



## 2025 Caslick Cup & Stannard Shield Tournament Manual

## Contents

1.1	Use of the Tournament Manual .....	3
1.2	Variations from the specifications in the Tournament Manual .....	3
1.3	Questions on the content of the Tournament Manual .....	3
1.4	Powers of the Tournament Manager and Organising Committee .....	3
1.5	Website .....	4
SECTION 2: CONTACT LIST- 2025 Caslick Cup and Stannard Shield .....		4
2.1	2025 Caslick Cup and Stannard Shield Organising Commttee .....	4
2.2	Match day staff.....	4
SECTION 3: PARTICIPATION REQUIREMENTS .....		5
3.1	Participation Agreement .....	5
3.2	Team Management declaration .....	5
3.3	Squad size & requirements .....	5
3.4	Team size .....	5
3.5	Squad Registration – Rugby Xplorer .....	5
All Players and Management Staff must register on Rugby Xplorer as a Player/Coach/Volunteer/ Medic. ....		5
3.6	Important dates, deadlines & meetings.....	6
3.7	Team Management responsibility .....	6
3.8	Medical & well-being requirements and expectations .....	6
3.9	Team selection – Match Day App.....	6
3.10	Results & Statistics submissions – Match Day App .....	6
Section 4: Travel Accommodation & Meals.....		6
4.1	Travel Arrangements .....	6
4.2	Transport to and from the Series .....	6
4.3	Accommodation .....	6
4.4	Meals .....	7
4.5	Laundry.....	7
Section 5: Caslick Cup and Stannard Shield Details .....		8
5.1	Venue .....	8
5.2	Match Schedule.....	8
5.3	General team information.....	8
5.4	Player eligibility .....	8
5.5	Spectator catering .....	8
5.6	Team Areas.....	8
5.7	Training fields .....	8
5.8	Recovery/ ice baths .....	9
5.9	Change rooms .....	9
5.10	Training equipment .....	9
5.11	Water & Isotonic .....	9
5.12	Ice .....	9
5.13	Physiotherapy equipment .....	9
5.14	Team marquees.....	9
5.15	Photography .....	9
5.16	Ticketing .....	9
5.17	Match recordings .....	9
5.18	Security.....	9
5.19	Trophies & medals.....	10

5.20	Championship feedback.....	10
SECTION 6: MATCH MANAGEMENT .....		11
6.1	Laws of the Game .....	11
6.2	Match points system .....	11
6.3	Overall series points system.....	11
6.4	Duration of matches & injury time.....	11
6.5	Extra time/Tied match protocol.....	12
6.6	Determining pool positions .....	12
6.7	Match Officials & ball persons .....	12
6.8	Match balls .....	12
6.9	Warm up.....	12
6.10	Replacements – Temporary / Tactical and Permanent.....	13
Caslick Cup & Stannard Shield .....		13
6.11	Players temporary suspended.....	14
6.12	Players sent from the field .....	14
6.13	Technical zone .....	14
6.14	Decision making process for cancellations, delays, suspensions & abandonments .....	16
6.15	Decision making process for a stop in play for an emergency incident.....	16
6.16	Tournament expulsion .....	16
SECTION 7: BROADCAST / LIVE STREAMING .....		17
7.1	Streaming Rights .....	17
7.2	Venue lighting standard .....	17
SECTION 8: MEDIA OPERATIONS .....		17
8.1	Media Coverage .....	17
8.2	Social Media .....	17
SECTION 10: APPENDICES.....		18
10.1	Appendix 1: Tournament Roster Template .....	18
10.2	Appendix 2: Ballymore Venue Map .....	19

## SECTION 1: INTRODUCTION

The 2025 Caslick Cup and Stannard Shield Competitions are state pathway tournaments for senior female and male rugby players under sanctioning from the Queensland Rugby Union (QRU) and Rugby Australia (RA). The upcoming 2025 Caslick Cup and Stannard Shield will be contested by 12 clubs or regions across QLD including: Bond University Rugby Club, Brothers Rugby Club, Easts Rugby Club, GPS Rugby Club, Norths Rugby Club, Souths Rugby Club, Sunnybank Rugby Club, University of Queensland Rugby Club, Wests Rugby Club, Darling Downs Rugby Union and the Australian Defence Force.

### 1.1 Use of the Tournament Manual

The Tournament Manual is intended to set out the rules, regulations and operational information in all areas required by participating teams in planning, preparing for, and participating in, the Caslick Cup and Stannard Shield Competitions (The Competitions).

The sporting, pathway and operational success of The Competitions depends upon participating teams, players, officials and sub-unions complying with the Tournament Manual, the Rugby Australia Code of Conduct and the spirit of Rugby.

Participating Teams are obliged to comply with the requirements and responsibilities as specified in the Tournament Manual and should ensure that all necessary Team Management are familiar with the contents, including, the requirements of their team members.

Participating regions are responsible for the actions of all persons under their control as defined in the Tournament Manual and are accountable for the compliance of those persons with the Terms of Participation.

Participating teams are subject to disciplinary action for any breach of the specifications included in the Participation Agreement and Tournament Manual.

### 1.2 Variations from the specifications in the Tournament Manual

The QRU reserves the right, at any time (whether before or during The Competitions) to make or vary rules and give directions as to the conduct of The Competitions, or in respect of matters relating to The Competitions, including the contents of the Tournament Manual, the Draw or Competition Rules. All such rules and directions when made and communicated are immediately binding upon each participating region/team and each team member, and these rules and directions will be deemed to be included automatically within this Tournament Manual.

### 1.3 Questions on the content of the Tournament Manual

Should you have any questions on the content of the Tournament Manual, please do not hesitate to contact Tournament Managers Trent MaChong OR Lachlan Parkinson via email ([trent.machong@reds.rugby](mailto:trent.machong@reds.rugby)/[lachlan.parkinson@rugby.com.au](mailto:lachlan.parkinson@rugby.com.au)). All contact with the tournament should be made by a representative of the Sub Union/Club, as opposed to parents and players.

### 1.4 Powers of the Tournament Manager and Organising Committee

The Organising Committee shall have the power to deal with minor complaints and disputes relating to the day-to-day administration and management of the Series. The Tournament Manager shall have the power to deal with minor complaints and disputes relating to the administration and management of each Tournament.

The decisions of the Tournament Manager or Nominee on these matters shall be final.

Failure to abide by such decision may lead to exclusion from the Series, for either any individual or participating team.

### 1.5 Website

Queensland Premier Rugby and Queensland Rugby Instagram Facebook pages will provide photos and an update on the competition at day's end and at the conclusion of the tournament.

The Tournament Manual will include with supporting appendices, Competition Rules, Contact Information, Tournament Details, location/venue details, draw, the link to the results and media coverage.

Please advise management, players, partners, parents and supporters to follow the action!

## SECTION 2: CONTACT LIST- 2025 Caslick Cup and Stannard Shield

### 2.1 2025 Caslick Cup and Stannard Shield Organising Commtee

Position	Name	Mobile
Tournament Manager	Trent MaChong	0433 158 160
Talent ID	Lachlan Parkinson	0428 958 487
Talent ID	Shannon Parry	0439 662 687
Media Manager	Neha Kumar	0412 262 541
Match Officials Manager	C/O Trent MaChong	0433 158 160
Venue Manager	C/O – Trent MaChong / Hosting Club	0433 158 160

### Participating Clubs/ Regions

Club/Region	Club/Region Contact	Mobile Number
Bond University	Sean Hedger	0416 785 089
Brothers Rugby Club	Tino Poluleuligaga	0434 427 535
East's Rugby Club	Moses Rauluni	0413 057 537
GPS Rugby Club	Ryan Webster	0427 329 443
Norths Rugby Club	Nigel Statham	0413 545 246
Souths Rugby Club	Alex McArdle	0427 373 567
Sunnybank Rugby Club	Stephanie Karvelis	0434 866 897
University of Queensland	Frank McLoughlin	0410 459 028
West's Rugby Club	Felicity Bennetts	0409 281 285
Australian Defence Force	Vili Tuinona	0468 621 488
Downs Rugby Union	Sally Johnston	0418 227 784
Queensland First Nations	Dylan Blackman	0400 807 795

### 2.2 Match day staff

QRU will fill key positions with staff or volunteers with relevant experience. Some individuals may be required for the duration of the tournament and some for parts only.

- Results Manager/Scorekeeper
- PA Manager/ music
- Medical Assistant
- Match Day Doctor
- Media Assistant
- Security (if required)

## SECTION 3: PARTICIPATION REQUIREMENTS

### 3.1 Participation Agreement

Regions participating in The Competitions will be required to comply with the RA Code of Conduct, as well as all obligations and financial arrangements in respect to participation including the competition levy of \$2,500 Per team.

### 3.2 Team Management declaration

Participating Teams will appoint and declare the following Team Management Personnel (4 in total) for each team permitted to participate in The Competitions by no later than **Wednesday 15<sup>th</sup> October 2025**

- 1 Head Coach\*
- 1 Team Manager (relevant experience)
- 1 Physiotherapist
- 1 Teams choice i.e. Assistant Coach, Doctor, S&C, Trainer, Strapper or Analyst

\*Coach Qualification requirement:

- Current Smart Rugby
- Preferred Current Level 2 Coach Accreditation
  - Please note that coaches without a Current Level 2 will be required to complete the following courses to be allowed to participate in selection meetings:
    - Key Factor Analysis: *Key factor analysis takes each of the skills of the Game and breaks it down into its component parts. To help players perform the skills of the Game correctly, they should be aware of the key factors of the skill and aim to perform them in the correct sequence.*
    - Functional Role Analysis: *Functional role analysis is a process that a coach can use to identify which role a player should select in a given situation.*

### 3.3 Squad size & requirements

Participating teams will select a minimum of 16 players to represent the participating club /region as per the Participation Agreement. However, for each tournament teams can only elect 13 players. At each tournament each team can only select 12 players in their team list via Rugby Match Day. This squad must be declared 1 hour before kick off. Any player who has not turned 18, will need to fill in a senior rugby dispensation form and have it approved before the squad declaration dates on the **Wednesday 15<sup>th</sup> October 2025**.

### 3.4 Team size

Teams will travel with 13 players and 4 management. There is no allowance in place for any region/club to bring a 14<sup>th</sup> player or to include such player in the matchday squad.

Each team must submit Appendix 2 – Tournament Roster, by no later than 10pm on the Friday immediately prior to each Tournament. This roster may include a maximum of 13 players with only 12 players being able to be listed for each match of the Tournament.

### 3.5 Squad Registration – Rugby Xplorer

Participating teams must register their squad (min 16 players) plus team management via the Rugby Xplorer app by no later than **Wednesday 15<sup>th</sup> October 2025**. Please ensure all names are provided in FULL (no nicknames) & 100% correct spelling.

**All Players and Management Staff must register on Rugby Xplorer as a Player/Coach/Volunteer/ Medic.**

Contact: Trent MaChong

E: [trent.machong@reds.rugby](mailto:trent.machong@reds.rugby)

M: 0433 158 160

### 3.6 Important dates, deadlines & meetings

When	What	Location	Details
<b>Wednesday 15<sup>th</sup> October</b>	Management and Squad Declaration	NA	Team Lists to be provided via email to <a href="mailto:trent.machong@reds.rugby">trent.machong@reds.rugby</a>
<b>Saturday 25<sup>th</sup> October</b>	Managers Meeting RD #1	West's Rugby Club	TBC
<b>Saturday 1<sup>st</sup> November</b>	Managers Meeting RD #2	Bond University	TBC
<b>Saturday 15<sup>th</sup> November</b>	Managers Meeting RD #3	Ballymore Stadium	TBC

### 3.7 Team Management responsibility

Participating Teams will ensure that Team Management personnel are present onsite for the entire length of the Tournament and accept full responsibility for the team whilst at the Tournament.

Teams must also ensure that all participating players and team management comply with off-field conduct rules documented by the RA Code of Conduct.

In accordance with Child Protection legislation, all team management personnel that have direct contact with children under 18 in designated child-related employment areas are required to complete a Working with Children check (or equivalent). This is to be managed and audited by each region.

### 3.8 Medical & well-being requirements and expectations

Teams are expected to provide their own physiotherapist, medic or medically trained person. The First Aid contact and Match Day Doctor will be utilised where necessary for anything the region/clubs's medic cannot attend to and for in match concerns. Teams/Regions are to supply their own strapping tape, physio table and consumables.

### 3.9 Team selection – Match Day App

All Team Managers MUST declare their accurate team for their matches via the Match Day App by no later than 1 hour prior to kick off of the first game of the day. Team Manager must ensure all player names are spelled correctly and have the correct jersey number indicated against the player's name.

### 3.10 Results & Statistics submissions – Match Day App

Both Team Managers must "Submit" the result and player statistics/incidents/injuries of their match at Full Time via the Match Day app.

## Section 4: Travel Accommodation & Meals

### 4.1 Travel Arrangements

Not Applicable - Arranged by individual regions with guidance/assistance from QRU where required.

### 4.2 Transport to and from the Series

Not Applicable - Arranged by region/clubs.

### 4.3 Accommodation

Not Applicable - Arranged independently of the QRU but with assistance or guidance as to appropriate and affordable options, provided they are able to cater for laundry, food, sleeping/dorm and team room facility.

#### 4.4 Meals

Not Applicable

#### 4.5 Laundry

Not Applicable - To be organised by each region with their accommodation provider or independently.



## Section 5: Caslick Cup and Stannard Shield Details

### 5.1 Venue

RD #1 Wests Rugby Union Club (Sci-Fleet Stadium)  
Memorial Park, 65 Sylvan Rd, Toowong QLD 4066

RD #2 Bond University Rugby Union Club  
14 University Drive, Robina QLD 4226

RD #3 Ballymore Stadium  
91 Clyde Road, Herston QLD 4006

### Venue Map - See Appendices

### 5.2 Match Schedule

Teams shall play Tournament Matches strictly in accordance with the Match Schedule, subject to any directions issued by the Tournament Manager.

The Tournament Manager reserves the right to alter the Match Schedule. In this event, Teams will be informed at the earliest opportunity.

### 5.3 General team information

General Team Information will be communicated to Team Managers in this Tournament Manual, through the relevant WhatsApp group and also at each Manager's meeting.

### 5.4 Player eligibility

The following players are eligible to play in the Series:

- All players and team officials must register online through Rugby Xplorer; and
- Have been eligible for selection for her region/club
- Have paid the NPIL and NPRF/MUPRF obligations (RA/QRU) as well as any region-specific competition fee or representative fee.

### Age dispensation

Any player who is under 18 years of age must complete a senior rugby dispensation form before the squad declaration date of 20<sup>th</sup> October 2025 and have it submitted and approved prior to any participation.

### 5.5 Spectator catering

Host Venues will arrange sufficient spectator catering on match days. This includes engaging existing canteens/kiosks, food trucks or other satellite food and beverage services. QRU have engaged with QCC to provide catering services across the State 7s tournament.

### 5.6 Team Areas

Teams will have the use of a Team Area that will be designated by the respective Venue and Tournament Manager. Teams tents can be setup on the northern or southern end of the main field within the designated tent setup zones. This provides easy access to the field of play as well as the warm-up field/area

### 5.7 Training fields

Teams are permitted to warm up on the allocated areas/fields at each venue. These areas are subject to change at the discretion of the venue.

Team requiring use of anything additional please contact the Tournament and Venue Manager.

### 5.8 Recovery/ ice baths

All teams will be required to arrange their own recovery facilities should they wish to utilise them.

### 5.9 Change rooms

Changerooms and amenities are available at each host venue.

### 5.10 Training equipment

Training equipment will only be available for use of travelling clubs / regions if already communicated with the Tournament Manager. A limited number of balls, cones and hit shields are available but must be requested 72 hrs prior to the Series. These are to be returned at the conclusion of the Series and any cost associated with the loss of this equipment to be incurred by the relevant region.

Teams are responsible for supplying any additional training equipment and all costs relating to the purchase, transportation, maintenance and insurance of such equipment.

### 5.11 Water & Isotonic

An identifiable water station/taps will be clarified with the teams and managers at the Manager's meeting.

Teams will be required to make their own arrangements for filling water bottles and/or isotonic as no provisions will be made to provide bottled water or sports drinks for teams.

### 5.12 Ice

Ice will be the responsibility of each traveling club and region, unless stated otherwise by QRU/Host Club.

### 5.13 Physiotherapy equipment

As above, all teams are advised to bring their own physio table(s) for use and utilise space within their team area for the provision of physio services.

### 5.14 Team marquees

Each region or club must bring their own team marguees and will be allocated an area for their team, unless arrangements have been made with the Tournament Manager prior to the event.

Competing teams must arrange transport for their tent to the venues at least 2 hours prior to the match day. Competing teams are also responsible for collection at the conclusion of the Series.

### 5.15 Photography

QRU will have an official photographer, taking images of the Series. If regions/teams have an official photographer with them, they must wear a bib to enter the playing enclosure. Parents/clubs are welcome to take photos of their participants as it is a grassroots community event.

### 5.16 Ticketing

At the discretion of the host venue

### 5.17 Match recordings

Matches will be livestreamed on Day 1 & 2 of each event and provided through Queensland Rugby Union channels, Rugby Xplorer, Rugby AU video page, YouTube and any other channel QRU see fit.

### 5.18 Security

The Host Venue in conjunction with QRU are responsible for the security of the event. They are required to put in place

the necessary security at the tournament venue and other relevant locations to ensure the safety of all participants, officials, equipment, resources, media, staff and spectators.

### 5.19 Trophies & medals

Trophies and Medals will be awarded to each division, as per the below:

#### Brisvegas 7s

- 1 x Tournament Champions Trophy
- 16 x Gold Medals – Tournament Winners
- 16 x Silver Medals – Tournament Runners-up
- 16 x Bronze Medals – Tournament 3<sup>rd</sup> Place

#### Gold Coast 7s

- 1 x Tournament Champions Trophy
- 16 x Gold Medals – Tournament Winners
- 16 x Silver Medals – Tournament Runners-up
- 16 x Bronze Medals – Tournament 3<sup>rd</sup> Place

#### State 7s

- 1 x Tournament Champions Trophy
- 16 x Gold Medals – Tournament Winners
- 16 x Silver Medals – Tournament Runners-up
- 16 x Bronze Medals – Tournament 3<sup>rd</sup> Place

#### Overall Series Winners

- 1 x Caslick Cup Trophy (Perpetual)
- 1 x Stannard Shield Trophy (Perpetual)

### 5.20 Championship feedback

Evaluation surveys are to be completed by each competing team. Team Managers and players will be provided with the Evaluation survey link via email 1-week post-Tournament.

## SECTION 6: MATCH MANAGEMENT

### 6.1 Laws of the Game

The Tournaments shall be played in accordance to the World Rugby (WR) Laws of the Game, subject to additional specifications contained in this Tournament Manual and subsequent communications of World Rugby. These Laws and Regulations can be found on the World Rugby website [www.Laws.WorldRugby.org](http://www.Laws.WorldRugby.org)

### 6.2 Match points system

Match Points will be awarded on the following basis;

Win	3 points
Draw	1 points
Loss	0 point
Forfeit/No show.	-1 points

### 6.3 Overall series points system

Series points will be awarded to those teams participating in the series.

Series points will be awarded based on finishing position of each team in the three respective tournaments on the below basis:

1 <sup>st</sup>	24 points
2 <sup>nd</sup>	22 points
3 <sup>rd</sup>	20 points
4 <sup>th</sup>	18 points
5 <sup>th</sup>	16 points
6 <sup>th</sup>	14 points
7 <sup>th</sup>	12 points
8 <sup>th</sup>	10 points
9 <sup>th</sup>	8 points
10 <sup>th</sup>	6 points
11 <sup>th</sup>	4 points
12 <sup>th</sup>	2 points

The club/region with the most points at the conclusion of the three tournament series will be awarded the series championship.

Any clubs/teams whom are only participating in the State 7s will not form part of the overall series and their finishing positions will be removed from series points calculation for that tournament.

If the number of teams reduces from 12 teams, then QRU reserves the right to amend the above series points table to reflect the less number of teams participating.

### 6.4 Duration of matches & injury time

The period of time for a match is twenty (20) minutes. This includes seven (7) minutes each half and one (1) minute (whistle to whistle) at half time. In accordance with the Laws of the Game the referee is responsible for time and any injury time that may occur. At Half Time each team is required to remain on the field and deliver their half time speech in their own half on the 10m and 15m lines (i.e. 15m in from touch and on the 10m line of the try line you have just defended). This is non-negotiable regardless of the weather (heat), the 1 minute is strictly enforced and as such there is no allowance for teams to seek shade off field.

No match will exceed twenty (20) minutes; injury time is capped at two (2) minutes per half.

### 6.5 Extra time/Tied match protocol

Golden point extra time will be played for Cup Grand Finals only. It will be capped at five (5) minutes.

If the match is still tied at the end of Golden Point, then the winner will be determined by the highest placed team based on pool stage results.

All other knock-out matches that end in a draw will be decided utilizing the criteria outlined below, until one of the Teams can be determined as the higher ranked:

1. Competition point total from pool rounds
2. The winner of the match in the same tournament in which the tied Teams have played each other will be the higher ranked.
3. If the teams did not play each other:
  - a. the Team which has the best difference between points scored for and points scored against in all its Pool Matches in that Tournament will be the higher ranked;
  - b. the Team which has the best difference between tries scored for and tries scored against in all its Pool Matches shall be the higher ranked;
  - c. the Team which has scored most points in all its Pool Matches shall be the higher ranked;
  - d. the Team which has scored most tries in all its Pool Matches shall be the higher ranked; and
  - e. coin toss

### 6.6 Determining pool positions

At the conclusion of the pool phase, the Teams in a pool are ranked one through four based on their cumulative match points and identified respectively as 1<sup>st</sup> Place through to 4<sup>th</sup> Place.

If, at the completion of the Pool phase, two teams have played each other resulting in a draw OR more than two teams are level on Match points, the following criteria will be used in the following order until one of the Teams can be determined as the higher ranked:

1. The winner of the match in the same tournament in which the tied Teams have played each other will be the higher ranked.
2. If the teams did not play each other:
  - a. the Team which has the best difference between points scored for and points scored against in all its Pool Matches in that Tournament will be the higher ranked;
  - b. the Team which has the best difference between tries scored for and tries scored against in all its Pool Matches shall be the higher ranked;
  - c. the Team which has scored most points in all its Pool Matches shall be the higher ranked;
  - d. the Team which has scored most tries in all its Pool Matches shall be the higher ranked; and
  - e. coin toss

### 6.7 Match Officials & ball persons

Appoint of Match Officials will be completed by QRU staff and RA Match Official Manager Graham Cooper for all Tournament matches, including match referee and assistant referees.

### 6.8 Match balls

Ballymore balls will be utilised for the duration of this event.

Match balls will be provided by the Tournament Manager for the series.

### 6.9 Warm up

#### Pre-game warm-up

Team warm up will take place on the designated warm up field/space. Each Team should warm up on their designated half of the field. During the pre-match warm-up, the Teams will use their own training footballs. Match balls are to be used solely for the Matches themselves. As previously stated, other equipment is to be provided by teams themselves.

#### Warm-up after kick-off

All access to the field is monitored by the Tournament Manager & Ground Manager to limit the number of persons within the playing enclosure and possible disruptions. If replacements are required to warm-up during the match and there is not an area outside the playing enclosure, they may warmup in the opposition in-goal area but must not use balls or any other rugby equipment for 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.

## 6.10 Replacements – Temporary / Tactical and Permanent

### Caslick Cup & Stannard Shield

- i. Temporary Replacement = replacement of a Player who has left the field for to have a bleeding wound controlled or for tactical reasons.
- ii. Permanent Replacement = replacement of a Player for injury including a suspected Concussion i.e. Blue Card. A Player who has been replaced may not return to the field for the remainder of the Match.

### Section 3 - Sevens Law Variations

#### *Law 3.4 Players nominated as substitutes*

- A team may nominate and use up to five (5) replacements.

#### *Law 3.33 Tactical Replacements joining the match*

If a player is tactically replaced, that player may return and play in that match under the following circumstances:

- When replacing:
  - a player with a blood injury in accordance with Law 3.25
  - A player who has just been injured as a result of foul play (as verified by the match officials)
  - Please note that Head Injury Assessment Law 3.27 **is not** permitted in this competition.

#### *Exceptions*

##### Substitution – Blood

- If a player has a blood injury and is temporarily replaced by another player that does NOT count as a substitution.
- If the blood player returns to the field of play within fifteen (15) minutes actual time and the temporary replacement leaves the field that does NOT count as a substitution.
- If the blood player does not return to the field of play within the permitted time, the replacement becomes permanent and that IS a substitution. The blood player is considered injured.

##### Temporary Suspension – Yellow Card

- When a player is temporarily suspended (yellow card) and leaves the field of play - that cannot be replaced.

##### Send Off – Red Card

- When a player is sent from the field of play (red card) that player cannot be replaced.

Any player substituted due to injury (except temporarily for blood) shall not for any reason return to that match or any subsequent matches played on that day. The Tournament Doctor is responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for the player to continue playing.

Any substitute who takes the field of play immediately following the awarding of a try being scored shall not be permitted to kick at goal until after that conversion kick has been taken.

#### *Replacements – Tactical and Permanent - Procedural Guidelines*

Replacements – Tactical and Permanent can only be made when the ball is “dead”.

[Dead: The ball is “dead” out of play, when the ball has gone outside the playing area and remained there, or when

the referee has blown the whistle to indicate a stoppage in play, or when a conversion kick has been taken]. Note: A replacement/substitution cannot occur during a Penalty Kick attempt, as the play is "live" (i.e. the ball is not "dead").

Half-Time: During the half-time interval, the teams, referee, assistant referees and No.4/5 officials should remain in the playing enclosure. It is important that any substitutions made by the teams during half time must be notified to the No.4/5 Official prior to resumption of play.

The Tournament Doctor shall enforce the removal of players who suffer from concussion.

In the event of a permanent replacement due to injury or a temporary replacement for a "blood" injury;

- the replacement player may join the Assistant Referee on the touch line
- the replacement player may only enter the field of play with the permission of the referee and Assistant Referee after the injured / bleeding player has left the field of play
- a returning player may only enter the field of play when the temporary replacement player has left.
- At no time, may more than seven players of one team be on the field of play.

The Tournament Doctor shall enforce the guidelines pertaining to bleeding control.

In this regard, he should ensure that:

- Bleeding players are removed from the field of play for the bleeding to be controlled
- Any suturing to be done must be done in a medical room and not at the field side
- All bloodstained apparel and dressings are replaced before allowing the player back on the field.

The Tournament Doctor is the sole arbiter in relation to a player's participation in a match.

#### 6.11 Players temporary suspended

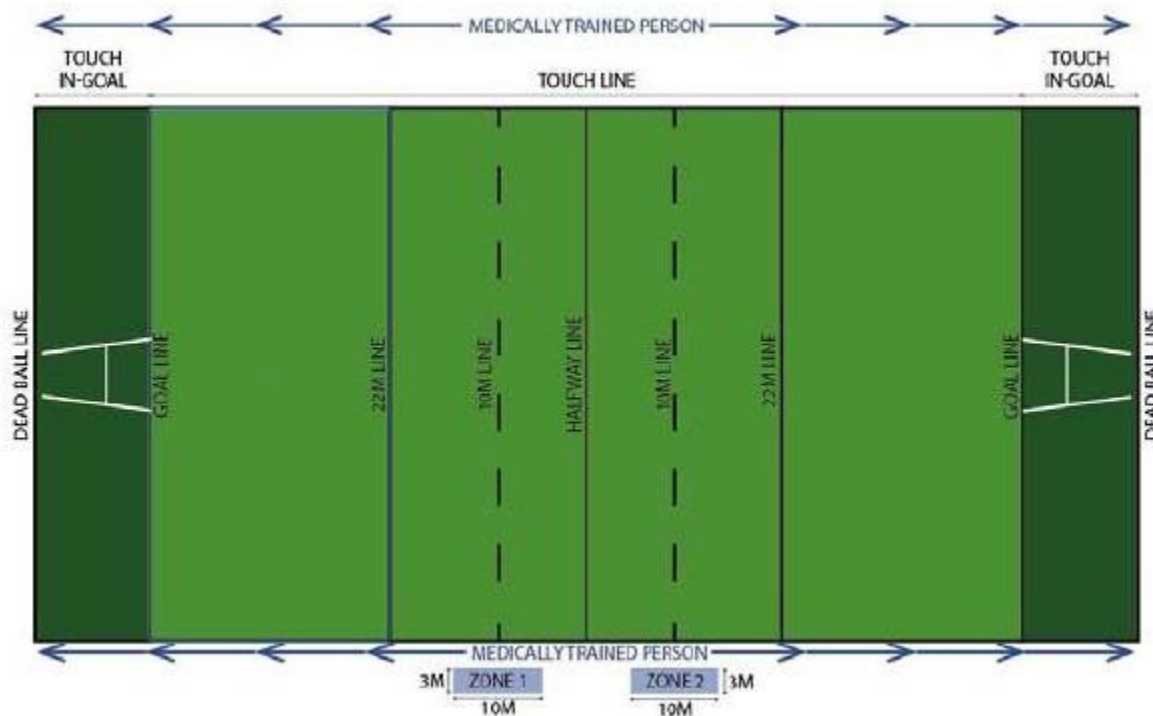
Any player "yellow carded" shall be temporarily suspended for a period of two (2) minutes of playing time. The player must be seated with the 4/5 referees adjacent to the Ground Manager/Score Keeper.

#### 6.12 Players sent from the field

Any player "red carded" and sent from the field shall not be permitted to play again until the matter has been dealt with as per Judicial Protocols – Refer RA's Disciplinary Rules.

#### 6.13 Technical zone

For all matches two technical zones will 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.



#### Personnel Permitted in the Technical Zone

- No more than the Head Coach, Team Manager, three (3) others, one (1) of which must be medically trained and two (2) may be a water runner and a maximum of (5) Replacement Players i.e. a maximum of ten (10) persons per team are permitted to operate from the technical zones. No other persons are permitted in the technical zones.
- The medically trained personnel permitted to operate from the technical zone, as listed above, may be positioned instead on the far side of the playing area on the touchline opposite the technical zone.
- Where practically possible the medical person on the far side must stay outside the advertising hoardings. The medical personnel may keep up with play but must pay attention to the needs and right of players, match officials, spectators, broadcasters and commercial partners.
- 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 match officials.

#### Roles of Personnel in the Technical Zone

- Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
- The water carriers (neither of which can be the Head Coach) **are not permitted in the playing area during penalty kicks at goal.**
- The water carriers **must remain in the technical zone at all times unless they enter the playing area to provide water.**
- Players may come to the touchline adjacent to the technical zone to receive water.
- Water bottles must not be thrown on the field of play.

#### Management of the Technical Zone

- All personnel permitted in the technical zone must have some distinguishing mark. In this case, bibs.
- If a No. 4 / 5 has not been appointed, Ground Manager will manage the technical zones. If there is a transgression of the protocol, the matter will be reported to the match referee.
- The match referee may caution any offender or at their discretion expel the person(s) from the playing enclosure for any breach of the protocol.
- Any breach of the protocol may be reported to the Designated Disciplinary Official who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to World Rugby Regulation 17



- against the Union(s) and/or person(s) concerned.
- Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the match referee to the Designated Disciplinary Official, who shall be entitled to undertake investigations and lodge Misconduct Complaints pursuant to World Rugby Regulation 17 against the Union(s) and/or person(s) concerned.

#### Personnel Outside of the Technical Zone

- If replacements require to warm up and there is not an area outside the playing enclosure, they may warm up in the in-goal area at the end their team is attacking, but must not use any equipment e.g. balls / hit shields in their warm up.

### 6.14 Decision making process for cancellations, delays, suspensions & abandonments

#### Definitions

**Cancellation:** Refers to decisions prior to Match day.

**Delay:** Refers to decisions prior to Match kick-off.

**Suspension:** Refers to decisions following Match kick-off.

**Abandonment:** Refers to decisions either prior to or following Match kick-off.

The decision to cancel a match; delay/suspend a match prior to scheduled start time; or abandon a match; will be made by the Tournament Director in conjunction and collaborative discussion with the Match Manager, Tournament Manager, Match Referee, live streaming Manager, Tournament Media Manager & both Team Managers.

In the event of a match having to be abandoned for any reason whatsoever, the following procedure shall apply:

- Where a match has been abandoned during the first-half the result shall be declared a draw. In the instance of a match abandoned draw, teams will be awarded all points scored for and against in determining positions on the table.
- Where a match has been abandoned either at half-time or at any time in the second half the result shall stand. In this instance, teams will be awarded all points scored for and against in determining positions on the table.

### 6.15 Decision making process for a stop in play for an emergency incident

Should play be required to be stopped during a match as directed by the, Tournament & Ground Manager and in accordance with Match cancellations, delays, suspension and abandonment protocols, the following will apply:

- Incident assessed
- Decision made to stop play by appropriate authority
- The Match Manager will notify the number 4/5 Match Official.
- No 4/5 Match Official notifies Assistant Referee on nearest touchline
- Assistant Referee through his/her 2-way communication advises the referee that at next possible occasion he/she needs to make his/her way to the touchline to confer with the Tournament/Ground Manager.
- Referee to signal time off and make way to touch line to meet with the Tournament /Ground Manager.
- Tournament Manager advises Referee of the situation.
- Tournament Manager advises Team Managers of the situation.
- Coaches/Team Staff/Players are called to the sideline and are advised the match will need to be stopped (Suspended, Abandoned or as appropriate)
- Ground Manager briefs the Ground Announcer to make an interim public announcement.
- At this point any necessary emergency management measures are enacted by venue Management Staff as per the Venues Emergency Management Plan. (i.e. Teams and Match Officials are directed to the appropriate assembly area).

### 6.16 Tournament expulsion

- If a team wilfully refuses to play, or wilfully abandons a match in progress, without the prior consent of the match referee, then, subject to confirmation by the Tournament Director or nominee, that team will be expelled from the Tournament.
- If a team has been expelled from the Tournament, for whatever reason, then that team shall be deemed to

have been awarded no competition points. All match results against such team shall be deemed null and void, and no points scored for and against the expelled team would be included in determining positions on the table.

## SECTION 7: BROADCAST / LIVE STREAMING

### 7.1 Streaming Rights

QRU will grant the exclusive rights to produce, exploit and/or transmit audio and/or audio-visual coverage of the Series to an audio visual company of their choosing.

### 7.2 Venue lighting standard

Minimum 200 lux.

## SECTION 8: MEDIA OPERATIONS

### 8.1 Media Coverage

QRU will provide media collateral prior to the event

### 8.2 Social Media

QRU will publish results, a recap, photos and coverage of the The Competitions via its Instagram, Facebook and social media channels.

## SECTION 10: APPENDICES

## 10.1 Appendix 1: Tournament Roster Template

Tournament Roster		
Teams are only allowed to nominate a maximum of 13 players for each Tournament that forms part of the 2025 Caslick Cup/Stannard Shield Series		
First Name	Surname	Jersey Number
Only the above listed players, submitted to the Tournament Manager by no later than 10pm on the Friday immediately prior to each Tournament that forms part of the Series, may participate in that Tournament.		
Non-Playing Staff		
First Name	Surname	Role

10.2 Appendix 2: Ballymore Venue Map

