



2026 Senior Competition Rules

Gold Coast District Rugby Union



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GCDRU 2026 Senior Competition Rules

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Operative Part

1. Definitions

- (a) **AFFILIATED UNION** means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.
- (b) **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.
- (c) **CLEARANCE** means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.
- (d) **CLUB** means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the competition.
- (e) **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.
- (f) **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.
- (g) **COMPETITION MANAGER** is the person deemed responsible by the Union for the day-to-day operational management of the competition.
- (h) **EVENT ORGANISER** is an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia Event Sanctioning Guidelines.
- (i) **JUDICIARY** is the Sub-Committee as appointed by the Management Committee.
- (j) **MANAGEMENT COMMITTEE** is the committee appointed by the GCDRU to oversee the management of the competition.
- (k) **PARTICIPANT(S)** includes but is not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; Ground Marshalls and Volunteers.
- (l) **GCDRU** is the Gold Coast District Rugby Union Ltd; affiliated Association of the QRU and governing body of the competition.
- (m) **QRU** is the Queensland Rugby Union Ltd.
- (n) **RA** is Rugby Australia.
- (o) **WR** is World Rugby.

2. Preamble

- (a) This Competition, as with all competitions played under the auspices of Gold Coast District Rugby Union, are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:
 - (i) [Principles of the Game](#)
 - (ii) [Principles of the Laws](#)



- (b) All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser e.g. Gold Coast District Rugby Union and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

3. Laws of the Game

All games will be played in the terms of the [WR Laws of the Game](#), including/ not including any of the following variations:

- (a) [Under 19 Variations](#)
- (b) [Rugby AU Under 19 Variations](#)

Regulations of the Game

4. Governance of the competition

- (a) 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.
- (b) 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.

Rugby AU Codes and Policies

5. Rugby Australia codes and policies

- (a) The effective governance and administration of rugby require 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](#):
- (b) Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).

Rugby AU Dispensation

6. Dispensations

6.1 Application of the Rugby Australia Dispensation Policy

The GCDRU adopts and upholds the Rugby Australia Dispensation Policy for all senior competitions. This policy governs any requests for age-grade, positional, or safety-related dispensations for players participating in rugby activities under GCDRU jurisdiction.

6.2 Dispensation Requests

- (a) All dispensation applications must be submitted in accordance with the Rugby Australia Dispensation Policy and through the required Rugby Xplorer online process.
- (b) GCDRU will not process, review, or approve any dispensation request that does not follow the national lodgement procedure.

6.3 Club Responsibilities

- (a) Clubs are responsible for ensuring that any player requiring dispensation has a confirmed approval **prior** to participating in any match (trial, preseason, or competition).



- (b) Clubs must maintain accurate records of all approved dispensations and provide them to GCDRU upon request.

6.4 Eligibility and Compliance

- (a) Players participating without an approved dispensation, where one is required, will be deemed ineligible.
- (b) Any breach of this clause may result in sanctions, including but not limited to match forfeiture, competition points deductions, fines, or further disciplinary actions as determined by GCDRU.

7. Player Clearances

7.1 International Clearance

The International Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:

- (a) A player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised, or sanctioned by that new Union until they have an endorsed International Clearance.
- (b) Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
- (c) For incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.

7.2 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. Restricted at XVs, 10s, 7s and Veterans registration types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association.
- (b) No player is to take part in any game without the formal clearance procedure being followed and approved by their outgoing Club and Association approval on Rugby Xplorer.

8. Law and Regulation Clarifications

8.1 Rolling Replacements

- (a) World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia.
- (b) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.
- (c) Replacements due to blood injury, concussion or injury due to foul play, do not count in the designated number of movements.

NB: Law 3.27 – i.e. Temporary Replacement – Head Injury Assessment (HIA), DOES NOT APPLY WHATSOEVER AT ANY LEVEL. Recognise and Remove Protocols are to be observed.

8.2 Scrums

Law 3.17 only applies to 1st Grade.

8.3 Uncontested Scrums



GCDRU Phil Temperton Cup 1st Grade will follow the World Rugby Guidelines in regard to uncontested scrums.

8.4 1st Grade

- (a) Teams must have enough trained front row players to ensure that, when a replacement hooker is needed for the first time, and when a replacement prop is needed for the first time, the match can continue safely with contested scrums.
- (b) If at any point a team cannot meet this requirement—either before kick-off or during the match—they must play with one fewer player than the normal on-field complement.
- (c) If a suitably trained front row player later becomes available and contested scrums can resume, that player may enter the field and the team may return to the full number of players.

8.5 2nd and 3rd Grade During the Regular Season

- (a) 2nd Grade will abide by the following:
 - (i) If a game starts uncontested, then the team that called uncontested scrums will face the below sanction:
 - (A) This must be recorded in the Match Day App by the opposition team. A 2-point penalty will be applied to that game.
 - (B) The 2-point penalty will be deducted from the match points earned by the team that initiated uncontested scrums. A team's points for that game cannot fall below zero, unless the situation also meets the criteria for a forfeit.
 - (ii) If a game starts contested and then goes uncontested, then a reduction in players will occur, except in the circumstances outlined here: <https://www.world.rugby/the-game/laws/guidelines/16>. There will be no point penalty applied.
 - (iii) Should both teams go uncontested, no sanctions applied.
- (b) 3rd Grade will abide by the following:
 - (i) No Sanctions applied.

8.6 2nd and 3rd Grade During the Finals Series

2nd and 3rd Grade will abide by the following:

- (a) If a game is called uncontested (prior to or during the match), then a number of penalties will be imposed on the team that has called uncontested scrums:
 - (i) Removal of one (1) player from the playing field (offending team reduced to fourteen (14) players).
 - (ii) Forfeiture of the higher ranked/finishing status in the event of a draw.
 - (iii) Reduction in the player movements to a maximum of five (5) movements. If the offending team has already exceeded five (5) movements in the game, then movements will automatically cease.

9. National Standard Competition Rules

9.1 Playing Field

- (a) Clubs hosting matches playing under these rules must comply with RA's Safety and Welfare Policies: <https://www.australia.rugby/about/codes-and-policies/safety-and-welfare> with respect



to medical requirements. Both teams are responsible for ensuring matches do not progress if the requirements for medical are not in place. Reference should be made to RA's Safety and Welfare Policies when seeking any clarification.

- (b) For all competition games, the host club shall be responsible for ensuring that the Field of Play is correctly marked in accordance with the Laws of the Game.

9.2 Goal Posts

All goal posts within the playing enclosure must be padded.

9.3 Playing Enclosure

- (a) Entry to the playing enclosure must be restricted by a fence, barricade or rope, a minimum of five (5) metres, where practicable, from the playing area perimeter.
- (b) Persons authorised to enter the playing enclosure (Authorised Persons):
 - (i) Ground Marshall – readily identifiable/wearing a vest – game is not to proceed until identified by the Referee i.e. Ground Marshall/Field Marshall
 - (ii) Medically Qualified Person – game is not to proceed until identified by the Referee.
 - (iii) Two (2) teams of fifteen (15) or fewer players.
 - (iv) Match Officials, including:
 - (A) Referee
 - (B) Assistant Referee(s)/Touch Judge(s)/Substitution Controller(s)
 - (C) Approved GCDRU, QRU, RA Staff
 - (D) Sports Trainer(s) – maximum of two (2) per team
 - (E) A maximum of four (4) ball attendants

Technical Zone

10. WR Technical Zone/Water Carriers Protocol

10.1 Dimensions of the Technical Zones

- (a) For all matches, two (2) Technical Zones shall be provided within the playing enclosure on the same side of the pitch, each one on either side of the halfway line and outside the field of play.
- (b) These Technical Zones must be marked on the ground.
- (c) The line nearest the touchline must be parallel to the touchline.
- (d) The Technical Zones commence a minimum of five (5) metres from the halfway line. The Technical Zones must not exceed ten (10) metres in length and three (3) metres in width and must not be less than three (3) metres from the touchline.
- (e) Wherever practically possible, the Technical Zones must be behind advertising hoardings with easy access to the Field of Play.

10.2 Personnel permitted within the Technical Zone



- (a) No more than two (2) medically trained persons and two (2) water carriers (who may not be the Head Coach or Director of Coaching but may be an Assistant Coach), a total of four (4) per team are permitted to operate from the Technical Zones.
- (b) No other person (including Team Officials or Players) is permitted in the Technical Zones.
- (c) Pursuant to WR Regulation 17, section 17.24, no player who has been sent off (Red Carded) or currently under suspension may be involved in any match day activities including running water.
- (d) One (1) the medically trained personnel permitted to operate from the Technical Zone, as listed above, may be positioned on the far side of the playing area on the touch line opposite the Technical Zone and may move along the touchline.
- (e) The second medically trained person (if applicable) permitted to operate within the Technical Zone, as listed above, may be positioned on the near side of the playing area on the touchline and may move along the touchline. The two (2) medically trained personnel may not be together on the far sideline.
- (f) The medical personnel may keep up with play but must pay due regard to the needs of the players, match officials and spectators. The medical personnel may enter the field of play in accordance with the Law at any time a player is injured. They must not obstruct, interfere or aim comments at the players or match officials.

10.3 Roles of personnel in the Technical Zone

- (a) Water may only be taken onto the field during stoppages in play for injuries in the playing area and when a try has been scored.
- (b) The two (2) water carriers are not permitted in the playing area during penalty kicks at goal.
- (c) The water carriers must always remain in the Technical Zones unless they enter the playing area to provide water or when ONE (1) enters to provide a kicking tee to a kicker at a penalty kick. Water carriers must not obstruct, interfere, or aim comments at players or match officials.
- (d) Players may come to the touchline adjacent to the Technical Zone to receive water.
- (e) Water bottles must not be thrown onto the field of play.

10.4 Management of the Technical Zone

- (a) All personnel permitted in the Technical Zone will be required to wear bibs to clearly identify them and their role when in and around the Field of Play. Each club will be responsible for the manufacture of these bibs – Medical (Orange) and Water (Yellow). It is the responsibility of the Team Manager to ensure their maximum of four (4) personnel permitted in the Technical Zone always wear these bibs during the game.
- (b) In the first instance, teams will manage their own Technical Zones. If there is a dispute, this will be resolved by the Ground Marshall. Continued non-compliance will be reported to the Referee.
- (c) The Referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.
- (d) Any breach of the protocol may be reported to the Competition Manager who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to WR Regulation 18 against the Club(s) and/or person(s) concerned.
- (e) Should any person be expelled from the playing enclosure for a breach of the protocol, they must be reported by the Referee to the Competition Manager who shall be entitled to



undertake investigations and lodge Misconduct Complaints pursuant to WR Regulation 18 against the Club(s) and/or person(s) concerned.

10.5 Personnel outside of the Technical Zone

- (a) The replacements bench must, wherever possible, be outside of the playing enclosure.
- (b) All coaches, unless a Water Runner (NB this cannot be the Head Coach as per above) must be located outside of the playing enclosure for the duration of the match.
- (c) If replacements require to warm-up and there is not an area outside the playing enclosure, they may warm-up in the opposition in-goal area but must not use balls or any other equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in-goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure.
- (d) Players warming up in the opposition in-goal area must be wearing bibs to identify them as non-players. Those players are not to have physical contact with players on the field including congratulating them after scoring a try. Referees are encouraged to issue a warning where such conduct occurs and to penalise teams from the kick off if that behaviour continues.

10.6 Restrictions for Authorised Persons

- (a) The sports trainer is a person(s) from each team who is or are responsible for immediately attending to a player who may appear injured, and who provides water to the players.
- (b) Authorised Persons do not include a coach within the following exceptions:
 - (i) Where the nominated coach is required to fulfil one of the roles listed in Clause 7.5 (III) no coaching or technical instruction can take place when fulfilling one of these roles.

10.7 Authorised Persons

- (a) It is intended that the club nominate persons to become authorised persons.
- (b) No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
- (c) Clubs seeking authorisation will do so as directed by the Union as part of the Union's nominating process. The Union may decline to authorise a person at its absolute discretion.
- (d) An Authorised Person (except players and Ball Persons) must have completed a Smart Rugby course or higher qualification. Additionally, Ground Marshals must have completed and maintained RA's Ground Marshal Accreditation.
- (e) All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be confirmed by searching Rugby Xplorer.
- (f) The home team shall appoint a Ground Marshal who shall ensure that this rule is complied with, and the Ground Marshal shall report any breach of these rules to the Competition Manager. The Ground Marshal must not hold another role/position within the team e.g. the Manager cannot be the ground marshal.
- (g) Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process, will be required to sign an acknowledgement and agreement to comply with the codes of behaviour and be bound by disciplinary provisions.
- (h) Unauthorised access will be treated as a breach of the Code of Conduct. Clubs and/or individuals will be charged under the Code should they fail to adhere to the guidelines listed above



SPECIFIC UNION REQUIREMENTS – GCDRU

11. Players Eligibility

11.1 Round Games eligibility:

- (a) All players must be fully registered with a GCDRU-affiliated club through the approved national registration system (Rugby Xplorer) before participating in any match.
- (b) Registration must be completed prior to taking the field. Players not appearing on the Match Day Team List are deemed ineligible.
- (c) Each manager should ensure all Senior Players have their account set to Public. In the individual RX Account settings, 'Make my name private on all public team sheets and live results' should be set to NO. This ensures visibility for both teams.

11.2 Age Requirements

- (a) Players must be turning 17 years or older in the year of competition to participate in senior rugby.
- (b) Players turning 17 must meet all safeguarding and approval requirements set by Rugby Australia, including relevant consent forms and dispensation assessments. [Senior Dispensation | Rugby Australia.](#)

11.3 Representative Eligibility

- (a) To be eligible for GCDRU representative honours, players must be fully registered and active with a GCDRU club for the current competition year.
- (b) Players serving suspensions or sanctions are ineligible for selection until penalties are fully served.

12. Ineligible players

12.1 Definitions of Ineligibility

A player is considered ineligible if:

- (a) they are not registered to the GCDRU club;
- (b) they are suspended or under sanction;
- (c) they are registered to another club without an approved transfer; or
- (d) their name is not on the Match Day Team List prior to kick-off.

12.2 Sanction for playing ineligible player

- (a) Match deemed a **forfeit** (0 points; opposition awarded maximum points (4 points)).
- (b) GCDRU Competition Manager issues a formal written warning and/or show cause notice.
- (c) Club must provide an internal process review outlining how the breach occurred.
- (d) Monetary Sanction of \$500.
- (e) Repeat offending clubs will face higher sanctions; such as but not limited to; deduction of GCDRU Competition Ladder points at the discretion of GCDRU Management, Coach/Manager sanctions, team removal from GCDRU Senior Competition.



13. Rolling Substitutions

- (a) Before the first match of the season, the Union will provide each club with electronic templates for substitution cards. These will include:
 - (i) Home 1 to Home 12;
 - (ii) Away 1 to Away 12.
- (b) Each club must print and bring its own set of substitution cards for every match.
- (c) Each team must nominate one person (e.g., Team Manager, Coach, or Parent helper) to manage substitutions. This person is responsible for:
 - (i) Holding the team's substitution cards;
 - (ii) Handing the correct next numbered card to the match official each time a substitute enters the field;
 - (iii) Ensuring the cards are used in order.
- (d) Each team will always know how many substitutions they have left by checking how many cards remain in their possession.
- (e) Once all cards are used, no further rolling substitutions are permitted.

14. Match Day APP

14.1 Teams:

- (a) All teams (23 players and coaching staff) are to be listed on Rugby Xplorer/Match Day by no later than 9:00am AEST on the Friday prior to game day.
- (b) jersey numbers in RA Match Day must match the physical jersey being worn by the nominated player.
- (c) A player cannot take the field without a jersey number displayed.

14.2 Scoring

- (a) It is the responsibility of the designate team manager to;
 - (i) live score the game via the Match Day app; and
 - (ii) to record ALL teams points (tries, conversions, penalty goals, drop goals, penalty tries) movements (player substitutions, yellow/red/blue cards).
- (b) Each Team Manager is required to confirm the game score with the opposition Teams Manager and the game day referee prior to finalising the game in Match Day.
- (c) The full-time score of the game is required to be finalised in Rugby Xplorer/Match Day no later than 30 minutes from the competition of the game.
- (d) Clubs that do not comply with the above procedures may be subject to competition point deductions.

14.3 Accreditations

It is the responsibility of each GCDRU Affiliated Club to ensure all Coaches, Managers, Medical and Support Staff are to be accredited with the minimum accreditation requirements as found on the Rugby Australia website: <https://australia.rugby/about/codes-and-policies>.



- (a) Coach: Smart Rugby Accreditation, Season Ready and Smart Contact.
- (b) Manager: Smart Rugby Accreditation, Team Manager Accreditation and Ground Marshall.
- (c) Trainer: Smart Rugby Accreditation
- (d) Ground Marshall: Smart Rugby Accreditation and Ground Marshall

Ground Marshall Responsibilities: Please refer to the GCDRU Competition Policy and Procedure handbook.

15. Competition Details

In 2026, GCDRU will offer Men's 3rd, 2nd & 1st Grade Competitions as well as Women's 10s Competitions

15.1 Participation of GCDRU Clubs

CLUB NAME
Bond Pirates
Coomera Crushers
Gold Coast Eagles
Griffith Uni Colleges Knights
Helensvale Hogs
Hinterland Celtics
Nerang Bulls
PBC Alleygators
Surfers Paradise Dolphins

15.2 Draw

- (a) The competition will follow a match schedule created by the Management Committee before the season begins. This schedule may be adjusted by the GCDRU Management Committee when required.
- (b) Wherever possible, matches will be played in ascending order, from lowest grade to highest grade.
- (c) If this order cannot be followed, a player who starts in a higher grade cannot play in a lower grade (either as a starter or reserve).

15.3 Duration of Matches

All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 variations.

Grade	Time	Injury Time	Half Time
1st Grade	2 x 40 mins	Yes	5 mins
2nd Grade	2 x 35 mins	No	5 mins
3rd Grade	2 x 30 mins	No	5 mins



NB: Any team not prepared to commence a match within five (5) minutes after the designated kick off time shall forfeit the match (as determined by the referee).

15.4 Competition Points

- (a) Points for a win – four (4)
- (b) Points for a loss – zero (0)
- (c) Points for a draw – two (2)
- (d) Points for a bye (where applicable) – zero (0)
- (e) Points for a loss by seven points or less – one (1)
- (f) Points for scoring three (3) tries more than your opponent – one (1)
- (g) Points for forfeiting a match – minus 2 (-2)
- (h) Points for being forfeited against – five (5)

15.5 Ladder Positions

The GCDRU Competition ladder for all Senior Grade competitions will be ranked using the following steps, in order:

- (a) Total Competition Points: Teams with more competition points (earned from wins, draws, and bonus points) are ranked higher on the ladder.
- (b) Points Difference: If still tied, the team with the higher points difference (Points For minus Points Against) takes the higher position
- (c) Matches Won: If teams have the same points, the team that has won more matches is placed higher
- (d) Total Tries: If teams remain equal, the team that has scored more tries over the season is ranked higher.
- (e) Should, after the above, 2 teams still be on equal point the matter shall be determined by a toss of a coin.

15.6 Citing Procedure

- (a) Please refer to the RA Disciplinary Rules of Competition for the required procedures and documentation. [Australian Rugby Disciplinary Rules | Rugby Australia](#)
- (b) A Citing fee of \$500 is to be paid at time of lodging citing. If upheld, this fee will be reimbursed to the Club.
- (c) Clubs must submit a "Citing Complaint Referral Form" (Appendix 4 of the RA Disciplinary Rules) to the GCDRU Competition Manger by 5pm Monday, following the scheduled game.

15.7 Forfeits

- (a) Teams forfeiting must adhere to the following:
 - (i) Contact their own club AND opposition club informing them of the forfeit.
 - (ii) Contact the Competition Manager by both text, phone call and follow up email:
 - (iii) Competition Manager:



- (A) Kristin Dunn – 0418 430 564 (identify your club, team, time and venue)
- (B) Email: rugbymanager@gcdru.com.au
- (iv) Contact the GCDRRA (Referee Association) by both text and follow up email:
 - (A) President: Scott Lynch (identify your club, team, time and venue)
 - (B) Email: president@gcdrra.com.au
- (b) If a club forfeits a match in a higher grade, all lower grades for that club in the same round will automatically be recorded as forfeits as well.
- (c) When a club forfeits, the opposing team is recorded as having won the match.
- (d) The forfeiting team manager is to lodge the forfeit in the Match Day app.
- (e) The GCDRU Competition Manager will apply the 21-0 scoreline to the winning team in Rugby Xplorer.
- (f) A club that forfeits two matches in the same grade within a season will receive a Show Cause Notice requiring them to explain why their team should remain in that grade.
- (g) The Management Committee may apply further penalties to any club that withdraws a team from the competition, this will be imposed at the discretion of the GCDRU Management Committee.

15.8 Postponed/Abandon Match

- (a) If a match venue becomes unavailable for any reason, the home club must immediately notify the GCDRU Competition Manager if the ground is unplayable or may be unplayable. The Management Committee will then consult with the clubs involved and decide how the match will be handled.
- (b) If a match is abandoned for reasons beyond the control of match officials, the following will apply:
 - (i) **First Half:** If the match is abandoned during the first half, the result will be declared a draw, and no points for or against will be awarded.
 - (ii) **Second Half:** If the match is abandoned during the second half, the result at the time of abandonment will be considered the **final result**.
 - (iii) **Unacceptable behaviour:** If a match is abandoned due to unacceptable behaviour by players or other persons, or for any similar reason, the Management Committee will decide whether penalties should be applied to the teams involved.

15.9 Wet Weather

- (a) Notwithstanding any of the provisions contained in these rules, the referee has the right to declare the match will not be played and therefore any of the provisions of these rules is subject to the referee's final say pursuant to the Laws of the Game on whether the match will be played
- (b) In the event of bad weather, the match official has the right to refer to the Lightning Policy. As found on the World Rugby website. <https://www.world.rugby/the-game/player-welfare/guidelines/lightning>
- (c) In exceptionally hot or humid conditions, the match official may allow a one-minute water break. This break should be taken midway through the half, ideally after a score or when the ball is near the half-way line.



15.10 Wet Weather Protocol

As the top GCDRU Competition, Phil Temperton Cup 1st Grade Matches – should be given every opportunity to be played.

15.11 Hosting Club

- (a) If the field is unplayable or may become unplayable, notify the Competition Manager immediately.
- (b) Provide details on field conditions, drainage issues, or safety concerns in writing to GCDRU Competition Manager.
- (c) Facilitate any required site inspections by referees, the Competition Manager, or appointed officials.
- (d) Follow instructions from the Competition Manager regarding match postponement, cancellation, or relocation.
- (e) Communicate decisions internally to coaches, players, and club volunteers.

15.12 GCDRU

- (a) The Competition Manager shall monitor weather forecasts and field reports in advance of scheduled matches. Ongoing communication with all clubs is required to advise of potential cancellations, postponements, or changes to match arrangements.
- (b) Upon notification from the home club of potential field concerns, or when weather conditions are deemed severe, the Competition Manager shall arrange an inspection of the venue.
- (c) Consideration shall be given to the safety of players, match officials, and spectators, as well as the impact on field integrity.
- (d) GCDRU Competition Manager is responsible and required to locate an alternate venue if a hosting club is deemed unplayable.

15.13 Decision-Making

- (a) The integrity of the competition and fairness to all teams shall guide decision-making.
- (b) Based on the assessment and consultation, the Competition Manager shall decide whether the match shall:
 - (i) Proceed as scheduled if conditions are deemed safe and playable.
 - (ii) Be postponed if conditions are unsafe, with a rescheduled date to be agreed upon by the clubs or determined by the Competition Manager in consultation with the Management Committee.
 - (iii) Be subject to alternative arrangements, such as relocation to a suitable venue, if postponement is not feasible or the original venue is unplayable.

15.14 Rescheduling of game/s due to wet weather;

- (a) If GCDRU deem a game or round to be postponed due to poor weather conditions; these games will be rescheduled to the designated "Wet Weather" round in the 2026 draw (date TBC)
- (b) Should a team not be available for the designated date, due to any reason, the game will be awarded a forfeit to the team unavailable and points award to the opposition team.



16. Competition Awards

16.1 GCDRU Senior Club Championship Calculation

The GCDRU Senior Club Championship is determined by the total accumulation of competition points from all teams (1st Grade through to 3rd Grade). The competition points are weighted by each of the Grades as follows:

- (a) Phil Temperton 1st Grade multiplied by five (5)
- (b) Dr Tom Nutley 2nd Grade multiplied by three (3)
- (c) Col McDonald 3rd Grade multiplied by one (1)

16.2 Bob Sinclair Medal Calculation

The Bob Sinclair Medal is, historically, the award for the best and fairest player in the GCDRU Phil Temperton Cup 1st Grade Competition.

- (a) The Referee awards points for each game for the best and fairest player in each GCDRU Phil Temperton Cup 1st Grade Competition game on the basis of 3, 2, and 1 (3 being the highest).
- (b) That the player with the highest number of points after the conclusion of the Competition Round games be declared as the winner.
- (c) That any player sent from the field of play i.e. Red Card be automatically excluded from winning this award.
- (d) That any player cited (and the Citing is subsequently upheld) be automatically excluded from winning this award.
- (e) That any player that receives three (3) or more Temporary Suspensions i.e. Yellow Card be automatically excluded from winning this award.
- (f) That any player found to breach any of the following Rugby Australia Policies be automatically excluded from winning this award:
 - (i) Code of Conduct
 - (ii) Anti-Doping
 - (iii) Anti-Corruption and Betting

17. Relegation Rule

The purpose of this rule is to ensure competitive balance within all grades of the GCDRU competition and maintain the integrity and safety of matches.

- (a) The Gold Coast District Rugby Union (GCDRU), in consultation with the Management Committee, reserves the right to implement relegation for any team that is deemed not competitive in its current grade.
- (b) This process applies to all grades within the senior competition.
- (c) GCDRU must review performance data when considering relegation
- (d) Relegation may be considered if a team demonstrates consistently poor performance, including but not limited to:
 - (i) Significant and repeated losses in early rounds
 - (ii) Uncompetitive match results (large points differential)



- (iii) Safety concerns arising from mismatched team abilities
- (e) The Management Committee will review team performance in consultation with the Competition Manager, considering objective results and reports from referees and officials.
- (f) Any decision to relegate a team must be made no later than Round 6 of the competition.

18. Sanctions for Breach of GCDRU Senior Competition Rules

To promote positive behaviour, uphold the integrity of the competition, and ensure fair play, any breach of these GCDRU Senior Competition Rules may attract sanctions outlined below;

- (a) 1st Breach of any Competition Rule may include any combination or all of the following:
 - (i) Warning
 - (ii) Education or reaccreditation for individuals or clubs
 - (iii) Loss of competition points
 - (iv) Monetary fine
 - (v) Expulsion from the competition
- (b) 2nd or any subsequent breach of the same competition rule may include any combination or all of the following:
 - (i) Warning
 - (ii) Education or reaccreditation for individuals or clubs
 - (iii) Loss of competition points
 - (iv) Monetary fine
 - (v) Expulsion from the competition

GCDRU reserves the right to impose any sanctions not specifically outlined above should they believe a breach of the Competition Rules warrants it. Any such decision must be made collectively by the GCDRU Management Committee and be consistent with the Rugby Australia framework.

19. Protests

- (a) All protests regarding these Competition Rules must be:
 - (i) Submitted in writing and signed by the Club President or Club Secretary.
 - (ii) Specific, citing the Competition Rule number alleged to have been breached.
 - (iii) Supported by witness statements on a signed statutory declaration form.
- (b) Appeals or protests relating to National Disciplinary Rules, Code of Conduct, or Member Protection Policy must follow the processes outlined in those documents.
- (c) Protests must be received by the GCDRU Competition Manager by close of business on the first business day after the alleged breach.
- (d) The Competition Manager will review the protest, determine if a breach occurred, and recommend any penalties to the Management Committee. The Management Committee will make the final determination and advise all affected parties by close of business on the second business day after the alleged breach.



- (e) Clubs dissatisfied with the Management Committee's decision may appeal to the GCDRU Appeals Committee. Appeals must be received by the Competition Manager by close of business on the third business day following notification of the Management Committee's decision. The Appeals Committee may review and vary penalties as deemed appropriate.
- (f) Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his discretion to allow reasonable extensions of time.