

NORTHERN TERRITORY RUGBY UNION

Competition Rules

2022-2023



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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.

“NTRRA” means Northern Territory Rugby Referees Association

“NTRU” means Northern Territory Rugby Union

“NTRU CEO” means Northern Territory Rugby Union Chief Executive Officer

“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 Learning Centre” means the education learning portal for all registered members of the Australian Rugby Union community

“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.

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 Northern Territory Rugby Union, are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (a) [Principles of the Game](#)
- (b) [Principles of the Laws](#)

All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser e.g. and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

2 LAWS OF THE GAME

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

[Under 19 Variations](#)

[Rugby AU Under 19 Variations](#)

[Rugby AU Kids Pathway U6 to U12](#)

[10-a-side Variations](#)

[7-a-side Variations](#)

[Rugby AU Touch 7s Laws](#)

[Rugby AU Veteran Rugby Laws](#)

3 GOVERNANCE OF THE COMPETITION

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#), Rugby Australia Regulations, Codes and Policies etc. (see section 4 below), and Northern Territory Rugby Union Procedures

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.

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.

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

4.2 [Child Safety](#)

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

- (i) Child Safe Framework and Guidelines;
- (j) Reporting;
- (k) 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:

- (l) *Australian Rugby Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (m) *Anti-Doping Code* - all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (n) *Supplement Policy*;
- (o) *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;
- (p) *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;
- (q) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (r) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

4.4 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.

4.5 Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).

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](#);
- (b) It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

5.2 Draw

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

Where possible, all matches in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible, **NO** player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

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) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. 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 confirming this on the Match Day App in the presence of both teams; and
 - ~~(vii)~~ All clubs must enter the team list, scoring and stats of all matches online via the Match Day App prior to the commencement of a fixture. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.

- (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: Clubs failing to follow the procedures are liable to receive penalties in relation to Competition points.

5.4 Competition Points

- (a) Where matches are awarded Competition points the following standard points shall be used:

Points for a win – **four points.**

Points for a draw- **two points.**

Points for a loss – **zero points.**

Points for a bye (where applicable)- **zero points.**

N.B. Unions may choose to amend the standard points based on the game format and/or structure of the Competition.

- (b) Bonus points may also be awarded as follows:

Points for loss by seven points or less – **one point.**

Points for scoring four tries, or points for scoring three tries or more than your opponent – **one point.**

- (c) Competition points may also be awarded as determined and documented by the Union for the competition e.g. for supplying an Assistant Referee for a Junior age-grade match; and

- (d) Competition Points may also be deducted as determined and documented by the Union for the competition e.g. a player not added to the team list that played in a match.

5.5 Ladder Positions (for Competitions with Premierships)

- (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 (#1 option)
- (ii) Points difference
- (iii) Points for
- (iv) Points against
- (v) Matches won
- (vi) Matches played
- (vii) Matches lost
- (viii) Matches drawn
- (ix) Byes
- (x) Result of game

- (xi) Bonus points (total)
- (xii) Bonus points (4T)
- (xiii) Bonus points (+3T)
- (xiv) Bonus points (-7P)
- (xv) Bonus points (AR)
- (xvi) Total tries
- (xvii) Try difference
- (xviii) Score ratio
- (xix) Points ratio
- (xx) Match win ratio %
- (xxi) Number of forfeits
- (xxii) Number forfeits (win)
- (xxiii) Number forfeits (loss)

5.6 Forfeits

- (a) In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round
- (b) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit may be the loss of Competition points, up to a maximum of two, no points for, and the awarding of twenty-eight match points against.
- (c) If a team forfeits on two (2) successive occasions, or on three (3) occasions in total during a competition, NTRU may (in its absolute discretion) withdraw a team from participating in that competition and. The match points (“for and against”) in all matches of such team(s) shall not be counted, and any Competition points shall be cancelled.
- (d) In the case of a club withdrawing a team(s) from the Competition, match points (“for and against”) in all matches of such team(s) shall not be counted, and any Competition points shall be cancelled.
- (e) There will be no refund by NTRU or Rugby Australia of player registration fees paid for a team found ineligible to participate in a competition in these circumstances.
- (f) The NTRU CEO, may impose further penalties on Clubs for withdrawing teams from the Competition.
- (g) Refer to **Appendix A – NTRU Team Forfeit Procedure** for the process involved in a team forfeit.

5.7 Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The NTRU CEO, after consultation with the clubs involved, shall direct how the abandoned match will be dealt with.
- (b) 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.
- (c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee 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.
- (d) Refer to **Appendix B – NTRU Wet Weather & Lightning Procedure** for the process involved in the abandonment or suspension of fixtures due to weather

5.8 Playing Field

- (a) Clubs hosting matches played under these rules shall comply with the [RA Medical and First Aid Requirements](#)
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all 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.
- (c) For all Competition matches the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game.
- (d) Goal Posts
 1. All Goal posts within the playing enclosure must be padded.
- (e) 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.

For “Home Game Fixtures” the home club shall ensure that a 5m perimeter is maintained.
 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 (three allowed in 7s) **Head Coaches are NOT permitted to be Water Carriers**
 - 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 visibility vest.
 4. All Authorised Persons permitted to enter the playing enclosure must have enclosed footwear
- (f) Technical Zones - all 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 XV's and 7s game format.
 - XV's - Maximum of four persons are allowed in the technical zone. Each team is allowed two medically qualified persons and two water carriers.
 - 7s – Maximum of ten persons allowed in the technical zone. Each team is allowed a coach, team manager, medical person and five reserve players. One additional person who is either a medical or a coaching member of the team and whose responsibility has previously been notified to the ground marshal.
 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 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 (except in the 7s game format).
 - 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.
- (g) Refer to **Appendix C – NTRU Match Day Procedure** for the process of hosting fixtures.

5.9 Ground Marshalls

- (a) Each Club is responsible for providing at least one (1) Ground Marshall for every match day.
- (b) Each Ground Marshall will be responsible for completing the Ground Marshall course at the Rugby Learning Centre **BEFORE** being appointed as a Ground Marshall.
- (c) A Ground Marshall for a *Home Team* at a “Home Game” shall be considered the Match Day Manager for all intents and purposes on the day of the “Home Game”.
- (d) NTRU shall ensure a Match Day Manager appointed by NTRU CEO is present for all NTRU hosted fixtures.
- (e) A referee shall not commence a match until a Ground Marshall for both teams playing has identified themselves to the referee.
- (f) Should a referee seek assistance to deal with undesirable behaviour outside of the playing enclosure, they will refer to the Match Day Manager to assist in the matter.
- (g) Refer to **Appendix C – NTRU Match Day Procedure** for the process of hosting fixtures and clarify roles on Match Day

5.10 Medical Qualified Person / Sports Trainer Personnel

- (a) Each Club must provide a minimum of 1 x trainer per fixture – for all age grades from Under 12’s to A Grade. A 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) Each Club must provide a minimum of 1 medical qualified person to assist a team with assessing and managing injuries during a match – for all age grades from Under 12’s to A Grade

5.11 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.
 - Where the nominated coach or team manager is part of a Kids Pathway U6-U9 match.

5.12 Authorised Persons

- (a) Process
 1. It is intended that the Club nominate persons to become “Authorised Persons”.
 - No one other than the Authorised Persons shall be permitted in the playing enclosure during a match.
 - An Authorised Person (except Ball Persons) must satisfy the minimum accreditation requirements appropriate to their role.
 - All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be checked on Rugby Xplorer.
 - The home team shall appoint a ground marshal who shall ensure that this requirement is complied with and the ground marshal shall report any breach to the Match Committee.
 - Authorised Persons must conduct themselves in accordance with the relevant Code of Conduct for and, as part of the accreditation process, they will be required to sign an acknowledgement that they will adhere to the expected standards of conduct.

5.13 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. Monetary Fine; and
 5. 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

5.14 Protests

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the NTRU CEO by the close of business on the number of business day/s (7 business days) after the alleged breach of the Competition Rules;
- (c) All protests must specify the particular Competition Rule that has been allegedly breached;
- (d) All witness statements must be tendered on a signed statutory declaration form;
- (e) The decision on the protests shall be determined by the NTRU CEO and such decision will be notified to the parties by no later than close of business on the number of business day/s (14 business days) after the alleged breach of the Competition Rules.
- (f) The NTRU CEO shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The NTRU CEO will then recommend to the Chair of the NTRU Competition Sub-Committee the penalties that should be imposed. The Chair of the NTRU Competition Sub-Committee shall then confirm or alter the recommended penalties. Where the penalties are altered, the NTRU CEO shall make the final determination in this regard.
- (g) If the club is not satisfied with this decision, it has the right to appeal to the Union Judicial Committee. Appeals from the decision of the NTRU CEO must be received by the Chair of the Judicial Committee by no later than close of business on the number of business days (7 business days) after the decision of the NTRU CEO is advised to the relevant club. The Judicial Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Judicial Committee has the sole discretion as to how it will deal with any appeal.

5.15 Extension of Time

- (a) Notwithstanding any of the time limits stated in these Rules, the NTRU CEO 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.

5.16 Disqualified, unqualified or suspended person/s

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

5.17 Impact of COVID-19: Competition Rules

The NTRU CEO is encouraged to implement the Game On Principles within their Competition Rules in the event matches are impacted by COVID-19.

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;
- (b) Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the local Union, be 12.

Refer to **Appendix D – NTRU Replacement and Uncontested Scrums Procedure** for clarity in regard to NTRU Rolling Replacement limits and procedures.

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.**

N.B. Unions may submit a request to the *Law Advisory Group* to play standard Law 3 (at any level of the game). Requests must be submitted on the [Local Law Submission form](#).

6.2 Uncontested Scrums

- (c) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:

- (i) Law 3.13 – 3.20 (inclusive)

N.B. Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominate 15 players

- (d) If circumstances determine that the match should have uncontested scrums, Member Unions may determine whether any penalties are to be imposed in relation to that match and may have regard to the penalties referred to in paragraph 5.11 above;
- (e) World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. **Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to

implement this Law must use the approved language set out below in their Competition Rules:

There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

- (d) Refer to **Appendix D – NTRU Replacement and Uncontested Scrums Procedure** for clarity in regards to replacements and uncontested scrums

World Rugby Law 3.16 allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team

6.3 Replacements

- (f) Players may be replaced due to illness or injury at any time during any Match in accordance with the **Appendix D - NTRU Replacement and Uncontested Scrums Procedure**.

6.4 Player Status, Player Contracts and Player Movement

- (g) International Clearance

- (i) The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1 and provides:

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

- (h) Domestic Clearance

This relates to Club to club player movements for currently registered players. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type. Restricted at XVs, 10s, 7s and Veterans registration types in competition rugby only. The player cannot register unless clearance approval is granted by their 'from' Club and Association

7 ROLE OF THE UNION

7.1 Powers of the Union

- (a) Subject to RULE 7.2 the Union has the power to make new Rules and to add to, delete, amend or otherwise vary the Rules at any time and in the manner and to the extent the Union may determine subject to the notification requirements under Rule 7.1(b).
- (b) Changes made by the Union under this RULE 7.1, must be notified to each Club in writing, within fourteen (14) days of the change.
- (c) These Rules will be reviewed annually by the Union and a copy of these Rules shall be sent to each Club by 31st January each year.
- (d) At any time the Board may, by written notice, delegate (or revoke a previous delegation) any of the responsibilities allocated to the Union under these Rules.

7.2 Constitution and World Rugby (WR) Laws of the Game

- (a) These Rules must be read in conjunction with the NTRU Constitution and if there is any inconsistency between these Rules and the Constitution then the Constitution will prevail.
- (b) These Rules must be read in conjunction with the WR Laws of the Game and if there is any inconsistency between these Rules and the WR Laws of the Game then these WR Laws of the Game will prevail

7.3 Communication with the Union

- (a) A notice, request, consent, approval or communication to the Union under these Rules (Notice) must be:
 - (i) in writing, in English and signed by a person duly authorised by the sender; and
 - (ii) delivered either:
 1. by hand to the Union's offices located at Rugby Park, 71 Abala Rd, Marrara, NT 0810; or
 2. by prepaid post to PO Box 41937, Casuarina, NT, 0811; or
 3. by scanning and emailing to ceo@ntrugby.com.au

or as varied by any notification given by the Union.

- (b) RA Notice takes effect when taken to be received and is taken to be received:
 - (i) if hand delivered, on delivery;
 - (ii) if sent by prepaid post, on the fourth (4th) Business Day after the date of posting (or on the seventh (7th) Business Day after the date of posting if posted to or from a place outside Australia);
 - (iii) if sent by email, when received within Business Operating Hours.

but if the delivery, receipt or transmission is not on a Business Day or is after 5.00pm on a Business Day, the Notice is taken to be received at 9.00am on the next Business Day.
- (c) In all cases the onus will be on the Club, Player or their authorised representative to prove that the notice was received by the Union.
- (d) A notice to a Club required to be given under these Rules must be given by the Union in accordance with the Constitution.

8 CONDUCT OF MATCHES

8.1 Laws of the Match

- (a) Matches must be played in accordance with the WR Laws of the Game and the rulings on the WR Laws of the Game as recognised by Rugby Australia and as adopted and interpreted by the Union from time to time.

8.2 Allotment of Grounds

- (a) Matches will be played on such grounds as may be directed by the Union.
- (b) The ground designated for any particular Match may be changed only if both participating Clubs and the appointed Referee agree no later than forty eight (48) hours before the scheduled time for the commencement of that Match and the Union is given Notice of that change twenty four (24) hours before the time for the commencement of that Match.
- (c) The fitness of the ground for the purposes of the Match designated to be played upon it may be decided on the field by the Referee and if a ground is designated as unfit:
 - (i) Notice of the decision of the Referee will be provided to the Union by each Club who was to participate in that Match within twenty-four (24) hours of the decision of the Referee; and
 - (ii) The Match will be declared a draw.
- (d) Each club will be allocated 3 matches in the regular season, provided they meet the requirements of Rule 7.2(c)(i)

8.3 Forfeits

- (a) Each Match which is forfeited by a Club will be regarded as having been won by the opposing Team scheduled to play the relevant Match and which, but for the forfeit, would have been played.
- (b) Five (5) Minor Round points, with a deemed score of twenty-eight (28) points to zero (0) shall be awarded to a Team whose opponent has forfeited the Match.
- (c) Any Club intending to forfeit a Match must do so in accordance with the **Appendix A - NTRU Team Forfeit Procedure**.

9 PLAYERS

9.1 Registration and Eligibility of Players

- (a) Only persons registered in accordance with the Rugby Australia Registration Regulations will be eligible to take part in any Match in any Competition including any Finals Series conducted by the Union.
- (b) Persons with financial indebtedness to the Union will be ineligible to take part in any match in any competition including any Finals Series conducted by the Union
- (c) Refer to **Appendix F – NTRU Player Eligibility Guidelines** for clarity on dispensations, eligibility for Finals fixtures and exemptions of eligibility
- (d) Teams must ensure their players are correctly registered & if required, granted dispensation. If breached, sanctions WILL be enforced as outlined below.
 - (i) If a team plays an unregistered player, then the team will be deducted 4 competition points per player for each game that player has participated in.
 - (ii) If a team plays an ineligible player for their age-group without dispensation, then that team will be deducted 4 competition points per player for each game that ineligible player has participated in.

The Competition Manager may also direct further sanctions be imposed on the club including the whole clubs coaching & management staff (Junior & Senior) to retrain in SMART Rugby & other courses to avoid further breaches of the Code of Conduct.

9.2 Player Transfers

- (a) Any Player wishing to transfer to another Club must do so in accordance with the Rugby Australia Player Clearance and Transfer Procedures.
- (b) Players are unable to transfer within Clubs competing in the NTRU Competition in a given year after the tenth Competition round, provided the NTRU receives notification in writing from the players current club, no

less than 5 working days prior to the designated playing date, stating that the current club has no objection to that player joining another club.

- (c) A Club may withhold a player clearance on account of any outstanding fees owing to the Club by the player. If a Club has other criteria they wish to withhold a player clearance for, evidence of this should be in the form of a written agreement between the player and the Club, and provided to NTRU for consideration.

9.3 Representative Teams

- (a) All Clubs must make their Players available for selection in any NT representative team selected by the Union.
- (b) Any Player who is selected in an NT representative Team Squad will be deemed to be an ambassador of the Union and of its values and beliefs, and must comply with such further Rules and conditions governing their conduct as may be set down from time to time by the Union including in the form of a player participation agreement and the Union may at any time inform a Player that they are no longer eligible to participate in the NT representative Team Squad or that they are no longer a selected Player on the NT representative Team Squad.
- (c) A Player who is selected in an NT representative Team Squad may receive material benefits by way of clothing, playing equipment, meals, travel subsidies and the like from the Union but the selection of the Player and their participation in an NT representative Team Squad is on a voluntary basis and there will be no employment, partnership or agency relationship created between such a Player and the Union and such a Player is not entitled to receive any employee benefits or entitlements through the Union.
- (d) Players that are financially indebted to the Union are ineligible for selection in any NT representative Team Squad.

9.4 Player Uniforms

- (a) Refer to the ***Appendix G – NTRU Player Uniform Guidelines***.

10 MATCH DAY RULES AND PROCEDURES

10.1 Rules and Procedures

- (a) All Clubs, Teams, Players and participants must abide by the ***Appendix C - NTRU Match Day Procedure***.
- (b) Players uniforms will be as set out in ***Appendix K - NTRU Player Uniform Policy***.

11 APPOINTMENT OF REFEREES AND ASSISTANT REFEREES

11.1 Appointments

- (a) Referees will be appointed for all Matches by the NTRRA and the Union in accordance with the Rugby Australia Match Official Accreditation Policy.
- (b) The NTRRA will notify the Union of the names of all Referees appointed to officiate in all Matches conducted by the Union in any Finals Series.
- (c) If a Referee appointed under the NTRRA does not attend at the Match for which they have been appointed within fifteen (15) minutes of the time set down by the Union for the Match to commence a substitute Referee may be appointed by NTRRA in accordance with the Rugby Australia Match Official Accreditation Policy.
- (d) If no NTRRA registered match official is available, the NTRU CEO is permitted to assign a club person to referee the match. The person assigned must hold a current Smart Rugby accreditation.
- (e) If a Referee is unable to continue to act in the capacity of Referee during any Match through illness or injury a substitute Referee must be appointed for the remainder of the Match in accordance with the Rugby Australia Match Official Accreditation Policy and the Match will then proceed.
- (f) No Match will proceed without a Referee.
- (g) Where possible, Assistant Referees will be appointed by NTRRA and where Assistant Referees are not so appointed, the two (2) Clubs participating in any Match must appoint one (1) Assistant Referee each.
- (h) To Assistant Referee any senior match, the individual must be at least 14 years of age.
- (i) Clubs who fail to abide by Rugby AU & NTRU policies which create a safe match day environment may be forced to appoint their own Referees for fixtures. NTRU supports NTRRA to use its discretion in enforcing CTA (Club to appoint). The requirements for CTA include a current SMART Rugby accreditation. Clubs who fail to appoint a Referee will forfeit their competition points and may be subjected to further sanctions imposed by the Competition Manager.

12 BREACHES OF DISCIPLINE

12.1 Concussion

- (a) Refer to <http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/ConcussionProcedureManagement.aspx>
- (b) Should a Blue Card be issued to a player by the Referee in the course of a match, the Blue Card process (and graduated return to play) must be adhered to.

12.2 Code of Conduct and Violation of the Code of Conduct

- (a) Clubs, Participants and Spectators are expected to comply with the Rugby Australia Code of Conduct and abide by the Rugby Australia Expectations of Behaviour Guidelines promulgated by the Union and Rugby Australia.

- (b) Should a Blue Card be issued to a player by the Referee in the course of a match, the Blue Card process (and graduated return to play) must be adhered to.

12.3 Removal of Players From the Field of Play

- (c) If a Player is sent off the field of play by a Referee during a Match by the showing of a red, yellow or blue card the **Rugby Australia Disciplinary Rules** must be followed.

12.4 Judicial Committee

- (a) All NTRU Judicial procedures are contained in **Rugby Australia Disciplinary Rules**.
- (b) The Judicial Committee is conduct themselves in line with the **Rugby Australia Disciplinary Rules**.

12.5 Participant Citing Guidelines

- (a) Any Participant may submit a Citing Report with respect to any alleged breach of:
 - (i) the Laws of the Game; or
 - (ii) these Rules,in accordance with the **Rugby Australia Disciplinary Rules**.

12.6 Appeals

- (a) Any decision of the Judicial Committee or the NTRU will be final unless there is an appeal to the Union within 24 hours of the decision appealed against, unless otherwise determined by the Union.

An appeal will only be an opportunity to make submissions on errors in the application or interpretation of the Laws of the Game, relevant Codes of Conduct or the Competition Rules, unless the Appeals Committee determines that extraordinary circumstances exist

- (b) A committee appointed by the Board from time to time will hear all appeals against decisions of the Judicial Committee or the NTRU (Appeals Committee).
- (c) All appeals must be made in accordance with the **Rugby Australia Disciplinary Rules** in writing on the appropriate Appeals Form and submitted to the Union and must be accompanied by a deposit of \$200.00. This deposit will be forfeited if the appeal is dismissed or refunded if the appeal is upheld by the Appeals Committee.

12.7 Right of Appeal Against Union's Decision

- (a) In any case where matters for the decision of the Union under these Rules have been delegated by the Board to the discretion of a sub-committee or other person, there will be a right of appeal within 24 hours of the decision appealed against, unless otherwise determined by the Union. Such appeals will be treated as if they were an appeal under RULE 9.6.

13 CONDUCT OF COMPETITION

13.1 Method of Conducting Competitions

- (a) The Union:
 - (i) will determine the number, structure and timing of Competitions and Matches to be conducted in a particular Season; and
 - (ii) may cancel, postpone or otherwise vary the number, structure and timing of any Competition or any Matches; and
 - (iii) will release a fee schedule per participant for participation in the Competition on an annual basis.

The structure should generally take shape in the following format

1. 6 teams or less: 1st place into Grand Final, 2 v 3 in Semi-final.
 2. 7 teams or more: 1 v 2 (Major) 3 v 4 (Minor) = winner of major progresses into Grand Final, loser into semi-final against winner of the Minor final.
 3. Where scheduling permits, a competition of 6 teams may adopt the B) Structure finals system.
- (b) By 30 June of each year Clubs must give Notice to the Union advising the Union of their Club's preliminary intentions relative to the number of Teams to be entered in the next Season's Competitions and this information will be used by the Union as the basis for planning the next Season.
 - (c) The details of Competitions planned for any year will be advised to all Clubs by the 31st August in any year.
 - (d) Clubs must give Notice to the Union confirming the number of Teams in all competitions which that Club will enter in the forthcoming Season by the date nominated by the Union.
 - (e) Where Clubs have taken on the liability for the fees and levies of a portion or all of their players, only Clubs that have paid in full all fees and levies rendered by the Union including as set out in the fees schedule issued by the Union for the previous Season are eligible to submit application for entry of Teams into the Competition to be run in any subsequent Season.
 - (f) The Union will provide an online registration portal for individual players in accordance with the Rugby Australia Registration Regulations. Each player is responsible for paying their individual playing fees prior to playing in any

game in any competition season. Where required, each Club must pay all individual player fees, registered by the Club and not paid by players on the dates specified in the invoices issued by the Union (e.g. in the case of a defaulted Part Payment).

- (g) The Union has the right to allocate the Teams nominated by the Clubs to such Competitions and such Grades as the Union decides, for any particular Season.

13.2 Ranking Teams in Minor Rounds

- (a) At the conclusion of each Match, points will be awarded by the Union as follows:
 - (i) five (5) points (with a deemed score of twenty-eight (28) points to zero (0)) to a Team whose opponent has forfeited the Match;
 - (ii) four (4) points to the winning Team;
 - (iii) two (2) points to each Team in a Match in which the scores are equal
 - (iv) one (1) point to a Team which loses the Match by seven (7) points or less;
 - (v) one (1) point to any Team which scores at least four (4) tries in the Match.
 - (vi) If teams in the same grade have played a different number of games in the Minor Round, the affected team/s will be awarded 4 points per BYE until the number of games (including BYES) is even. Example: If the competition schedule results in 1 team finishing on 13 matches and others have played 14 matches (prior to finals) then the team on 13 matches will be awarded 4 points (for 1 of their Byes) to bring them up to 14 fixtures).
- (b) The Union may determine that further points may be awarded or deducted for defined situations provided that the circumstances under which those points will be allocated are advised by Notice to all Clubs.
- (c) The relative positions of Teams in the Minor Round for each Competition will be determined by the number of total points awarded to each Team.
- (d) If:
 - (i) two (2) or more Teams in any Grade have the same number of points at the end of the Minor Round, the following process will be applied
 1. Most wins from all matches
 2. Aggregate points for and against
 3. Coin toss

13.3 Withdrawal from Competition

(a) A Club may give Notice to the Union that it wishes to withdraw a Team from a Competition only after that team has conceded either:

(i) two (2) successive forfeits; o

(ii) three (3) forfeits in total;

During any one (1) Season and the Union may, in its absolute discretion, either grant or refuse that request for withdrawal.

(b) Any Notice to withdraw a Team under Rule 13.3 (a) must first be given with respect to the lowest Grade Team of the Club.

(c) The Union reserves the right to make exception to Rule 13.3 (b) in extenuating circumstances and as a result of a formal request made by a Club.

(d) Despite any withdrawal of a Team under Rule 13.3 (a) or 13.3 (c) the Club will incur a financial liability of \$1,000 per Senior Team at the discretion of the Union.

(e) If a Club withdraws Teams from one (1) or more Competitions, the Match Points (“for” and “against”) in all Matches played by such a Team and all Competition Points for that Team will be forfeited by the Club and will not be attributed to the Club for any purpose. The opposition of a withdrawn team will retain all For, Against and Competition points for matches already played. All future matches against the withdrawn team will be recorded as a Forfeit, and points awarded per **Appendix A - NTRU Team Forfeit Guidelines**, unless deemed otherwise by the Union.

(f) For the purpose of interpreting this RULE 13.3 each Team in each Grade in each Competition in which a Club participates will be regarded as a separate Team.

(g) At the conclusion of each Match, points will be awarded by the Union as follows:

13.4 Club Championship

(a) There may be a club championship, which will be determined from time to time by the Union.

14 FINALS SERIES

14.1 Conduct of Finals Series

(a) No Team from any Club which is Financially Indebted to the Union for any reason will be eligible to participate in any Match in a Finals Series.

(b) No Player or Official who is Financially Indebted to the Union for any reason will be eligible to participate in any capacity in any Finals Series.

- (c) Finals format will be determined on an annual basis by the NTRU having undertaken consultation with Clubs if required. This format will be promulgated to Members prior to the start of Minor Rounds.
- (d) In any A Grade Match conducted in a Finals Series (including a Grand Final) where the scores:
 - (i) are equal at the end of the allotted period of play (including any injury time) then
 1. an extra period of ten (10) minutes playing time each way, without an interval, will be played, being a total of twenty (20) minutes;
 2. Teams will change ends before the start of extra time and at the half-way point of extra time; and
 3. the period of extra time must commence not later than five (5) minutes after the end of the ordinary period of play.
 - (ii) remain equal at the end of extra time then played in accordance with Rule 14.1(d)(i):
 1. an extra period of up to five (5) minutes playing time, without an interval, will be played until one (1) team scores (Sudden Death Time);
 2. Teams will change ends before the start of Sudden Death Time;
 3. Sudden Death Time must commence not later than five (5) minutes after the end of extra time; and
 4. the first team to score during Sudden Death Time will be the winner.
 - (iii) remain equal at the end of Sudden Death Time the Team participating in that Game which was allocated the highest position in the Minor Round points table pursuant to Rule 13.2(c) and Rule 13.2(d) will be declared the winner.
- (e) Subject to Rule 14.1(d), in any other Senior Grade Match (including a Grand Final) where the scores:
 - (i) are equal at the expiration of the ordinary period of play (excluding injury time) then an extra period of five (5) minutes playing time each way will be played as follows:
 1. Teams will change ends at the expiration of ordinary time;
 2. extra time will commence not later than five (5) minutes after the expiration of ordinary time;
 3. one (1) period of five (5) minutes will be played;
 4. the Teams will change ends at the expiration of the five (5) minutes without an interval; and

5. a second period of five (5) minutes will be played.

- (f) remain equal at the expiration of extra time played in accordance with Rule 14.1(e)(i)(1), the Team participating in that Game which was allocated the highest position in the Minor Round points table pursuant to Rule 5.3 and Rule 5.4 will be declared the winner.

14.2 Competition Conditions

- (a) For the purposes of RULE 14.2;
 - (i) a Player will be deemed to have played in a Match in any particular Grade if, during that Match, they have taken to the field of play, with the intention of playing;
 - (ii) a Player who plays in more than one (1) Grade during the same weekend will be deemed to have played in the highest of those Grades of which they were a Run on Player and only one (1) Match per weekend will qualify for eligibility under RULE 14.2.

14.3 Qualification to Play in the Finals Series

- (a) For eligibility to participate in NTRU Finals Series, refer to ***Appendix F - NTRU Player Eligibility Policy***.

14.4 Duration of Competition Matches

- (a) All A Grade matches shall be played 40 minutes each half. The interval between halves shall be between 5 and 10 minutes unless otherwise advised by the NTRU.
- (b) All B Grade matches shall be played 30 minutes each half. The interval between halves shall be 5 minutes unless otherwise advised by the NTRU.
- (c) All Women's matches of 10 a side shall be played 15 minutes each half. The interval between halves shall be between 3 and 5 minutes unless otherwise advised by the NTRU.
- (d) All A Grade matches shall have time off recorded during the Minor Rounds.
- (e) All B Grade matches shall have no time off recorded during the Minor Rounds.
- (f) All Women's Grade matches shall have no time off recorded during the Minor Rounds.
- (g) Any team not prepared to commence a match at the designated kick off time shall be given 5 minutes to do so by the referee. Should the 5 minutes elapse without the game commencing then that team will have a forfeit recorded against them.
- (h) Any time lost in commencing a game for whatever reason shall be taken off that match in order that ensuing matches may commence at the scheduled time.

- (i) Commencement times of matches will be set by the NTRU at the commencement of the season. Times may be varied during the season as required, however such variations must be endorsed by the NTRU and the participating clubs.
- (i) Where a club is hosting a “Home Game” – the times for these games must be set prior to the release of the season draw. Where this does not occur, NTRU will be responsible for setting the times for such fixtures
- (j) Rule 29.11 In the instance of a match being cancelled for unforeseen circumstances the result of that match can stand if it is after the half time whistle has sounded.
- (k) Clubs have right, upon mutual agreement and with the approval of the NTRU to replay the game within 3 days only where 50% of match time has not elapsed.

15 ACCREDITATIONS

15.1 Smart Rugby Accreditation

- (a) All persons who actively coach, manage, administer or officiate Rugby shall hold a current Smart Rugby accreditation

15.2 Coach Accreditations

- (a) Coaches must have completed (or be actively completing) the below mentioned accreditations or education modules to coach for a Club, dependant on grade;

(i) U6 to U12

1. Coaching Kids Rugby U8-U12 Program
2. RA Member Protection & Inclusion
3. RA Code of Conduct

(ii) U13 to U18

1. Coach Level 1 – Foundation
2. Level 1 Coach Law Exam
3. RA Member Protection & Inclusion
4. RA Code of Conduct
5. RA Concussion & Serious Injury Management

(iii) Seniors U19+

1. Coach Level 2 – Developing Coach

2. Level 2 Coach Law Exam
3. RA Member Protection & Inclusion
4. RA Code of Conduct
5. RA Concussion & Serious Injury Management
6. WR Introduction to Coaching
7. WR Key Factor Analysis
8. WR Strength & Conditioning Pre-Level 1

15.3 Team Manager Accreditations

- (a) Team Managers must have completed (or be actively completing) the below mentioned accreditations or education modules to coach for a Club, dependant on grade;

(i) U6 to U12

1. Rugby Xplorer Team Manager Program
2. RA Member Protection & Inclusion
3. RA Code of Conduct
4. First Aid Attendant Kids Rugby U6-U12 Program

(ii) U13 to U18

1. Rugby Xplorer Team Manager Program
2. RA Member Protection & Inclusion
3. RA Code of Conduct
4. RA Concussion & Serious Injury Management
5. First Aid Attendant Level 1 Program
6. RA Ground Marshall Program

(iii) Seniors U19+

1. Rugby Xplorer Team Manager Program
2. RA Member Protection & Inclusion
3. RA Code of Conduct
4. RA Concussion & Serious Injury Management
5. First Aid Attendant Level 1 Program
6. RA Ground Marshall Program

16 WET WEATHER POLICY

16.1 Refer to *Appendix B – Wet Weather Procedure*

17 REPRESENTATIVE TEAMS

17.1 All Clubs must make their Players available for selection in any NT representative team selected by the Union.

17.2 Any Player who is selected in an NT representative Team Squad will be deemed to be an ambassador of the Union and of its values and beliefs, and must comply with such further Rules and conditions governing their conduct as may be set down from time to time by the Union including in the form of a player participation agreement and the Union may at any time inform a Player that they are no longer eligible to participate in the NT representative Team Squad or that they are no longer a selected Player on the NT representative Team Squad.

17.3 A Player who is selected in an NT representative Team Squad may receive material benefits by way of clothing, playing equipment, meals, travel subsidies and the like from the Union but the selection of the Player and their participation in an NT representative Team Squad is on a voluntary basis and there will be no employment, partnership or agency relationship created between such a Player and the Union and such a Player is not entitled to receive any employee benefits or entitlements through the Union.

17.4 Players that are financially indebted to the Union are ineligible for selection in any NT representative Team Squad.

Junior Competition Variations

18 PREAMBLE

The Darwin Club Junior Competition follows all rules, policies and procedures of the Darwin Club Competition (**Rules**) that are issued by authority of the NTRU Board (**Board**). There are, however, variations required pending the age of Players and these are outlined in this document. The Rules are found at <http://ntrugby.com.au/competitions/darwin-club-rugby/2018-competition-manuals/>. A list of policies and procedures is also found here and are listed in this document.

The Rules apply to all Junior Players and Officials of all Darwin Clubs affiliated with the Union and the Northern Territory Rugby Referees Association (**NTRRA**).

These Rules supersede all previous competition Rules of the Union and should be read in conjunction with the NTRU Policies, Laws of Rugby Football and the Constitution of the Union.

19 RULE VARIATIONS FOR CONDUCT OF COMPETITION

Rule 13.2(d) applies ONLY to under 13 division and above (ie under 14, under 16 and under 18). Under 6, 8 and 10, there will be no Premiership. U12s there will be no finals, a premiership is awarded by highest points tally.

If:

- a) two (2) or more Teams in any Grade have the same number of points at the end of the Minor Round, the following process will be applied
 - a. Most wins from all matches
 - b. Aggregate points for and against
 - c. Coin toss
- b) If teams in the same grade have played a different number of games in the Minor Round, the affected team/s will be awarded 4 points per BYE until the number of games (including BYES) is even.
- c) If a finals Match is tied, then an extra 5 minutes each way will be played (total 10 minutes) with a 1-minute half time. If the score is tied at the end of extra time then the rules outlined above in section a) apply to determine the winner.

20 SUBSTITUTIONS & PLAYING TIME

World Rugby Law 3.34

- a) Unlimited rolling replacements applies for all ages U14 and below
- b) Rolling replacements with a maximum of 12 movements applies for all U19 rugby aged U15 and above.

Coaches should ensure that throughout a season, each player starts in at least half of their fixtures. Coaches should ensure that in every game a player is on the field for at least half of the game (unless injured). Participation in Junior Rugby is more important than winning. Matches should be stopped at "quarter time" to allow coaches to make substitutions; this provides 4 clear time periods to allow teams to manage player time.

21 SCRUMS

When a team elects to have uncontested scrums the minimum numbers for each team are as follows:

- a) 14 + 15 players = 8 in scrum
- b) 12 + 13 players = 7 in scrum
- c) 10 + 11 players = 6 in scrum
- d) 8 + 9 + 10 players = 5 in scrum
- e) 7 players or less = 3 in scrum

If a team elects to have uncontested scrums after round 5, they must notify their Club Junior Coordinator and Competition Manager with details. NTRU will work with the club and team to ensure that the participants are provided with regular training throughout the season to ensure the team can complete contest scrums. Coaches and Clubs should identify teams at risk and notify NTRU immediately to develop a training plan.

If a team starts a match uncontested in a finals fixture, the team electing to go uncontested must drop 1 player. Example 14 v 15. This doesn't affect a team's ability to use that player as a substitute. This rule applies only for ages U14 & above and applies only to finals fixtures.

Both teams must match numbers in the scrum when they are uncontested. The Referee will nominate player numbers in the scrum for consistency utilising the system outlined above. Players U15 and above may crutch bind as stated in Rugby AU U19 Law variations. Players aged U14 and below are not permitted to Crutch bind.

22 PLAYERS NUMBERS AND PARTICIPATION

All matches from U6 to U12 will be played with matched numbers between teams. U14 and above can be played with matched numbers plus 1.

If a team doesn't have the player numbers required for a fixture, the opposing team must share the minimum players to facilitate a fixture. Example Team A 17 players Team B 7. Team A must share 5 players to facilitate a 12 v 12 or 10's (with 2 reserves) fixture. While winning is important, participation at the junior level is crucial to supporting clubs and ensuring juniors have a pathway to lifelong involvement in rugby. Even if the game is a forfeit, a match should occur.

23 TEAM FORFEIT PROCEDURE

Procedure as per Darwin Club Competition applies however notification of a forfeit by a Junior team should be made to the competition manager (Phone: 8945 1444) no later than 24 hours prior to the fixture.

24 FINALS ELIGIBILITY

A player should play 5 matches prior to Finals to be eligible for Junior Finals. Exceptions may be granted based on:

- A) Safety (to facilitate contested scrums)
- B) Didn't meet the minimum games required due to injury
- C) Other unforeseen circumstances.

Clubs requesting ineligible players to be granted finals eligibility should write to the Competition Manager PRIOR to the last round of fixtures being played.

25 REGISTRATION & DISPENSATION

Teams must ensure their players are correctly registered & if required, granted dispensation. If not followed sanctions WILL be enforced as outlined below.

If a team plays an unregistered player, then the team will be deducted 2 competition points per player for each game that player has participated in.

If a team plays an ineligible player for their age-group without dispensation, then that team will be deducted 2 competition points per player for each game that ineligible player has participated in.

The Competition Manager may also direct further sanctions be imposed on the club including the whole clubs coaching & management staff (Junior & Senior) to retrain in SMART Rugby & other courses to avoid further breaches of the Code of Conduct.

26 SCORING

Should a team be trailing at half time by 35 points (or near) the referee can enforce the "competitive rule" if they deem that it is likely the 2nd half will continue to be significantly one sided. The half time score will be entered as the competition result. Alternately the referee can begin the second half as normal and if the trend continues, the referee can enforce the rules outline below.

The leading team must enforce “player rules” whereby those who have scored tries cannot score again in the match. Tape can be used to mark players who have scored to assist the referee. Being unable to score in the second half encourages players who normally are passive in attack to become more involved. If a player who has already scored, scores again – a 22m drop out will be awarded.

27 WITHDRAWAL FROM COMPETITION

Rule 13.3(B) is modified to read ‘Any Notice to withdraw a Team may be for any junior team of the Club.’

28 LAW VARIATIONS

All Junior Matches will be played as per Rugby Australia Pathway Laws for U6 to U12 and Rugby Australia U19 Law Variations found at <http://www.rugbyau.com/participate/referee/laws> and on page 42 of this document.

There are ONLY three Local Law Variations in place in 2019 that have been approved by Rugby Australia: Review for 2020

1. Under 8 games will be played in a ¼ sized field.

No time off for injury will be played in any division – Time off may be played during finals under direction of the Competition Manager with consideration to – field availability, match schedule and other circumstances.

29 RUGBY AUSTRALIA PATHWAY LAW VARIATIONS

LAW SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7	7	10	12	12	15	15
Playing Area	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x small-sided games, then 2 x 10min halves		2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
Ball size	Size 2		Size 3		Size 4		Size 4
Conversions	No		Optional In front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
Kick-off	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
Restart after score	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
Lineout	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout receiver	Must pass		Must pass		All options		All options
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half	Must pass		Must pass		All options #8 moves illegal		All options
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

COMMON PATHWAY LAWS FOR U6 TO U12

Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.		
Scrum	Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. Defending scrum-half can't go past midline and cannot leave scrum.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Slinging tackles, fending to the head and squeeze ball illegal
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	Foul Play	Yellow card = 5 minutes A player given a Yellow card or Red card may be replaced

30 COMPETITION APPENDIX's (Procedures & Guidelines)

30.1 Each of the Procedures and Guidelines listed in the table below have been designed to support and form part of the Competition Rules and are to be read in conjunction with these Rules and in accordance with the definitions and rules of interpretation applicable to these Rules.

Appendix	Document Title	Date of Issue	Version
A	Team Forfeit Procedure	Feb-21	1
B	Wet Weather & Lightning Procedure	Feb-21	1
C	Match Day Procedure	Feb-21	1
D	Replacement & Uncontested Scrum Guidelines	Feb-21	1
E	Player Sanctioning Guideline	Feb-21	1
F	Player Eligibility Guidelines	Feb-21	1
G	Post-Match Citing Procedure	Feb-21	1
H	Appeals Procedure	Feb-21	1
I	Judicial Committee Guidelines	Feb-21	1
J	Code of Conduct Guidelines	Feb-21	1
K	Player Uniform Guidelines	Feb-21	1