to the relevant participant, the Rugby Body and the ARU.

12. COMPLIANCE

12.1 All Rugby Bodies and participants are deemed to have full knowledge of the Procedures and any Guidelines in relation to these Procedures.

12.2 A Rugby Body must ensure it complies with the Procedures and Guidelines and must take reasonable steps to inform each participant under its jurisdiction of the terms of the Procedures and Guidelines.

12.3 A Rugby Body or participant who fails to comply with these Procedures or Guidelines is liable to sanctions from the ARU.

13. GENERAL

Each Rugby Body will be responsible for all costs associated with establishing a Committee, conducting investigations and hearings.

Annexure F: BREACH OF THE CODE OF CONDUCT PROCEDURES

The Code of Conduct of the Australian Rugby Union and all constituent and affiliated Unions is that of the International Rugby Board (Regulation 20). The provisions of Regulation 20 will apply as amended by the IRB from time to time.

An alleged breach of the Code of Conduct may be reported only by a nominated official. Nominated Officials comprise of the following:

- a. Match Referee;
- b. The duly appointed Touch Judges, provided they are members of, or appointed by, the Union, or their respective Referees' Association;
- c. An office bearer of the Union pursuant to the constitution;
- d. A President of an Affiliated Club or Body;
- e. Any member of and affiliated Referee' Association or Affiliate's Association;
- f. A Member of any Committee or sub-union duly authorised in writing by the Union;
- g. A duly authorised employee of the Union or Sub-Union.

An alleged breach of the Code of Conduct must be completed in writing and delivered by hand, email or post to the Competition Manager of the Sub-Union at their registered office. Any supporting evidence must accompany the complaint.

Where an alleged breach of the Code of Conduct is reported to the Sub-Union, the matter may be referred by the Board of Directors or Committee of the Sub-Union or to the Judicial Committee in the Articles of Association shall apply to a reference to the Judicial Committee pursuant to the Code of Conduct.

The Board of Directors/Committee of the Union or the Judicial Committee may after inquiry in accordance with the Articles of Association, if they consider it appropriate, suspend, expel or otherwise deal with a participant in any way they see fit, including exclusion from participating in any competition conducted by the Union.

Any person dealt with under these provisions shall have a right of appeal to a duly constituted appeals body.