

CENTRAL WEST JUNIOR RUGBY UNION

Competition Rules



Prepared by: Jarrod Simpson

CWJRU Competition Laws: Passed by SGM 9th September 2020

Review Date: March 2021

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Definitions

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

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

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

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

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

“Competition Manager” is the person appointed by the Union to oversee the management of the competition.

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

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

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

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

“CWJRU” is the Central West Junior Rugby Union.

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

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

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

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

“NSWRU” is the New South Wales Rugby Union.

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

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

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

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

“Rugby” means rugby union football.

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

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

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

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

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

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

“Specific Union” means the governing body of the competition.

“WR” means World Rugby.

1. Preamble

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

This Competition, as with all competitions played under the auspices of Central West Junior Rugby Union Incorporated (hereinafter referred to as CWJRU), are amateur competitions. All Participants in the Competition are to be made aware of the:

- a) [WR Playing Charter](#); which includes the:
- b) [Principles of the Game](#)
- c) [Principles of the Laws](#)

All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser CWJRU and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

The CWJRU is an organisation that is responsible for the growth and development of junior Rugby Union in the Central West. The CWJRU aims to provide junior rugby union in a safe and respectful environment and maximise player involvement. As an organisation we aim to be the starting point for a lifelong involvement in the game of Rugby Union.

2. Laws of the Game

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

- 2.1 [Under 19 Variations](#)
- 2.2 [Rugby AU Under 19 Variations](#)
- 2.3 [Rugby AU Kids Pathway U6 to U12](#)

3. Governance of the Competition

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

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

4. Rugby AU Codes and Policies

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

4.1 [Safety & Welfare](#)

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

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

4.2 [Child Safety](#)

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

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

4.3 [Integrity](#)

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

- a) Australian Rugby Disciplinary Rules - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
[Rugby Australia Disciplinary Rules](#)
- b) Anti-Doping Code - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- c) Supplement Policy;
- d) Code of Conduct – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- e) Medical Policy - provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;

- f) Member Protection Policy – ensures that all Participants feel included and safe in rugby; and
- g) Anti-Corruption and Betting Policy – applies to all Participants and they need to be aware of its requirements.

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

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

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

5 National Standard Competition Rules

5.1 Registration and Match Day

- a) Registration and Match Day to be done utilising Rugby Xplorer
- b) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
- c) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

5.2 Draw

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

Where possible, all matches in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible, NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade.

The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

5.3 Match Team Lists, Scoring and Stats

- a. It is the responsibility of both teams to ensure that:
 - 1) All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
 - 2) All details of point scorers are to be recorded;
 - 3) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
 - 4) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
 - 5) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
 - 6) The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and
 - 7) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.

- b. Information entered must include:
- 1) All players' details including substitutes;
 - 2) Team Officials' details
 - 3) Result of the match;
 - 4) Point scorers;
 - 5) Tries;
 - 6) Conversions;
 - 7) Penalties;
 - 8) Dropped Goals;
 - 9) Penalty tries;
 - 10) All players temporarily suspended (yellow card);
 - 11) All players sent from the field of play (red card);
 - 12) Players who have a suspected concussion (blue card).
- c. Information entered may include:
- 1) Player's movements for injury (blood or otherwise) or tactical reasons.

5.4 Competition Points

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

- 1) Points for a win – four (4) points.
- 2) Points for a draw- two (2) points.
- 3) Points for a loss – zero (0) points.
- 4) Points for a bye (where applicable) - five (5) points.
- 5) Points for no result – two (2) points.

Bonus points may also be awarded as follows:

- 1) Points for loss by seven points or less – one (1) point.
- 2) Points for scoring four tries – one (1) point.

5.5 Ladder Positions

- a. Positions on the Competition ladder are determined utilising Competition points (total match points). In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:
- 1) Total Match Points (if equal)
 - 2) Points difference (if equal)
 - 3) Points for (if equal)
 - 4) Points against (if equal)
 - 5) Total Wins

5.6 Forfeits

- a. Each match forfeited by a team will be regarded as having been won by the opposing team on the day on which the match, but for such forfeit, would have been played.

- b. The team that receives a forfeit shall receive the following points;
 - 1) Five (5) Competition points
 - 2) Twenty Eight (28) points for and;
 - 3) Zero (0) points against
- c. A team that forfeits two games in the same grade in the same season will be issued a Show Cause Notice to explain the reasons why it should remain in that grade.
- d. In the case of a club withdrawing a team(s) from the Competition, competition points and for and against points in all matches of such team(s) shall continue to be counted,
- e. If a team withdraws from the competition midway through the competition that teams future scheduled opponents shall receive a bye and be awarded the following points;
 - 1) Five (5) Competition points
 - 2) Twenty Eight (28) points for and;
 - 3) Zero (0) points against

5.7 Postponed / Abandoned Matches

- a. If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Competition Manager, after consultation with the clubs involved, shall direct how the abandoned match will be dealt with.
- b. In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following procedure shall apply:
 - 1) Where a match has been abandoned during the first half, the result may be declared as a no result. Zero (0) points for and zero points (0) against will be awarded.
 - 2) Any abandoned match may be replayed at a time and venue as determined by the Competition Manager at their discretion.
 - 3) Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final result.
- c. In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Competition Manager shall determine if any penalties will be imposed on the competing teams.
- d. It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

5.8 Playing Field

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

Two technical zones will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.

- 1) Personnel permitted in the technical zone are;

- Medically Qualified Persons/Sports Trainer
- Team Coach
- Team reserves
- Referee
- Assistant Referees (two)
- No. 4 and No. 5 match officials
- Water carriers – maximum five per team
- A maximum of 4 ball persons

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2) Roles of personnel in the technical zones

- The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
 - Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
 - The water carriers are not permitted in the playing area during penalty kicks at goal.
 - The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when one (1) person enters to provide a kicking tee to the kicker for a penalty kick.
 - The water carriers must keep the water bottles and carriers with them, and not left in an untidy state within the technical zone.
 - Players may come to the touchline adjacent to the technical zone to receive water.
 - Water bottles must not be thrown on the field of play.
- 3) If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition's defensive in-goal area but must not use balls in their warmup.

5.9 Authorised Persons

- a. No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
- b. An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.
- c. All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
- d. The home team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
- e. The Union may decline to authorise a person at its absolute discretion.

5.10 Restrictions for Authorised Persons

- a. A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- b. Authorised persons do not include a coach or team manager with the following exceptions:
 - 1) Where the nominated coach or team manager is required to support an injured player.
 - 2) No coaching or technical instruction can take place while fulfilling one of the listed roles.

5.11 Schedule of Penalties

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

5.12 Protests

- a. All protests must be made in writing and signed by either the club President or club Secretary;
- b. Protests must be received by the Competition Manager by the close of business, two (2) business days after the alleged breach of the Competition Rules;
- c. All protests must specify the particular Competition Rule that has been allegedly breached;
- d. All witness statements must be tendered on a signed statutory declaration form;
- e. The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties by no later than close of business, four (4) business days after the alleged breach of the Competition Rules.
- f. The Competition Manager shall determine if a club has breached the competition rules utilising the civil standard of proof (i.e. more likely to have occurred than not).
- g. The Competition Manager will then recommend to the Competition Manager the penalties that should be imposed. The Competition Manager shall make the final determination in this regard.
- h. If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. Appeals from the decision of the Competition Manager must be received by the Competition Manager by no later than close

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of business two (2) business days after the decision of the Competition Manager is advised to the relevant club.

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

5.13 Extension of Time

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

5.14 Disqualified, unqualified or suspended person/s

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

6 Law and Regulation Clarifications

6.1 Replacements

- a. Only the twenty five (25) players named on the team list on Rugby Explorer may participate in the match.
- b. Replacement of players is unlimited for all age groups.
- c. World Rugby Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), DOES NOT APPLY AT ANY COMMUNITY RUGBY LEVEL.

6.2 Uncontested Scrums

- a. There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.
- b. Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.
- c. If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.
- d. If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

6.3 Domestic Clearance

- a. This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. The player cannot register unless clearance approval is granted by their 'from' Club and Association

6.4 Temporary Suspensions

- a) 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 actual playing time and shall not enter the playing area until permitted to do so by the Referee.
 - 1) In the under 12 competition Rugby AU Pathway Law applies. The temporary suspension is five (5) minutes and the player may be replaced.

- b) The temporary suspension time only commences when the player leaves the playing area.
- c) The ten minutes suspension time shall be actual playing time and does not include injury time or half time.
- d) In the Under 14 and Under 16 competitions 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.
- e) The team manager will record in Rugby Xplorer the player(s) who have received a "Temporary Suspension" (Sin Bin) during the match.

6.5 Misconduct, Players Sent Off and Citing's

- a) The Rugby AU Disciplinary Rules apply to all Players sent from the field.

[file:///C:/Users/NSW%20Rugby/Documents/NSW%20Rugby/Rugby%20Australia/Rugby%20Australia%20Disciplinary%20Rules/Rugby%20AU%20Disciplinary%20Rules2019%20\(1\).pdf](file:///C:/Users/NSW%20Rugby/Documents/NSW%20Rugby/Rugby%20Australia/Rugby%20Australia%20Disciplinary%20Rules/Rugby%20AU%20Disciplinary%20Rules2019%20(1).pdf)

- b) 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.
 - 1) In the under 12 competition Rugby AU Pathway Law applies. The player may be replaced.
- c) Send-Off Reports are available through the Referee Appointment System (RAS) in Rugby Explorer and are to be completed by the Match Official who has sent the players from the field.

7 Specific CWJRU Requirements

7.1 Team Entries

- a. Clubs entering teams into any of the CWJRU competitions must pay all nomination fees, entry fees, affiliation fees, levies and charges to CWJRU of whatsoever nature as is determined by the committee. Such fees and charges and the dates by which they will be due and payable will be determined at the first committee meeting immediately following the Annual General Meeting in each year.
- b. Clubs wishing to participate in the Competition must submit to the Competition Manager by the first meeting of each calendar year preliminary details of their teams and all information required by CWJRU. Confirmation of these details must be submitted by the date of the following meeting.
- c. Any club entering teams in the CWJRU competitions must be an incorporated association.
- d. Any club entering teams in the CWJRU competitions must be a member of Central West Junior Rugby Union Inc.
- e. Team entries will only be accepted from CWJRU member clubs that have no outstanding financial debts to CWJRU.
- f. The committee will determine by vote to accept or reject a nomination/application from a current member club to admit a new second team in the same age group into the CWJRU competitions.
- g. For Clubs that have more than one team in an age group, below is a table to distinguish what core and floater numbers should be assuming two teams;

Registered Player Numbers	Core Player Numbers	Floating Player Numbers
40	15	10
38	14	10
36	12	12
34	12	10
32	10	12
30	10	10

7.2 Venue of Matches

- a. The committee may disapprove of any ground and direct a match (including Semi-Finals, Finals, and Grand-Finals) to be played at an alternate venue.
- b. If the venue of a match is unavailable for any reason, the home club must advise the competition manager, the opposing club immediately the venue is considered unplayable or otherwise unavailable.
- c. The competition manager, after consultation with the clubs involved, must direct that:

- 1) The match be played at a suitable alternate venue (one option being the opposing club's home ground); or
 - 2) The match to be postponed to a date to be set by the competition manager
- a. In the case where the ground, date or time of a match has been altered by mutual agreement the competition manager must receive official notice in writing within twenty four (24) hours of such change.
 - b. The venue for the Major and Minor Semi-Finals shall be awarded to the Club Champions.
 - c. The venue for the finals and Grand Finals will be on a rotational basis. The order will be as listed in the table below;

YEAR	Preliminary Final	Grand Final
2020	Not Applicable	TBD by CWJRU Committee
2021	Cowra Canowindra	Mudgee
2022	Parkes	Dubbo Roos
2023	Dubbo Rhinos	Bathurst
2024	Orange Emus	Wellington
2025	Forbes	Narromine
2026	Orange City	Cowra Canowindra
2027	Mudgee	Parkes
2028	Dubbo Roos	Dubbo Rhinos
2029	Bathurst	Orange Emus
2030	Wellington	Forbes

- d. If a club cannot for any reason host the final/grand final when it is their allocated turn the next club mentioned will be the venue/host for that final or grand final.
- e. When a club has hosted a final, grand final or semi- final they will go to the end of the list.
- f. If a club does not/cannot host a final/grand final, they will retain their place in the list until after they can host a final/grand final and then go to the end of the list.
- g. The club awarded the Semi-Finals, Finals and Grand Finals must provide suitable arrangements for charging/collecting entry fee on behalf of CWJRU.
- h. Ground entry charges for Semi-Finals, Finals and Grand Finals will be determined by the Committee at the first committee meeting immediately following the Annual General Meeting in each year.
- i. If a club is unable to provide a venue that is fully enclosed for the purpose of charging/collecting an entry fee through a gate then payment of a fee as set by the CWJRU committee to compensate may be sought if they can provide a suitable ground. That club can then recoup this fee as they see fit by selling programs or through their canteen etc. The fee will be an average calculated over the previous three years gate takings.

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- j. The committee shall have the power to decide/change the venues of Semi-Finals, Finals and Grand-Finals in any competition should it think fit to do so and any decision of the committee shall take precedence over any other venues arranged.
- k. In extenuating circumstances occurring with less than seven (7) days' notice in each instance the executive shall have the power to decide/change the venues of Semi-Finals, Finals and Grand Finals in any competition should it think fit to do so and any decision of the executive shall take precedence over any other venues arranged.

7.3 Conduct of Competition

The grades to be contested will be Under 12, Under 14 and Under 16 age groups.

Player Eligibility for 2022:

- a. To be eligible to compete in the Under 12 age group, all players MUST be born in 2010 or 2011
- b. To be eligible to compete in the Under 14 age group, all players MUST be born in 2008 or 2009
- c. To be eligible to compete in the Under 16 age group, all players MUST be born in 2006 or 2007

This by law is subject to change annually and does not require a Special General Meeting to alter the years players are born in.

7.4 Time of Play

Matches shall commence at the following times;

- a. Under twelve (12) age team competition matches shall commence at 9:30 a.m.
- b. Under fourteen (14) age team competition matches shall commence at 10:30 a.m.
- c. Under sixteen (16) age team competition matches shall commence at 11:40 a.m.
- d. Commencement times for competition matches may be changed by mutual agreement between the opposing clubs. This must be confirmed by each teams coach and/or manager. The competition manager must be advised by 5:00pm on the Thursday prior to the matches being played so these changes may be reflected in Rugby Explorer.
- e. Any club not prepared to commence a match within fifteen (15) minutes after the directed start time shall forfeit the match.

- f. In the event of a forfeit in any age group, matches scheduled to be played on the same ground after the forfeited match will be played at the allocated time unless otherwise mutually agreed by the opposing coaches/clubs.

7.5 Duration of Matches

Matches shall be played for the following duration;

- a. Under 12's - 2 x 25 minute halves. No injury time.
- b. Under 14's - 2 x 30 minute halves. No injury time.
- c. Under 16's - 2 x 30 minute halves. No injury time.

7.6 Match Officials

- a. The home club shall be responsible for supplying a referee who shall have a minimum Smart Rugby accreditation.
- b. The home club is responsible for ensuring that the referees are familiar with the CWJRU Competition Laws.
- c. Each club shall appoint an assistant referee, for each grade.
- d. The competition manager will maintain a record of referee's reports, temporary suspensions and send off in Rugby Explorer.

7.7 Club Championship

- a. The Club Championship, shall be determined by totalling the competition points gained by the leading team in each grade for each club at the completion of the competition rounds.
- b. Points gained in each age group have equal weight.
- c. The club that wins the club championship shall be given the right to host the Major and Minor semi-finals.

7.8 Finals Series

- a. The four highest competition point scoring teams in each age group will contest the Semi Finals. The highest team on the competition table at the completion of the competition rounds will be ranked as;
 - Highest placed team is Team 1,
 - 2nd highest placed team is Team 2,
 - 3rd highest placed team is Team 3,
 - 4th highest placed team is Team 4,
- b. The finals will be played utilising the following match structure.

Week 1 Minor and Major Semi-Final

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- Team 1 will play Team 2 in the **Major Semi Final** (Team 1 v Team 2)
- Team 3 will play Team 4 in the **Minor Semi Final** (Team 3 v Team 4)

Week 2 Preliminary Finals

The winner of the Minor Semi Final (Team 3 vs Team 4) and the loser of the Major Semi Final (Team 1 vs Team 2) will play in the Preliminary Final in each age group.

Week 3 Grand-Final

The winner of the Major Semi Final and the winner of the Preliminary Final in each age group will play in the Grand Final.

- The lowest age group will commence the day, proceeding numerically to the highest age group.
 - Under 12
 - Under 14
 - Under 16
- Start times will be no earlier than 9:00 a.m.
- The Minor Semi-Final will proceed the Major Semi- Final each age group.
- In any Major or Minor Semi-Final or Preliminary Final match if the scores are equal at full time then an extra five minutes each way will be played without interval but changing ends after five minutes of extra time. If no decision is then reached the team, which occupied the higher position on the competition table, shall be deemed to have won the match.
- If the teams concerned are equal on competition points the match will be decided on points for and against from the whole competition against all teams in accordance with these rules.
- In any Grand-Final match if the scores are equal at full time an extra five minutes each way will be played without interval but changing ends after five minutes of extra time. If no decision is then reached both teams will be declared Joint Premiers.
- Please Note in the 2020 Competitions the Grand Finals will be played between the teams who finish in first (1st) place and second (2nd) place after the competition rounds.**

7.10 Eligibility of Players for Semi-Finals

- No player may play in a Semi-Final, Final or Grand-Final in any CWJRU age competition unless they have taken part in at least five (5) CWJRU competition matches for the team that has qualified for the finals in the current season.
- When determining the number of matches played by a player in the CWJRU competition and a player's eligibility to play in the CWJRU Semi-Finals, Finals

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or Grand-Finals the registrar may take into account CWJRU competition matches not played in due to:

- c. injury, and/or
- d. Representative rugby commitments.
- e. To be considered for dispensation from the qualification requirement on medical grounds a player must provide a medical certificate to the competition manager no later than 5:00pm on the Monday prior to the Saturday on which the Semi-Final, Final or Grand-Final match is to be played.
- f. To be considered for dispensation from the five-match qualification requirement due to representative rugby commitments a player must provide all relevant documentation to the registrar no later than 5:00pm on the Monday prior to the Saturday on which the relevant Semi-Final, Final or Grand-Final match is to be played.
- g. The competition manager is authorised to decide player eligibility to play in a Semi-Final, Final or Grand- Final.
- h. Team lists for Semi-Finals, Finals and Grand-Finals programs can include player names/numbers in excess of twenty five (25) but only the first twenty five players named/numbered in the Rugby Explorer team list will be allowed to play in that match.
- i. Any breach of eligibility of players in Semi-Finals, Finals and Grand-Finals will result in the loss of the Semi-Final, Final and/or Grand-Final match and the match will be awarded to the non-offending team.
- j. No player may play in a Semi-Final, Final or Grand-Final in any CWJRU age competition unless they have taken part in at least five (5) CWJRU competition matches for the team that has qualified for the finals in the current season.
- k. Please Note in the 2020 Competitions no player may play in a Semi-Final, Final or Grand-Final in any CWJRU age competition unless they have taken part in at least three (3) CWJRU competition matches for the team that has qualified for the finals in the current season.**

7.11 Recorded Result

- a. If at any stage during a match should a team should lead by more than fifty-six (56) points the match shall be deemed to be over. Any remaining time must be played with an amalgamation of both teams. A minimum of five (5) players, excluding front row players, from each side must be swapped between teams. This is to be arranged by the opposing coaches. Any further points scored by either side will not be recorded for competition purposes.

Scoring example, Team A seventy (70) defeated Team B twelve (12). This result shall be recorded in Rugby Explorer as Team A sixty-eight (68) defeated Team B twelve (12). The difference in match points being fifty-six (56) points.

7.12 Alcohol

- a. Alcohol must not be advertised, sold nor consumed at any CWJRU match.
- b. Advertising for alcohol must not be displayed on any clothing, including playing, club training and dress clothing in any circumstance.

END