



2025 Tournament Manual

PREPARED BY: Trent MaChong, September 2025

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SECTION 1: INTRODUCTION

The 2025 QRU Girls and Boys Junior State Championships (referred to within as the “Girls/Boys State Championships” or “Championships”) is a state pathway tournament for teenage female and male rugby players in the U15/17 age groups under sanctioning from the Queensland Rugby Union (QRU) and Rugby Australia (RA). The upcoming 2025 Girls/Boys State Championships will be contested by 7 regions across QLD including Far North Queensland (FNQ), Townsville (TSV), Central Queensland (CQ) [which includes Central Highlands, Rugby Capricornia, Mackay and Bundaberg], Sunshine Coast (SC), Darling Downs (DD), Gold Coast (GC) and Brisbane Junior Rugby Union (Brisbane) and an invited First Nations team made up of QLD based First Nations players.

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 2025 Girls/Boys State Championships.

The sporting, pathway and operational success of the Girls/Boys State Championships 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 State Championships) to make or vary rules and give directions as to the conduct of the State Championships, or in respect of matters relating to the State Championships, 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 Manager Trent MaChong via email (trent.machong@reds.rugby). All contact with the tournament should be made by a representative of the Sub Union 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 Championships. 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 Championships, for either any individual or participating team.

1.5 Website

Redsrugby Instagram and Facebook Pages (Queensland Rugby) will provide photos and an update on the competition at day's end and at the conclusion of the tournament. A Matchday Program will be available digitally for 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 QRU Girls State Championships

2.1 2025 Girls and Boys State Championships Staff and Organising Committee

Position	Name	Mobile
Tournament Manager	Trent MaChong	0433 158 160
Talent ID	Lachlan Parkinson	0428 958 487
Media Manager	Neha Kumar	0412 262 541
Venue Manager	C/O Trent MaChong	0433 158 160

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 State 7s Championships 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 \$200 per player, and any other applicable NPIL, NPRF, MUPRF obligations.

3.2 Team Management declaration

Participating Teams will appoint and declare the following Team Management Personnel (maximum 4 in total) for each team permitted to participate in the Girls and Boys State Championships by no later than **Thursday 13th November 2025**:

- 1 Head Coach*
- 1 Team Manager (relevant experience)
- 1 Trainer (Necessity)
- 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 maximum of 13 Players to represent the participating region as per the Participation Agreement. Any player who is turning 13 in this calendar year and playing U15 or turning 15 in this calendar year and playing U17 must receive Age dispensation.

3.4 Team size

Teams will travel with a maximum of 13 players and 4 management. However, teams are only able to field 12 players per match. Players are only allowed to sit out a maximum of one match throughout the competition.

3.5 Squad Registration – Rugby Xplorer

Participating teams must register their squad (13 players) plus team management via the Rugby Xplorer app by no later than **Thursday 13th November 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 M: 0433 158 160

3.6 Important dates, deadlines & meetings

When	What	Location	Details
Thursday 13th November 10:00pm	Management and Squad Declaration	NA	Team Lists to be provided via Squad Management in Rugby Xplorer
Saturday 15th November 7:15am	Managers Meeting	Ballymore Stadium (Field 1)	Ballymore 1 (Main Field – half way.

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'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. Players must wear the same jersey number for the entire tournament for talent identification purposes.

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.

3.11 Links to The Participation Level of the Game

One of the main objectives of the Girls/Boys State Championships is to bridge the pathway gap between Club 7's, School 7's and Queensland Youth teams. It also provides further opportunities to those who have been identified within their regions as talented prospects, for identification to State and National coaches and is a further layer in the pathway model.

To help achieve this objective, Queensland Rugby may wish to provide development and competition opportunities prior to the tournament for other levels of the game through Rugby Sevens, this will be achieved through coaching development workshops, regional visits before and after the State Championships and informal round robin competitions amongst the regional representative teams.

This could also be achieved through clubs aligning themselves with the various development activities within their regions and states such as:

- Development or Youth Sevens Tournaments
- School Sevens gala days
- Skills and Drills events (e.g. Come and Try and Representative Trials)

It is essential that any other activity, program or competition should not impinge on the logistics, operations or facilities as prescribed for the tournament.

Section 4: State 7s Championships Details

4.1 Venue

Ballymore Stadium
91 Clyde Road
HERSTON QLD 4006

Match Days:

Saturday 15th November 8:00am – 8:00pm

Sunday 16th November 8:00am – 6:00pm

(Presentations to occur as per match schedule)

Venue Map - See Appendices

4.2 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.

4.3 General team information

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

4.4 Player eligibility

The following players are eligible to play in the Championships:

- 4.4.1 All players and team officials must register online through Rugby Xplorer; and
- 4.4.2 Have been eligible for selection for her region
- 4.4.3 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 outside the 2-year window (15s – born 2010, 17s – born 2008) in this calendar year must receive dispensation from the Tournament Manager. To apply for dispensation, please refer to the Dispensation procedure (available at Rugby Australia website) and return to the Tournament Manager by no later than Thursday 13th November 2025. If you need further clarification, please contact the Tournament Manager.

4.5 Game Day Meals

Catered lunches will not be available during the 2025 State 7s Championships

4.6 Spectator Catering

QRU have engaged QCC to provide food and beverage options across both days of the event.

4.7 Team Areas

Teams will have the use of a Team Area (See venue map – appendices). Marquees will be setup on the grassed/concreted area at the Northern End of Field 1.

4.8 Training fields

Teams are permitted to warm up on Field 2 and any other areas outlined by the Tournament Manager. The warmup areas are to be shared, so please be mindful of other teams.

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

4.9 Change rooms

Changerooms will not be available for this event and teams will be limited to their tent areas.

4.10 Training equipment

Training equipment will only be available for use of travelling 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 Championships. These are to be returned at the conclusion of the Championships 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.

4.11 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 (excluding lunch provision).

4.12 Ice

Two (2) bags of ice will be available per team per day of the tournament and will be available for collection from a nominated site each morning.

Any additional ice as required by teams will be at their own cost and arrangement.

There is no additional ice at Ballymore to purchase during the event.

An ice machine is only accessible by medical staff for medical purposes.

4.13 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. QRU will supply a physiotherapy table in the medical room/tent on Championship days only.

4.14 Team marquees

The QRU will have available some marquees for travelling teams which will be made available to regions on a first come first served basis.

Teams are encouraged to provide their own branded pop-up marquee(s) no larger than 9m x 4.5m in total with their own pegs/weights. QRU has limited weights available for teams to utilise.

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 championships.

4.15 Photography

QRU will have an official photographer, taking images of the Championships. If regions/teams have an official photographer with them, they must wear a bib to enter the playing enclosure.

4.16 Ticketing

Not Applicable - The 2025 State 7s Championships is a free event.

4.17 Match recordings

Matches will be livestreamed on Day 1 & 2 and provide through Rugby Xplorer as well as the Rugby AU Video webpage.

4.18 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.

4.19 Trophies & medals

Medals will be presented at the conclusion of the Championships for 1st place (Gold medal), 2nd place (Silver medal) and 3rd place (Bronze medal). Gold Medalists will also receive a Championship Cup.

A Player of the Girls State Championships will also be awarded for both age groups after the last game of the Championships; both will be selected by the appropriate talent ID staff. The U15 Player of the Tournament is the Parry-Pelite Medal and the U17 Player of the Tournament is the Caslick-Cherry Medal.

A Player of the Boys State Championships will also be awarded for the U15s and U17s after the last game of the Championships; both will be selected by the appropriate talent ID staff.

4.20 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 5: MATCH MANAGEMENT

5.1 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

5.2 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

5.3 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.

5.4 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 1st Place through to 4th 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:

- 5.4.1 The winner of the match in the same tournament in which the tied Teams have played each other will be the higher ranked.
- 5.4.2 If the teams did not play each other:
 - 5.4.2.1 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;
 - 5.4.2.2 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;
 - 5.4.2.3 the Team which has scored most points in all its Pool Matches shall be the higher ranked;
 - 5.4.2.4 the Team which has scored most tries in all its Pool Matches shall be the higher ranked; and
 - 5.4.2.5 coin toss

Teams will then play cross-pool Semi-Finals, as illustrated in the draw.

5.5 Determining Winner – Semi-Finals & Finals

If after the score remains tied after the completion of knockout (finals) matches then;

- the highest ranked team from the pool matches is deemed the winner
- the team which has the best difference between points scored for and points scored against in all its Pool Matches in the Championships deemed the winner; then
- most number of tries in Pool Matches wins; then
- the team which has the best difference between tries scored for and tries scored against in all its Matches deemed the winner; then
- the team which has scored the most number of tries in the tournament is deemed the winner; then
- Coin toss

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Excluding, Cup Finals which if tied at the end of regular time, there will be a capped period of 5 minutes of Golden Point extra-time. If teams are still tied after Golden Point extra-time then:

- the highest ranked team from the pool matches is deemed the winner; then
- the team which has the best difference between points scored for and points scored against in all its Pool Matches in the Championships deemed the winner; then
- most number of tries in Pool Matches wins; then
- the team which has the best difference between tries scored for and tries scored against in all its Matches deemed the winner; then
- the team which has scored the greatest number of tries in the tournament is deemed the winner; then
- Coin toss

5.6 Match Officials

Appointment of Match Officials will be completed by QRRRA and QCRRRA representatives for all Tournament matches, including match referee, assistant referees, and No. 4 /No. 5 officials.

5.7 Match balls

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

5.8 Coin toss

Coin toss will take place prior to kick off on the field. For Finals on Day 2, we may alter this to provide footage for the live stream (e.g. it may occur in the clubhouse tunnel).

5.9 Match Scorecard

All Team Managers must declare their team for the tournament via Rugby Xplorer by no later than 1 hour prior to kick-off of the first match on the first day. Team Managers must ensure all player names are spelled correctly and have the correct jersey number indicated against the player's name.

In preparation for kick off, the Team Manager should check that they can see their fixture in the Match Day app. All scoring will be completed by the Manager or nominated person on the app.

Participating teams in the U15 tournament may use unlimited substitutions.

Participating teams in the U17 tournament may use up to 5 replacement players during the game.

At the conclusion of the game, Manager (or nominated scorer) should check with the opposing team scorer and referee to ensure scores and any cards are entered before the final result is submitted.

Any changes required after the result has been submitted must be completed manually by the Tournament Manager at the Tournament Office. The Tournament Manager reserves the right to reject any changes.

5.10 Warm up

Pre-game warm-up

Team warm up will take place on the designated warm up field. 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.

5.11 Replacements – Temporary / Tactical and Permanent

U15 Girls State Championships

- i. The U15 Girls State Championships will utilise unlimited rolling substitutions, as such each team is allowed to make substitutions when required/desired provided they seek permission from the 4th or 5th official and there is a stoppage in play. Players are not permitted to enter the field unless authorised by the 4th or 5th official. **This will result in a breach of the Championship Manual if this is not followed. Further clarification on this is below in Replacements- Tactical and Permanent- Procedural Guidelines.**

U17 Girls and Boys State Championships

- 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:
 - Up to 5 tactical substitutions per game
 - 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.

5.12 Players temporary suspended

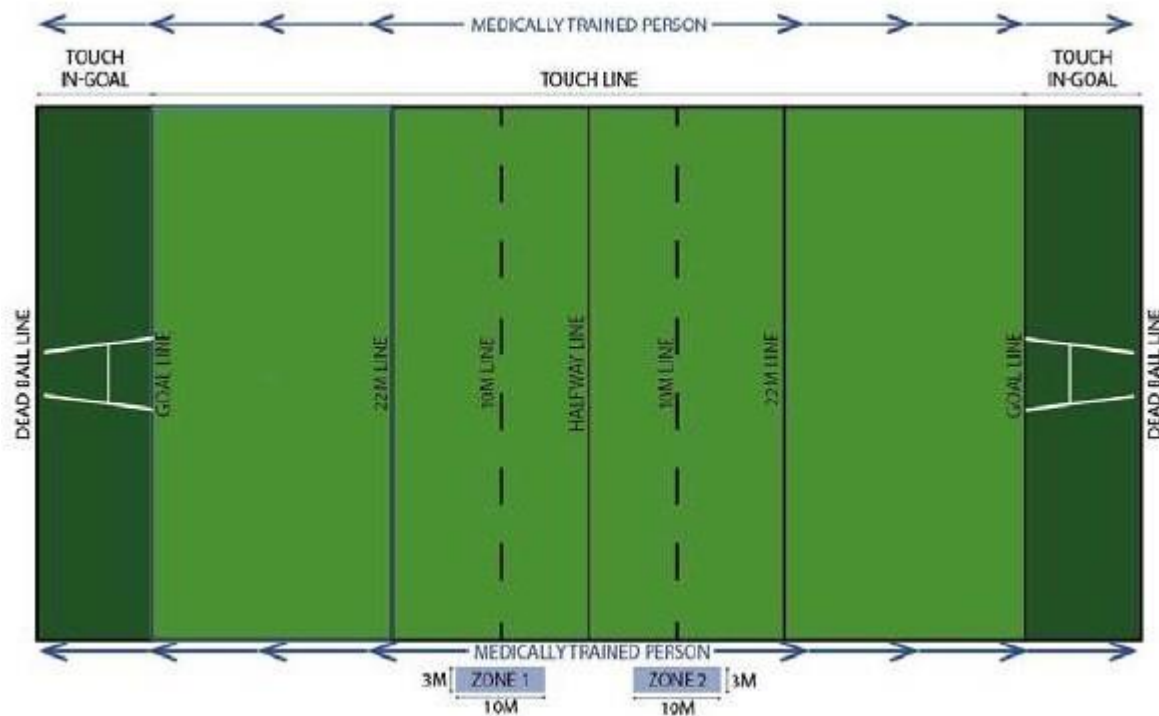
Any player “yellow carded” shall be temporarily suspended for a period of two (2) minutes of playing time. The player must be seated with the 4/5 referees adjacent to the Ground Manager/Score Keeper.

5.13 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.

5.14 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 (2) others, one (1) of which must be medically trained and two (2) may be a water runner and 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 cannot 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.

5.15 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.

5.16 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.

5.17 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 6: BROADCAST/ LIVE STREAMING

6.1 Streaming Rights

QRU has granted The Stream Team exclusive rights to produce, exploit and/or transmit audio and/or audio- visual coverage of the Championships.

6.2 Venue lighting standard

Minimum 200 lux.

SECTION 7: MEDIA OPERATIONS

7.1 Media Coverage

QRU will provide media collateral prior to and during the event

7.2 Social Media

QRU will publish results, a recap, photos and coverage of the Girls/Boys State Championships via Instagram, Facebook and social media channels as well as if desired, mailing list.

SECTION 8: JUDICIAL PROCEDURES

8.1 Rugby Australia Disciplinary Rules

The Rugby Australia Disciplinary Rules 2025 ("the Rules") will apply to the 2025 Girls and Boys State Championships.

The Rules are designed to ensure that incidents of Foul Play are identified and resolved fairly, effectively and without delay. To view the full version of the Rules please see the Rugby Australia website.

Please note: That unless otherwise defined in the Tournament Manual, capitalised terms in this section have the same meaning as that set out in the Rules.

Citing Commissioners, if needed and Judicial Officers will be appointed by QRU for the Championships. Please keep in mind that this is 'Junior' pathway competition and as such, the Rules will be applied in this context.

8.2 If a player receives a red card

If the Player's offence has been assessed by the Judicial Officer to be the lower end entry point of 2 weeks (games) or less, based on the scale of seriousness of the Player's conduct (applying World Rugby Regulation 17 Recommended Sanctions for Foul Play), the Judicial Officer may offer the Player an 'early admission of breach suspension'. All other offences are to be referred to a hearing before a Judicial Officer. Please refer to these provisions in the Rules for more information.

8.3 Yellow Cards

- 8.3.1 The Player is automatically suspended for one (1) Match (if the team has not lodged a challenge notice for one of those incidents - only on the basis of mistaken identity - within two (2) hours from the conclusion of the match in question to the Tournament Manager);
- 8.3.2 If one (1) of the temporary suspensions or Citing Commissioner Warnings is challenged, the Player must attend a hearing upon receiving the third to make their representations regarding the mistaken identity;

8.4 Judiciary

A three-person Judicial Committee will be appointed by QRU for this tournament. The Judicial Committee shall have the power to determine all issues of any nature arising in connection with:

- 8.4.1 Participant/s ordered off the playing enclosure;
- 8.4.2 Participant/s receiving 2 or more temporary suspensions in 1 match;
- 8.4.3 Participant/s cited for an act or acts of Foul Play; and/or
- 8.4.4 Alleged Misconduct that may have been committed by a Participant, Team Official or other person/s during the Tournament;
- 8.4.5 Collecting a combination of 3 yellow cards and/or Citing Commissioner Warnings.

8.5 Judicial procedure

- 8.5.1 The Judicial Committee shall have full discretion as to their procedures and as to what evidence they require or decideto admit;
- 8.5.2 In the event of the Tournament Manager receiving a report indicating Foul Play and/or a Misconduct from the Referee, the matter will be referred to the Judicial Committee for determination;
- 8.5.3 The Tournament Manager shall notify the parties concerned of the time and place when the hearing is scheduled to take place (there is not requirement for this to be done in writing);
- 8.5.4 The Judicial Committee will consider the matter and the parties concerned will be provided with a written decision.

SECTION 9: Appendices

9.1 Draw

9.2 Venue Map

