

Queensland Rugby Union



2025 All Schools Competition Rules

(Reviewed 15th August 2025)



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Definitions

RA is Rugby Australia

CLUB is the affiliate / body that is a participant of the competition

COMPETITION MANAGER is the person deemed responsible by the Union for the day-to-day operational management of the competition.

JUDICIARY is the Sub Committee as appointed by the Union

MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition

PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

QRU is the Queensland Rugby Union Ltd

UNION is the governing body of the competition

WR is World Rugby

Preamble

1 PREAMBLE

This Competition as are all competitions played under the auspices of QRU are amateur competitions. All participants in the Competition are to be made aware of the WR Playing Charter; <https://laws.worldrugby.org/?charter=all> which include:

- (a) Principles of the Game
- (b) 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 e.g. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the QRU affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

All games, wherever possible, 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.

Laws of the Game

2 LAWS OF THE GAME

All games will be played in terms of the <https://www.world.rugby/the-game/laws/home> including / not including, as applicable, the following variations:

2.1 7-a-side Variations <https://www.world.rugby/the-game/laws/variations/3/sevens/>

Regulations of the Game

3 REGULATIONS OF THE GAME

All games will also be played in accordance with the
<https://www.world.rugby/organisation/governance/regulations/reg-1>

RA and QRU Policies

4 RA AND QRU POLICIES

All games will also played in accordance with all [RA Policies and QRU Policies](https://australia.rugby/about/codes-and-policies) /
<https://australia.rugby/about/codes-and-policies>

Law and Regulation Clarifications

5 LAW AND REGULATION CLARIFICATIONS

5.1 Law 3 Number of Players – The Team

5.2 Regulation 12 – Provisions Relating to Player Dress – RA has directed that this does not apply to females of any age; however, applies to males Under 15 and above

Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.”

5.3 Regulation 17 – Illegal and Foul Play

(a) Temporary Suspensions (Yellow Card)

1. The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.
2. Should a player incur three (3) temporary suspensions in one tournament he / she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match.
3. Should a player incur five (5) temporary suspensions in one tournament he / she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match and be required to attend the Judiciary.
4. Temporary suspensions do not transfer to the next tournament.
5. Schools may receive notification once a player receives two (2) temporary suspensions
6. Schools will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension

(b) Send Offs (Red Card)

1. Match officials must, **at the conclusion of their match**, report in person to the Competition Manager (or designated person) to complete the approved form, for any player or players ordered off the field of play.

2. Any player ordered off the field will be suspended from playing until his/her case has been decided by the Home Union Judicial Committee.
3. RA's Disciplinary Rules are available [here](https://australia.rugby/about/codes-and-policies)
<https://australia.rugby/about/codes-and-policies>

5.4 Sanctions i.e. Suspensions – Foul Play

(a) “17.14.6 Decisions on sanctions and suspensions imposed on Players under WR Regulation 17:

1. must be applied universally such that the Player may not play the Game (or any form thereof) anywhere during the period of suspension;
2. must not allow Players to avoid the full consequences of their actions by, for example, playing in Matches prior to the commencement of their suspension, or playing in Matches during a break in the suspension and/or serving their suspension during a period of inconsequential preseason and/or so-called friendly Matches;
3. must apply and be served when the Player is scheduled to play;
4. must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of Regulation 17.;
5. shall be effective immediately.

Standard Competition Rules

6 STANDARD COMPETITION RULES

6.1 How Ladder Positions Are Determined (for Competitions with Premierships)

(a) In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:

1. Number of wins during the round robin segment of the Tournament; then if not resolved;
2. Basis of the best points differential for points scored for and against; then if not resolved;
3. The first try scorer in the previous game will determine the winner; then if not resolved;
4. The matter shall be determined by a toss of a coin.

6.2 Postponed / Abandoned Matches

(b) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

1. Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.
2. Where a match has been abandoned during the second half the result will be the 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 Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

6.3 Playing Field

(a) Clubs and Schools hosting matches played under these rules must comply with the <https://australia.rugby/about/codes-and-policies> with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the

requirements for medical care are not in place. Reference should be made to the RA Medical and Safety Requirements when seeking any clarification.

(b) For all competition games the host club or school shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.

(c) Goal Posts

I. All Goal posts within the playing enclosure must be padded.

(d) Playing Enclosure

I. 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.

II. Persons authorised to enter Playing Enclosure:

- Medically Qualified Person – maximum two (2) / team
- Teams (2 x)
- Referee
- Assistant Referees / Touch Judges (2 x)
- No. 4 and No. 5
- Sports Trainer – maximum two (2) per team
- A maximum of 4 ball attendants

6.4 Restrictions for Authorised Persons

(a) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.

I. Note that authorised persons do not include a coach with the following exceptions:

- Where the nominated coach is required to fulfil one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.

6.5 Accredited Persons

(a) Process

I. It is intended that each School nominate persons to become Accredited Persons.

- No one other than the Teams, Match Officials, ball boys and girls and Accredited Persons shall be permitted in the playing enclosure during a match.
- Schools seeking accreditation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to accredit a person at its absolute discretion.
- An Accredited Person must have completed a SmartRugby & SmartTackle course or higher qualification.
- All Accredited Persons entering the playing enclosure must have ready access to their RA Rugby Xplorer record which details their respective Accreditation.
- The Management Committee shall appoint a field marshal who shall ensure that this rule is complied with and the

field marshal shall report any breach of these rules to the Match Committee.

- A coach of the team playing cannot be an Accredited Person for that match.
- Accredited 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 code of behaviour and be bound by the disciplinary provisions.

6.6 Schedule of Penalties

(a) 1st Breach of any Competition Rule may include any or all of the following:

1. Warning
2. Loss of Competition Point(s)
3. Issue of a Show Cause Notice
4. Monetary Fine
5. Expulsion from the Competition

(b) 2nd or any Subsequent Breach of the same Competition Rule may include any or all of the following:

1. Warning
2. Loss of Competition Point(s)
3. Issue of a Show Cause Notice
4. Monetary Fine
5. Expulsion from the Competition

6.7 Protests

- (a) All protests must be made in writing and signed by either the Coach or Team Manager.
- (b) Protests must be received in writing within 30 minutes following the conclusion of the match after the alleged breach of the competition rules.
- (c) All protests must specifically nominate the competition rule (by number) under which the breach occurred.
- (d) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.
- (e) The Competition Manager shall determine if a School is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.
- (f) The School, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

6.8 Extension of Time

- (a) 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.

Specific Union Requirements

7

SPECIFIC UNION REQUIREMENTS

7.1

Squad Administration

(a) Each squad will consist of a maximum of 14 players. The names of the players for the tournament should be registered with the tournament officials at the team management meeting prior to the start of the tournament. A maximum of 12 players per game that must be clearly identified on the bench. The same 14 players must be used throughout the tournament.

(b) The method of registration is all players must have signed the competition Registration Team Sheet and be submitted to the relevant Qld Rugby Union Competition Manager by the team coach/rugby Convenor. (at least 1 week prior to the competition)

(c) Additionally, as a minimum, all school MUST have completed the relevant excursion/CARA documentation and signed by Parent/Guardian.

(d) Schools will not be allowed to 'top up' their squad with students from other schools. Teams that are found with students from another school will be automatically disqualified and all future games will be put down as a forfeit.

(e) Any player needing an age dispensation assessment must have these completed by an independent coach (not associated with the player's school) and returned to the tournament convenor 1 month prior to the tournament for approval.

7.2

Draw, Results & Qualification

(a) The draw will be made available prior to the tournament commencing. Where practicable teams will be seeded and placed into pools for the tournament.

(b) Points for all pool matches will be awarded as follows:

- I. 3 points for a win
- II. 1 points for a draw
- III. 0 point for a loss

(c) At the completion of the pool rounds, teams will be ranked by their records with teams participating in qualifying finals and playoffs as per competition draw.

(d) Throughout the tournament, match results and subsequent division qualifications will be posted online via Rugby Xplorer or at Match Operations.

(e) All Team Managers will be given an updated copy of the full draw at the briefing meeting prior to the tournament starting to cover any late minute changes that may have occurred, in case of any issues with attending the meeting draws will be made available for team managers only at field managers table (middle of each field) for collection, as well as updated draws will be emailed to the relevant school contacts (nominated teachers emails/numbers).

7.3 Substitute Management

(a) All playing jerseys must be numbered. When players and substitutes are registered for each game, their names must correspond with the number of their jersey.

(b) Temporary replacement for a blood injury to a player is permitted. No replacement or substitution may be made except with the permission of a Referee, and only during a stoppage in play.

(c) In the event that, due to injuries, a team is unable to field a full complement of players from its own squad of (up to 12) registered players. Teams can still participate in games with a minimum of 5 players on the field, subject to consultation with the competition manager.

7.4 Foul Play

(a) Match Officials will as soon as practicable following the match, report in writing to the Tournament Director (or designated person) on the approved form, any player or players ordered off the field of play.

(b) Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Officer.

(c) The Judicial Officer will meet as directed by the Tournament Committee or when the Judicial Officer deems necessary throughout the tournament to hear cases. The player / player's school / club must contact the Tournament Director as soon as practicable following the match in which he / she

was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Officer.

(d) Should a player be required, however, unable to attend a regular meeting of the Judicial Officer, he/she may give written (signed) permission to be represented by an official of his/her school / club.

(e) In the event of a Match Official's report not being before the Judicial Officer when a player appears before the Judicial Officer, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Officer.

(f) There will be a right of appeal against decisions of the Judicial Officer to the Judicial Appeals Officer.

(g) The final right of appeal for any decision by an affiliate or member rests with the QRU. Such appeals will be heard against the current competition rules maintained by the QRU for that affiliate or member. All other versions will be regarded as null and void for the purpose of competition management.

(h) QRU's Rules for Judicial Hearings and Appeals Procedures are available with the aforementioned QRU Policies. RA's Disciplinary Rules are the rules used for determination in Judicial matters.

(i) The disciplinary committee will consist of a judicial officer (competition manager) with and 2 other members to be appointed at the discretion of the competition manager. A report of the disciplinary committee findings will be sent to the offending player's home union for further action.

(j) If a player is temporarily suspended (yellow carded) by the referee they must proceed immediately to the seat provided at the halfway line in front of the official's desk. They must remain there for two (2) minutes of playing time. The two (2) minute period will not commence until the referee has blown "time on" again after the offence. The temporary suspension time will be managed by the sideline match official. Only the referee may authorise a return to play after a "yellow card" period at the next stoppage of play.

(k) Any player who receives three (3) temporary suspensions (yellow cards) during the tournament will be suspended for one (1) match.

7.5 Time; Protocols, Extra and Injury

- (a) A referee will be appointed to all matches and will time all games. However, the referee's whistle will signal the end of the game. Each game including finals will consist of two halves that will be of (7) minutes duration each, with not more than a two (2) minute interval between halves.
- (b) Team managers shall be responsible for getting their teams to their designated field prior to the scheduled kick-off time. A four (4) minute grace period for late arrivals will be permitted at the discretion of tournament officials. If, after this time has elapsed, the opposition still has not reached the field of play, then the team on the field ready for play will receive a walkover score line for that round. (A walkover in the pool stages will carry a 28-0 score line against the offending team).
- (c) If a player is injured during play, injury time will NOT apply. If the injury occurs in the 2nd half of play and the game cannot be completed the current scoreline will stand.
- (d) During elimination stages (finals matches are the games post pool matches) of the tournament, in the event of a tie, extra time will not be played. The winner of the respective match will be determined by the following structure:
- (e) If a player is injured during play, injury time will NOT apply.
- (f) During the finals stages of the tournament, in the event of a tie, extra time will not be played. The winner of the respective match will be determined by the following structure:
 - I. The team that scored the most tries in the match; if still drawn
 - II. The team that scored the first try; if still drawn
 - III. The team who won the corresponding match
 - IV. The team with the highest for an against points differential
 - V. A toss of a coin.

7.6 Technical Zone and Field of Play Restrictions

- (a) Only medically trained persons, other than the players, referee and tournament officials may enter the playing area.
- (b) Each team may have a total of two (2) water runners for their match.
- (c) Coaches are not to be water runners.
- (d) Water runners must be clearly distinguishable from the team's playing kit.

(e) Players may not leave the field of play and team officials (except for the two (2) persons above dispensing drinks to players) must not enter the playing area without obtaining the referee's permission.

7.7 Wet Weather Protocol

(a) The organising committee reserves the right to alter the format of the tournament in the event of unusual weather or any other unexpected circumstances.

(b) If in the event of a weather event in which play is stopped in the 2nd half of the match, the scoreline will stand.