



**CENTRAL WEST
RUGBY**

CWRU INC COMPETITION BY-LAWS

April 2022

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CENTRAL WEST RUGBY UNION INCORPORATED

BY-LAWS

These By-Laws govern the conduct of the playing of the various Competitions and other rugby conducted by and with CWRU and constitutes the Competition Rules.

BY-LAW 1 DEFINITIONS

(1) In these By-Laws, except where the context otherwise requires, the following terms have the meanings given:

Appeals Sub-Committee	Means the Appeals Sub-Committee of the Union
Association	Means CWRURA
Board	Means the Board of CWRU
CTA	Means Club to Appoint
Competition Matches	Means matches played in competitions conducted by CWRU but does not include Finals Series Matches
CRU	Means the Country Rugby Union of New South Wales
CWRU	Means Central West Rugby Union Incorporated
CWRURA	Means Central West Rugby Union Referees Association
Finals Series Matches	Means Preliminary Semi-Finals, Semi-Finals, Final and Grand Final and does not include competition matches
Judiciary Sub-Committee	Means the Judiciary Sub Committee of CWRU
NSWRU	Means New South Wales Rugby Union
Participant	Means any player, referee, assistant referee or other match official, a selector, coach, trainer, manager or other team official, any individual involved in the organisation, administration or promotion of Rugby Football including but not limited to a director, other officer or employee of Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, and any Rugby Union Club or other body in membership with or affiliated to a Member Union or Affiliated Union
Person	Includes any incorporated body

RA	Means Rugby Australia
Rugby Body	Means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union Club or other body in membership with or affiliated to a Member Union or Affiliated Union
Rugby Xplorer	Means the administrative tools provided by Rugby Australia to register players and manage competitions
Rules	Means the Rules of CWRU as applicable from time to time
The Union	Means Central West Rugby Union Incorporated
WRB	Means the World Rugby Board

BY-LAW 2 LAWS OF THE GAME

- (1) Matches shall be played in accordance with the Laws of the Game as set down by World Rugby and the Rulings thereon as recognised by CWRURA.

BY-LAW 3 CODE OF CONDUCT

This code of conduct for participants is to be read in conjunction with the Rules and the other By-Laws of the Union. All participants, coaches, referees, administrators, parents, club members, spectators and all other volunteers are bound by the Code of Conduct.

The Code Of Conduct appears in the Resources Section of the CWRU Web Page and on the attached link;

<https://d26phqdbpt0w91.cloudfront.net/NonVideo/999e923c-f9ce-4396-431c-08d96222fb24.pdf>

BY-LAW 4 THE COMPETITIONS

- (1) The Competitions shall be named the CWRU Competitions but, the Board may, at its absolute discretion include the name of a sponsor within the name of any Competition.
- (2) The Competitions shall be conducted among such affiliated Clubs and in such grades as is determined by the Board.
- (3) The allocation of team entries by Clubs to particular grades shall be at the discretion of the Board.
- (4) Entry of teams for the Competitions to be conducted each season shall be lodged with the Chief Executive Officer at a date as is determined by the Board from time to time.
- (5) No team nominations can be accepted from a Club for any coming season unless and until a Club has discharged all financial obligations to CWRU from any previous season.
- (6) New clubs to the competition shall not be liable for any penalty for late nominations if such nominations are received within 28 days of the Club being granted admission by the Board.

BY-LAW 5 METHOD OF CONDUCTING COMPETITIONS

The competition(s) shall be carried out in the following manner:

- (1) The competitions will be conducted in one or more divisions and with grades in each division being determined at the discretion of the Board. The allocation of team entries by Clubs to the various divisions and grades shall be at the discretion of the Board. **Colts will play as per normal Competition Rules, however, where these rules are not applicable, they will play under Appendix 1. Women will play as per normal Competition Rules, however, where these rules are not applicable, they will play under Appendix 2.** Position of teams on each competition table shall be determined by competition points.
- (2) A team will earn four points for a win, and two points for a draw.
- (3) A team scoring four (4) or more tries in a competition game shall also receive one (1) additional point, regardless of whether the teams wins or loses.
- (4) A team losing by seven (7) points or less in a competition game shall receive one (1) additional point.
- (6) In the event of a forfeit the team receiving the forfeit shall be awarded a win with a bonus point and a score of 56 – 0 and the forfeiting team shall be deemed to have lost the game by that same score.
- (7) In the event of two or more teams being equal in competition points for any position on the competition table at the conclusion of the last round:
 - (i) The team with the higher number of wins shall be deemed to have finished in the higher position.
 - (ii) Where wins are equal between teams the position shall be determined on the basis of the least number of losses.
 - (iii) Where wins and losses are equal between teams the position shall be determined on the basis of percentage of points scored for and against (points for divided by points against), with the team with the highest percentage being the higher team.
- (8) All matches in any competition shall be played at such times on such days and at such venues as the Board may determine when approving the draw for that competition, where:
 - (i) with the Chief Executive Officer's permission, opposing Clubs agree to play on an alternate date or venue. For such permission to be granted, a written agreement from both clubs must be received by the Chief Executive Officer, at least five (5) days before the proposed fixture; or
 - (ii) circumstances are such that the Chief Executive Officer determines that the conditions relating to the conduct of the match as laid down by the Board or as set by RA cannot be fulfilled, in which case the time, date or venue of the match may be changed in such a manner as the Chief Executive Officer determines.
- (9) At the conclusion of the rounds of any competition, the team with the highest number of points shall be deemed to be the Minor Premier.

- (10) The number of teams in the semi-finals series in each competition shall be four unless determined otherwise by the Board at the commencement of the relevant season.
- (11) When both semi-finals in a competition are played on the same weekend:
 - (i) the qualifying semi-final shall be played on Saturday and the elimination semi-final on Sunday; and
 - (ii) likewise the major semi-final shall be played on Saturday and the minor semi-final on Sunday.
- (12) The major semi-final in any competition shall be hosted by the team placed first at the completion of the regular season and 1st grade and will be played against the team placed second. The minor semi-final shall be hosted by the third placed team at the conclusion of the regular season and will be played against the team ranked fourth at the completion of the regular season.
- (12) The venue for the Grand Final will be awarded to the Club winning the 1st grade major semi-final and will be played against the winner of the final.
- (13) Notwithstanding the above provisions the Board may in its absolute discretion determine the venues of semi-finals, finals and grand finals in any competition where it determines that special circumstances exist and any such decision of the Board shall be final.
- (14) In any Semi-Final or Final, if the score is equal at full time two extra periods of five minutes each way with no half time interval shall be played. If the score is still equal after such extra time, the team occupying the higher position in the competition as determined in accordance with this By-Law shall be deemed the winner.
- (17) In the 1st Grand Final, if the score is equal at full time two extra periods of ten minutes each way with a 2 minute interval will be played. All other Grand Finals will play 5 minutes each way with a 2 minute interval. If the score is still equal after extra time, the teams shall be declared Joint Premiers.
- (18) The Club Championship in the Major Competition shall be awarded to the Club with the greatest combined total of points from 1st, 2nd, Colts and Women's at the conclusion of the Competition rounds. The Club Championship in the Tier 2 Competition shall be awarded to the Club with the greatest combined total of points from the 1st and 2nd Grade Competitions.

BY-LAW 6 FORFEITS

- (1) In the case of a forfeit in any grade the offending Club at the discretion of the Board, may be liable to a financial penalty.
 - (i) A forfeit from any Tier 1 Club will be \$250.00 paid to the non-offending Club.
 - (ii) A forfeit from any Tier 2 Club will be \$150.00 paid to the non-offending Club.
 - (iii) A forfeit from any Club in Tier 3, Women's and Colts will be \$100.00 paid to the non-offending Club
- (2) Any Club who continually forfeit a team will have their participation in the 2022 Competition reviewed by the Board.

BY-LAW 7 PLAYERS ELIGIBLE FOR THE COMPETITIONS

- (1) A player shall be eligible to participate in the CWRU competitions when the player has complied with the registration conditions as per By-Law 8.
- (2) A player shall not, except with the permission of the Board:
 - (i) Play for more than one club in the same season.
 - (ii) Be eligible to play in any Semi-Final, Final or Grand Final unless they have played in five competition matches (or one third of available competition matches) on different days for their club, and such player may seek such permission from the Board only after having played three such matches.
 - (iii) Be eligible to play in any Semi-Final, Final or Grand Final in any particular grade if they have played in a higher grade on three or more of their last five competition matches.
- (3) The provisions of clause (7.2.iii), shall not be binding on a player whose club has two or more teams in successive grades in semi-finals, finals and grand finals. In such case, players shall be eligible for selection in the next grade lower than the one for which they would otherwise be eligible under clause (7.2.iii), provided:
 - (i) The higher grade in each case is selected only from players who are ineligible for selection in the lower grade(s); and
 - (ii) The club submits the names of those players who wish to be granted eligibility under this clause to the Chief Executive Officer at least five (5) days prior to the commencement of the final series.
- (4) No transfer of any player between Clubs will be permitted unless a written clearance application has been received by CWRU by 12 midday on the date which is five weeks before the date of the first semi-final matches in the competition or competitions in which the transferee Club is engaged.
- (5) Any player selected in any CWRU Representative Squad who fails to fulfill any representative commitment including trials, without the permission of the Head Coach of the squad, shall be ineligible to participate in CWRU competitions for two (2) matches not including forfeits or byes.
- (6) A Member of the Union as defined in Rule 5 of the CWRU Constitution, an Office Bearer, or any other Official of CWRU, shall not apply duress or undue pressure upon any player to accept or reject an invitation to play representative football.
- (7) Any Club which contravenes, or causes any other participant to contravene, any provision of paragraphs (5) or (6) of this By-Law shall be deemed to lose the match in which the player takes part.

BY-LAW 8 REGISTRATION OF PLAYERS AND CLUB OFFICIALS

- (1) Every Club must register each of its players with the Union for each calendar year, and only such players so registered are eligible to take part in matches controlled by the Union or associated bodies. Registration of each player is to be affected as provided for in the following paragraphs.
- (2) Except as provided in paragraphs (5) and (6) below, registration of a player occurs once the Club has obtained on or after 1st January each year a correctly completed RA registration for

the player and that information has been correctly entered in the Rugby Xplorer Registration data base and the player plays in a competition game.

- (3) Registration in accordance with paragraph (2) above is to be affected as follows:
 - (i) If a player is re-registering with a club via the RA Rugby Xplorer system, the player is registered when the player has:
 - (a) made any necessary alterations to the information, and;
 - (b) agreed to the terms and conditions, and;
 - (c) the information is entered in the Rugby Xplorer Registration data base via the ID number indicated on the form.
 - (ii) If a player is registering with a Club subsequent to a clearance from another Club, is new to Rugby or does not otherwise have a current Rugby Xplorer ID number, the player must complete a RA on-line registration and the Club must determine that the player can be registered with the Club, the correct Rugby Xplorer search procedures must be used and the new registration must be then entered in the Rugby Xplorer Registration data base.
- (4) All players are to be registered in Rugby Xplorer before playing in any match.
- (5) Where a player has previously played for another junior or senior club, outside the local Union, such player shall **NOT** be eligible for registration until;
 - (i) the RA clearance has been approved by his/her previous club and Union.
- (6) In the event of an WRB clearance being required the previous overseas club and National Union are required to send the clearance to RA. CWRU will advise the club upon receipt of the WRB Clearance and then, only after all this will the player be eligible to be registered in the Rugby Xplorer Registration data base.
- (7) Where a Club plays a player and it is later found that the player is registered with another Club or is ineligible for registration because of suspension or other reason, the Club will immediately notify the Union in writing of the circumstances.
- (8) Any Club playing a player not registered in accordance with these By-Laws will:
 - (i) On the first offence, forfeit any competition points gained for any matches in which that player played whilst unregistered.
 - (ii) On the second and subsequent offences for the offending Club in any season: forfeiture of any competition points gained for any matches in which a player played whilst unregistered.
- (9) Each club shall register in Rugby Xplorer all persons who are involved in the running of the club. No person should enter the playing enclosure during a match unless they are registered.

BY-LAW 9 MATCH DAY REQUIREMENTS

9.1 GROUND ARRANGEMENTS

- (1) The home Club shall appoint a Ground Manager whose duties include supervision and proper dressing of the grounds with flags, corner posts etc, before commencement of play, their removal after play.

- (2) The playing enclosure must be fenced off by the home Club, parallel to and, where possible, ten (10) metres from both lines of touch. Fence lines, at the very least, must not be within five (5) metres of both lines of touch.
- (3) The Ground Manager shall also prevent unauthorised persons from entering the playing enclosure. The only persons allowed in the playing enclosure are:
 - (i) Ground Manager
 - (ii) Referee
 - (iii) Two (2) Assistant Referees
 - (iv) Maximum two (2) Ball Persons per touch line
 - (v) Players
 - (vi) Six water runners wearing the sky blue vest
 - (vii) One first aid person wearing the red vest
 - (viii) Each team's coach
 - (ix) Ground marshals
 - (x) Such other persons as the Board from time to time may permit.
- (4) No persons other than those wearing the sky blue/red vest and match officials are permitted to enter the field of play.
- (5) For Representative Matches the Chief Executive Officer shall appoint a ground manager. For a Final Series Match, the relevant club shall appoint a Ground Manager in consultation with the Chief Executive Officer.
- (6) Teams shall be responsible to provide their own qualified medical or first-aid attendant for all matches including Final Series matches. In the case of a major injury or an injury beyond the capabilities of the first-aid attendant, play shall be stopped until adequate medical attention is obtained and the injured person can be removed safely from the playing field.
- (7) The home Club, including grounds on which a final series match is played, shall provide a suitable stretcher and cervical collar to be available near the line of touch during all matches.

Note: Jordan Lifting Frames are not suitable as stretchers but are designed to lift patients onto stretchers for carrying.
- (8) The home Club, shall provide seating for the first-aid attendants at the fence line of the playing enclosure.
- (9) Any person inside the playing enclosure during the match shall refrain from coaching players on field. Failure to comply may lead to expulsion from the playing enclosure by the Ground Manager, Referees or Officials of the Union.
- (10)
 - (i) Each Club shall appoint a Ground Marshal for each match.
 - (ii) The Ground Marshal must wear the official CWRU Ground Marshal vest.
 - (iii) The Ground Marshal from each Club shall introduce himself/herself to the other Ground Marshal and Ground Manager prior to the start of a match.
 - (iv) Each Ground Marshal shall be responsible for spectator/crowd control and their instructions/directions shall be obeyed at all times.
 - (v) The Ground Manager is responsible for ensuring that Ground Marshals are in place prior to the commencement of any match.
 - (vi) A match may not be permitted to commence if Ground Marshals are not in place.
- (11) It is the duty of the Ground Manager, Referees or Officials of the Union to report to the Chief Executive Officer any instances of misconduct or contravention of any of the clauses above.

Any person failing to obey any proper instructions of the Ground Manager/Ground Marshals may be liable to citing under Rule 16 (j) of the CWRU Constitution.

- (12) The Ground Manager must wear the official CWRU Ground Manager vest at all times throughout the day.

9.2 APPOINTMENT OF REFEREES

- (1) The CWRURA shall, where possible, appoint a Referee to each match under the control of the Union.
- (2) In the event of a Referee so appointed not attending within 15 minutes after the time set down for the game to commence a qualified Referee shall be appointed by the Captain of the opposing team, or failing appointment by the Captain, by the Captain of the home team, and the game shall proceed.
- (3) The match shall be forfeited by the home team in the event that a qualified referee is unable to be appointed as per clause (1) or (2),
- (4) In the event of the Referee appointed as per clauses (1) and (2) being unable to act through illness or injury, a substitute shall be appointed for the remainder of the match as laid down in clause (2) hereof, except that in case of the Captains not agreeing the retiring Referee shall appoint a substitute or, if he is unable to do so, the Captain of the home team shall do so subject to that referee being suitably qualified.
- (5) The Chief Executive Officer shall refer any complaints on the grounds of incompetence or misconduct of a Referee to the CWRURA.

9.3 APPOINTMENT OF ASSISTANT REFEREES AND BALL PERSONS

- (1) In all matches except Final Series Matches, each Club shall appoint Assistant Referees - one by each Club and ball persons - two by each Club. Clubs shall not be required to supply Assistant Referees in matches where the CWRURA has appointed the Assistant Referees.
- (2) For all matches the Assistant Referees and ball persons shall appear in distinctive football uniform or tracksuit. The Referee shall inform the CWRU as to whether or not their Assistant Referee was correctly attired.
- (3) For Final Series Matches in all grades, the CWRURA shall appoint Assistant Referees and such appointment shall be made from members of that Association and/or accredited Assistant Referees from the clubs.
- (4) All Assistant Referees appointed pursuant to this clause of the By-Law shall have at least a Level 1 Referee or Assistant Referee accreditation. Clubs are strongly recommended to make all attempts to have appropriately qualified Assistant Referees.

9.4 FOOTBALLS

In all competition matches arrangements must be made by the Home Clubs concerned to supply and maintain 3 footballs of the same type as approved by the Union. One to be used as the match ball and an extra football is to be available on each touch line, and may be brought into play unless the Referee otherwise directs.

9.5 PLAYERS / CLUB UNIFORMS

- (1) Players must appear in proper football uniform which shall consist of a jersey, with sleeves, football shorts and whole hose, all of which are to be in accordance with of the Club's registered colours, and appropriate boots or shoes.
- (2) Each jersey shall be correctly numbered from 1 to 15 and worn by the player allocated that number in the program.
- (3) Reserve players must also appear in proper football uniform with each jersey correctly numbered with a number other than one which is already on the field.
- (4) Club-appointed Assistant Referees shall:
 - (i) appear in distinctive football uniform or tracksuit as set out in By-Law 9.3 (2).
 - (ii) present himself or herself to the referee before the commencement of each game, and
 - (iii) not consume food or beverages during the course of a game.
- (5) Club First Aid attendants shall appear in distinctive uniform, tracksuit, or medical uniform.
- (6) It shall be the duty of the Ground Manager, Officers of the Union, Board Members or Referee to report any infraction of this By-Law to the Chief Executive Officer.
- (7) A written application, including a coloured image of the jersey or strip, shall be submitted to the board by a new club or by an existing club wishing to alter the design of their jersey or strip. The Board will register the jersey and strip provided that it does not clash with the colours of another club under its control. All efforts are to be made by Clubs to not clash with the CWRURA Refereeing strip.

9.6 TIME OF COMMENCEMENT OF MATCHES

- (1) Matches in the competition rounds shall commence at such time(s) determined by the Board from year to year.
- (2) Semi-Finals, Finals and Grand Finals will commence at times determined by the Board of CWRU.
- (3) Any team which does not take the field to commence a match within 15 minutes of the time officially directed shall be deemed to have forfeited such match.
- (4) A Club may also be liable to a fine in accordance with By-Law 6, unless a satisfactory reason for the delay which caused the forfeiture pursuant to paragraph (3) above has been given to the Union.

9.7 DURATION OF MATCHES

- (1) Matches shall be played in two periods as set out below with an interval of not more than five (5) minutes. Women`s Competition will be played with a 2 minute interval at quarter and three quarter time, and a five minute interval at half time.

First Grade:	40 x 40 Minutes – Time off for injury
Second Grade:	35 x 35 Minutes – No time off for injury
Third Grade:	30 x 30 Minutes – No time off for injury
Colts:	30 x 30 Minutes – No time off for injury

1st Tier Womens: 25 x 25 Minutes – No time off for injury
2nd Tier Womens: 20 x 20 Minute – No time off for injury

- (2) In all semi-finals, finals and grand finals the duration for matches will be as in 9.7 (1) with the addition of time off for injury in all grades.

9.8 TEAM NUMBERS

The minimum number of players for a team to commence a game shall be ten (10) and for the 2nd Tier Women's Competitions 6, and any team unable to supply the minimum number of players for a game is considered to have forfeited that game.

9.9 AUTHORIZATION OF GAMES

Clubs must notify the Chief Executive Officer, at least seven days beforehand (or within such lesser time period as the Chief Executive Officer permits) of:

- (1) Any trial matches to be played against other Clubs (whether or not from the Union).
- (2) Any matches to be played against touring teams or selections of players other than from the Club's own members.
- (3) In any tournaments not controlled by the Union in which the Club proposes to play.

BY-LAW 10 PLAYING REQUIREMENTS

10.1 USE OF COMMUNICATION DEVICES

- (1) The use of 2 way radios or other similar device to communicate to a non-playing person or persons inside the playing enclosure is allowed.
- (2) At no time during a match must an active player be given a communication device whilst inside the playing enclosure.
- (3) Any club failing to comply with Clause (2) shall be liable to a fine.

10.2 STOPPING OF PLAY

- (1) The Referee shall not hold up the game for trivial causes.
- (2) Any player requiring to repair bootlaces, fix clothing or dressings, or undertake any gear adjustments, during the progress of a match shall retire to the touchline to do so, and the game shall continue during his/her absence.
- (3) The Referee shall not whistle for a stoppage of play for an injured player unless paragraph 4 below applies. The injured player, shall be attended to by a first aid attendant on the field of play and play will continue while the player is being treated.
- (4) The Referee shall only whistle for a stoppage in play for an injured player if:
 - (i) The referee considers that the player's injury is of a serious nature and requires urgent medical treatment, or
 - (ii) The player injured or being treated is in a position that would interfere with the course of play, or

- (iii) The injured player is a front-rower and a scrum has been called.
- (5) The Referee shall, without holding play up, allow first aid attendants to enter the playing enclosure and field of play to treat an injured player(s).
- (6) Water runners may only go onto the field for dispensing drinks when the Referee has stopped play. Water runners MUST NOT be allowed on the ground after a Penalty or Free Kick has been awarded by the referee.
- (7) The water runner must not be the team coach of the Club concerned.
- (8) Water runners must retire to the seats provided after rendering assistance to a player(s) and must not remain standing on the sideline or dead ball line, nor follow the play.
- (9) Club First Aid attendants shall wear the red CWRU vest.
- (10) It is the duty of the Ground Manager, Referees or Officials of the Union to report to the Chief Executive Officer any instances of misconduct or contravention of the above.
- (11) Any person failing to obey any proper instructions of the Ground Manager may be liable to citing under Rule 16 of the Rules.

10.3 SUBSTITUTION OF PLAYERS AND UNCONTESTED SCRUMS

- (1) Rolling Substitution – Number of Substitutions
A maximum of eight (8) interchange per team per match will be allowed for all 1st grade Competitions. The 2nd Grade Competitions will be entitled to unlimited substitutions per team per match.
- (2) The 3rd Grade competition will be entitled to unlimited substitutions during the regular season and the Finals series.
- (3) Oilsplus Cup, South West Fuels Cup, Colts and Women`s Competitions will be entitled to unlimited substitutions during the regular season, and the Finals series.
- (4) Substitutions under Law 3.14(a) shall include **any time one player substitutes another player from the same team**, including for injury. Within the maximum number of team substitutions, there is no restriction on the number of times an individual player can be substituted or return to the field.
- (5) Exceptions
 - (a) Substitution – Blood
 - (i) If a player has a blood injury and is temporarily replaced by another player that does **NOT** count as a substitution.
 - (ii) If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does **NOT** count as a substitution.
 - (iii) If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that **IS** a substitution. The blood player is considered injured.
 - (iv) Should a team use up its maximum number of substitutions while one of their players has been temporarily replaced for blood, and the blood player cannot return to the field within the permitted time, the temporary

replacement will be required to leave the field at the conclusion of the permitted time i.e. the team plays one player short.

- (b) Temporary Suspension – Yellow Card
 - (i) When a player is temporarily suspended (yellow card) and leaves the field of play that is **NOT** a substitution.
 - (c) Temporary Suspension – Yellow Card – Front Row Player
 - (i) When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does **NOT** count as a substitution.
 - (ii) If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does **NOT** count as a substitution.
 - (iii) Player B returning to the field of play is also **NOT** a substitution.
 - (iv) If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that **IS** a substitution.
 - (v) Player B returning to the field of play to substitute another player during the period of temporary suspension **IS** a substitution.
 - (d) Send Off – Red Card
 - (i) When a player is sent from the field of play (red card) that is **NOT** a substitution.
 - (e) Send Off – Red Card – Front Row Player
 - (i) When a scrum is ordered after the sending off of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does **NOT** count as a substitution.
 - (ii) Player B returning to the field of play to substitute another player **IS** a substitution.
- (6) Any player substituted due to injury (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day. **At matches where there is no match doctor available, the Referee remains** responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.
- (7) After the maximum number of substitutions has been made, no other substitutions will be allowed for any reason, except for an **injury to a front-row player** where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.
- (8) Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team or after a try has been scored **shall not be permitted to kick at goal until after the relevant kick has been taken.**
- (9) Contested and Uncontested Scrums
- (a) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.
 - (b) Should a team not be able to meet this obligation for any reason during a game,

then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.

- (c) Should a team not have three suitably trained front row players to commence a game with contested scrums, then this team must play with one player fewer than would otherwise be allowed.
 - (d) 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.
 - (e) 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.
- (10) Blood Bin substitutions and substitutions under clauses (1) and (2) should be noted as such to distinguish from the allowable eight (8) or twelve (12) substitutions.

10.4 TEMPORARY SUSPENSION

- (1) Any player who is given a “Temporary Suspension” (Sin Bin) by the Referee shall sit with his/her team manager for a period of ten (10) minutes and shall not enter the playing area until permitted to do so by the Referee.
- (2) The ten (10) minutes suspension time only commences when the player leaves the playing enclosure.
- (3) The ten minutes suspension time shall be actual playing time and does not include injury time or half time.
- (4) The temporarily suspended player may not be replaced by another player, nor be available to replace an injured player. The exception to this is if the player is a front rower, in which case the suspended player is to be replaced by a suitably trained replacement, and the team captain must direct another of his players to leave the field for the duration of the temporary suspension. If a suitably trained front row replacement is not available, the match will continue with uncontested scrummages as per the Laws of the Game.
- (5) The team manager will record in Rugby Xplorer the player(s) who have received a “Temporary Suspension” (Sin Bin) during the match.
- (6) The Referee will report to the CWRURA 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 CWRU Referees Association.
- (7) Any player who is temporarily suspended (sin binned) from the field upon three (3) occasions within the one season shall be automatically suspended for a period of one (1) match. The Chief Executive Officer may notify a player’s Club when the player has received two yellow cards, in one season, and advise that an additional yellow card will result in the player receiving a one week “Automatic” suspension.
- (8) Any player, who has had five (5) “Temporary Suspensions” within the one season, shall receive an additional “Automatic” two (2) Week suspension. The Chief Executive Officer may notify the Club of the player’s suspension.

- (9) Any player who again is given a "Temporary Suspension" following a Two Week Suspension under clause (8) shall be deemed cited to appear before the Judiciary Sub-Committee.
- (10) Any player cited to appear before the Judiciary Committee under clause (9) shall be suspended until the player attends the Judiciary Committee hearing.
- (11) Temporary suspension serves as an automatic caution.
- (12) Temporary suspensions do not transfer to the next season.

10.5 MISCONDUCT AND PLAYERS SENT OFF THE FIELD

- (1) Any player who has been sent off by the referee shall not be permitted to remain with their team inside the playing enclosure. At the completion of a game in which a player has been sent off by the Referee, the club shall submit to the Referee the player's full name and Rugby Xplorer number.
- (2) The team manager will record in the Rugby Xplorer Match Day App mark any player(s) who have been sent off during the match.
- (3) Any Club not complying with clause (1) and (2) may for the:
 - (i) First offence be fined.
 - (ii) Second offence loss of competition points for the match concerned.
- (4) The Referee will report to the CWRURA the player(s) who was Ordered Off.
- (5) Any player who is ordered off (sent off) the field shall immediately be suspended from playing until the Judiciary Committee hears their case. The Chief Executive Officer shall notify the player's Club as soon as practicable of the date, time and place of the hearing.
- (6) Referees must provide a written send-off report for every incident in which a player is sent off the field of play. Where the player was sent off because of an Assistant Referee's report, the Assistant Referee also must provide a written send-off report. All send-off reports must be:
 - (i) in such form as prescribed by the CWRURA, or, if such a form is unavailable to the Referee or Assistant Referee, must contain all the particulars as prescribed by the CWRURA;
 - (ii) Sent to the Chief Executive Officer by 5:00pm on the Sunday after the player was sent off, who will then make the report(s) available to the player or his Club upon request.
- (7) A send-off report may be sent to the Chief Executive Officer by e-mail, or hand delivery. If sent by e-mail, the report need not be signed by the Referee or Assistant Referee provided the Chief Executive Officer is satisfied that it has come from or on behalf of the relevant Referee or Touch Judge.
- (8) The Chief Executive Officer may accept a late report where he is satisfied that it reasonable to do so.
- (9) If a send-off report has not been received in the prescribed form and manner, the Chief Executive Officer may, at his discretion:

- (i) Send the matter for hearing by the Judiciary Committee, regardless of the discrepancies in the form or manner of the report.
- (ii) Inform the player that he has no case to answer and therefore is not required to appear before the Judiciary Committee.
- (iii) Defer the Judiciary Committee hearing to enable the send-off report to be provided in the correct manner and, in that case, seek the Judiciary Committee's decision on whether the player's temporary suspension under clause (5) of this By-Law is to continue until the deferred hearing or is to be lifted until such hearing.

A Special Meeting will not be arranged to deal with a player who fails to attend a regular meeting of the Judiciary Committee unless there are special circumstances.

(10)

Any official or person cited to appear before the Judiciary Committee shall appear at such time and place as specified in the notice. Failure to appear shall result in such official or person being suspended from playing or holding any position in Rugby until the Official or player appears before the Judiciary Committee.

10.6 PLAYING DISQUALIFIED, SUSPENDED OR UNQUALIFIED PLAYER OR TEAM

- (1) Any Club knowingly playing a player or team while under suspension, disqualification or any ineligible or unqualified player or team shall lose the match in which suspended, disqualified, ineligible or unqualified player or team took part and such Club shall be referred by the Chief Executive Officer to the Judiciary by 5:00pm on the Monday following the match.
- (2) A Club or Member may protest against a Club for an infringement of Clause (1), such protest must be lodged in writing with the Chief Executive Officer within seven (7) days of the match in which the alleged infringement occurred.
- (3) A copy of any protest made under Clause (2) shall in every case be supplied by the Club or Member making the protest, within the same time period, to the Secretary of the Club against which the complaint is being made and the CWRURA who shall notify the Referee concerned.
- (4) The Chief Executive Officer shall refer any protest made under Clause (2) to the Judiciary for its determination.

BY-LAW 11 POST MATCH REQUIREMENTS

11.1 TEAM SHEETS

- (1) Each Club shall ensure a club official or team manager correctly fills in the Rugby Xplorer team and result sheet. The Match Referee shall return to the central table to review the team sheet at the completion of the match.
- (2) The official team sheet from the Rugby Xplorer shall contain:
 - (i) The surname, first name initial and Rugby Xplorer registration number.
 - (ii) The Club, venue, grade and date of the match.
 - (iii) Scoring details for each player who scored.
 - (iv) The result of the match.

- (v) Name(s) of any player sin-binned or sent off and reason for the action. This is to be recorded under the "INCIDENTS" tab on the Rugby Xplorer team sheet.
 - (vi) Notes about any allegations of biting or other instances of foul play that haven't been able to be acted upon by the match officials which may be referred to at a later date
- (3) The Rugby Xplorer team sheet is to be submitted via the App within 2 hours of the completion of play.

11.2 NOTIFICATION OF RESULTS

- (1) The home Club must submit all results in Rugby Xplorer by 7:00pm on the day of the match or at the conclusion of matches if matches are played at night.

BY-LAW 12 RULES RELATING TO JUDICIARY, CITINGS AND APPEALS SUB-COMMITTEES, AND SUSPENSION OF MEMBERS

- (1) The CWRU Judiciary, Citings, Member Misconduct and Appeals and all information pertaining to this are carried out in accordance with the Rugby Australia Disciplinary Rules.

<https://d26phqdbpt0w91.cloudfront.net/NonVideo/610df2d7-5c8d-4524-a1d3-08d8f9623e03.pdf>

APPENDIX 1

CWRU 2022 COLTS COMPETITION GAME DAY GUIDELINES

Both team Coaches must ensure that any decision made between them is in the best interests of ALL Players and in accordance to the Spirit of Rugby.

Note: The terms "offending team" and "non-offending team" are used below in order to neutrally and accurately describe certain situations which may arise in games and are not intended to be critical or derogatory of any club or team.

Pursuant to the CWRU INC COMPETITION BY-LAWS 2022 all Colts aged games are played as normal matches, however, where ONE team has less than fifteen (15) players, the following Competition Rules will determine the conduct of each match.

CWRU Colts Competition 2022 Game Guidelines

1. Under 18 age limit applies at all times. (*ie to be eligible, any player must turn 18 In, or remain under the age of 18 in the calendar year.*)
2. Subject to the conditions set out below, a club may play with 10 or more players.
3. In the event that a club ("the offending team") has 10 or more players, but less than 15 players, available to start a game, the offending team may:
 - a. Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions;
 - i. If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 10 players, the referee will call full time and the non-offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game;
 - ii. If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 6 as set out below will apply;
 - iii. If at any stage during the agreed time of the game a team is reduced to less than 14 players but still has at least 10 players, the game will continue;

OR

- b. Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:
 - i. Reduce the number of players on the field at any one time to the same number as the number of players for the offending team, subject to the following:

- the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below);
- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for; and
- the offending team must play all available players.

OR

- ii. Lend the offending team a sufficient number of players to enable 15 players to participate for each team in the game, subject to the following:
 - the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for; and
 - the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).
4. The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game
5. The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 15 players.

Front Row / Scrum

6. In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
7. Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
 - i. a minimum of 5 players from each team shall be required in any scrum;
 - ii. a minimum of 8 players will be required from each team in a scrum when the offending team consists of 14 or 15 players; and
 - iii. a minimum of 6 players will be required from each team in a scrum when the offending team consists of 13 players.

Rolling Substitutions

8. There is no limit to the number of substitutions which can be made by a team during a game, subject to the requirement that a team cannot nominate more than 23 players for any game.

APPENDIX 2

CWRU 2022 WOMEN'S COMPETITION GAME GUIDELINES

Guiding Principles.

The principles and goals of these guidelines are to:

- encourage competitive games each weekend;
- foster rugby within the Central West zone;
- promote good sportsmanship;
- minimise forfeits; and
- appropriately manage player welfare at all times.

Unless otherwise mutually agreed, Tier 2 Women's Competition games will be 10 a side but played under 15-a-side Laws. The Tier 1 Competition will be 15 a side.

Note: The terms "offending team" and "non-offending team" are used below in order to neutrally and accurately describe certain situations which may arise in games and are not intended to be critical or derogatory of any club or team.

A standard Tier 1 Competition game will be 15 players per team with rolling substitutions.

In the event that a club ("the offending team") has 10 or more players, but less than 15 players, available to start a game, the offending team may:

- a. Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions;
 - i. If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 10 players, the referee will call full time and the non-offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game;
 - ii. If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 6 as set out below will apply;
 - iii. If at any stage during the agreed time of the game a team is reduced to less than 14 players but still has at least 10 players, the game will continue;

OR

- b. Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:
 - i. Reduce the number of players on the field at any one time to the same number as the number of players for the offending team, subject to the following:
 - the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below);

- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for; and
- the offending team must play all available players.

OR

- ii. Lend the offending team a sufficient number of players to enable 15 players to participate for each team in the game, subject to the following:
 - the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for; and
 - the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).
9. The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game
10. The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 15 players.

Front Row / Scrum

11. In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
12. Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
 - i. a minimum of 5 players from each team shall be required in any scrum;
 - ii. a minimum of 8 players will be required from each team in a scrum when the offending team consists of 14 or 15 players; and
 - iii. a minimum of 6 players will be required from each team in a scrum when the offending team consists of 13 players.

Rolling Substitutions

13. There is no limit to the number of substitutions which can be made by a team during a game, subject to the requirement that a team cannot nominate more than 23 players for any game.

A standard Tier 2 Competition game will be 10 players per team with rolling substitutions, however, subject to the conditions set out below, a club may play a competition game with 6 or more players.

- (1) In the event that a club ("the offending team") has 6 or more players, but less than 10 players, available to start a game, the offending team may:

Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions;

If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 6 players, the referee will call full time and the non-offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game;

If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 4 as set out below will apply;

If at any stage during the agreed time of the game a team is reduced to less than 10 players but still has at least 6 players, the game will continue;

OR

- (2) Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:

- i. Reduce the number of players on the field at any one time to the same number as the number of players for the offending team, subject to the following:
 - the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 6 below);
 - the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for; and
 - the offending team must play all available players.

OR

- ii. Lend the offending team a sufficient number of players to enable 10 players to participate for each team in the game, subject to the following:
 - the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for; and
 - the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 6 below).
- (3) The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game.
- (4) The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 10 players.

More than 10 Players

- (1) In the event that both Clubs have a high number of players available, provided both Clubs are in complete agreeance, both Clubs can elect to play with more than 10 players per team on the field. The number of players on the field at any one time must be agreed upon and maintained for the period of the entire game. Ie – If both Clubs agree, the game can go ahead with 12 v 12 for the entire course of the game. In this example you expect that both clubs have a match day squad (more than 12 players) that will cover any injuries thus ensuring the game is played as 12 v 12 for the total 40 minutes.

Front Row / Scrum

- (5) In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
- (6) Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
 - i. a minimum of 5 players from each team shall be required in any scrum;
 - ii. a minimum of 5 players will be required from each team in a scrum when the offending team consists of 8 or 9 players; and
 - iii. a minimum of 3 players will be required from each team in a scrum when the offending team consists of 6 or 7 players.

Rolling Substitutions

- (7) There is no limit to the number of substitutions which can be made by a team during a game.