



## **BY-LAWS**

**Of the**

**HUNTER JUNIOR RUGBY UNION**

**As at, January 2019**

These By-Laws are to be read in conjunction with and consistent with the 'Laws of the Game' and any other rules and regulations as outlined by World Rugby or Rugby AU. These By-Laws replace and supersede World Rugby and Rugby AU laws, rules and regulations only where expressly permitted by World Rugby and/or Rugby AU. Where any other inconsistencies arise between these By-Laws and World Rugby or Rugby AU laws, rules and regulations, then the World Rugby or Rugby AU will take precedence. For matters not covered by these By-Laws, World Rugby and Rugby AU laws, rules and regulations shall apply.

These By-laws are made under the "Rules of the Hunter Junior Rugby Union Inc, Part IV, The Committee, Powers ETC of the Committee, Clause 13 (a) (1), (2), (3), (4), (5), (6)"

## **BY-LAW 1: MEANINGS OF TERMS USED IN THESE RULES**

"HJRU"	means the Hunter Junior Rugby Union Inc.
"N.H.R.U"	means the Newcastle and Hunter Rugby Union Inc.
"JUDICIARY COMMITTEE"	means the Judiciary Committee of the N.H.R.U
"A CLUB"	shall be defined as any Junior Rugby Union Club which has notified the Union or its desire to enter any team in one or more of the competitions organised by this Union
"EXECUTIVE"	means the Executive Committee of the HJRU
"COMMITTEE"	means the committee in so far as that word is referred to in the Associations Incorporations Act 2009 No7
"RUGBY AU"	means the Rugby Australia Ltd.
"COMPETITION MATCHES"	means matches played on a home and away basis and does not include semi-final, final or grand final matches.
"FINALS SERIES MATCHES"	means semi-final, final and grand final matches but does not include competition matches.
"FIXTURES"	means a match or series of matches between clubs.
"NRURA"	means the Newcastle Rugby Union Referees Association Inc.
"REPRESENTATIVE SQUAD"	players selected in the initial training squad after the first selection trials
"REPRESENTATIVE TEAM"	players selected in the final team to play at the NSWCJRU Championships and, if contested for their age group, the NSWJRU State Championships.
"REGISTER/ED"	player has completed a correct online self-registration through Rugby Xplorer

## **BY-LAW 2: LAWS OF THE GAME**

- (a) Matches shall be played in accordance with the Laws of the Game and Rulings thereon as recognised by the N.S.W Rugby Union, Rugby AU and World Rugby, or as modified by the HJRU. Where the By-Laws do not address an aspect of the Laws of the Game, they shall be as set out in the Rugby Australia Pathways.
- (b) Under 6 to U12 must be played in accordance with the rules set out in the Rugby Australia Pathways. See Pathway Law Summary Appendix B.

### PATHWAY LAW SUMMARY

- i. A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00. This applies to both receiving players and giving.
- (c) For U13 to U15 the Rugby Australia Pathways rules for Number of Players as applied to U12 will also be applied to these ages. These rules are;
- i. Number of players is 15
  - ii. Teams **MUST** share players to reach the maximum number of equal players, not more than 15 per side. This applies to both receiving players and giving.
  - iii. A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00. This applies to both receiving players and giving.
  - iv. Rolling substitutions are allowed and these are unlimited in number but can only be made when the ball is dead.
  - v. When a yellow or red card is issued, the player may not be replaced.
- (d) In the event there is a variation in the number of players from the normal fifteen (15) aside, then it is essential that the position of players for each of the other possible team sizes should be as follows to avoid any dispute:
- |                               |  |
|-------------------------------|--|
| * <u>10 players per side:</u> | 5 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, full back)  |
| * <u>11 players per side:</u> | 6 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, blind side winger, full back)                     |
| * <u>12 players per side:</u> | 6 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, blind side winger, full back)               |
| * <u>13 players per side:</u> | 7 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, wingers, full back)                         |
| * <u>14 players per side:</u> | 6 backs, 8 forwards (2 props, hooker, 2 second rowers, lock, 2 breakaways, half back, five eight, inside centre, outside centre, blind side winger, full back) |

(e) A team automatically forfeits the game if they have 9 or less players in age groups U10s and above.

### **BY-LAW 3: THE COMPETITIONS**

- (a) The Competitions shall be named the HJRU Competitions and shall be held from the Under 6s through to Under 18s in such age groups as shall be decided upon by the HJRU Committee prior to the commencement of the Competitions each year.
- (b) Entries for the Competitions shall be made through Rugby Xplorer and provided to the Registrar of the HJRU on or before a date fixed by the HJRU Executive.
- (c) The Executive shall arrange all competitions to commence on a date set down at the Annual General Meeting.
- (d) Where possible a draw for the full season, subject to the necessary amendments, shall be made within 14 days before the first competition game.
- (e) After publication of fixture/s all requests for club game alterations must be submitted to the members of the Executive two (2) weeks prior to the alteration occurring on the [HJRU Match Rescheduling Form](#).
- (f) If a request to change a fixture is submitted by a Club, both Clubs must agree to the change of the fixture and it must be approved by the HJRU Executive. Requests for a change will not be considered once that round's Referees Appointments have been made and/or circulated unless in extreme circumstances e.g. ground unavailability.
- (g) Requests for changes to fixture must be in writing and come through the respective Club Secretaries on the [HJRU Match Rescheduling Form](#).

### **BY-LAW 4: METHOD OF CONDUCTING COMPETITIONS**

The Competition shall be conducted on such days decided on by the Executive or Fixtures Committee and shall be carried out in the following manner:

- (a) Two or more rounds shall be played where possible.
- (b) Position in the competition table shall be determined by competition points;

4 points	–	Win
0 point	–	Loss
2 points	–	Draw
4 points	–	Bye
1 bonus point	–	Team scoring four (4) or more tries
1 bonus point	–	Team losing by seven (7) points or less

This system will only be implemented for the U10's and above competitions.

In the event of two or more clubs being equal in competition points for any position on the competition table at the conclusion of the last round, the position shall be determined on the basis of the differential of points for and against, the team with the highest differential being the leading team in that age group. In the event of two or more teams being on equal and highest points they shall be declared joint Minor Premiers.

- (c) If in any semi-final or final, the score at the end of the game is equal, the club that occupied the highest position on the points table at the end of the competition shall be deemed to have won the match. If in any grand final the scores are equal at the end of the match, the clubs shall be joint premiers.

Should a semi-final match need to be replayed, this will take place within four days following the game at a venue to be decided by the HJRU Executive.

#### **BY-LAW 5: PLAYERS ELIGIBLE FOR THE COMPETITIONS / REGISTRATIONS**

- (a) A player must be registered through Rugby Xplorer with a HJRU Club before he/she is eligible to train or play in competitions as are arranged by the HJRU.
- (b) Players who are playing in the HJRU Under 17 or 18s competition and the NHRU Colts/Grade competition must register with the HJRU Club prior to registering with the NHRU Club.
- (c) Players that register in the current season for any age group and wish to change from a club, with which they are currently registered, must be granted clearance from that former club in Rugby Xplorer. Any appeal against this by-law shall be heard by the Executive.
- (d) After the player is granted the clearance from the club with which they have been previously registered, the Registrar or other authorised member of the Executive will approve the player clearance on Rugby Xplorer after which the player may be registered with the new club.
- (e) Clubs must ensure that all players' details are entered accurately on Rugby Xplorer.
- (f) All teams must be registered with HJRU by their Club, by submitting in Rugby Xplorer team nominations as advised to the Clubs by the Registrar, before a date, which is to be nominated by the HJRU Executive.
- (g) Team registrations except for Under 9s and below must comprise at least three-quarters (3/4) of the normal team numbers for that age division in Rugby Xplorer or team registration may not be accepted.
- (h) Any club playing a player not registered shall on the first offence forfeit competition points for the match concerned; if no points are won, a fine as set by the Executive shall be imposed; second and subsequent offences will be subject to loss of competition points and a fine as set by the Executive shall be imposed.

- (i) A Club offending against the provisions of this by-law shall be notified in writing with the nature of the offence and particulars of the offence and then the fined proposed by the Executive. There is no time limit as to when the Executive must communicate to the club.
- (j) It is a Clubs full responsibility to ensure all players are registered before taking part in training and any game, trial or competition, with the Club.
- (k) Where two or more teams from one Club have entered in the one grade, inter change of players will be allowed for the first three (3) competition games. Thereafter, a letter will be required from the Secretary of the Club concerned nominating core players in each team who will not be interchangeable. The Executive may vary this requirement in extenuating circumstances upon receiving a request from the club concerned.
- (l) Representative players are not permitted to be floaters. This applies to U12s and above.
- (m) Clubs must submit an updated list should more players be registered in the age group. Core players cannot be changed to a Floater. They must remain as a Core player for the entire season.
- (n) Teams must nominate their core players dependant on squad size.

Players in Squad	Core/Team	Floaters in Squad
40 plus	13 max	14
38	12	14
36	11	14
34	10	14
32	9	14
30	8	14
28	7	14

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

- (o) The final date for player registrations for each year’s competition shall be 30<sup>th</sup> June of that year. Application for registration of other players after this date shall be at the discretion of the HJRU Executive.
- (p) Any club found contravening provisions of these by-laws (5) shall be subject to a fine and loss of any competition points awarded in the match in which the offending player participated.
- (q) Failure to comply with the procedures for team registrations will lead to void registration and the teams/club being penalised.
- (r) There shall be no waiver of registration fees for new clubs admitted to the competition.

## **BY-LAW 6: QUALIFICATION OF PLAYERS FOR FINALS SERIES**

- (a) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:
- i. be a Registered Player with a Hunter Junior Rugby Union Club;
  - ii. have played 50% or more of all Matches played or won on forfeit for the particular Team during the Regular Season; or
- (b) For the purposes of this Competition Rule:
- i. a bye will count as a Match played for all Registered Players, except Registered Players under Suspension, at the time of the bye, player registration must occur prior to the bye for it to be counted as a game played;
  - ii. a loss on forfeit will not count as a Match played, regardless of whether the Match was played or not;
  - iii. a washed-out game that has not been rescheduled by the HJRU Executive will count towards a Match played provided the Registered Player has played a Match prior to the washed out game;
  - iv. a win on forfeit:
    - a. if a Match was played prior to the forfeit being awarded, will count as a Match played for all Registered Players signing on for the Match; and
    - b. if a Match was not played prior to the forfeit being awarded, will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time the forfeit is awarded;
  - v. Matches played in an older Age Group will not count towards eligibility for a younger Age Group in the Finals Series. Players must be eligible in their own age group to participate in finals in an older age group.
- (c) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the HJRU Executive may be sought by the Club involved. A request for dispensation must be:
- i. in writing from the Club Secretary and must be lodged with the HJRU Secretary by 5.00pm on the Monday prior to the commencement of the Finals Series Match for which dispensation is sought.
- (d) The dispensation may be granted by the HJRU Executive if:
- i. in the case of sickness or injury, a medical certificate accompanies the application (the medical certificate must specify the period the Registered Player was not able to play on medical grounds) and related to a consultation at or around the time the injury/sickness occurred. A medical certificate will be the only document accepted, a letter from a parent will not be considered; or

- ii. the Registered Player participated in a Representative Team managed under the auspices of HJRU or NSWCRU, participation in such representative Match(es) prevented the Registered Player from playing in Competition Match(es) and had such representative Match(es) been Competition Match(es) the Registered Player would have met the requirements of Competition Rule 6(a); or
  - iii. in the opinion of the HJRU Executive there are extenuating circumstances beyond the control of the Registered Player or Club concerned.
- (e) Requests for dispensation will not be granted unless exceptional circumstances exist. All Club's believe compliance with this Competition Rule (having played 50% or more of all Matches played or won on forfeit) is fair and reasonable.
- (f) Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the HJRU Executive elects to impose in its absolute discretion.

#### **BY LAW 7: TEAM SHEETS**

- (a) Official team sheets shall be provided to each Club in a triplicate bound book.
- (b) Team sheets to be made out in triplicate in the book provided by HJRU for Under 7s to Under 18s. All players must sign alongside their name after an opposition official has signed the Team Sheet (to ensure it has not been signed by any player) PRIOR to taking the field. The opposition official should initial the scores after the game as being correct.
- (c) Team sheets are to be signed by the Referee, any NRURA Assistant Referee, both Team Managers and both Ground Marshalls.
- (d) The original team sheet is to be scanned in legible format (preferably PDF) and conveyed by email to the HJRU nominated email address no later than 5.00pm on the first business day following the fixture; the second copy is to be provided to the opposition team manager following completion of the match; the third copy and the original remains with the club.
- (e) The original team sheets shall be held securely by the Club for the duration of the Season and shall be provided promptly to the HJRU following a request by the Secretary or Registrar.
- (f) Each Club shall input their completed result sheet online into Rugby Explorer by 5.00pm on the first business day following the fixture/s. Results input to Rugby Explorer are to include blue cards, yellow cards and red cards issued, as well the usual scores and player details (including replacements).
- (g) Where incomplete team sheets or players not signing occurs, such clubs will be fined such amount as imposed by the Executive.
- (h) If a player fails to sign the team sheet the game will not count as a game played.



- (i) Any club failing to enter match results into Rugby Xplorer and/or email team sheets by the appointed time shall be fined such amount as imposed by the Executive. Loss of points may be incurred if match results are not entered, into Rugby Xplorer and/or team sheets are not submitted by the extended appointed time as determined by the Registrar.
- (j) All alterations to Team Sheets must be initialled by the Referee who is controlling the game and both Team Managers.
- (k) Blue cards/concussion procedure as per Rugby AU procedures and guidelines -see appendix C.

#### **BY-LAW 8: PROOF OF AGE**

- (a) A player must provide the HJRU Registrar, on request, with proof of age prior to playing in the Competition. Proof of age may be by Birth Certificate, Passport, Drivers Licence or Baptismal Certificate showing a date of birth. If none of these are available then a letter from the School Principal stating the player's name, address and date of birth may be allowed if approved by the Executive.
- (b) Failure to comply with this by-law may result in loss competition points gained in matches in which the player played.
- (c) Any club playing over-age or ineligible players shall lose the match in which the offending player takes place, or if no points gained, a fine shall be imposed. This includes playing players that have not been granted dispensation.
- (d) A player's age is that age which he or she turns on or after 1 January in that year. Each representative Junior Competition has similarly defined age limits. A player qualifies for an age group provided he attains that age during the year. Players may play in age groups in accordance with the Rugby AU Age Grade Table.
- (e) Female players may compete with males up to and including the calendar year in which the female player turns 12. Rugby AU mixed gender policy to be followed for female participants U13s to U15s
- (f) For all Dispensations the policy and procedures included under Appendix A will apply.

**BY-LAW 9: CLUB CHAMPIONSHIP**

- (a) There shall be a Junior Club Championship which shall be decided by adding the win, lose, draw and participation points awarded in all competition games of each grade, and the club with the highest number of points shall be the winner.
- (b) The Maximum Total of Win points a **Club** can receive in any one round for U10's to U18's is calculated as follows:

**Total Number of HJRU Competition Age groups U10's –U18's x 2**

***i.e. 8 Age Groups x 2 = 16 Points***

- (c) The Win points a **Team** can receive per round for U10's to U18's is calculated as follows:

**Maximum Total Win Points per Club per Round (16)**

**Total Number of Teams a Club has in Age groups U10's –  
U18's**

<b>Total # Teams a Club has in U10's - U18's</b>	<b>Team Win Points</b>
1	16
2	8
3	5.3
4	4
5	3.2
6	2.7
7	2.3
8	2
9	1.8
10	1.6

- (d) All Byes are counted as a win
- (e) DRAW Points for a team are half the value of the Win Points
- (f) Points for a loss will be Zero (0)

- (g) Any club entering teams in Under 6's, Under 9's and Girls U14's/U16's 10 a side competitions shall receive participation points per age group a team(s) is entered in as tabled below, towards the Club Championship each time a commitment is fulfilled.

<b>AGE GROUP</b>	<b>PARTICIPATION POINTS/AGE GROUP</b>
UNDER 6's – Under 7's	4 Points
Under 8's	3 Points
Under 9's	2 Points
Girls U14's 10 a side	2 Points
Girls U16's 10 a side	2 Points

- (h) In the event of two or more clubs being equal in any such championship they shall be declared joint holders of the trophy.
- (i) In the event of 2 clubs combining to form one team, points for that team will be shared equally between the 2 clubs.

**BY-LAW 10: FORFEITS**

- (a) Any club that fails to carry out its fixtures and needs to forfeit must notify HJRU by midday on the day before the match is to be played. Any club that fails to do this shall be required to give a satisfactory explanation in writing to the Executive otherwise they will be fined such amount as determined by the Executive not exceeding \$200 and will be required to pay the fees of match officials for the forfeited game.
- (b) If a team forfeits a game to another team, the match shall count as a game played, and be declared in favour of the side receiving the forfeit, providing that a team sheet, correctly filled in is still forwarded to HJRU in the normal time frame and match details are entered into Rugby Xplorer.
- (c) The team receiving the forfeit shall receive 5 points. The Team Manager of the team receiving the forfeit is to enter a score of 20-0 into Rugby Xplorer
- (d) A team that forfeits 3 times within a competition series may be removed from the competition.

**BY-LAW 11: UNIFORMS**

- (a) Players must appear in proper football uniform which shall consist of jersey with sleeves of the club's registered colours, football shorts, boots or shoes and socks of the club's colours. Each jersey shall be correctly numbered. Any team offending this rule shall, on complaint, be liable to a fine.

#### **BY-LAW 12: STOPPAGE OF PLAY**

- (a) The referee shall not hold up the game for trivial causes such as repairing boot laces etc. Any player with such a cause shall retire to the touch line and the game shall continue during his absence.
- (b) This by-law shall apply as far as possible to any injured player. The referee shall not whistle for a stoppage of play for an injured player who, when injured, shall be attended to by a first aid attendant, trainer or other qualified official on the field of play and play will continue while the player is being treated.
- (c) The referee shall only whistle for a stoppage in play for an injured player if:
  - i. he considers that the Player's injury is of a serious nature and he requires urgent medical treatment or;
  - ii. the player injured or being treated is in a position that would interfere with the course of play.

#### **BY-LAW 13: APPOINTMENT OF REFEREES**

Note: A 'qualified individual' for the purposes of this by-law is one who has gained the minimum level of accreditation to referee a match, as laid down by Rugby AU.

- (a) The NRURA is responsible for the appointment of referees to matches controlled by the HJRU.
- (b) In the event of a referee so appointed not attending a fixture within five (5) minutes after the time set down for the commencement of play, a referee shall be appointed by the coaches of the two teams involved or failing this by the team managers or failing this the coach or team manager of the home team. The game shall then proceed. The referee so appointed may, with the agreement of the opposing coaches, be substituted at any time during the progress of the match.
- (c) The match shall be forfeited by the home team in the event that a qualified individual is unable to be appointed as per clause (b).
- (d) In the event of a referee appointed to a game being unable to continue through illness or injury, a substitute shall be appointed as per clause (b). If the teams cannot agree, the appointed referee shall appoint a substitute.
- (e) Where a referee cannot be officially appointed to a game as per clause (a), a fixture may have a Club to Appoint (CTA). In such a circumstance, the home team shall subsequently ensure that a qualified individual referee that game. When requested to allocate a CTA, the club must inform the appointed NRURA official by no later than 5.00pm on the day preceding the game of the name of the appointed CTA.

Each Club in the HJRU must have at least one person qualified to be appointed as a CTA for every two teams entered in the competition, and as a minimum, each Club must have at least one person. It is also the responsibility of the home club to ensure that CTA referees are appropriately attired in a uniform befitting the status of a referee.

- (f) An assistant referee may be officially appointed to any fixture as per clause (a).
- (g) Where an assistant referee has not been officially appointed, a touch judge shall be supplied by each team.
- (h) Any complaints about a referee, assistant referee or touch judge on the grounds of incompetence or misconduct shall be referred to the NRURA. If the referee, assistant referee or touch judge is not a member of the NRURA then the complaint shall be referred to the Executive of the HJRU.

**BY-LAW 14: MISCONDUCT AND PLAYERS ORDERED OFF THE FIELD**

- (a) The World Rugby and Rugby AU laws regarding temporary suspensions and send-offs apply.
- (b) The Team Manager shall note in the team book and in Rugby Xplorer any player who has received a temporary suspension (Yellow Card) during a game. This will be checked and initialled by the Referee at the end of the game.
- (c) If a referee has 'sent off' (Red Card) a player, the Team Manager shall note the send-off in the team book and Rugby Xplorer. This will be checked and initialled by the Referee at the end of the game. The Referee will then submit a written report to the HJRU no later than 5pm on the next business day.
- (d) Any player, once notified to appear before the judiciary, shall be suspended from playing until his case shall be decided by the Judiciary Committee.
- (e) ***Suspensions and Sin Bins – Refer to By Law 29***

**BY-LAW 15: PLAYING DISQUALIFIED SUSPENDED OR UNQUALIFIED PLAYER OR TEAM**

- (a) Any club playing a player or team while under suspension or disqualification or playing any ineligible or unqualified player or team shall forfeit the match in which the breach occurs, and the club shall be fined.

#### **BY-LAW 16: TIME OF COMMENCEMENT OF MATCHES**

- (a) Matches shall commence at such times as may be directed by the Executive.
- (b) Any club not prepared to commence a match within 15 minutes of the time officially directed shall forfeit the game.
- (c) If a club has 10 or more eligible players available, they must take the field and the game shall commence. However, in no circumstances shall the difference in playing numbers of each side be greater than three (3).

#### **BY-LAW 17: DURATION OF MATCHES**

- (a) **Game Times**

Under 18 grade	30 minutes each half
Under 17 grade	30 minutes each half
Under 16 grade	30 minutes each half
Under 15 grade	25 minutes each half
Under 14 grade	25 minutes each half
Under 13 grade	25 minutes each half

*Duration of games for Under 12 and below will be in accordance with the Rugby Australia Pathways laws. See Pathway Law Summary Appendix B*

- (b) If any game is late in commencing the time lost shall, where necessary be taken off the time allowed for the full duration of the match.
- (c) For a game to be declared official, 50% of the match (one full half) must be played. If one full half is not played, the game is to be replayed at a date and time to be determined by the Executive.

#### **BY-LAW 18a: ALLOTMENT OF GROUNDS**

- (a) Matches shall be played, wherever possible, upon such grounds as may be directed by the Executive. The fitness of the ground to be played upon shall be decided by the Executive. In the cases of cancellation of games home clubs are to notify the Executive so that visiting clubs and players can be notified as early as possible through the media.
- (b) Clubs, where possible, shall have all age groups of the club playing at the same ground.
- (c) Where possible, every alternate match for a club shall be played on the club's home ground.
- (d) At the discretion of the HJRU Executive the Final Series venue/s will be decided through Tender process. The series shall be controlled by the HJRU.

#### **BY-LAW 18b: GROUND FACILITIES**

- (a) All clubs are to ensure that there are adequate change rooms, shower and toilet facilities available for all age groups.
- (b) Home clubs are responsible to ensure that grounds are correctly marked and dressed. A club may be liable to be fined if subject to a complaint.

#### **BY-LAW 19: REPLACEMENT OF PLAYERS**

- (a) If a team shall begin a match with less than fifteen (15) players, it may fill the vacant place or places during the game only when the ball is dead and when directed by the Referee
- (b) All games of age group Under 16 and above will play with rolling substitutions that are limited to 12 movements. The implementation of rolling substitutions must adhere to the guidelines provided to all Unions by Rugby AU.
- (c) A player sent off for foul play in Under 13 and above must not be replaced or substituted.
- (d) Club officials should also be aware of the Rugby AU guidelines for the treatment of various injuries, especially concussion, and bleeding players.

#### **BY-LAW 20: PERSONS ALLOWED ON PLAYING ENCLOSURE**

- (a) The only persons allowed in the playing enclosure for Under 12 years and above are: Referee, Two (2) Touch Judges, Two (2) Ball Boys, Two (2) Trainers, and First Aid Persons. Team coaches and Managers are only permitted in the playing enclosure during half time.
- (b) Barriers are to be erected to ensure spectators are a minimum distance of five (5) metres from the Touch Line.
- (c) The home club shall appoint a Ground Marshal to enforce this rule. If the home club is running two grounds, a Ground Marshal for each ground must be appointed.

#### ***Refer By-Law 30 Playing Enclosure & Venue Control***

- (d) As per the NRURA Handbook, Club Officials are not permitted to approach the referee at half time or until 30 minutes following full time.

## **BY-LAW 21: EXCESSIVE SCORES U10's – FAIR PLAY POLICY**

***This by-law is mandatory for teams competing in the U10's to U12's competition, Girl's U14's and U16's.***

### **21.1 Principles Behind the Policy**

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

Such games serve only to make it more difficult for a coach to motivate their players. These players are highly likely to leave the game and future stars may be lost from the game forever.

A positive coach should consider the advantages (and enjoyment) that come when children are involved in a fair and even contest.

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

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

### **21.2 Policy: Excessive Scores**

#### **Difference greater than 30**

- (a) When at halftime the difference in score between the two teams is 30 points or more, both coaches must abide with the by-laws of the HJRU and work with the each other to ensure the game is evened up.
- (b) Both coaches **MUST** take steps to even-up the game and play the second half of that game as a fair and even contest.
- (c) The following are suggested, but are not limited to, steps that the coaches may agree to take:
  - i. **Swap Players.** The notion that children will not swap teams is an adult one. This may be a few selected players (test your own team to see how they cope with playing against some of their own better players).  
**Recommendation:** *The leading team to swap their best 2-3 players for 2-3 of their opponent's players in the same positions. This allows the leading team to try and win without these players allowing others from the team to step up and take a more prominent role.*
  - ii. **Change positions:** *Move some players to see how well they cope with playing in another position.*
  - iii. **Subbing:** *Sub-off some key players.*
  - iv. **Wind advantage:** *Be willing to give away any wind-advantage that may exist.*



- v. **Kick-offs:** *The weaker team restarts play with a tap & pass rather than the usual kick. Or the scoring team kick-offs to the weaker team.*
  - vi. **Depower:** *Depower scrums, non-contested. Non-contested lineouts.*
  - vii. **Conversions:** *No conversions or change your kicker to an untried player.*
- (d) If the score difference in the second half drops below 30 points the conditions under which the second half started, as per this By-Law, do not change.

#### **Difference greater than 50**

- (e) If the difference in score between two Teams during Regular Season Matches reaches 50 points or more the game will continue but recording the score will stop. The score at that time will be the score entered into Rugby Xplorer.
- (f) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.
- (g) The failure of any Club to satisfy the Executive regarding its course of action in accordance with this by-law may lead to the loss of Competition and Club Championship points by the offending Team and the Executive, at its absolute discretion, may impose further penalties.

#### **BY-LAW 22: PROTEST AND APPEALS**

- (a) If a team/club is intending to submit a report from an incident occurring in a game and or playing arena, an official from that team/club is to inform either the Ground Marshall and/or Official Referee of their intent and detailing the intended contents of their report.
- (b) The report needs to be in writing and received at the office of the HJRU by 5pm on Monday following the match in which the incident took place.
- (c) The Executive shall investigate, decide upon and deal with all protests, appeals and disputes within its jurisdiction.
- (d) All appeals and protests shall be in writing no later than 24 hours after the notification of the ruling and accompanied by a deposit as set by the Executive, which shall be forfeited, should the appeal fail.

### **BY-LAW 23: OTHER MATCHES ENGAGED IN BY JUNIOR RUGBY UNION TEAMS**

- (a) All gala, social, trial or any match(es) other than a competition match arranged or under the jurisdiction of the H.J.R.U shall be run under the laws of the game or such variations as are agreed upon by the Executive. Any Club wishing to organise social, gala, trial or any other type of match(es) must first obtain the approval of the HJRU Executive.

### **BY-LAW 24: CONTACTS**

- (a) A list of contacts of Executive and Secretary, or Council Delegates, and the coach of each age group from clubs in the HJRU competition shall be circulated to participating clubs as soon as possible following the commencement of the season.

### **BY-LAW 25: REPRESENTATIVE TEAMS**

- (a) The Representative Coordinator or HJRU Executive shall where possible organise a day or days at the beginning of the season where players in the same age group will play at the same ground in order to select representative sides for the HJRU.
- (b) HJRU Representative Teams will start from the following age groups U12's to U18's.
- (c) HJRU may develop a U10's and U11's Development Squad to participate in the NSW State Championship. This Squad is classified as a Development Squad, they will receive a reduced levy to mainly cover costs in creating the squad. A trial day will be held at the one venue for both age groups on a date set by the HJRU Executive.
- (d) To be eligible to trial for and selection in a representative age group, players must:
  - i. have a Primary Player Registration with a Hunter Junior Rugby Union Club the previous year;
  - ii. have played 50% or more of all Matches played (excluding byes) or won on forfeit for their particular Team in the previous year during the Regular Season;
  - iii. have a Primary Player Registration with a HJRU club in the current season.
  - iv. played 50% or more of all matches played or won on forfeit leading up to the NSWJRU Championships for their registered HJRU club
    - i.e. players trialling for a 2019 team must have a primary player registration and played 50% or more of all matches played or won on forfeit for a HJRU club in 2018, must have a primary player registration with a HJRU club in 2019 and play 50% or more of all matches played or won on forfeit in 2019 leading up to the NSWJRU Championships.
  - v. Where a player has been injured and cannot fulfil the game requirement, the HJRU Executive shall review the player's application. A medical certificate must accompany the application (the medical certificate must specify the period the Registered Player was not

able to play on medical grounds) and related to a consultation at or around the time the injury/sickness occurred. A medical certificate will be the only document accepted, a letter from a parent will not be considered.

- (e) It is at the Executive discretion to make an exception for a player that does not fulfil the above.
- (f) Representative Squad members will pay a representative levy which is set each year by the Executive. This is to be paid prior to the date set by the HJRU Executive or an acceptable payment system arranged, or the player will not be eligible to participate in the Representative Program.
- (g) Representative Team players will pay a representative levy which is set each year by the Executive. This is to be paid prior to the start of the Country Championships or an acceptable payment system arranged, or the player will not be eligible to participate in the Country Championships.
  - i. If a season's Squad and/or Team levy is not fully paid by the end of the regular season (unless by arrangement with the Executive) the player will be ineligible for the Finals Series, Club games the following season and HJRU Representative program selection
- (h) All players declaring themselves available for representative football must declare themselves available for at least 80% of the training sessions and all representative matches arranged by, or entered into by, the Executive.
- (i) If a Representative Player does not comply with the criteria stated in this By-Law, dispensation from the HJRU Executive may be sought by the Representative Team involved. A request for dispensation must be:
  - i. in writing from the Representative Team Manager and must be lodged with the Secretary by 5pm Monday two weeks prior to the training session or game.
- (j) The dispensation may be granted by the HJRU Executive if:
  - i. Where a player has prior Representative Junior Rugby Union playing commitments under the auspices of the Rugby AU, NSWRU, NSWJRU or NSWCRU, and cannot fulfil the requirements in (f), the HJRU shall review the player's eligibility. A letter from the players other Representative Rugby Union Team Coach or Manager must accompany the application, stating the Representative Team that the player is in and the dates that the player is fulfilling their other representative requirements.
  - ii. Any dispensation granted pursuant to this By-law may be unconditional or subject to any condition that the HJRU Executive elects to impose in its absolute discretion.
- (k) Any such player unavailable for a representative game, even if dispensation has been granted, is not eligible to play in club matches, or club trials on that weekend. In the event that such player does play in a Club match or trial, both Club and player will be subject to sanction by the Executive.

- (l) All representative players must be registered with a club affiliated with either the HJRU or NHRU to take part in any representative fixtures.
- (m) A player cannot weigh down for a representative team.
- (n) Once a player has been selected for a representative team or squad, they cannot weigh down for a club team.
- (o) Representative teams must play in Hunter jumpers provided by HJRU.
- (p) Injured players that are replaced in the squad are not permitted to travel with the team to Country and State Championships.
- (q) Hunter teams that play the Country Championships in the Hunter area will not have accommodation and transport provided. Players will pay a reduced levy payment.
- (r) Players, who are unsuccessful in gaining selection in a Wildfires team, may request a clearance to play for another Zone. Clearances will not be granted until all trials and training sessions for Wildfires teams are completed.
- (s) Applications for positions are to be received by the HJRU on the prescribed form as distributed by the Office of the HJRU. All applicants must be suitably qualified. Applications will not be considered unless the applicants hold the following qualifications:
  - Coaches must have Smart Rugby and Level 1 Coaching qualification or higher
  - Assistant Coach must have Smart Rugby
  - Managers must have Smart Rugby
  - Trainers must have a current First Aid Certificate or be a qualified Level 1 Sports Trainer
  - ALL Team Staff must have completed and passed a working with children check

#### **BY-LAW 26**

These By-Laws shall be read in conjunction with the Rules of the Hunter Junior Rugby Union Incorporated and any modified match rules as determined by the HJRU.

## **BY LAW 27: UNCONTESTED SCRUMS UNDER 14'S TO UNDER 18'S**

- (a) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to start the Match playing contested scrums.
- (b) Any Team which calls uncontested scrums from the start of the Match, or at the first scrum, in more than five (5) Matches during a Regular Season of which a maximum of two (2) can occur in the last five (5) rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
- (c) If a forward in a team has an injury that causes him not to be able to pack in the scrums then that player shall be removed from the field, as there is a higher potential for neck injury in tackles than in scrums.
- (d) If during a Match a team does not have sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced for any reason (blood bins and yellow/red cards included) then that team may call uncontested scrums and the penalties nominated herein will apply except clause (b) above.
- (e) If, subsequently, a qualified front rower becomes available (or returns from either the 'Blood Bin' or Temporary Suspension) so that scrums can be contested then that player will be allowed onto the field and the Team may return to the appropriate complement of players and play contested scrums.
- (f) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.
- (g) Systematic abuse of this Competition Rule will not be tolerated, and all instances of these incidents will be reviewed by the HJRU Executive.
- (h) If a team has to call uncontested scrums because one, or more, of their forwards will be playing in Rugby representative Matches (includes schools' representative sides) then they must request submit a request to the HJRU Executive for the Match to not be counted towards their total of Matches where they called uncontested scrums at the start of the Match. This request will be reviewed and decided on by the HJRU Executive.
- (i) Clubs will have until Round 4 of the HJRU Competition in 2019 before penalties will be applied.
- (j) Should Clubs have problems with scrum coaching, they are to contact the HJRU for assistance.
- (k) Liaison with the NSWRU Development Officers will be arranged to conduct 2 Scrum Clinics prior to Round 4.
- (l) Referees to be reminded during the season to limit scrum pushing to a maximum of 1.5 metres.

#### **BY LAW 28: UNCONTESTED SCRUMS UNDER 14'S TO UNDER 18'S DURING FINALS SERIES**

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

#### **BY LAW 29: SUSPENSIONS AND SIN BINS – HJRU lawyer is currently reviewing this By-Law to be in-line with current Rugby Australia Disciplinary rules**

##### **Players Sent Off (Red Card) or Sin Binned (Yellow Card)**

- (a) Any player ordered from the field of play by the Referee shall be marked in the appropriate column on the Team Sheet and entered in Rugby Xplorer. Failure to do so will leave the player and the Club liable to suspension and/or other penalty, at the discretion of the Executive.
- (b) Any player who is Sent Off is not permitted to enter the Playing Area again and is not allowed to attend the half time talk.
- (c) Any player who is Sin Binned is not permitted to enter the Playing Area again until allowed to do so by the Referee. Under no circumstances shall the Sin Binned player take the field until given

permission to do so by the Referee. Team Officials may advise the Referee if the Sin Bin time has elapsed but permission to re-enter the field of play must be expressly given by the Referee

- (d) The team manager will mark the team sheet and enter details into Rugby Xplorer to indicate the player(s) who have received a “Temporary Suspension” (Sin Bin) during the match. The Referee will verify the team sheet entry indicating any player who was given a temporary suspension. Failure to do so will leave the Referee liable to suspension and / or such penalty as imposed by the Referees Association.

### **Suspended Until Decision**

- (e) Any player who is Sent Off during a Match is automatically suspended from taking part in any further matches including any Regular Season, Finals Series, trial, school, representative or premiership matches, until a decision has been handed down by the Judiciary or where an early plea has been entered then a decision has been handed down by the NHRU Judiciary Chairman.
- (f) Likewise, any player who is Sent Off during a school match, or in a match for another code (e.g. Rugby League), is automatically suspended from taking part in any further HJRU matches including any Regular Season, Finals Series, trial or representative matches, until a decision has been handed down by the relevant Judiciary.

### **Period of Suspension**

- (g) For the purpose of determining whether a player has served their Suspension, only Matches (excluding trial games) organized under the auspices of the Competition Manager and Representative Games (excluding trial games) organized under the auspices of NSWJRU, shall count.
- (h) The player may not participate in any matches (including trial, school, representative and premiership matches) during the term of their Suspension.
- (i) Wins on forfeit shall count towards the Suspension. If a Match is washed out due to wet weather or a Match is deferred, then these games will not be included as part of the Suspension.
- (j) The Judicial Committee may, in assessing the playing consequences of a sanction, apply the suspension to scheduled off-season, pre-season and/or “friendly” Matches, provided that the Player’s exclusion from those Matches would have, in the opinion of the Judicial Committee concerned, been a genuine and appropriate punitive consequence for the player.

### **Sin Binned Players in the Under 10 to Under 12 Age Groups**

- (k) A player sin binned in the Under 10 to Under 12 Age Groups shall spend a period of five (5) minutes off the field of play as determined by the referee. During this time, the player may be replaced. Time is calculated based on actual time (i.e. half time is counted).

### **Sin Binned Players in the Under 13 to Opens (Under 17 / Under 18) Age Groups**

- (l) A player sin binned in the Under 13 to Under 18 Age Groups will remain off the field of play for a period of ten (10) minutes. During this time, the player may NOT be replaced. Time is calculated based on playing time (i.e. half time is NOT counted).

### **Multiple Temporary Suspensions**

- (m) If any player is Sin Binned more than twice during the Regular Season and the Final Series of the current season, then upon the third Sin Binning the player will be given an automatic one (1) Round suspension without right of an appeal.
- (n) If any player is Sin Binned more than three times during the Regular Season and the Final Series of the current season, then upon the fourth and every subsequent Sin Binning the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.
- (o) Yellow Cards are accumulative throughout a season, and include trial matches, tournaments, representative fixtures, competition matches and final series.
- (p) A player being issued with three (3) yellow cards in a season automatically receives a one match suspension.
- (q) Upon being issued with a fourth yellow card the player automatically receives a one match suspension.
- (r) Upon being issued with a fifth yellow card the player is suspended until he/she appears before a Judiciary Committee. Under some competition rules a fourth yellow card requires the player to appear before a Judiciary Committee.
- (s) Yellow Cards are not subject to appeal, regardless if the card is issued for an individual or team offence.

### **Judiciary Procedure**

A junior player given a red card during a match will be required to appear before the Judiciary Committee or accept an Early Guilty Plea.

- (t) Following receipt of the referee's report, Judiciary Advice will be sent to the player's Club on Monday following the match. If an appearance at Judiciary is required, this will take place on Wednesday following the match or at the next convened Judiciary.

**THE HJRU WILL UTILISE THE NHRU JUDICIARY.**



## **BY LAW 30: PLAYING ENCLOSURE AND VENUE CONTROL**

### **AUTHORITY**

- (a) Directions given by any appointed Club Official or Ground Marshal, which are within the bounds of their authority, are to be obeyed, and if a dispute arises it should immediately be reported to the Club President or his delegate who is to decide on any further action.
- (b) If the venue for a Match is moved to a venue that is not the home venue for either Team playing, then the Team requesting the move shall be deemed to be the Home Team or where the Competition Manager has moved the venue then the first team on the draw will be deemed to be the Home Team.

### **CLUB APPOINTED OFFICIALS**

#### **Ground Marshal(s)**

- (c) At all Matches both Teams/Clubs are to provide a Ground Marshal
- (d) If a Team/Club does not provide a Ground Marshal, then the Team will be deemed to have forfeited the Match.
- (e) The Ground Marshal for a Team may be anyone who isn't the Coach, Manager or Trainer of the Team.
- (f) The Ground Marshal must be identifiable by wearing the yellow HJRU vest.
- (g) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be obeyed at all times.
- (h) If there is a difference between the decision of the Home Team Ground Marshal and the decision of the Away Team Ground Marshal, then the decision of the Home Team Ground Marshal shall prevail.
- (i) The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.
- (j) The Ground Marshals shall introduce themselves to the referee prior to the commencement of the Match and be responsible for rectifying any issues which are brought to their attention by the referee throughout the course of the Match.
- (k) The Ground Marshal provided by the Home Team shall ensure that the Away Team is made aware of the home ground changing, playing, medical, food and drink facilities available.
- (l) Both Ground Marshal must sign the team sheets of both teams at the end of the game.

- (m) Ground Marshal shall be responsible for: -
- i. the supervision of the venue and all appointed officials; and
  - ii. maintenance of and patrolling of the Playing Enclosure including the Ground Marshal of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and
  - iii. preventing the illegal entry of any person onto the Playing Enclosure; and
  - iv. assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
  - v. ensuring Assistant Referees/touch judges are not calling out or coaching the players; and
  - vi. ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
  - vii. managing the behaviour of participants within the Team Zone; and
  - viii. point of contact for all enquiries; and
  - ix. responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and
  - x. be familiar with, and have available, a copy of the HJRU Match Day Manual which includes the Rugby AU Medical and Safety Recommendations including the Rugby AU Protocol for Serious Injury & Concussion; and
  - xi. checking with the referee on the policy for attending injured players; and
  - xii. report any irregularities or breaches of the Competition Rules that they are unable to resolve to their Club President who will contact the Competition Manager to determine what further action, if any, should be taken; and
  - xiii. the implementation of this Competition Rule.
- (n) HOME TEAM GROUND MARSHAL(S) Home Team Ground Marshal(s) are also responsible for:
- i. setting up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and
  - ii. ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
  - iii. having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
  - iv. having access to an emergency list of contacts and addresses for:
    1. two (2) after hours doctors or local medical centre and / or facilities; and
    2. nearest public hospital and / or emergency facility; and
    3. the local Police and Ambulance.

## **PENALTIES**

- (o) Failure of a Team or Club Affiliate to comply with By Law 30 will result in a fine as decided by the HJRU Executive or loss of Competition points and/or any other fines or penalties as the HJRU Executive may at its absolute discretion see fit to impose.

## **BY LAW 31: CONTRAVENTION OF BY-LAWS**

Contravention of any of the By-Laws will be dealt with by the Hunter Junior Rugby Union Executive as may be appropriate. Clubs and/or Teams in contravention of these By-Laws may be, unless otherwise stated, liable to: -

- (a) be fined (not exceeding \$200) and/or placed on a bond (not exceeding \$1000); and/or
- (b) suffer loss of competition and/or club championships points; and/or
- (c) be expelled or suspended from the HJRU and/or it's competition; and/or
- (d) suffer any other penalty that the HJRU Executive may see fit to impose

## **APPENDIX A: ALL DISPENSATION POLICY AND PROCEDURE**

### **AGE GRADE DISPENSATION**

- [Size for Age Guidelines](#)
- [Age Grade Dispensation Procedure](#)
- [Age Grade Dispensation Flowchart](#)
- [Age Grade Dispensation Parent Guardian Consent Form](#)
- [Age Grade Dispensation Assessing Coach Report](#)
- [Size for Age FAQs](#)

### **MIXED GENDER DISPENSATION**

- [Mixed Gender Dispensation Procedure](#)
- [Mixed Gender Assessing Coach Report](#)
- [Mixed Gender Dispensation Flowchart](#)
- [Mixed Gender Consent Form](#)

### **SENIOR RUGBY DISPENSATION**

- [Senior Rugby Dispensation Procedure](#)

- [Senior Rugby Assessing Coach Report](#)
- [Senior Rugby Dispensation Flowchart](#)
- [Senior Rugby Dispensation Consent Form](#)

## DOCUMENTATION COMMON TO DISPENSATION PROCEDURES

- [Schedule B - Exception for Front Row Dispensation Form](#)
- [Junior Age Grade/Senior Rugby Guidelines Table](#)

## DISABILITY DISPENSATION

- [Disability Dispensation Procedure](#)
- [Disability Dispensation Assessing Coach Report](#)
- [Disability Dispensation Consent Form](#)

## ASSESSING COACH PROGRAM

Coaches can enrol in the Assessing Coach Program via the [Rugby Learning Centre](#).

Key information on Assessing Coach Programs can be found here:

- [Assessor Coach Checklist](#)
- [Peak Height Velocity - Maturity Offset Table](#)
- [Age Grade Dispensation Procedure Testing Protocols](#)
- [Skills and Drills Matrix](#)
- [Physical Fitness Tests Normative Data](#)
- [Mandatory Assessment Guidelines for Male and Female Players](#)
- [Peak Height Velocity Calculator\\*](#)

*\*May assist you calculating the participants peak height velocity if you are not using the online version of the Assessor Coach Report.*

## APPENDIX B: PATHWAY LAW SUMMARY

### LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
<b>Player Numbers</b>	7		7	10	12		15
<b>Playing Area</b>	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
<b>Playing Time</b>	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
<b>Ball size</b>	Size 2		Size 3		Size 4		Size 4
<b>Conversions</b>	No		Optional In front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
<b>Kick-off</b>	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
<b>Restart after score</b>	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
<b>Kicking</b>	No		No		Yes		Yes
<b>Tackle</b>	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
<b>Lineout</b>	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
<b>Lineout receiver</b>		Must pass		Must pass		All options	
<b>Scrum</b>	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
<b>Scrum half</b>		Must pass		Must pass		All options #8 moves illegal	
<b>When is Lineout and Scrum over?</b>	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
<b>Penalty Kicks and Free Kicks</b>	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

### COMMON PATHWAY LAWS FOR U6 TO U12

<b>Player Numbers</b>	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.		
<b>Scrum</b>	Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. Defending scrum-half can't go past midline and cannot leave scrum.		
<b>Scoring</b>	No Drop Goals No Penalty Goals	<b>Tackle</b>	Slings tackles, fending to the head and squeeze ball illegal
<b>Lineout</b>	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	<b>Foul Play</b>	Yellow card = 5 minutes A player given a Yellow card or Red card may be replaced

## **APPENDIX C: BLUE CARD AND CONCUSSION**

### Rugby Australia Concussion Management Procedure

- [Rugby Australia Concussion Management procedure \(table\)](#)
- [Rugby Australia Concussion Management Medical Doctor Information](#)
- [Concussion Management Flow Chart](#)
- [Rugby Australia Head Injury Fact Sheet](#)
- [Rugby Australia Referral & Return Form](#)
- [Rugby Australia Concussion Management checklist – Player](#)
- [Rugby Australia Concussion Management checklist – Club/Team Manager](#)
- [Rugby Australia Concussion Management checklist – Competition Manager](#)

Other documents and forms can be found at –

[www.hunterjuniors.com.au](http://www.hunterjuniors.com.au)

<https://www.rugbyau.com/about/codes-and-policies/all-codes-and-policies>