

**Queensland Rugby Union
Ballymore Cup
Competition Rules
2025**



**BALLYMORE
CUP**



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Definitions

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

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

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

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

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

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

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

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

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

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

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

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

“Management Committee” is the committee appointed by the Union to oversee the management of the competition.

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

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

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

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

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

“Rugby” means rugby union football.

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

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

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

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

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

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

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

“WR” means World Rugby.

Preamble

1 PREAMBLE

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

This Competition, as with all competitions played under the auspices of Queensland Rugby Union are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#)

(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 (Queensland Rugby Union) and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

Laws of the Game

2 LAWS OF THE GAME

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

2.1 [U19 Law Variations](#)

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

2.2 [10-a-side Variations](#)

Governance of the Competition

3 GOVERNANCE OF THE COMPETITION

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

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

Rugby AU Codes and Policies

4 RUGBY AUSTRALIA CODES AND POLICIES

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

4.1 [Safety & Welfare](#)

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

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

4.2 [Child Safety](#)

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

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

4.3 [Integrity](#)

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

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

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

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

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

National Standard Competition Rules

5 NATIONAL STANDARD COMPETITION RULES

5.1 Registration and Match Day – Rugby Xplorer

- (a) It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's Rugby Xplorer System.

5.2 Draw

The Competition will be conducted in accordance with a schedule of matches drawn up by the Management Committee prior to the start of the event and may be varied as necessary from time to time.

5.3 Match Team Lists, Scoring and Stats

- (a) It is the responsibility of both teams to ensure that:
 - (i) All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
 - (ii) All details of point scorers are to be recorded;
 - (iii) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
 - (v) It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
 - (vi) The referee is to confirm the result of the match by checking it with the ground manager at the end of the game.
- (b) Information entered must include:
 - (i) All players' details including substitutes;
 - (ii) Team Officials' details
 - (iii) Result of the match;
 - (iv) Point scorers;
 - (v) Tries;
 - (vi) Conversions;
 - (vii) Penalties;
 - (viii) Drop Goals;
 - (ix) Penalty tries;
 - (x) All players temporarily suspended (yellow card);

- (xi) All players sent from the field of play (red card);
 - (xii) Players who have a suspected concussion (blue card).
- (c) Information entered may include:
- (i) Player's movements for injury (blood or otherwise) or tactical reasons.

PLEASE NOTE: Teams failing to follow the procedures are liable to receive penalties in relation to Competition points.

5.4 Competition Points

- (a) Competition points used are as follows:

Points for a win – **four points**

Points for a draw- **two points**

Points for a loss – **zero points**

Ladder Positions

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition. In the event of two or more teams being equal on Competition points (total match points), for any position, the higher placed team will be determined on the ladder sorting options chosen, these include:
- (i) Total Match Points
 - (ii) Points difference
 - (iii) Points for
 - (iv) Points against
 - (v) Matches won
 - (vi) Matches lost
 - (vii) Matches drawn
 - (viii) Result of game between teams
 - (ix) Total tries
 - (x) Try difference
 - (xi) Score ratio
 - (xii) Points ratio
 - (xiii) Match win ratio %
 - (xiv) Number of forfeits
 - (xv) Number forfeits (win)
 - (xvi) Number forfeits (loss)
 - (xvii) Coin Flip (Best of One)

5.5 Forfeits

- (a) In the event of a forfeit, the team not committing the forfeit will be awarded maximum competition points four (4) and twenty-eight (28) points for and zero (0) points against.

5.6 Postponed / Abandoned Matches

- (a) In the event of a match having to be abandoned for any reason beyond the control of the match officials, the following procedure shall apply:
1. Where a match has been abandoned during the first half, the result may be declared as a draw and no points for or against will be awarded, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.
 2. Where a match has been abandoned during half time or during the second half, the result at the time of the abandonment will be the final result.
- (b) 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 shall determine if any penalties will be imposed on the competing teams.

It should be noted that any such action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies or rules etc.

5.7 Playing Field

All matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)

- (a) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the requirements relating to medical care are not in place. Reference should be made to the *Rugby Australia Medical and Safety Recommendations* for further information.
- (b) Goal Posts
1. All Goal posts within the playing enclosure must be padded.
- (c) Playing Enclosure
1. Entry to the playing enclosure must be restricted by a fence, barricade or rope at a minimum of five metres, where practicable, from the playing area perimeter.
 2. Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
 - Medically Qualified Persons/Sports Trainer – maximum two per team

- The Teams
 - Appointed match officials
 - Ground Marshalls
 - Water carriers – maximum two per team and they must be clearly identifiable in vests provided
 - A maximum of 4 ball persons
3. All Authorised Persons permitted to enter the playing enclosure must have some distinguishing mark/bib e.g. high vis vest.
- (f) Technical Zones - where Competition matches require technical zones, two will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play.
1. Personnel permitted in the technical zone differs between the XVs and 7s game format.
- XVs - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
2. Roles of personnel in the technical zones.
- The medical personnel may enter the field of play in accordance with the Laws of the Game at any time a player is injured.
 - Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
 - The water carriers are not permitted in the playing area during penalty kicks at goal.
 - The water carriers must always remain in the technical zone unless they enter the playing area to provide water or when ONE person enters to provide a kicking tee to the kicker for a penalty kick.
 - The water carriers must keep the water bottles and carriers with them and not left in an untidy state within the technical zone.
 - Players may come to the touchline adjacent to the technical zone to receive water.
 - Water bottles must not be thrown on to the field of play.

3. Personnel outside the technical zone

- The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.
- If replacements want to warm up and there is no area available outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls in their warmup.

5.8 Restrictions for authorised persons

- (a) A sports trainer is a person from each team who is responsible for immediately attending to a player who appears to be injured, and who provides water to the players.
- (b) Authorised persons do not include a coach or team manager with the following exceptions:
 - Where the nominated coach or team manager is required to fulfil one of the listed roles in paragraph 5.8(e)2. No coaching or technical instruction can take place while fulfilling one of the listed roles.

5.9 Authorised Persons

(a) Process

1. It is intended that the team nominate persons to become "Authorised Persons".
 - No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
 - The QRU will appoint a ground manager who shall ensure that this requirement is complied with and the ground manager shall report any breach to the Match Committee.
 - Authorised Persons must conduct themselves in accordance with the Rugby Australia's Code of Conduct.

5.10 Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
 1. Warning;
 2. Loss of Competition points;
 3. Issue of a *Show Cause Notice*;
 4. Expulsion from the Competition.

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

5.11 Protests

- (a) All protests must be made in writing and signed by either the team Manager and/or Coach.
- (b) Protests must be received by the Competition Manager within 1 hour of the end of the game in which the alleged incident occurred.
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;
- (d) All witness statements must be tendered as written documents.
- (e) The decision on the protest shall be determined by the Competition Manager and such decision will be notified to the parties by no later than before the start of play the next day after the alleged incident occurred.
- (f) The Competition Manager shall determine if a team has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.

5.12 Extension of Time

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

5.13 Disqualified, unqualified or suspended person/s

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

Law and Regulation Clarifications

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 - Number of Players – The Team (number of replacement / substitute players).

Rolling Replacements - World Rugby Law 3.34 is mandatory across all domestic rugby played in Australia:

- (a) Unlimited rolling replacements applies to all rugby aged U19s and below;

Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.

Law 3.27 i.e., Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

Specific Union Requirements

7 SPECIFIC UNION REQUIREMENTS – Ballymore Cup

7.1 Boys Squad Size

- (a) All competing teams will be eligible to nominate a maximum of twenty-five players (25)
- (b) A maximum of twenty-three (23) players are to be selected for any given game

Girls Squad Size

- (a) All competing teams will be eligible to nominate a maximum of seventeen players (17)
- (b) A maximum of fifteen (15) players are to be selected for any given game

7.2 Non – Contested Scrums

It is an expectation that all schools will be able to contest scrums at the Ballymore Cup and schools should select 6 Front Row players in their teams to facilitate this. Those teams in 18 Boys Div. 1 and 2, and 16 Boys Div. 1 **MUST** start each game with contested scrums and maintain contested scrums for the first half. If they can't do this the penalty will be that they have to play under the uncontested scrum guideline – the team must drop a player and play with 14 on the field.

7.3 Assistant Referees

Each team will need to supply a competent Assistant Referee for every game except Grand Finals. However, this person will not have any powers to issue sanctions or influence the referee. They will run the line and indicate to the referee where the ball crosses the line, and help them judge whether penalty kicks or conversions are successful.

7.4 Movements

- (a) Unlimited movements will be used across all age grades of the Ballymore Cup with the exception of U18 Boys Division 1, which will be limited to 12 tactical substitutions during any one match.

7.5 Competition Draw

- (a) The draw will be compiled and presented by the QRU as the Competition Manager in their sole and absolute discretion
- (b) The draw for each age grade will vary dependent on the number of teams entered in that age grade
- (c) The draw is subject to change at the discretion of the QRU

7.6 Competition Points

- (a) Competition points will be awarded as listed below:
 - (i) Win – 4 Points
 - (ii) Draw – 2 Points
 - (iii) Loss – 0 Points
- (b) No bonus points will be awarded in any match of the Ballymore Cup

7.7 Game Time

- (a) All Boys matches will consist of 2 x 20-minute halves with a 5 minute half-time **except** for consolation games which will consist of 2 x 10 minute halves with a 3 minute half-time.
- (b) All Girls matches will consist of 2 x 10-minute halves with a 3 minute half-time
- (c) There will be no time off for injury or stoppages in play.

7.8 Finals Series

- (a) The Finals Series will be compiled and presented by the QRU at their sole and absolute discretion
- (b) The Finals Series will be determined based on the number of teams in the competition as well as the competition structure (i.e., pools)
- (c) In the event of a draw during a Finals Series match, the following will be used to determine a winner:
 - (i) First Try Scorer, if not available
 - (ii) First Point Scorer, if not available
 - (iii) Higher Placed Team from Pool Stage

7.9 Match Day App

- (a) There is no requirement for schools to utilise the Match Day App during the Ballymore Cup
- (b) Scores will be entered by Queensland Rugby Union as the Competition Manager

7.10 Protests

- (a) Due to the nature of the Ballymore Cup, all protests lodged under 5.12 of these Competition Rules must be made with the QRU as the competition manager by no later than 1 hour post the conclusion of the match under protest.

- (b) The QRU reserves the right to determine if a protest will progress under these Competition Rules during any stage of the protest

7.11 Referee Appointments

- (a) The Queensland Rugby Union will appoint all match officials for the Ballymore Cup in conjunction with the Queensland Rugby Referee Association (QRRRA)

7.12 Minimum Accreditations/Standards – Non-Playing Roles

- (a) All Coaches must hold a current Smart Rugby accreditation
- (b) All non-playing roles (coaches/volunteers/managers) must be registered in Rugby Xplorer prior to the competition start

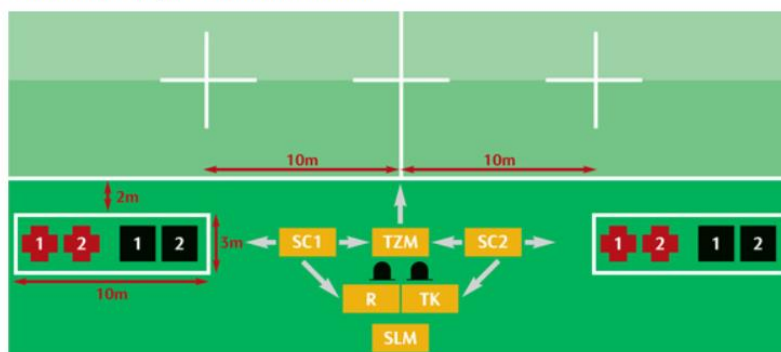
7.13 Approval, Amendment and Notification of the Competition Rules

- (a) The QRU reserves the right to amend these Competition Rules at any time in their sole and absolute discretion
- (b) Any amendments to the Competition Rules will be made available to all competing schools at the earliest opportunity

7.14 Technical Zones

Fifteens Technical Zones

Maximum of four persons allowed in the TZ



- (a) Each Team is allowed to have the following personnel in the Technical Zone during their Matches: One (1) Physiotherapist or a designated medical person.
- (b) A maximum of three (3) non-playing personnel are allowed to enter the field of play for the purposes of water carrying (which is only permitted when play is stopped for an injury or when a try has been scored). The Manager and Coach are not permitted to act as water carriers at any time. The water carriers must wear the Technical Zone bibs provided by the tournament organiser at all times.