

TASMANIAN RUGBY UNION

PLAYING RULES 2019

(Last amended 03/03/2019)

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MEANING AND DEFINITION OF TERMS

In these rules:

- “Appointments Board” means the Appointments Board for Referees; a panel selected by Senior referees from within their own ranks.
- “Board” means the Board of Management of the Tasmanian Rugby Union
- Bona-fide Resident shall mean a person who normally resides for at least five nights of the week or is domiciled in a place under the jurisdiction of the Union.
- “Chairperson” means the Chairperson of the Rugby Committee
- “Club” means one of the Clubs approved by the Board to participate in the Competition
- “Colt” means a player over the age of 18 years and under the age of 21 years as at the 1st day of January of the year of the Competition
- “Competition” means any competition approved by the Board to be played in Tasmania
- “Disqualified”: A player, team or other may be deemed disqualified if, in the opinion of the Judiciary Committee in the case of an individual player or the Union in the case of a team or other:
 - (a) There has been a contravention of the Laws of Rugby to such a serious degree that a suspension is deemed inadequate;
 - (b) After repeated counseling against a particular action, a player or a team persists in an activity that seriously endangers the safety of players or others, as deemed by the Board; or
 - (c) A player, team or other bring the game into disrepute by its actions, as deemed by the Board.
- “Eligible Player” is any Player, registered under these rules, who is eligible to play in a particular Competition. In any Underage Competition an eligible player is one who is under that age as at the 1st day of January of the year of the Competition.
- “Forfeit”: It is a Forfeit if a team refuses to come onto the field, refuses to continue to play the game (retires from the field), refuses to resume the game after a break in play or is unable to resume the game due to lack of player numbers (retirements due to injury).
- “Ineligible Player”: A player who is not Registered per these Rules and/or who is suspended is ineligible to play in any game in which he /she may be chosen to compete until either Registered or the suspension period is served.
- “Judiciary Committee” means the Judiciary Committee appointed by the Tasmanian Rugby Union at its Annual General Meeting or as otherwise appointed by the Board
- “Junior” means a player who is under 18 years of age as at the 1st day of January in the year of Competition or a Competition at that level.

- “President” means the President of the Tasmanian Rugby Union.
- “Rugby Management Committee” means the operations committee responsible to the Board for the organisation and conduct of games played in a Competition.
- “Senior” means a player who is over 18 years of age as at the 1st day of January in the year of Competition or a Competition at that level.
- “Suspended”: A player is deemed to be suspended where the player has:
 - (a) Received a Red Card (been sent from the field) but has yet to attend a Judiciary Committee hearing or whose case is yet to be heard by the Judiciary Committee;
 - (b) Been suspended by the judiciary Committee and for a number of games (or weeks) as stipulated by the Judiciary Committee ruling; or
 - (c) Received a 3rd Yellow Card in a season (1 game suspension).
- “Union” means the Tasmanian Rugby Union.
- “Unqualified”: A player is deemed to be unqualified to play where:
 - (a) The player is not a bona fide resident within the jurisdiction of the Union, that is, is not usually resident within the Union jurisdiction for 5 nights of the week;
 - (b) The player is financially indebted to a Club other than that Club with which the player intends to play;
 - (c) The player is in breach of the ARU Age Grade dispensation procedure; or
 - (d) The player is, as deemed by the Union or Union representative, to be unsuitably trained for the position which they are to take, e.g., the player is chosen in the front row with no prior training or experience.

Rule 1 THE UNION

- 1.1 The authority of the Union covers the actions of all the members of the Union and spectators present at any ground where games are played under the jurisdiction of the Union, both before and after such games until the Union vacates such grounds on the day.
- 1.2 These Rules shall be read in conjunction with the Laws of the Game of Rugby Union and the Constitution of the Union.
- 1.2.1 The Board has the authority to amend these Rules
- 1.3 It is the responsibility of clubs to ensure that all Team Management, players, spectators and parents are aware of this document, and Australian Rugby Union (ARU) codes and policies (ie: Inclusion Policy, Member Protection Policy, Code of Conduct, etc. See Rule 29, below, for a link to these ARU Policies. Please note that the Member Protection Policy has requirements for Member Protection Declarations and Police Checks for volunteers and paid employees who have direct contact with children and all TRU members should refer to pages 29 – 31 of the Member Protection Policy.

Rule 2 LAWS OF THE GAME

Games are played in accordance with the Laws of the Game of Rugby Football and the rulings thereon as recognized by the Union. All Junior players, playing in Junior teams, are subject to the ARU's Under 19 Law Variations.

Rule 3 THE COMPETITION AND ADMISSION

- 3.1 Entries for the competition shall be made in writing to the President prior to a date advised by the Board stating the number of teams and the grades in which they are entered. All games are arranged by the Board of the Tasmanian Rugby Union.
- 3.2 A formal partnership arrangement between two clubs participating in different Divisional Competitions is permissible. The arrangement must be submitted to the board for approval in accordance with rule 3.1.

Rule 4 PLAYERS ELIGIBLE FOR THE COMPETITION

- 4.1 Any person who is a bona-fide resident within the jurisdiction of the Union is eligible to play for any club affiliated with the Union on completion of the mandatory registration with the Australian Rugby Union (ARU). This must be completed prior to the player taking part in any game of Rugby Union within Tasmania.
- 4.2 A player may play for the Club of his/her choice.
- 4.3 Transfers from another Club, State or Country

At all times, a player wishing to change clubs, from inter-state or from another country must go through a formal process and complete a transfer to the new Club. This is completed on line utilizing the ARU's Rugby Xplorer system.

- 4.3.1 A player may not play for any other Club if financially indebted to the losing Club, to the Union or to any Union or Club. "Financially indebted" means if any sum remains unpaid thirty (30) days after the date on which payment was due to be made. The only objection for a player transferring to another club within Tasmania should be financial (outstanding debts owing to the Union or previous club). Clubs must release a player if they are financial.
- 4.3.2 For players from another country, the paperwork allowing the transfer must be completed by the losing Union and received prior to the person playing for the gaining Club.
- 4.3.3 If necessary, a manual process can be completed through a verbal agreement between the Registrar and the Presidents of Tasmanian losing and gaining clubs. The player may play for their new club provided the Transfer is completed within 5 days of the game in which the player plays. The maximum penalty for breach is that the player is regarded as an ineligible player.

Rule 5 REGISTRATION OF PLAYERS

- 5.1 Each Club shall ensure that its players are properly registered with the Australian Rugby Union and that the responsible Club official properly confirms each registration
- 5.2 The Club must ensure that each player is registered via Rugby Xplorer prior to their first game. Clubs are

encouraged to have all their players registered prior to commencement of Pre Season training.

- 5.3 In the event of any Club permitting an unregistered player to take part in any game as laid down in Rule 5.2, the Club will lose a minimum of four (4) competition points to a maximum of all competition points gained for the game in which the unregistered player participates.
- 5.4 Each Player is responsible to the ARU that all particulars stated in the registration are correct. If it can be proved to the satisfaction of the Rugby Committee that any material statement is incorrect, the player shall be liable to suspension and or penalty at the Rugby Committee's discretion.
- 5.5 The Registrations will be audited by the Tasmanian Rugby Union's Registrar. Clubs will then be advised of any actions required.

Rule 6 METHOD OF CONDUCTING THE COMPETITION

- 6.1 Positions in the competition ladder are determined by competition points and percentage difference of total game points for divided by total game points against.
- 6.2 The ladder position of all teams at the end of their minor competition games is determined by points. A win shall count as four (4) competition points, a draw as two (2) competition points, a loss as nil (0) competition points, a team that scores four (4) or more tries shall receive a bonus one (+1) competition point and a team that loses by seven (7) or less game points shall receive a bonus one (+1) competition point. A Forfeit receives results as per Rule 14.
- 6.3 Where two or more teams are equal, both on competition points and percentage, and they need to be allocated a final position so that the finals series games may proceed, a play-off will occur as determined by the Rugby Committee. The Rugby Committee may determine another fair method to differentiate between the teams.
- 6.4 Mercy Rule
 - 6.4.1 All Mens Division 1 (MD1) games are played to a conclusion, with all scoring being recorded as the match result, but scores are adjusted when recording the Competition Ladder percentage to restrict the winning margin to a maximum of 50 points
 - 6.4.2 In grades other than MD1, once the gap between the scores of the teams reaches 50 points, no further record of scoring is to be kept. The game may continue, cease or change (eg: split teams to create an even 2nd half), by agreement between the captains (or coaches of Junior games) or cease without agreement where 1 team wishes to cease playing.
- 6.5 Mens Division 1
 - 6.5.1 All MD1 players must be eligible and Registered with their MD1 Team's club. Players may only transfer once between MD1 teams during any season and after 1 June, may not transfer without special reasons

6.6 Mens Division 2

- 6.6.1 All matches shall consist of a maximum of 40 minutes per game, played as 15 or 10 or 7-a-side games, with a maximum of 2x 18 minute, 3x 10 minute or 4x 7 minute “halves”, with suitable breaks between halves to reach the 40-minute limit. Total scores are applied, subject to Rule 6.4.2.

Rule 7 GROUND SET UP AND ASSOCIATED REQUIREMENTS

- 7.1 All games including semi-finals, preliminary finals and grand finals shall be played on such grounds as approved by the Board. In the event of an emergency and failing such direction by the Board, the Chairperson will determine where the games will be played.

7.2 *Marking of Playing Enclosure*

- 7.2.1 The Host Club team shall be responsible for marking and flagging the playing enclosure, the erection of appropriate barriers and supply of safety equipment for the playing enclosure in accordance with the Laws of the Game and these Rules.
- 7.2.2 In the case of a match on a neutral playing enclosure the responsibility for flagging and marking the playing enclosure shall lie with the drawn home team, deemed as Host Club for that match, unless otherwise determined by the Rugby Committee.

7.3 *Ground Fitness*

If the playing enclosure is not marked or is damaged in some way then the Match Day Manager, the Referee and captains of both teams shall be informed and the breach reported to the Rugby Committee by the first working day following the match. The match may or may not proceed depending on the danger inherent in the breach, whether it is immediately repairable and whether that repair can be completed prior to the starting time for the game.

7.4 *Spectator Control*

- 7.4.1 At all TRU matches the Host Club is to provide a properly prepared and roped playing enclosure otherwise the Referee may abandon the match and Competition points will be awarded to the visiting team.
- 7.4.2 Star pickets with safety caps or similar poles of sufficient number, height and strength should be provided to allow rope barriers to be suspended one metre above the ground, on both sides of the pitch. A fence line that restricts access to the sideline is regarded as sufficient. A natural barrier may also be regarded as sufficient on application to and approval from the Rugby Committee.

The pickets should be:

- i) Approximately 1.5 metres in length;
- ii) Hammered into the ground for a depth of at least 0.4 metre;
- iii) Have safety caps;
- iv) Spaced at equal distances apart at a maximum distance of 10 metres and inserted into the ground so they are sloping away from the pitch on a slight angle (up to 15° from the vertical in order to protect players tackled close to the touchline).

- 7.4.3 The ropes should:
- i) Be of suitable strength and quality and reach dead-ball lines;
 - ii) Be placed a minimum distance of five metres from the touch-line;
 - iii) Have a minimum diameter of 8mm.
- 7.4.4 There should be marked out or provided by the rope lines 2x Coach's areas, each ten metres long by two metres deep, both on the same side of the pitch (generally that side nearest the change areas). The Coach's areas shall be five metres from the line of touch, each starting at the Ten Metre Lines each side of the centre line, running towards the Try Lines
- 7.4.5 If the ground is irregularly shaped, any exemption to these distances must be sought, in writing from the Home Club to the Chairperson, in writing.
- 7.4.6 The barriers shall be of sufficient strength to deter non-players from encroaching into danger areas close to the play.
- 7.4.7 The barriers shall extend the length of the pitch from one "in-goal" area to the other, save in the case where the pitch is otherwise enclosed or where the areas that would normally be barricaded are not accessible to non-players.
- 7.4.8 The only persons permitted within the playing enclosure are the players, all Match officials, two water carriers, not being a coach or assistant coach of the team, up to two qualified medically trained persons or persons with accredited 1st aid awareness for each team and any ball persons. Any equipment must be kept as close as practicable to the ropes. All other personnel such as coaches and reserves, including referee assessors, are to remain outside the field of play and behind the barriers (unless located in their team's Coach's area).
- 7.4.9 The referee has the power to order people to remove themselves out of the playing enclosure and also out of the ground. The Match Manager, if called upon to do so by the Referee, shall request spectators to remain behind the barriers.

7.5 Sideline Management

- 7.5.1 The only persons permitted inside the playing enclosure are as follows:
- i) Match Officials, as determined by the Referee Appointments.
 - ii) Team Squad players (unlisted injured players must remain outside the playing enclosure)
 - iii) Team Manager
 - iv) Coach and Assistant Coach(es)
 - v) One kicking tee runner - returning to the Coaches Area after kick
 - vi) Up to two medical aid attendants - with all equipment as close as practicable to the ropes or in the Coaches Area when not in use
 - vii) Maximum of two water carriers – if not reserve players
 - viii) Ball persons
 - ix) Photographer, as approved by the Match Day Manager wearing a different coloured vest to that of any others.
- 7.5.2 Except for half time and after full time, Coaches and Assistant Coaches shall remain within the Coach's area or retire to areas outside the Barrier Control at all times during their match.

- 7.5.3 Managers are to remain within the Coach's Area unless liaising with the No 4 or No 5 Match Official or assisting with the removal of an injured or sin binned player from the field of play.
- 7.5.4 The medical aid persons shall be required to wear an Orange coloured vest and shall be permitted to take up a position, one on each sideline, and in line with the play. The medical aid shall not be permitted to coach or be vocal in support or dissent in any way and must remain at least 3 metres back from the sideline to avoid possible interference with the Assistant Referees and ball persons. The medical aid persons are permitted to carry a water bottle as well as medical aid equipment but must not use the water bottle for any other reason than attendance to an injured player.
- 7.5.5 Reserves are to remain within the Coach's Area, unless warming up, and shall not be permitted to be barracking or yelling instructions while warming up. The warm up areas shall be as defined by the Match Day Manager but shall not include the area behind their own team dead ball line.
- 7.5.6 If the reserves' warm up area is behind the dead ball line then it shall be the area behind the opposition team dead ball line. Footballs are not permitted to be used in warm ups behind the dead ball line, unless moving well away as defined by the Match Day Manager.
- 7.5.7 A maximum of two reserves, wearing Club Yellow coloured vests to distinguish them from players or medical aid persons, may be used at any one time as water carriers. Water carriers shall only be permitted to enter the field during the following stoppages:
- i) immediately after a Try is awarded.
 - ii) when the actual playing time is stopped by the Referee.
 - iii) at the Referee's discretion (hot day, few stoppages, etc.).
- (N.B. A penalty shot at goal is not a stoppage - no water carriers are permitted on field while a penalty kick is taken)
- 7.5.8 All replacement and substitutions for the game shall be made through the authorized Match Official, if available, otherwise through the Referee.
- 7.5.9 Water carriers must return to the coach's area upon completion of each stoppage.
- 7.5.10 Persons performing the task of running out goal kicking tees shall be permitted to carry water while performing this task.
- 7.5.11 Coaches and Assistant Coaches are not permitted on the field of play once the Match has commenced, except at half time and full time.
- 7.5.12 Coaches and Assistant Coaches must not seek to communicate with match officials during play and any stoppage in play, including the half time interval. Any such cited or reported representation shall be regarded as misconduct and if it re-occurs after a warning may lead to the coach being requested to leave the playing enclosure by the Referee and/or Match Manager.
- 7.5.13 The Team Manager is the only member of Team Management permitted to communicate with match officials and at half time. No Team Official shall be permitted to question decisions of Law & interpretation. This does not preclude normal communication between the Referee and Team Captain as well as medical staff attending an injured player during a stoppage in play.
- 7.5.14 Spectators (all others, not mentioned in 7.5.1) must not enter the playing area for any reason or

interfere with, including abusing, in any way any persons lawfully entering or leaving the playing enclosure.

7.6 Change of Venue

7.6.1 If the venue of a game is unavailable due to adverse ground conditions or for any other reason, it is the responsibility of the “home” Club to advise the Chairperson, the visiting Club and the Referee(s) immediately after the decision that the venue is unavailable is made.

7.6.2 The Chairperson in consultation with the Clubs involved shall direct as follows:

- i) The game be played at an alternative venue;
- ii) Postpone the game to a later date; or
- iii) Annul the game with competition points to be shared.

7.7 Ball Persons – Mens 1st Division

7.7.1 It is recommended that each Club hosting a Mens 1st Division match appoint up to four (4) ball persons for the duration of the match. If appointed, the ball persons must wear distinctive clothing, different to that worn by the players of both teams, those in the Coach’s Area and the match officials. At least 5 minutes prior to the scheduled commencement time they shall report to the Referee for instruction.

7.8 Scoreboard

7.8.1 It is recommended that each Home team provide suitable scoreboard facilities and attendants.

7.8.2 The scoreboard, including its letter and numbers, should be of sufficient size and appropriate colour to allow clear definition of scores from a distance of not less than seventy (70) metres – positioned for players and spectators alike.

Rule 8 MATCH MANAGER RESPONSIBILITIES

- (a) Each Club is responsible for ensuring that their ground/venue is safe and suitable for the conduct of Rugby matches for all Host Club fixtures.
- (b) The Host Club shall appoint a Match Manager for each game. The Match Manager must be available and identifiable (for example: wearing a Club Shirt with Logo and/or Lanyard marked “Match Manager”).
- (c) Directions given by any Club appointed Match Manager, which are within the bounds of their authority, are to be obeyed. If a dispute arises it should be reported to the Rugby Committee, to decide on any further action.

8.1 The Match Manager, at home games, will:

8.1.1 Supervise the venue and all appointed officials, including liaison with the Referees.

- 8.1.2 Rectifying any deficiencies on the grounds including but not restricted to surface, field marking, goal posts, flag posts, ropes and goal post protection, as requested by the Referee;
- 8.1.3 Act as a point of contact for all playing enclosure enquiries;
- 8.1.4 Be responsible, as far as practicable, for the control and behaviour of players, coaches, officials, parents / guardians, spectators or any other member of a Club so that they comply with the Code of Conduct (the Match Manager may ask misbehaving patrons to leave the ground environment);
- 8.1.5 Have access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue;
- 8.1.6 Have access to a phone and the Emergency Phone List;
- 8.1.7 Have access to the ARU Protocol for Serious Injury;
- 8.1.8 Ensure the set-up, maintenance of and patrolling the Playing Enclosure;
- 8.1.9 Prevent the illegal entry of any person into the playing enclosure;
- 8.1.10 Assist the officials (Medical Person, Managers, Referee & Assistant Referees) to perform their respective duties;
- 8.1.11 Ensure Club appointed Assistant Referees and Trainers are carrying out their duties correctly, including not calling out or coaching when inside the playing enclosure;
- 8.1.12 When deemed necessary, escort the Match officials to / from the field of play to the dressing rooms at the start and on completion of the game and remain with the Referee for thirty (30) minutes after the match or when the Referee departs, whichever occurs first;
- 8.1.13 Report any irregularities or breaches of the rules that they are unable to resolve to the Club for further action; and
- 8.1.14 Have a copy of the TRU Competition Rules at hand.

Rule 9 PLAYERS' UNIFORM

- 9.1 The Board approves the Playing Uniforms of each Club/Team.
- 9.2 Players must appear and play in their Club's or Team's Playing Uniform, which will consist of jersey (with sleeves at least half way to the elbow), football shorts, boots or shoes with long socks of the Club's colours and any approved sponsors' logo as per IRB Regulations. Each jersey is clearly numbered and numbers are not duplicated.
- 9.3 Numbers should be consistent with the team's team list for the game. The team list is to be amended so that the numbers on the list are the same as those worn by the players.
- 9.4 Protective gear must be compliant with IRB Regulations.

Rule 10 FOOTBALLS

- 10.1 All matches shall be played with match balls approved by the Board as notified to the Clubs. The Host Club shall be responsible for the provision of match balls for use in each match. For 2014, the TRU Board will provide match balls to each club, for use in scheduled home and away matches and first games in finals series.
- 10.2 The approved match ball for 2014 and beyond is the Gilbert brand Match ball, size 5, for all matches.
- 10.3 The Referee shall inspect the Rugby balls provided for the match by the Host Club (or those provided by the TRU if a Grand Final Match) and shall have the sole authority to determine which Rugby balls shall be used in the match.
- 10.4 If the Host Club cannot provide Gilbert brand approved Rugby balls the Referee may allow the use of any other brand Rugby ball from any other source.
- 10.5 If a match cannot proceed because there is no suitable ball available, the matter shall be referred to the Rugby Management Committee for determination.
- 10.6 The Union will supply Rugby balls for Grand Finals, only.

Rule 11 REFEREES AND APPOINTMENT OF REFEREES

It is a requirement of the Board that Clubs have qualified Assistant Referees and members qualified to referee Rugby.

- 11.1 A Referee shall be appointed by the Appointments Board and in the event of the Referee so appointed not attending within ten (10) minutes before the time set down for the game to commence, a Referee shall be appointed by the home Club for the game who must be Smart Rugby compliant and who shall officiate in the event of the officially appointed Referee not attending prior to the commencement of the game.
- 11.2 Provided that, in the case of a Referee appointed by the home Club under Rule 11.1, upon the captains of the opposing teams so agreeing, another Referee may be substituted at any time during the progress of the game.

- 11.3 In Junior Games, if no Referee is available, then opposing coaches may share the refereeing duty.
- 11.4 The Referee is in charge of all persons within the playing enclosure and all are treated as if they are players by the referee. All persons within the playing enclosure must obey the Referee's decisions, including removing themselves from the playing enclosure is asked to do so (Send Off).
- 11.5 The Referee may ask the Match Manager to deal suitably with a patron outside of the playing enclosure, who is misbehaving, including asking for that person to leave the ground environment.
- 11.6 The Referee is to provide a written report to the Judiciary for action concerning any persons sent from the playing enclosure and concerning any approaches to the Match Manager to deal with persons misbehaving outside of the playing enclosure (see Rules 19 & 20 in relation to persons Sent Off or Cited).
- 11.7 The Rugby Committee shall have the power to annul a game and order it to be replayed or other result to be applied on the grounds of misconduct of the Referee or the replacement.

Rule 12 APPOINTMENT OF ASSISTANT REFEREES AND TOUCH JUDGES

- 12.1 In all games, Assistant Referees shall be qualified and shall be appointed by the Appointments Board.
- 12.2 Where Assistant Referees have not been appointed by the Appointments Board, each Club will provide a qualified Touch Judge for games.
- 12.3 For all games, Assistant Referees and Touch Judges shall appear in uniform that that is clearly different to the teams playing.

Rule 13 COMPETITIONS AND DURATION OF GAMES

- 13.1 The Competitions are:
 - Juniors: Under 14 (U14)
 - Under 16 (U16)
 - Under 18 (U18)

 - Seniors: Womens (W)
 - Mens Division 1 (MD1) (Premiership)
 - Mens Division 2 (MD2) (Championship)

- 13.2 Maximum Duration of 15-a-side games are:
 - Juniors: U14 25 minute halves
 - U16 30 minute halves
 - U18 35 minute halves

 - Seniors W 35 minute halves
 - MD2 40 minute halves
 - MD1 40 minute halves

- 13.3 Time is allowed off for injuries in Senior games, but in all cases games must finish five (5) minutes prior to the scheduled starting time of the next game. The Referee will keep injury time.
- 13.4 If a player is injured in a game and the game is stopped to await the arrival of an ambulance, at the discretion of the Referee, the following may apply:
- 13.4.1 If the game has been played a substantial amount of time (ie: into the 2nd half), the game may be called off and the team with the higher score is declared the winner, or if both even, a draw may be declared.
- 13.4.2 If enough time remains in the game once the player is removed, the game may continue providing it does not overlap the starting time of the next game.
- 13.5 Any Club not prepared to commence a game at the designated kick off time shall forfeit it, and may be liable to a fine not exceeding one hundred dollars (\$100.00) unless satisfactory reason for the delay is given to the Rugby Management Committee.
- 13.6 Where necessary, any time lost in commencing a game for whatever reason shall be taken off that game in order that the ensuing games may commence at the scheduled time.
- 13.7 Commencement times of games will be noted in the rosters.
- 13.8 For Junior games, if teams are short, numbering down of players will occur.
- 13.8.1 All games will be played by teams with equal numbers and the minimum number of players to be 7 per side.
- 13.8.2 Where a match is contested between two 7 – 10 player teams the match will be 10 min quarters for u14s and 15 min quarters for u16s & u8s rather than 25, 30 or 35 min halves with a break and change of sides at the end of each quarter/half.
- 13.8.3 Where a team presents with less than 7 players the opposing side must “lend” sufficient players for the game to be played by equal numbers, with the minimum playing number to be 7. See scenarios below for further information.
- 13.8.4 All TJRU matches, regardless of the numbers competing or the number of “borrowed” player contesting, will be played for competition points.
- 13.8.5 The side which is victorious on the day will receive points for their club, regardless of the number of players originally from that club that competed in the winning side on the day.
- 13.8.6 All teams will be eligible for finals regardless of player numbers.
- 13.8.7 All finals matches will be played between equal teams with the minimum number of players per side to be 7.

Scenarios:

Scenario 1: Team A presents with 5 players for U 16s, Team B with 17 players

Option 1: Team B must “lend” a minimum of 2 players to Team A and a 7 a side match, played in 4 quarters, will result. Team B may field 2 different 7 man sides during the match and/ or rotate as per the standard rotation rules.

Option 2: Team B can “lend” up to 6 players making the match 11 a side or any combination in between from 2 to 6, playing in 2 halves if over 10 players per team or in 4 quarters if playing 10 players or less in each team.

Scenario 2: Team A presents with 12 players and Team B with 18

Option 3: The game will be played in 2 halves as a 12 a side match with Team B having 6 reserves.

Option 4: Team B “lends” Team A up to 3 players, the game is played in 2 halves as either a 13, 14 or 15 a side match.

Note: regardless of the number “loaned” Team A continues to play for points and receives them in the event they win.

- 13.9 For Senior Men’s Division 2 and Women’s XV’s games, if teams are short, numbering down to twelve players will occur. If a team has a lesser number, 7 or more, then the game may, with agreement between the Captains, be substituted with 2x games of Rugby Tens (10 minute halves) or 3x games of Rugby Sevens (7 minute halves) with the cumulative score being that decided for the rostered game.

Rule 14 FORFEITS

- 14.1 If a MD1 team has less than 12 players (at commencement of the game, through injury or send off) it must forfeit the (15-a-side) game. Note Rule 13.9 for Senior Men’s Division 2 and Women’s games and Rule 13.8 for Junior games.
- 14.2 As a courtesy, Clubs intending to forfeit shall notify their opponents, Referee and Chairperson no later than 36 hours prior to the scheduled kick off time of the game.
- 14.3 Games won by forfeit prior to any play commencing shall attract 5 ladder points and 50 game points for (0 against). The team forfeiting shall have 0 ladder points and 50 game points registered against (0 for). If they wish the home team forfeited to has the option of requesting their next away game between the 2 teams to be played at their home ground. This request needs Rugby Committee approval for the change to the roster.
- 14.4 Games called “no contest” after the commencement of play, where the call of “no contest” does not issue from serious injury shall have points allocated per Rule 14.3 added, or the actual score, whichever is the greater.
- 14.5 Games abandoned due to foul play or unsportsmanlike conduct of either players, coaches or spectators will be dealt with, after investigation, at the discretion of the TRU Judiciary, on recommendation of the presiding referee, assistant referees (if appointed) and match manager.
- 14.6 In the case of a club withdrawing a team from the competition, game points (for and against) in all games of such a team shall not be counted and competition points cancelled. A club withdrawing a team from the competition can be subject to action by the Board.

Rule 15 REPLACEMENT OF PLAYERS / RESERVES

- 15.1 A maximum of Twenty Three (23) Players per team may be named for any 15-a-side game. NOTE: A replacement player may not take the field until the Referee has signaled his permission.

- 15.1.1 Unlimited rolling substitutions are allowed for Mens Division 2 games and all rugby aged U14s and below.
- 15.1.2 Rolling substitutions, with a maximum of 12 movements can occur for all U19 rugby aged U15 and above and in all other Men's & Women's competitions other than the Men's Division 1 & 2 competitions.
- 15.1.3 Rolling substitutions, with a maximum of 8 movements can occur for Men's Division 1 competition.
- 15.2 A club with teams participating in both Mens Division 1 and Mens Division 2 on the same day and location are required to list a minimum of Thirty Eight (38) players across both teams in order to use Twenty Three (23) players in the Mens Division 1 team.
 - 15.2.1 The Men's Division 1 team is only permitted to list 15 players that will not be participating in the Mens Division 2 game. All other players are required to participate in the Mens Division 2 game to ensure the on field numbers are maintained at 15 (including yellow/red cards).
 - 15.2.2 Should more than Thirty Eight (38) players be available additional players are permitted to be listed for the Mens Division 1 game, providing rule 15.2.1 is maintained. Only a total of Forty Six (46) players, Twenty Three (23) per team are permitted.
 - 15.2.3 In the event that the club forfeits its Mens Division 2 game the Mens Division 1 team will be limited to 21 players. That is 15 on the field and 6 on the reserve bench as more than 6 reserves would satisfy rule 13.9 to have allowed the Mens Division 2 game to have been held
- 15.3 Two (2) clubs participating in Two (2) different Mens Divisions that have an approved partnership in accordance with rule 3.2 may utilise each other's players when games are on the same day and location.
 - 15.3.1 No player registered to the Mens Division 2 club will be permitted to play for the Mens Division 1 club unless they have participated in the Mens Division 2 game in its entirety.
 - 15.3.3 Where a Mens Division 2 side has more than 23 players, additional players are eligible to play in the Mens Division 1 team. This is providing there are less than 23 players available in the Mens Division 1 team.

Rule 16 STOPPAGES OF PLAY AND ON FIELD ATTENDANTS

- 16.1 The Referee shall not hold up a game for trivial cause.
- 16.2 This rule should be read in conjunction with Rule 16.1, and applies when a player is injured. Such injured player will, wherever possible, except where injury prevents, move or be heled to the Touch Line for attention and the game shall continue in his absence. He shall remain in the field of play.
 - 16.2.1 The Referee shall allow first aid attendants to enter the playing enclosure and field of play without halting play. Such first aid attendants may not go onto the field for any other purpose.

- 16.2.2 If the first aid attendant considers that the player's condition is such that the game should be halted, the attendant should claim the attention of the Referee immediately.
- 16.2.3 A player with a bleeding wound must leave the field for attention and they may be temporarily replaced. If the replacement is sent off for foul play, the replaced player must not return to the game. In the case of a front row, the temporary replacement must be a suitably trained front row player. If the replacement is injured, they may be replaced.
- 16.3 The Coach, Team Manager, two attendants per team, plus the team doctor or qualified medical attendant are allowed inside the playing enclosure. The Coach and Team Manager may not go onto the field during the game unless there is no other person available then they may go onto the field as allowed in Rule 17.2.1 and must retire to the designated area after rendering assistance to the injured player(s). They must not remain standing on the sideline or dead ball line, nor follow play.
- 16.3.1 Attendants and the team medical attendant must not wear clothing that is the same as or similar to that of the teams playing.
- 16.3.2 Attendants and the team medical attendant may go onto the field during stoppages in play, when play has been halted, to dispense drinks or sponge down players.
- 16.3.3 Only the Coach, Assistant Coach(es), Team Manager, attendants (2), medical officers, reserves and game officials are permitted on the field during the half time break and immediately after full time.

Rule 17 RUGBY MANAGEMENT COMMITTEE

- 17.1 The Rugby Management Committee will meet when needed during the season as determined by this committee.
- 17.2 With the exception of issues forwarded to the Judicial Committee, the Rugby Management Committee shall investigate, decide and deal with all protests and disputes in connection with the games played in the season and with the Competition Playing Rules.
- 17.3 Every decision of the Rugby Management Committee can be appealed to the Board within seven (7) days of the decision. All appeals must be in writing and are addressed to the President.
- 17.4 In the case of a protest on the grounds of misconduct of the Referee, a written statement giving the grounds on which the protest is founded must be provided, and such protest shall be submitted to the Rugby Committee for decision.
- 17.5 All protests and disputes, relating to a game, referred by a Club to the Rugby Management Committee must be delivered to the Rugby Management Committee by no later than 5.30 pm on the next working day or before the end of the next meeting, if that meeting occurs on the next working day after the game.
- 17.6 All appeals lodged pursuant to Rule 18.3 shall be accompanied by a deposit of \$50.00 which shall be forfeited to the Union if the appeal is held by the Board to be frivolous and / or groundless.

Rule 18 CITING OF PLAYERS AND OFFICIALS

- 18.1 The Judicial Committee shall, when needed and required, meet at 5.15 pm on the next Wednesday following the game where the incident falling under its jurisdiction occurred, at the offices of Butler, McIntyre and Butler, 20 Murray St, Hobart.
- 18.2 The Union may receive a complaint from a Club concerning the conduct of a player registered with the Union or a Club Member or Official, before, in the course of or subsequent to a game. Where such conduct has not been the subject of an ordering off report to the Union by the Referee in charge of the game, the Chairman of the Judiciary may require the person to appear before the relevant tribunal to answer the charge.
- 18.2.1 The charge must be in writing stating the reasons for the charge and the evidence to be submitted and relied upon for the hearing. Where evidence relies upon witness(es), their statements must be submitted with the complaint and they must be available to appear before the relevant tribunal. Any video evidence to be relied upon must be submitted with the complaint.
- 18.2.2 The citing must show that the conduct complained of breached the Laws of the Game, the ARU Code of Conduct, or the Competition Playing Rules.
- 18.2.3 A player may cite another player with the approval of his / her Club.
- 18.3 A complaint and all the evidence to be relied upon under this Rule must be delivered to the Chairman of the Judiciary not later than 5.00 pm on the first business day following the date of the game.
- 18.4 The Chairman and the members of the Board and / or Rugby Committee may, at their discretion, cite a registered player and / or Club Official on an alleged breach of the Laws of the Game, ARU Code of Conduct and these Competition Playing Rules.
- 18.5 The complainant will attend to give evidence in the hearing.

Rule 19 PLAYERS ORDERED OFF FOR FOUL PLAY

- 19.1 Prior to 5.00 pm on the first business day following the day of the game, Referees must submit a report in writing to the Chairperson of the Judiciary Committee to inform the Judiciary Committee of any player(s) or persons ordered off the field of play and/or out of the playing enclosure for any reason or for any foul play.
- 19.1.1 Any player ordered off the field shall be suspended from playing until his case has been heard by the Judicial Committee.
- 19.1.2 The Judicial Committee will meet at 5.15 pm on Wednesday following the game in which the player was sent off, at the offices of Butler, McIntyre and Butler, 20 Murray St, Hobart or at a future time and place if the hearing cannot be heard for any reason. Any player who is ordered off the field shall without notice attend the next meeting of the Judicial Committee.

NOTE: The attention of Club Secretaries is drawn to this note as failure to attend the next meeting of the Judicial

Committee results in automatic suspension of the player until the case is dealt with.

- 19.2 In the event of there being special circumstances subsequent or prior to the normal meeting of the Judicial Committee, the Chairperson of the Judiciary Committee may convene a special meeting.
- 19.3 Should a player be unable to attend he may be represented by an official of his Club.

Rule 20 TEMPORARY SUSPENSION

- 20.1 If a player is sent off for a temporary suspension he shall remain with his team manager or coach within the Coach's Area for a period of ten (10) minutes and shall not re-enter the playing area until permitted to do so by the Referee.
 - 20.1.1 The ten (10) minutes suspension period will not include half time for the purpose of calculating the ten (10) minutes.
 - 20.1.2 The time period will be kept by the Referee.
- 20.2 The temporary 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 prop or hooker, another player may be replaced by a suitably trained replacement.
- 20.3 The temporary suspension of a player must be reported by the Referee and by the Clubs.
- 20.4 Should a player incur three (3) temporary suspensions he will be automatically be suspended from playing for one (1) week. Temporary suspensions do not transfer to the next season.
- 20.5 The TRU Registrar will keep a list of yellow card players and notify Clubs when Rule 20.4 applies. The Club is obliged to notify the team and the player that the player cannot play in the next game.

Rule 21 PLAYING DISQUALIFIED, SUSPENDED, INELIGIBLE OR UNQUALIFIED PLAYER OR TEAM

Any Club or team playing any player or team while under suspension, disqualification or any ineligible or unqualified player or team, shall be liable to suspension and or penalty not less than the loss of all Competition Playing points received for the game in which the disqualified, suspended, ineligible or unqualified team or player played. , The Rugby Management Committee may decide to impose an additional penalty if warranted on assessment of the circumstances or review the determination if written application of extenuating circumstances has been recieved by the Rugby Management Committee within Seven (7) days of notification of ruling.

- 21.1 A team in which a disqualified, ineligible, suspended or unqualified player plays in a game for Competition Points will be penalised as follows: no ladder points will be awarded for the game in which that player was involved and that team may also receive up to -4 Competition Points Penalty.
- 21.2 A team in which a disqualified, ineligible, suspended or unqualified player plays in any other game or event will be penalised. Such a penalty shall include forfeiture of the game and any other penalty deemed appropriate by the managing organisation of the game or event, the Rugby Committee and/or the Board,

commensurate with that in Rule 21.1.

- 21.3 The Board may impose greater penalties where the offences are continuous or where there is a 2nd or further offence by the club and/or team within a period of 5 years between the 1st and last offence.

Rule 22 FINAL SERIES

22.1 Senior Finals

At the conclusion of the roster games, where five (5) or more teams are competing, teams one to four of the respective competition table proceed to a final series which will be conducted as follows:

Semi Finals

- 1st Semi Final – 3rd team plays 4th team (loser eliminated)
- 2nd Semi Final – 1st team plays 2nd team (winner to Grand Final, loser to Preliminary Final)

Preliminary Final

- Loser of 2nd Semi Final plays winner 1st Semi Final (loser eliminated)

Grand Final

- Winner 2nd Semi Final plays winner of Preliminary Final

22.2 Junior Finals

At the conclusion of the roster games, where five (5) or more teams are competing, teams one to four of the respective competition table proceed to a final series which will be conducted as follows:

Semi Finals

- 1st Semi Final – 1st team plays 3rd team (loser eliminated)
- 2nd Semi Final – 2nd team plays 4th team (loser eliminated)

Grand Final

- Winner 1st Semi Final plays winner of 2nd Semi Final

- 22.3 At the conclusion of the roster games, where four (4) or fewer teams are competing, teams one to four of the respective competition table proceed to a final series which will be conducted as follows:

Semi Final

- Semi Final – 2nd team plays 3rd team (loser eliminated)

Grand Final

- 1st team plays winner of Semi Final

22.4 Venues for the Finals Series Games

- 22.4.1 If a separate Statewide Competition is played, then the Grand Final game is played at Rugby Park

unless 22.4.2 applies.

- 22.4.2 If any finals game is between a Northern/Northwestern team and another Northern/Northwestern team, then the game is played at the ground of the higher placed team at the end of the Home and Away series.
- 22.4.3 If a Northern/Northwestern team is the higher placed team at the end of the Home and Away series for its Semi or Preliminary Final game, then it is a home game for that Northern/Northwestern team
- 22.4.4 For any other combination finals game, the venue is Rugby Park.
- 22.4.5 The Rugby Management Committee for the particular competition or the Board of Management may change the venue for any finals game should it have a good and sufficient reason to do so.

Rule 23 FINAL SERIES PLAYER ELIGIBILITY

A player shall not, except with the permission of the Rugby Management Committee:

- 23.1 Be eligible to play in the Final Series games in any grade if he / she has participated in three of the last five games prior to the final series games in a higher grade, excepting if he / she has played a minimum of two thirds of the season in that grade.
- 23.2 Be eligible to play in lower grade games if he / she has played two thirds or more games in a higher grade.
- 23.3 Be eligible to play with a Club in any grade unless he / she has played for the Club in four (4) games in that or in a lower grade for that Club prior to the Final Series, provided the ARU Age Grade Dispensation Procedure has been adhered to.
- 23.4 Clubs must indicate the players, for who dispensation is required, in writing to the Rugby Management Committee on the Monday prior to the commencement of the first Final Series game.
- 23.5 Any Club contravening any section of this rule or found to have provided false information shall be liable to disqualification or suspension for such term as the Rugby Management Committee may think fit. The Club concerned may lose the game for which false information has been supplied or in which the ineligible player took part and the player may be suspended for such time as the Rugby Management Committee may determine.
- 23.5 Two clubs with a formal partnership arrangement in accordance with rule 3.2 are not permitted to share players between clubs unless they satisfy the requirements of rule 15.3, 15.3.1, 15.3.2, 15.3.3.

Rule 24 FINAL SERIES DURATION OF GAMES

- 24.1 Finals games shall commence at such time as the Board shall determine.
- 24.2 In any Junior finals series game, there is no extra time played. In the event of a draw, the team which occupied the higher position in the competition ladder at the conclusion of the roster series will be deemed to have won the game.

- 24.3 In any Senior semi or preliminary final game, if the scores are equal at full time, an extra period of ten minutes each way without interval must be played, with time off for injuries. In any semi final or preliminary final game, if the scores are equal after extra time, the Team which occupied the higher position in the competition table at the conclusion of the home and away roster series as defined under Rule 6 shall be deemed to have won the game.
- 24.4 In any Senior grand final game, if the scores are equal after extra time, then another game shall be played on such a date as the Rugby Committee shall determine. The players in this further game shall be the same players who participated in the previous game. The only exception to this rule is in the case of medical evidence of a serious injury.

Rule 25 GAME RESULTS AND TEAM LISTS

- 25.1 All teams must list and identify all players and their numbers including those players who are suitably trained to play in the front row and any players playing under an age dispensation policy. A Club official (generally the Team Manager) is to sign the List to confirm that is completed correctly. The Club is to provide this sheet to the Referee prior to the game to initial and confirm that these players are listed and identified.
- 25.2 It shall be the duty of each Club to report the results and team lists for all games, at the conclusion of the game, no later than 6pm on the day of the game. Such reports must be completed on the ARU's Rugby Xplora system. Separate instructions will be given to those who need it, to use the ARU's Rugby Xplorer system.
- 25.3 Failure to submit these reports will be subject to a warning if not submitted on time in the first instance followed by a 10 point reduction in a Club's percentage (points for/against) if the Team Sheet is not submitted within a further week following the warning. The deduction is to be applied for each full week of delay. The Rugby Management Committee may apply further penalties in cases of continued failure to submit.
- 25.4 Some games may only be reported via a written Team Sheet (eg: no competition listed on Rugby Xplorer). In these circumstances, written reports and team sheets must be provided, scanned and emailed to the Registrar by no later than Noon on the Tuesday following the game.

Rule 26 SMART RUGBY AND COACHING

- 26.1 All coaches and officials must be Smart Rugby compliant (ARU Directive).
- 26.1.1 To be compliant a coach or official must have completed a online Smart Rugby course. This enables the coach or official to be compliant for 2 years after which they can either update on-line or attend a 'face-to-face' Smart Rugby session. Every four (4) years a coach or official must attend a 'face-to-face' Smart Rugby Session.
- 26.1.2 It is recommended that coaches and officials attend a 'face-to-face' Smart Rugby session every two (2) years.
- 26.2 All coaches of junior or women's teams must at least have completed a Foundation (one day theory and practical) course. The Foundation course is a certified course that includes all components of the Smart Rugby session so a coach is not required to complete both courses in the same year. Foundation Certification is valid for four (4) years.
- 26.3 All coaches of senior teams must have at least completed a Foundation course and either hold an up to date Level 2 Accreditation or be in the process of undertaking Level 2 Accreditation. Accreditation remains valid for 4 years.
- 26.4 Senior coaches must have been granted their qualification by May 30 of each year to remain eligible to continue to coach their team.
- 26.5 The Rugby Management Committee will determine any further penalty to apply to each team without a duly qualified coach.

Rule 27 ARU POLICY ADOPTION

The Tasmanian Rugby Union unreservedly adopts the ARU Community Rugby Policies as outlined on the ARU Community Rugby Website, except as otherwise detailed within these Playing Rules.

The policies may be accessed via the following link (via the ARU Web Page):

<http://www.rugby.com.au/about/codes-and-policies/all-codes-and-polices>