



NORTHERN TERRITORY RUGBY UNION
CLUB
COMPETITION RULES
2020

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Version 1	Endorsed by Club Presidents	November 2018	
Version 2	Refinements endorsed Club Presidents meeting	January 2019	Review due January 2020
Version 3	Endorsed Club Presidents	XXX	Review September 2020

PREAMBLE

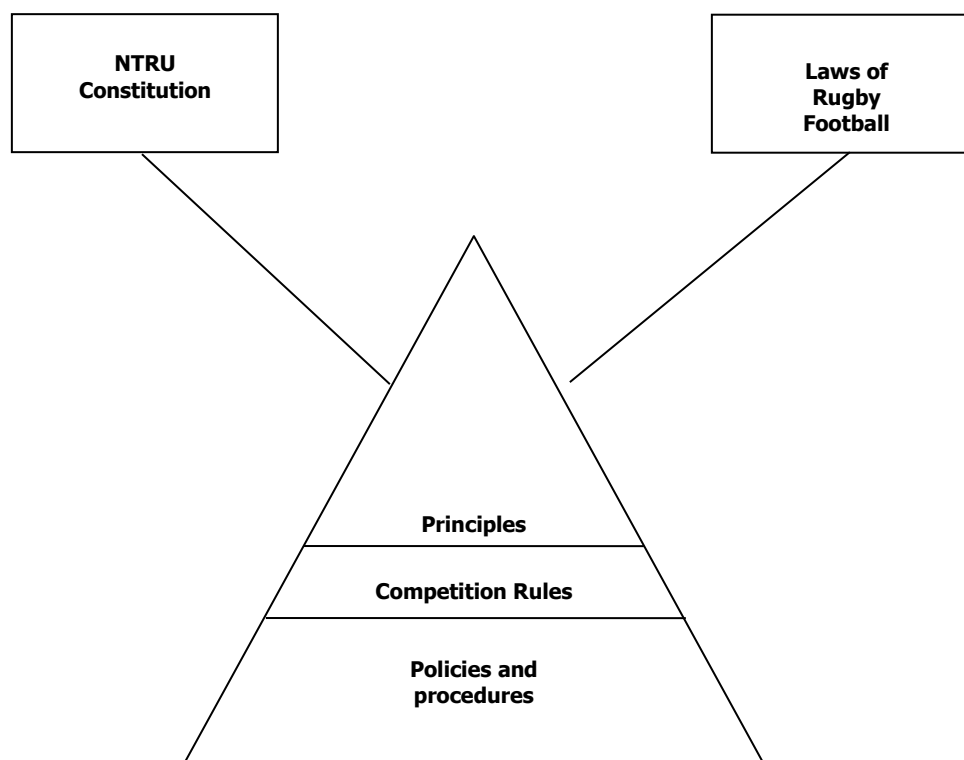
These are the Rules governing the Darwin Club Competition (**Rules**) conducted by the Northern Territory Rugby Union Limited (**Union**) and are issued by authority of the NTRU Board (**Board**).

The Rules apply to all Players and Officials of all Darwin Clubs affiliated with the Union and the Northern Territory Rugby Referees Association (**NTRRA**). All Darwin Matches conducted by the Union will be played in accordance with these Rules.

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.

The Union acknowledges that these Rules have been modelled on the Competition Rules of South Australian Rugby Union 2018.

HOW THESE RULES APPLY



PRINCIPLES

These rules are designed to:

1. To foster, prompt and facilitate Rugby Union football throughout the Northern Territory whilst upholding the values of the Game.
2. To adapt and enforce the laws of the game of Rugby Union football as promulgated by World Rugby as adopted or modified by Rugby Australia.
3. To protect the safety and well-being of all participants and sanction those who break these rules.
4. To encourage and promote a fair competition where each player is able to participate to the full extent of their desire and ability.
5. To allow a competition between clubs which is competitive, fair and transparent.
6. Player eligibility for finals in principle should be a reasonable reflection of the competing team during the minor rounds competition.

ROLE OF THE UNION

RULE 1. Powers of the Union

- Rule 1.1** Subject to RULE 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 1.2.
- Rule 1.2** Changes made by the Union under this RULE 1 must be notified to each Club, in writing, within fourteen (14) days of the change.
- Rule 1.3** 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.
- Rule 1.4** 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.

RULE 2. Constitution and the Laws of Rugby Football

- Rule 2.1** These Rules must be read in conjunction with the Constitution and if there is any inconsistency between these Rules and the Constitution then the Constitution will prevail.
- Rule 2.2** These Rules must be read in conjunction with the Laws of Rugby Football and if there is any inconsistency between these Rules and the Laws of Rugby Football then these Rules will prevail.

RULE 3. Communication with the Union

- Rule 3.1** A notice, request, consent, approval or communication to the Union under these Rules (**Notice**) must be:
- (a) in writing, in English and signed by a person duly authorised by the sender; and
 - (b) delivered either:
 - (i) by hand to the Union's offices located at Rugby Park, 71 Abala Rd, Marrara, NT 0810; or
 - (ii) by prepaid post to PO Box 41937, Casuarina, NT, 0811; or
 - (iii) by scanning and emailing to tamie.needham@ntrugby.com.auor as varied by any notification given by the Union.
- Rule 3.2** A Notice takes effect when taken to be received and is taken to be received:
- (a) if hand delivered, on delivery;
 - (b) 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);
 - (c) 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.
- Rule 3.3** 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.

- Rule 3.4** A notice to a Club required to be given under these Rules must be given by the Union in accordance with the Constitution.

CONDUCT OF COMPETITION

RULE 4. Method of conducting Competitions

- Rule 4.1** The Union:
- (a) will determine the number, structure and timing of Competitions and Matches to be conducted in a particular Season; and
 - (b) may cancel, postpone or otherwise vary the number, structure and timing of any Competition or any Matches; and
 - (c) 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
- A) 6 teams or less: 1st place into Grand Final, 2 v 3 in Semi-final.
 - B) 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.
 - C) Where scheduling permits, a competition of 6 teams may adopt the B) Structure finals system.
- Rule 4.2** By 31 October 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.
- Rule 4.3** The details of Competitions planned for any year will be advised to all Clubs by the 31st December in any year.
- Rule 4.4** 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.
- Rule 4.5** 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.
- Rule 4.6** 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).
- Rule 4.7** 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.

RULE 5. Ranking Teams in Minor Round

- Rule 5.1** At the conclusion of each Match, points will be awarded by the Union as follows:
- (a) five (5) points (with a deemed score of twenty-eight (28) points to zero (0)) to a Team whose opponent has forfeited the Match;
 - (b) four (4) points to the winning Team;

- (c) two (2) points to each Team in a Match in which the scores are equal
- (d) one (1) point to a Team which loses the Match by seven (7) points or less;
- (e) one (1) point to any Team which scores at least four (4) tries in the Match.
- (f) 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).

Rule 5.2 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.

Rule 5.3 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.

Rule 5.4 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

RULE 6. Withdrawal from Competition

Rule 6.1 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:

- (a) two (2) successive forfeits; or
- (b) 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.

Rule 6.2 Any Notice to withdraw a Team under Rule 6.1 must first be given with respect to the lowest Grade Team of the Club.

Rule 6.3 The Union reserves the right to make exception to Rule 6.2 in extenuating circumstances and as a result of a formal request made by a Club.

Rule 6.4 Despite any withdrawal of a Team under Rule 6.1 or 6.3 the Club will incur a financial liability of \$1,000 per Senior Team at the discretion of the Union.

Rule 6.5 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 RULE 10, unless deemed otherwise by the Union.

Rule 6.6 For the purpose of interpreting this RULE 6 each Team in each Grade in each Competition in which a Club participates will be regarded as a separate Team.

RULE 7. Club championship

Rule 7.1 There may be a club championship, which will be determined from time to time by the Union.

CONDUCT OF MATCHES

RULE8. Laws of the Match

Rule 8.1 Matches must be played in accordance with the Laws of Rugby Football and the rulings on the Laws of Rugby Football as recognised by Rugby Australia and as adopted and interpreted by the Union from time to time.

RULE9. Allotment of grounds

Rule 9.1 Matches will be played on such grounds as may be directed by the Union.

Rule 9.2 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.

Rule 9.3 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:

- (a) 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
- (b) the Match will be declared a draw.

Rule 9.4 Each club will be allocated 3 matches in the regular season, provided they meet the requirements of Rule 9.3.

RULE10. Forfeits

Rule 10.1 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.

Rule 10.2 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.

Rule 10.3 Any Club intending to forfeit a Match must do so in accordance with the **NTRU Team Forfeit Procedure**

PLAYERS

RULE11. Registration & eligibility of Players

Rule 11.1 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.

Rule 11.2 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.

Rule 11.3 Eligibility of players is contained in **NTRU Player Eligibility Policy**.

Rule 11.4 Teams must ensure their players are correctly registered & if required, granted dispensation. If breached, sanctions WILL be enforced as outlined below.

- a) 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.
- b) 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.

RULE 12. Player transfers

- Rule 12.1** Any Player wishing to transfer to another Club must do so in accordance with the Rugby Australia Player Clearance and Transfer Procedures.
- Rule 12.2** 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.
- Rule 12.3** 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.

RULE 13. Representative teams

- Rule 13.1** All Clubs must make their Players available for selection in any NT representative team selected by the Union.
- Rule 13.2** 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.
- Rule 13.3** 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.
- Rule 13.4** Players that are financially indebted to the Union are ineligible for selection in any NT representative Team Squad.

MATCH DAY RULES AND PROCEDURES

RULE 14. Rules and Procedures

- Rule 14.1** All Clubs, Teams, Players and participants must abide by the **NTRU Match Day Procedure**.
- Rule 14.2** Players uniforms will be as set out in **NTRU Player Uniform Policy**.

RULE 15. Appointment of Referee and Assistant Referees

- Rule 15.1** Referees will be appointed for all Matches by the NTRRA and the Union in accordance with the Rugby Australia Match Official Accreditation Policy.
- Rule 15.2** 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.

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Rule 15.3	If a Referee appointed under this RULE 15 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 in accordance with the Laws of Rugby Football.
Rule 15.4	If a Referee is not appointed under Rule 15.1 a Referee must be appointed in accordance with the Laws of Rugby Union.
Rule 15.5	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 Laws of Rugby Football and the Match will then proceed.
Rule 15.6	No Match will proceed without a Referee.
Rule 15.7	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.
Rule 15.8	To Assistant Referee any senior match, the individual must be at least 14 years of age.
Rules 15.9	Clubs who fail to abide by Rugby AU & NTRU policies which create a safe matchday 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 CLA include a current SMART Rugby qualification. Clubs who fail to appoint a Referee will forfeit their competition points and may be subjected to further sanctions imposed by the Competition Manager.
RULE16.	Replacements
Rule 16.1	Players may be replaced due to illness or injury at any time during any Match in accordance with the NTRU Replacement Policy .
RULE17.	Uncontested Scrums
Rule 17.1	Where there is an uncontested scrum during a Game, the NTRU Uncontested Scrum Policy must be followed.

BREACHES OF PLAYER DISCIPLINE

RULE18.	Concussion
Rule 18.1	Refer to http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister/ConcussionProcedureManagement.aspx
Rule 18.2	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.
RULE19.	Code of conduct and violation of the code of conduct
Rule 19.1	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.
RULE20.	Removal of Players from the field of play
Rule 20.1	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 NTRU Send Off Policy must be followed.

RULE 21. Judicial Committee

Rule 21.1 All NTRU Judicial procedures are contained in **NTRU Send Off Policy**, **NTRU Citing Procedures**, and **NTRU Judicial Committee Policy**.

RULE 22. Participant citing procedures

Rule 22.1 Any Participant may submit a Citing Report with respect to any alleged breach of:

- (a) the Laws of the Game; or
- (b) these Rules,

in accordance with **NTRU Citing Procedures**.

RULE 23. Playing ineligible, suspended or unqualified Players or Teams

Rule 23.1 While a Player or Team is suspended, disqualified, or unqualified they shall be ineligible to play in any Match.

Rule 23.2 Any Club which plays an ineligible Player or Team shall be deemed to have forfeited the Match in question and shall be liable to suspension, disqualification or such other penalty as the Union may decide.

Rule 23.3 For the purposes of this RULE 23, an ineligible Player shall include a Player suspended or disqualified from any other sanctioned competition and/or any other Union and/or from any other code of sport, unless deemed otherwise by the Union.

Rule 23.4 Ineligible and/or suspended Players or Participants are not permitted within the boundaries of the field of play nor are they to act as team trainers, runners, etc during the period of their suspension.

RULE 24. Appeals

Rule 24.1 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.

Rule 24.2 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).

Rule 24.3 All appeals must be made in accordance with **NTRU Appeals Procedure** 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.

RULE 25. Right of appeal against Union's decision

Rule 25.1 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 24.

FINALS SERIES

RULE 26. Conduct of Finals Series

- Rule 26.1** 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.
- Rule 26.2** 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.
- Rule 26.3** 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.
- Rule 26.4** In any A Grade Match conducted in a Finals Series (including a Grand Final) where the scores:
- (a) are equal at the end of the allotted period of play (including any injury time) then:
 - (i) an extra period of ten (10) minutes playing time each way, without an interval, will be played, being a total of twenty (20) minutes;
 - (ii) Teams will change ends before the start of extra time and at the half-way point of extra time; and
 - (iii) the period of extra time must commence not later than five (5) minutes after the end of the ordinary period of play.
 - (b) remain equal at the end of extra time then played in accordance with Rule 26.4(a):
 - (i) 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**);
 - (ii) Teams will change ends before the start of Sudden Death Time;
 - (iii) Sudden Death Time must commence not later than five (5) minutes after the end of extra time; and
 - (iv) the first team to score during Sudden Death Time will be the winner.
 - (c) 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 5.3 and Rule 5.4 will be declared the winner.
- Rule 26.5** Subject to Rule 26.4, in any other Senior Grade Match (including a Grand Final) where the scores:
- (a) 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:
 - (i) Teams will change ends at the expiration of ordinary time;
 - (ii) extra time will commence not later than five (5) minutes after the expiration of ordinary time;
 - (iii) one (1) period of five (5) minutes will be played;
 - (iv) the Teams will change ends at the expiration of the five (5) minutes without an interval; and
 - (v) a second period of five (5) minutes will be played.
 - (b) remain equal at the expiration of extra time played in accordance with Rule 26.5(a), 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.

RULE 27. Competition conditions

Rule 27.1 For the purposes of RULE 27;

- (a) 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;
- (b) 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 27.

RULE 28. Qualification to Play in the Finals Series

Rule 28.1 For eligibility to participate in NTRU Finals Series, refer to **NTRU Player Eligibility Policy**.

RULE 29. Duration of Competition Matches

Rule 29.1 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.

Rule 29.2 All B Grade matches shall be played 35 minutes each half. The interval between halves shall be 5 minutes unless otherwise advised by the NTRU.

Rule 29.3 All Womens' matches of 10 a side shall be played 10 minutes each half. The interval between halves shall be 3 minutes unless otherwise advised by the NTRU.

Rule 29.4 All Womens' matches of will be played with matched number plus one (1).

Rule 29.5 All A Grade matches shall have time off recorded during the Minor Rounds.

Rule 29.6 All B Grade matches shall have no time off recorded during the Minor Rounds.

Rule 29.7 All Womens' Grade matches shall have no time off recorded during the Minor Rounds.

Rule 29.8 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 forfeit recorded against them.

Rule 29.9 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.

Rule 29.10 Commencement times of matches will be sent 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.

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. The clubs have right, upon mutual agreement and with the approval of the NTRU to replay the game within 3 days even where 50% of match time has elapsed.

JUNIOR PARTICIPATION IN SENIOR FIXTURES

RULE 30. 90 Minute Rule

Rule 30.1 Irrespective of any dispensation sought or granted by NTRU, no Junior and Youth Player under the age of 18 is permitted to play for a combined total of greater than ninety (90) minutes in any day.

CODE OF CONDUCT

RULE 31. Code Of Conduct

Rule 30.1 All Clubs, Players, Officials, Volunteers and Spectators will be bound by the terms of the Rugby AU & **NTRU Code of Conduct** and will be liable for penalty for any breaches of the Code.

Rule 30.2 Referencing the Disciplinary Rules (2019) for Match Official Abuse, Breaches of the Code of Conduct for off field incidents should use section 9.27 of the Disciplinary Rules as a guide for sanctions.

9.27 of Disciplinary Rules

1. Physical Contact (abuse) Low end = 24 weeks, Mid-range = 48 weeks, High = 96+ weeks (max: Life).
2. Threatening Actions or words (abuse): Low end = 12 weeks, Mid-range = 24 weeks, High = 48+ (max: 260 weeks).

Rugby AU is committed to promoting and strengthening the positive image of Rugby and its Participants in Australia. To do so, we all need to be committed to living our core values of Passion, Integrity, Discipline, Respect and Teamwork.

This Code aims to ensure that Rugby Australia's core values, good reputation and positive behaviours are maintained by its players, coaches, administrators, volunteers, parents and spectators by providing a simple set of rules that assist in delivering a safe, fair and inclusive environment for all.

This Code also seeks to deter conduct that could damage the game of Rugby by impairing public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of Participants.

Raelene Castle
Chief Executive Officer
Rugby Australia Ltd

INTERPRETATION

In these Rules:

Rugby Australia means the Australian Rugby Union Limited (ACN 002 898 544) of St Leonards New South Wales 2065;

Rugby Australia Code of Conduct means the code of conduct issued and revised from time to time by Rugby Australia;

Assistant Referee means a person who has been approved and accredited by the Union and/or NTRRA as an assistant referee;

Board means the NTRU Board;

Business Day means a day that is not a Saturday, Sunday, bank holiday or public holiday in Northern Territory;

Business Operating Hours means the hours from 9.00am to 5.00pm on any Business Day;

Club means any club, rugby union or other body which has been accepted by the Union as an affiliated club;

Club Registrar means the person at each Club who is responsible for registering Players;

Code of Conduct means the code of conduct for all Participants as issued by Rugby Australia and adopted by the Union from time to time

to time;

Constitution means the constitution of the Union;

Competition means each series of Matches conducted by the Union during any Season designated by the Union and notified to the Clubs in terms of Grade and number of Teams from each Club competing in that Competition;

Finals Series means the series of Matches conducted by the Union in accordance with RULE 26 after completion of a Minor Round;

Financially Indebted means if any sum of money remains unpaid after the date on which payment was due to be made;

Grade means the Teams designated by the Union as a Grade for the purpose of participating in and conducting the Competition;

Home Club means the Club designated by the Union to be the Home Club for any particular Match;

Judicial Committee means the committee established by the Union in accordance with RULE 21;

Laws of Rugby Football means the laws issued by Rugby Australia and World Rugby from time to time as adopted by the Union;

Match means any Match of rugby football conducted by the Union;

Minor Round means the series of Matches conducted by the Union in any Season other than the Finals Series;

Official means any person, other than a Player, who is involved with a Team participating in a Competition and includes coaches, managers, trainers, strappers and ball boys;

Participant means a Player, a referee, Assistant Referee or other match official, selector, coach, trainer, manager or other team official and an individual involved in the organisation, administration or promotion of rugby football including a director, officer or employee of a Club;

Player means a person Registered to play in a Competition and, except to the extent otherwise specified in these Rules, includes Junior and Youth Players;

Policy means a policy issued by the Union and having the effect of a Rule under these Competition Rules;

A Grade means the highest Grade of the men's Senior Competition;

Procedure means a procedure issued by the Union and having the effect of a Rule under these Competition Rules; Referee means the person nominated by the NTRRA and appointed by the Union to officiate a Match;

Registration means the process by which a person becomes registered by the Union;

Round means each set of consecutive Matches, starting from the commencement of a Season, in which each Team in each Grade from each Club plays each other Team from the equivalent Grade in each other Club once or as otherwise may be determined by the Union from time to time;

Run on Player means a Player who participates in a Match as one of the Players who start the Match on the field and not as a substitution Player for that Match;

Season means all the Matches in all Rounds in all Competitions conducted by the Union over the periods designated by the Union in any calendar year;

Senior Competition means the Competition and Matches run by the Union for Players over the age of eighteen (18) years as at 1 January in any given Season;

Spectator means any person present at a Match who is not a Participant;

Team means any group of Players designated each week by a Club to play in a particular Grade in the Competition;

Trainer means a suitably trained person who is present at a Match for the purpose of attending to the first aid medical needs of the Players participating in that Match;

Transfer of Registration Form means the form issued by the ARU and adopted by the Union (or as otherwise prescribed by the Union) for the transfer of the Registration of Players between Clubs in each Season;

Union means the Northern Territory Rugby Union Inc. (ABN 77 028 515 173) and includes any person or sub-committee to whom the Board has delegated any of the responsibilities of the Union under these Rules;

The singular includes the plural and vice versa, and a gender includes other genders;

Another grammatical form of a defined word or expression has a corresponding meaning;

A reference to time is to Darwin, Australia time;

The meaning of general words is not limited by specific examples introduced by 'including', 'for example' or similar expressions; and

If a day on or by which an obligation must be performed or an event must occur is not a Business Day, the obligation must be performed or the event must occur on or by the conclusion of the next Business Day.

All policies and procedures referred to in these Rules form part of these Rules.

APPENDIX A – Darwin Club Competition Procedures and Policies

Each of the Policies and Procedures listed in the table below forms part of these 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.

Subject	Date of Issue/Last Amendment
Team Forfeit Procedure	February 2020 – Version 3
Match Day Procedure	February 2020 – Version 3
Citing Procedure	February 2020 – Version 2
Appeals Procedure	February 2020 – Version 2
Replacement & Uncontested Scrum Policy	February 2020 – Version 3
Send Off Policy	February 2020 – Version 3
Judicial Committee Policy	February 2020 – Version 3
Code of Conduct	February 2020 – Version 2
Player Uniform Policy	February 2020 – Version 2
Player Eligibility Policy	May 2020 – Version 3
Wet Weather and Lightening Policy	February 2020 – Version 2

GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	TEAM FORFEIT PROCEDURE
Version:	2
Date last modified:	JANUARY 2019 (Reviewed 28FEB2020)

APPLICATION OF THIS PROCEDURE

- This procedure is to be followed if a team has no other option but to forfeit a scheduled match.
- This procedure is aimed at dealing with the process and consequences of a forfeit.

STEP BY STEP PROCESS

- The procedure for and consequences of forfeiting a match is as follows:

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	Players or team managers become aware of insufficient players to field a Team are to inform their <u>club secretary</u> as soon as possible, but in any event not later than the Friday prior to the scheduled match	Players/ Managers
2	By 5pm on the Friday prior to the match, the <u>Club Secretary</u> must telephone: <ul style="list-style-type: none"> • The opposition club; • Tamie Needham (CEO NTRU) – 0439 826 042 • And email: tamie.needham@ntrugby.com.au 	Club Secretary
3	NTRU contacts the Northern Territory Rugby Referees Association (NTRRA) who will contact the appointed referee and assistant referees to advise that match has been forfeited.	NTRU
4	If the notification is <u>after</u> 5pm on the Friday prior to the match: <ul style="list-style-type: none"> • The Club Secretary must contact the opposition Club Secretary and/or Team Manager and the NTRU immediately upon becoming aware of the forfeit or lack of numbers; and • The club will incur a fine of \$200 for each such game payable to NTRU within 7 days of the time scheduled for the forfeit Match (unless waived in writing by notice to the club from NTRU. The decision on this waiver will be by a majority vote by the non-forfeiting clubs). • The money will be collected by the NTRU and distributed to NTRRA. 	Club Secretaries Team Manager NTRU
5.	Competition points for the forfeit match will be awarded to the opposing team based on a winning margin of twenty to nil (4 tries, no conversions). <u>Only the opposing team will be permitted to submit a team sheet for the forfeited match.</u>	Union

OTHER INFORMATION

- Clubs are to be aware that they can only forfeit their lowest grade on any particular day.
- If a club forfeits a match in a higher grade, then that team and any lower grade team of that club shall be deemed to have forfeited their match in that same round, unless otherwise decided by the union and confirmed in writing prior to the round commencing.

If a team forfeits due to insufficient numbers on the day, a game may still take place of which the score will not be recorded. The match may take the any shape as agreed by the 2 teams 10 v 10, 12 v 12, 13 v 13 if the opposing team can provide the extra players necessary to facilitate a game.

The NTRU Team Forfeit Procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

- If a team forfeits on two (2) successive occasions, or on three (3) occasions in total during a competition then NTRU may (in its absolute discretion) withdraw the grant of eligibility for that team to participate in that competition and, without limiting any other consequences which might arise under the competition rules, the club will forfeit all competition points earned by that team and the club will not be permitted to field that team in that competition in that season. Refer Rule 2 of the Competition Rules.
- 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.

DOCUMENTS REQUIRED BY YOU TO FOLLOW THIS PROCEDURE

- Competition Rules of The Northern Territory Rugby Union Inc

OPERATIONAL POLICY



GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	MATCH DAY PROCEDURE
Version:	2
Date last modified:	JANUARY 2019 (Reviewed 20FEB2020)

APPLICATION OF THIS PROCEDURE

- The NTRU has introduced this policy to standardize the match day experience for all participants involved. This procedure is to be implemented and followed by all Clubs for each Match to be played at their home ground.
- Note – For any matches that are held at Rugby Park that are not classified as any clubs' home game, the NTRU will assume the Clubs responsibilities under this policy.

STEP BY STEP PROCESS

- Each home club is to provide the following:

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	Each Club is responsible for providing at least one (1) Ground Marshall for every home match day, and a Ground Marshall is to be ready, willing and able to fulfill their role for every home match played. Visiting Clubs/Teams may also choose to appoint a Ground Marshall. In this case, the Ground Marshall's are required to work together in managing the off-field environment.	Club
2	Each Ground Marshall will be responsible for completing the Ground Marshall course BEFORE being appointed as a Ground Marshall The Ground Marshall course is an online course via the Rugby Learning Centre (30 min). ARU Match Day Inspection Checklist must be completed by the Ground Marshall	Ground Marshall
3	Set up the ground correctly in accordance with the Laws of Rugby Football including field markings, flags and corner posts (as documented on the Match Day Inspection report).	Club/ Ground Marshall
4	In ground set-up, include a referee table/chairs set-up on half way line (between home/away team areas) and at least 5m back from the touch-line. Chairs are for yellow carded players, and 4 th match official (if available).	Club/Ground Marshall

The NTRU Match Day Procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

OPERATIONAL POLICY



5	Wherever practical, provide facilities for the accurate and legible display of scores during each Match.	Club/ Ground Marshall
6	Wherever practical, ensure that the scoreboard is constantly maintained to reflect the current score during each Match.	Club/ Ground Marshall
7	Home team must provide three (3) match balls all of which must comply with the specifications and requirements set down in the Laws of Rugby Football. Gilbert balls (as provided by NTRU to each Club at the commencement of the Season) must be used for the following matches: A Grade B Grade	Club/ Ground Marshall
8	Provide First Aid facilities and equipment to the extent required to comply with any Player safety directives issued from time to time by Rugby Australia and notified to the Club by the Union, and including those items listed in the Match Day Inspection report.	Club/ Ground Marshall
9	Provide a clearly visible and safe barrier around the Playing Enclosure, at minimum 5 meters from the sideline (per the Match Day Inspection report).	Club/ Ground Marshall
10	Mark an area 6 meters x 3 meters (Technical Zone) which may be utilized by Trainers and Water Runners only. Other match participants (including Coach, Manager and Reserve Players) should be in the designated "Team Bench" location at least 4-5 meters from the touch line. Refer to diagram below	Club/ Ground Marshall
11	Ensure at least one Trainer is present at the commencement of the Match (Recommended to be current first aid qualified).	Club/ Ground Marshall
12	Liaise with the appointed referee to ensure matches commence as scheduled.	Club/ Ground Marshall

OTHER INFORMATION

- Team Sheet and scoring procedure: Team sheets are to be uploaded to Rugby Xplorer prior to kick off to ensure all players match records are submitted. This allows time for teams to ensure players have registered correctly. All scoring will be done in the Match Day Manager app.
- Scores are to be finalised within 15 minutes of game completion. Teams MUST consult with the referee who will confirm the correct score and details of any carded players are recorded. The referee will be responsible for finalizing the game in Rugby Xplorer.

The NTRU Match Day Procedure has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

OPERATIONAL POLICY



- Rugby Australia Medical & First Aid Requirements are outlined in a document accessible here: <http://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/first-aid-and-medical>

Medical Procedures

Concussion Management

There are separate "on day" and "post day" procedures that must be adhered to as part of the concussion management guidelines. All club coaches, trainers and committee members must annually revise the guidelines and procedures for Concussion Management. There are three separate checklists to be adhered to for different persons involved. The *Concussion Management Checklist* includes "players, club/team manager, and competition manager." These lists are available through the link provided below.

<http://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/concussion-management>

Players suspected of concussion must not drive until proven otherwise.

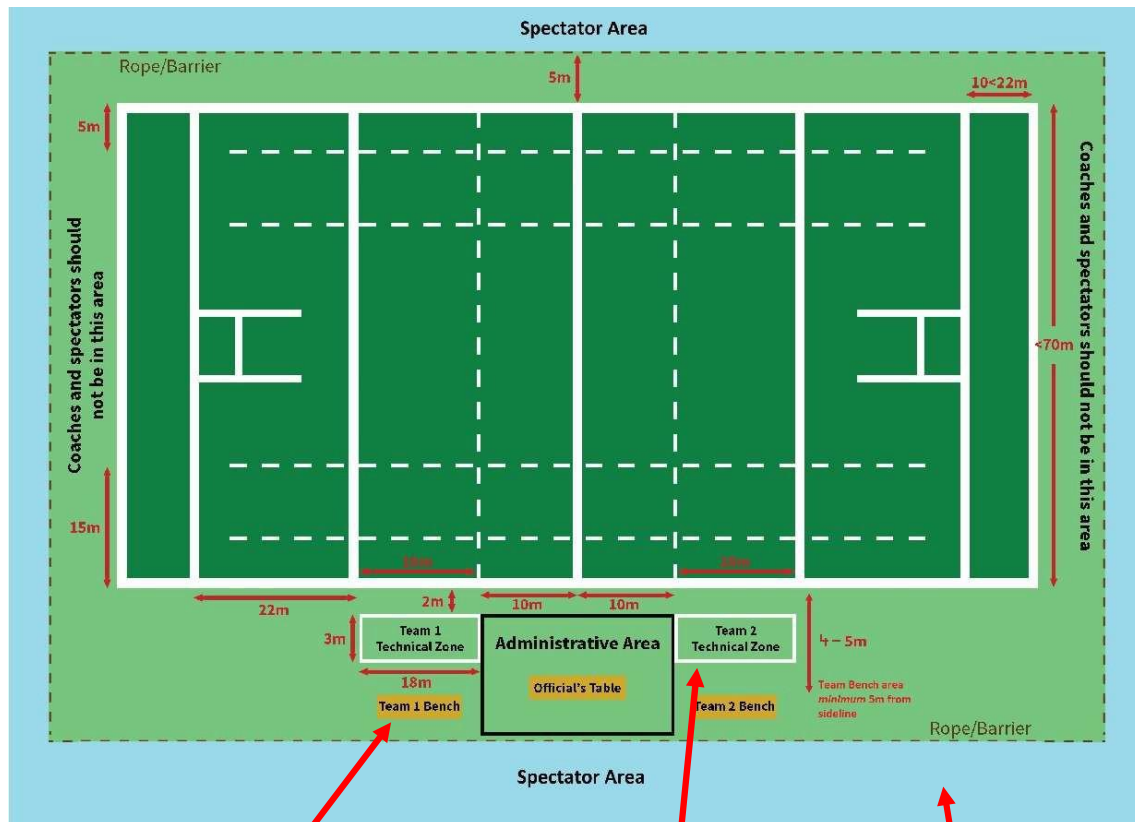
First Aid

The [Rugby Australia Medical and First Aid Requirements](#) outline the medical and safety guidelines for the management of injury and the first aid requirements for community Rugby matches including the below:

- Minimum accreditation requirements for first aid personnel
- Mayday call, procedure and flowchart
- Risk Management
- Smart Rugby

In the case of serious injury (ie suspected spinal injury or fatality), the Rugby Australia Serious Injury Protocol MUST be followed <https://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/serious-injuries> In the first instance, the Serious Injury Case Manager (SICM) must be notified on 1800 036 156.

OPERATIONAL POLICY



Team Benches

One area for each team
Minimum 4-5m from touch line.
Located behind team "Technical Zone"
The following should be in the team bench area:

- Team Officials (Coaches/Manager)
- Reserve Players

Technical Zones

One area for each team
Only the following are permitted in the Technical Area during a match

- Trainer/Physio
- Water Runners

Spectator Area

This area is for anyone not directly involved in the match. This area should be roped or barricaded at least 5m from the playing area

GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	CITING PROCEDURE
Version:	1
Date last modified:	NOVEMBER 2018 (Reviewed 20FEB2020)

SCOPE OF RESPONSIBILITY

- The person initiating a Citing Report shall:
 - Have been a direct eye-witness to the incident and must not submit a Citing Report solely upon the request of others; or
 - Have possession of video evidence of the incident and will submit this video evidence with a Citing Report to the Judiciary for review;
- This citing procedure is for incidents that take place within the playing enclosure and not dealt with at the time by the Referee.
- Any other incident considered to require reporting on, for example breaches of the Code of Conduct or Match Official Abuse, should be lodged via Rugby Australia at <http://www.rugbyau.com/about/codes-and-policies/reporting-a-concern>

STEP BY STEP PROCEDURES

- Submitting a Citing Report

Step	Description of action	Responsible
1	A Citing Report must be lodged in writing with the Competition Manager (Currently the CEO NTRU) by 5:00 pm on the first Business Day following the alleged incident.	Club Official
2	Except where a Citing Report is made by a Referee or by a Director of the Board who is not associated with either Club participating in the Match in question, the Citing Report must be accompanied by a deposit of \$200 (in an attempt to discourage frivolous claims).	Club Official

- Procedure on receipt of a Citing Report

Step	Description of action	Responsible
3	Upon receipt of a Citing Report, the Union: <ul style="list-style-type: none"> (a) may elect to obtain a report from the Referee to determine whether the alleged incident the subject of the Citing Report has already been: <ul style="list-style-type: none"> reported by the Referee pursuant to the Rules; or dealt with during the course of the Match. (b) will, if the alleged incident has not already been reported or dealt with, refer the Citing Report to the Judicial Committee. 	NTRU Referee
4	The chair of the Judicial Committee (or their nominee) will determine by reference to the Citing Report and any other sources: <ul style="list-style-type: none"> (a) whether or not there is sufficient evidence to justify the further investigation of the alleged incident; (b) whether or not to call any witnesses and the person the subject of the Citing Report before the Judicial Committee to answer to the allegations made in the Citing Report. 	Judicial Committee

- Procedures on consideration of Citing Report by Judicial Committee

Step	Description of action	Responsible
5	The Judicial Committee will follow the procedures and processes for the consideration of a Citing Report as determined by the Judicial Committee in consultation with the NTRU from time to time.	Judicial Committee NTRU

6	<p>In addition to the procedures determined by the Judicial Committee, prior to any hearing to consider the allegations made in any Citing Report the Judicial Committee will ensure that any person who is the subject of a Citing Report:</p> <p>(a) is given a copy of the Citing Report within 2 days of the receipt of the Citing Report by the Judicial Committee;</p> <p>(b) is given at least forty-eight (48) hours notice of the date, time and location scheduled for the hearing of oral evidence, the consideration of video evidence and the receipt of written submissions on the Citing Report; and</p> <p>(c) is notified of the potential consequences of any failure to appear before the Judicial Committee at the scheduled time.</p>	Judicial Committee
7	<p>At any hearing of the Judicial Committee related to an alleged incident the subject of a Citing Report the Judicial Committee will ensure that the person the subject of the Citing Report:</p> <p>(a) is given the opportunity:</p> <ul style="list-style-type: none"> • to be present at the hearing; • to be represented by a third party; and • to hear and (where applicable) receive copies of any video or written submissions made in relation to the Citing Report; • to speak or have their representative speak at the hearing; and • at the first hearing related to the Citing Report, to request an adjournment of the hearing for a period determined by the Judicial Committee to allow them to consider the evidence presented to the Judicial Committee and to prepare a response. 	Judicial Committee

OTHER INFORMATION

- A Citing Report is not an opportunity to reconsider the decision (if any) made by the Referee with respect to an incident or its interpretation and in circumstances where the alleged incident has already been detected and dealt with by the Referee during the Match. No further action will be taken unless the Union determines that extraordinary circumstances exist.
- The deposit paid on submission of a citing report will be forfeit to the Union unless the alleged incident the subject of the citing report is found by the Judicial Committee to constitute a breach of the rules and that breach is also found not to have been dealt with by the Referee.
- Any Player the subject of a citing report may continue to participate in matches until such time as the Judicial Committee determines otherwise at a hearing conducted in accordance with these procedures.
- If the Player which is the subject of a Citing Report fails to appear before the Judicial Committee, that Player will be ineligible to play in any matches in the competition until such time as they do appear before the Judicial Committee.
- Any decision of the Judicial Committee with respect to an alleged incident, the subject of a citing report, may be appealed by the person the subject of the citing report, the Union or by the person who submitted the citing report by notice to the Appeals Committee under these Rules.

DOCUMENTS REQUIRED TO IMPLEMENT PROCEDURES

- Rugby Australia Citing Form (see Appendix 4, Rugby Australia Disciplinary Rules).

GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	APPEALS PROCEDURE
Version:	1
Date last modified:	NOVEMBER 2018 (Reviewed 20FEB2020)

SCOPE OF RESPONSIBILITY

- The person requesting an Appeal from the decision of the Judicial Committee, the Union, or in exceptional circumstances, must be the participant who is the subject of that decision or a representative of the body.
- An appeal is an opportunity to make submission on errors in the application or interpretation of the laws of the game, relevant codes of conduct or the Competition Rules by the Judicial Committee. An appeal is not an opportunity to revisit the evidence presented to the Judicial Committee or an opportunity to submit or hear new evidence unless the Appeals Committee determines that extraordinary circumstances exist.

STEP BY STEP PROCEDURES

- Submitting an appeal

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	An Appeal must be lodged in writing with the Chief Executive Officer of NT Rugby Union within 48 hours following the relevant decision in the form determined by the Union from time to time. The Appeal Form must be accompanied by detailed written submissions on behalf of the Appellant stating the grounds upon which the Appeal is made by reference to the error in the application or interpretation of the laws of the game or the applicable codes or competition rules made by the Judicial Committee and the arguments in support of such grounds.	Appellant
2	Except where an Appeal is made by the Union the Appellant must pay a deposit of \$200 at the same time as they submit an Appeal.	Appellant

- Procedure on receipt of an appeal

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
3	Upon receipt of an Appeal and the deposit, the Union will refer the Appeal to the Appeals Committee.	NTRU

- Procedure on consideration of an appeal

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
4	The Appeals Committee will follow the procedures and processes for the consideration of an Appeal as determined by the Appeals Committee in consultation with the Union from time to time.	Appeals Committee
5	Prior to any hearing to consider an Appeal, the Appeals Committee, through the Union, will ensure that any person who is the subject of or who should be considered to be a respondent to an Appeal: (a) is given a copy of the Appeal within 2 days of the receipt of the Appeal by the Appeals Committee; (b) is given at least forty-eight (48) hours notice of the date, time and location scheduled for the hearing of oral evidence and the	Appeals Committee

	receipt of written submissions on the Appeal by any respondent; and (c) is notified of the potential consequences of any failure to appear before the Appeals Committee at the scheduled time.	
6	At any hearing of the Appeals Committee the Appeals Committee will ensure that the person the Appellant and the identified respondents the subject of the Appeal is given the opportunity: (a) to be present at the hearing; (b) to be represented by a third party; (c) to hear and (where applicable) receive copies of any video or written submissions made in relation to the Appeal; (d) to speak or have their representative speak at the hearing; and (e) at the first hearing related to the Appeal, to request an adjournment of the hearing for a period determined by the Appeals Committee to allow that person to consider the evidence presented to the Appeals Committee and to prepare a response.	Appeals Committee
7	Unless otherwise determined by the Appeals Committee, the decision of the Appeals Committee will be provided in writing to the appellant, the respondent and the Union as soon as practicable.	Appeals Committee

OTHER INFORMATION

- The deposit paid on submission of an Appeals will be forfeit to the Union unless the Appeal is upheld or the Appeals Committee otherwise determines.
- Any person the subject of an Appeal and who has been suspended from playing Matches or attending at Union events must not participate or attend until such time as the Appeals Committee determines otherwise at a hearing conducted in accordance with these procedures.
- If a person the subject of an Appeal fails to appear before the Appeals Committee that person will be ineligible to participate or attend at Matches or Union events until such time as they do appear before the Appeals Committee.
- Any decision of the Appeals Committee will be final.

DOCUMENTS REQUIRED TO IMPLEMENT PROCEDURES

- NTRU Appeals Form.

OPERATIONAL POLICY



GENERAL INFORMATION

Area: COMPETITION RULES

Policy Title: REPLACEMENT NUMBERS & UNCONTESTED SCRUMS

Version: 1

Date last modified: AUGUST 2019 (Reviewed 20FEB2020)

SCOPE OF RESPONSIBILITY

This policy has been introduced to enable competitive matches to take place in all grades. If a team Coach / Manager knows before the game that their team will not be able to field 15 players at the start of the game and they do not intend to have 8 players in the scrum, then they must notify the referee and opposition Coach/Manager of this fact before the start of the game.

STEP BY STEP PROCEDURES

Minimum/Maximum Player Numbers and player movements

Step	Description of action	Responsible
1	Minimum playing numbers = 10 When competing for Competition Points, a team must always maintain a minimum of 10 players on the pitch. If the numbers fall below 10 for any reason the match will stop, and the opponents will be awarded the game by forfeit.	Club / Team manager
1.1	For ALL matches. Maximum playing numbers = 23 For all Junior Teams, when a team elects to have uncontested scrums the minimum numbers for each team are as follows: 14 + 15 players = 8 in scrum 12 + 13 players = 7 in scrum 10 + 11 players = 6 in scrum If a team starts a match uncontested, the team electing to go uncontested must drop 1 player. Example 14 v 15. For all Senior Teams when a team elects to have uncontested scrums the minimum numbers for each team is 8 in scrum. This doesn't affect a team's ability to use that player as a substitute. This rule discourages teams from failing to provide a suitably trained front row but also enables the team to continue to utilize its substitutes – Safety.	Club / Team manager
1.2	<u>A Grade</u> The procedure to be adopted in relation to player movements and substitutions in A Grade will be in accordance with mandatory Laws for all domestic rugby play in Australia, including a maximum of 12 movements. There are no restrictions on the number of times an individual player can be substituted or return to the field unless the player leaves the field due to injury.	Club / Team manager Referee

The NTRU Replacement Numbers & Uncontested Scrums Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in - 1 -

OPERATIONAL POLICY



	<p>The movement of players will be via a card system with cards numbered 1 to 12, and all replacements must be managed through the Assistant referees, or if no Assistant Referees have been nominated for the game, by the Referee (A Grade).</p> <p><u>B Grade</u></p> <p>If player numbers permit, B Grade may increase their team sheets to 25 players (10 Reserves). The increased numbers on a team sheet is to afford Clubs with large numbers of Senior Players an opportunity for everyone to play.</p> <p>B Grade will have unlimited substitutions. This concession is around the fitness levels of this grade and acknowledges limiting player movements could impose on player safety.</p>	
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Contested Scrums

Step	Description of action	Responsible
2	<p>When a team is reduced to fewer than 15 due to sanction (Yellow or Red card), then the number of players in that team's scrum must remain the same as when the sanction occurred.</p> <p>Where a permitted reduction is made by one team, there is no requirement for the other team to make a similar reduction eg one team playing short and choosing not to have 8 in their scrum when they were feeding the scrum. This applies to contested scrums and means that the opposing team could compete for the scrum with more players if they chose to. However, a team must not have fewer than five players in the scrum (3 x front row and 2 x second row).</p>	Referee

NTRU Uncontested Scrum Policy

Step	Description of action	Responsible
3	It is the responsibility of the team manager and the club to ensure that the referee (or if known prior to the day scheduled for the match, NTRU and secretary of the club of the opposing team) is notified immediately upon the team manager or the club becoming aware that a team will not be able to field 3 properly qualified front row players prior to or during the conduct of any match.	Club / Team manager
3.1	<p>If enough suitably trained front row players become available after commencement of the game, they must be substituted onto the field at the first available opportunity and scrums from that point forward will be contested.</p> <p>Once scrums have resumed being contested, a team may then have even numbers on the field.</p>	Referee
3.2	<p>Where there is an uncontested scrum during any match:</p> <ul style="list-style-type: none"> There must be no impact at the engagement between the 	Referee / Players / Club

The NTRU Replacement Numbers & Uncontested Scrums Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in - 2 -

OPERATIONAL POLICY



	<p>players involved in the uncontested scrum;</p> <ul style="list-style-type: none"> • The team which is not feeding the uncontested scrum must not contest for the ball; • The team feeding the ball must win the ball; • Neither team may engage in any forward or backward movement from the point indicated by the referee; • Neither team may apply any forward pressure on or move backward from the opposing team; • The ball must be cleared from the base of the scrum as soon as it is available to the team who has the feed into the scrum. <p>If either team does not comply with the above process or any other directions given by the referee, then the referee may award a free kick to the non-offending team.</p>	
3.7	Where there are uncontested scrums, teams must match numbers in the scrum.	Referee

OTHER INFORMATION

If the referee determines at any time during a match that the safety of any player participating in the scrum has been compromised the referee can direct that the match will proceed using uncontested scrums as if both teams are from that time forward unable to field a properly qualified front row of players.

A properly qualified and trained front row of players is defined as a tight-head prop, hooker and loose-head prop.

All Uncontested scrums must be recorded in Rugby Xplorer (Matchday) for Matches U14 and above.

RESOURCES REQUIRED TO IMPLEMENT PROCEDURE

Rugby Match Day app

OPERATIONAL POLICY



GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	SEND OFF POLICY
Version:	2
Date last modified:	JANUARY 2019 (Reviewed 20FEB2020)

OVERVIEW

This policy sets out the procedures for disciplinary matters, to provide a consistent approach to disciplinary proceedings and ensure a fair and safe playing environment for all participants.

SCOPE AND APPLICATION

This policy sets out the procedures for dealing with the following matters for which the NTRU has jurisdiction:

- a. when a Player is sent off the playing enclosure (Red Card); and
- b. when a Player has been temporarily suspended (Yellow Card).

This policy has the effect of a Rule under the Competition Rules issued by the NTRU and terms used in this policy shall be as defined and interpreted in the Competition Rules.

For the avoidance of doubt in this policy, a "Season" includes the minor rounds and finals of a competition.

STEP BY STEP PROCEDURES

- YELLOW CARDS

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1.1	<p>If a Player is issued a Yellow Card by a Referee during a Match, the Player must sit on the allocated chair on half way for a period of ten (10) minutes, and must not re-enter the field of play until expressly permitted to do so by the Referee.</p> <p>Should the 10 minutes go over half time the carded player may join his team during the half time chat, but must return to the chair at half way when play resumes. The ten (10) minute suspension excludes half time and any injury time.</p>	Club / Team manager
1.2	<p>The Referee or their nominated delegate will keep and be the sole arbiter of the time for which a suspended Player is off the field.</p> <p>All Yellow Cards must be recorded in the Match Day Manager app prior to sign off by the Referee. Any failure to do so will leave the Player and the Club liable to penalty at the Union's</p>	Referee

The NTRU Send Off Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this

OPERATIONAL POLICY



	discretion.	
1.3	All Yellow Cards from a Match are to be recorded in the Rugby Match Day Manager app, including the basis for those Yellow Cards (e.g. repeated team infringement or foul play).	Club/Team Manager
1.4	A Player who receives a non-foul play related Yellow Card (ie a team yellow card for repeated infringements) may give written notice challenging that Yellow Card within 48 hours of completion of the Match in which the Yellow Card arose. The notice must detail the basis of the challenge.	Club
1.5	The Player's notice will be recorded by the NTRU and information obtained from the Referee, both to be considered by the Judicial Committee if and when the Player is later involved in a hearing about multiple Yellow Cards.	NTRU
1.6	<p>If a Player receives two Yellow Cards in a Match those Yellow Cards will be counted and recorded as one Red Card, not as two Yellow Cards.</p> <p>A Player may challenge in accordance with Ref 1.4.</p> <p>In respect to Yellow Cards;</p> <ol style="list-style-type: none"> 1. If a Player receives three Yellow Cards in a Season they automatically miss the next scheduled Match, 2. If the Player receives a further two Yellow Cards in that Season they automatically miss the next two scheduled Matches. Every further card that season will incur a further week suspension. 	Referee NTRU
1.7	<p>Hearings</p> <p>A Player shall appear before the Rugby Judiciary if that Player received two offense specific Yellow Cards in a particular Match and was sent off as a result and gave notice in accordance with Ref 1.4 with respect to one or more of those Yellow Cards.</p> <p>At the same time that the Player is notified of their hearing, the Player shall be sent copies of the Referee's Report(s).</p> <p>The purpose of the hearing by the Judicial Committee will be to consider the circumstances in which each Yellow Card was imposed and determine whether any further penalty should be imposed by reason of persistent Foul Play.</p> <p>The Judicial Committee may at its discretion suspend a player from playing in the NTRU competition as a result of repeated Yellow Cards for such period as it sees fit.</p>	NTRU

The NTRU Send Off Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this

OPERATIONAL POLICY



- RED CARDS

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
2.1	If a Player is sent off by a Referee during a Match (i.e. red card) they must leave the field of play and take no further part in that Match.	Referee
2.2	A Player who has received a Red Card is suspended from playing in any Match or taking part in any on-field activity (e.g. coaching, managing, running water) until their case has been heard by the Judicial Committee.	NTRU
2.3	The Referee shall lodge the Referee's Citing Report with the NTRU by 10:00am on the first business day following the Match.	Referee
2.4	After receiving the Referee's Report, the Judicial Committee will consider the incident and if they assess it to be at the lower end entry point of a two week penalty or less under World Rugby Regulation 17, they may offer an early guilty plea to the Player.	Judicial Committee
2.5	<p>The Referee's Report, and the offer of an early guilty plea, if applicable, will be sent to the Player's by email via their Club Secretary as soon as practicable following the Match (usually on the Tuesday morning).</p> <p>A Referee Report may nominate a grading of the incident (low, medium, high) to assist the Judicial Committee and Competition Manager in offering an early guilty plea. Premise: time off is enough time served – Assessment with reference to World Rugby Regulation 17.19.2 "Assessment of Seriousness".</p>	NTRU
2.6	If offered an early guilty plea the Player must advise the NTRU by return email as to whether they wish to accept it, by no later than 8.00pm on the Tuesday following the incident.	Club Secretary
2.7	If the Player is not offered or does not accept an early guilty plea, the Player must appear before the Judicial Committee as soon as a hearing can be arranged by the NTRU.	NTRU
2.8	If the Player does not attend the Judiciary hearing and did not give notice by midday on the day of the hearing, the Player's Club will be fined \$200, and the hearing will take place in their absence.	
2.9	<p>Video Footage</p> <p>If a Player intends to plead not guilty, any existing video footage within the control of the Player's Club must be presented to the NTRU by midday on the day of the hearing.</p>	<p>Club</p> <p>NTRU</p>

The NTRU Send Off Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this

OPERATIONAL POLICY



	<p>If video footage will not be provided, the President or Secretary of the Player's Club must confirm to the NTRU by midday on the day of the hearing promising that such footage was not taken. Failure to comply with this obligation may result in the Judicial Committee assuming that incriminatory video evidence has been deliberately withheld or destroyed.</p> <p>NTRU will ensure that any video footage within the control of the NTRU (whether taken formally or informally, and for example as may have been taken for the Referees) is available for the Rugby Judiciary at the hearing.</p>	
2.10	<p>Hearing & Decision</p> <p>The Judicial Committee will hear the case and, if applicable, impose penalties in the manner prescribed by World Rugby and Rugby Australia's Disciplinary Guidelines at http://www.rugbyau.com/about/codes-and-policies/integrity/australian-rugby-disciplinary-rules</p> <p>The findings of the Judicial Committee, including any penalty, will be</p> <ul style="list-style-type: none"> • Provided to the Player in writing; • Recorded by the NTRU and kept in a permanent register for future reference by the Judicial Committee; and • May be made public at the discretion of the NTRU. <p>Any appeal against a decision of the Judicial Committee must be made in accordance with the NTRU Appeals Procedure</p>	<p>Judicial Committee NTRU</p>

OTHER PROCEDURES

If a Player refuses to comply with the directions of a Referee when the Player is ordered off the field:

- the Match may at the Referee's discretion be immediately awarded to the opposing Team as if the Match had been forfeited by the Team for which the refusing Player was playing; and
- the Player in question will be suspended from playing any Match until their citation has been decided by the Judicial Committee at which time their refusal to leave the field of play will also be considered and taken into account and may be considered by the Judicial Committee as a separate citation.

If the Red Cards issued to the Players of a Club in a particular Season exceeds a

The NTRU Send Off Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this

OPERATIONAL POLICY



total of 5, the President of that Club will be required to present to representatives of the NTRU as to the Club's poor disciplinary record and what steps have been taken by the Club to address the underlying causes. At the discretion of the Board, the Club may be subjected to a fine or loss of competition points for any further Red Cards received in that Season.

Failure by the NTRU and/or a Referee to comply with timeframes or other administrative matters outlined in the above procedures does not invalidate the proceedings against the Player.

OPERATIONAL POLICY

GENERAL INFORMATION

Area:	COMPETITION RULES
Policy Title:	JUDICIAL COMMITTEE POLICY
Version:	2
Date last modified:	JANUARY 2019 (Reviewed 20FEB2020)

All players must appear before judiciary unless otherwise stated.

SCOPE OF RESPONSIBILITY

The Judicial Committee is designed to deal with infringements contained in the referee's report, including red cards, as well as other matters properly referred to it for consideration.

STEP BY STEP PROCEDURES

	DESCRIPTION OF ACTION	WHO
1.1	The NTRU Competition Committee will arrange for the convening of a Judicial Committee IAW Rugby AU Judicial Guidelines.	NTRU
1.2	The Judicial Committee will be comprised as per Rugby AU Judiciary Guidelines. http://www.rugbyau.com/about/codes-and-policies/integrity/australian-rugby-disciplinary-rules	Board
1.3	All deliberations and decisions of the Judicial Committee will be recorded, and the records will be retained by the NTRU.	Judicial Committee NTRU
1.5	The rulings of the Judicial Committee will be final and can only be challenged in accordance with the process contained in the Rugby AU Appeals Procedure.	Club Player

OTHER INFORMATION

Failure by the NTRU and/or a Referee to comply with timeframes or other administrative matters outlined in the above procedures does not invalidate the proceedings against the Player. Timeframes are outlined in the Rugby Australia Disciplinary Rules
<http://www.rugbyau.com/about/codes-and-policies/integrity/australian-rugby-disciplinary-rules>



NTRU CODE OF CONDUCT

(Reviewed 20FEB2020)

1.1 Interpretation

"NTRU" means the Northern Territory Rugby Union Inc.

"Participant" means player, referee, touch judge, or other match official, selector, coach, trainer, manager or other team official, or an individual involved in the organisation, administration or promotion of Rugby Football including a director, other officer or employee of Rugby Australia, of any Member Union or Affiliated Union, or of any Rugby Union Club or other body in membership with or affiliated to a Member Union or Affiliated Union.

"Rugby Au" means the Rugby Australia Ltd.

Words in the singular include the plural and vice versa; and a reference to a gender includes the other gender.

2.1 Object of By-laws

Both the NTRU and Rugby Au is committed to promoting and strengthening the positive image of Rugby Football and its participants in Australia. In light of this commitment, this Code of Conduct seeks to establish standards of performance and behavior to ensure that participants act in a professional and proper manner and to ensure that the game is played and conducted with disciplined and sporting behavior. This Code of Conduct also seeks to deter all on-field and Rugby-related conduct that could damage the game of Rugby Football by impairing public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants. In addition, this Code of Conduct seeks to ensure that every Participant is liable to effective sanctions if they are found to have breached the Code of Conduct.

3.1 Code of Conduct

All participants in the game are bound:

- 3.1.1** not to bet or otherwise financially speculate, directly or indirectly, on the outcome or on any other aspect of a Rugby Football match or Competition which he or she is either involved in (whether as a player, official or in any other capacity) or connected to;
- i. not to throw or fix a match, try to achieve a contrived outcome to a match or a Competition, or otherwise influence improperly the outcome or any other aspect of a match or a Competition;
 - ii. not to provide information to a Bookmaker about a match or any aspect of a match which he or she is either involved in (whether as a player, official or in any other capacity) or connected to;
- 3.1.2** not to seek or accept a bribe or other benefit to do anything mentioned in sub-paragraphs

- 3.1.1 (i) and (ii);
- 3.1.3** to report immediately to NTRU and/or Rugby Au any offer of a bribe or other benefit to do anything mentioned in paragraph 3.1.1 (i) and (ii) or any attempt by any other person to do anything mentioned in paragraphs 3.1.1 (i) or (ii);
 - 3.1.4** to promote the reputation of the game and to take all reasonable steps to prevent the game from being brought into disrepute;
 - 3.1.5** not to engage in any Doping Practice as defined in Rugby Au's Doping By-Laws;
 - 3.1.6** to comply with Rugby Au's Safety Directives for Referees, Coaches and Players;
 - 3.1.7** not to repeatedly breach the Laws of the Game relating to Foul Play or Misconduct;
 - 3.1.8** not to abuse, threaten or intimidate a referee, touch judge or other match official, whether on or off the field, or a selector, coach, manager or other team official;
 - 3.1.9** not to show unnecessary obvious dissension, displeasure or disapproval towards a referee, touch judge or other match official, his or her decision or generally following a decision of a match official;
 - 3.1.10** not to use crude or abusive language or gestures towards referees, touch judges or other match officials or spectators;
 - 3.1.11** not to do anything which is likely to intimidate, offend, insult or humiliate another participant on the ground of the religion, sexual orientation, disability, race, color or national or ethnic origin of the person;
 - 3.1.12** not to conduct themselves in any manner, or engage in any activity, whether on or off the field, that would impair public confidence in the honest and orderly conduct of matches and competitions or in the integrity and good character of participants; and
 - 3.1.13** not to do anything which adversely affects or reflects on or discredits the game, NTRU, Rugby Au, or any other Member Union or Affiliated Union of Rugby Au, or any squad, team, competition, tournament, sponsor, official supplier or licensee, including, but not limited to, any illegal act or any act of dishonesty or fraud.

4.0 Duty to Comply

Each Member Union and each Affiliated Union is obliged to comply with and to require affiliates, Clubs and other bodies and persons in membership with it or affiliated to it to comply with this Code of Conduct.

4.1.1 Public Statement

A member player, official, club or affiliate must not at any time, make any comment in any publication, whether written, televised or broadcast criticizing the Union, its committees, officers, officials, or members of the Referee's Association or any statement which is detrimental to the interests, welfare or image of the Union.

4.1.2 Publications

A member, player, official, club or affiliate shall not without first obtaining the approval of the NTRU, write a column for any publication, provided that such approval shall not at any time be unreasonably withheld and shall be deemed to continue until withdrawn by the NTRU.

4.1.3 Regulations Relating to the Game

All members, players, officials, clubs and affiliates are bound by the Regulations Relating to the Game as promulgated by the World Rugby Board from time to time and must inform themselves of these principles and regulations and comply with them. A member, player, official, club or affiliate who becomes aware of alleged breaches of Regulations Relating to the Game must communicate in writing, addressed to the Chief Executive Officer of the NTRU, details of such alleged breaches.

4.1.4 Procedures for Breaches of the Code of Conduct

Where the Union receives a report on alleged breach of this Code of Conduct, the Board of Directors of the Union or Committee appointed by the Board to which the Board has referred the matter may after inquiry, suspend, expel, or otherwise deal with the player, official or club from participating in any competition conducted by the Union.

OPERATIONAL POLICY

GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	PLAYER UNIFORM POLICY
Version:	1
Date last modified:	NOVEMBER 2018 (Reviewed 11MAR2020)

SCOPE OF RESPONSIBILITY

- It is the responsibility of clubs to ensure that all players are properly attired in accordance with this policy prior to the player taking the field of play.

POLICY

- Player Uniforms

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	All players must appear and play in their Clubs proper football uniform as approved by the NTRU, which will consist of jersey and knee length socks of the Clubs registered colours, football shorts, boots or shoes and any NTRU approved sponsors logo's.	Club Player
2	For full details on World Rugby regulations for Players Dress refer to http://laws.worldrugby.org	
3	Each jersey shall be numbered clearly in accordance with the program relative to that match.	Club
4	Where the NTRU identifies a clash of playing strip those clubs will be required to purchase and alternate strip for A Grade games only.	NTRU
5	No player must appear in anklet socks during competition matches and socks must be that of the Clubs and not of any other team	Player
6	Shorts must be of current Club requirements and colour must not be anything other than rugby playing shorts approved by the Union.	Player
7	Skins or similar garments that go past the knee are not permitted to be worn when participating in competition matches.	Player
8	Failure to comply with Rule 14.2 may result in disciplinary action, fine or loss of points at the discretion of the Board or its delegate.	NTRU

OTHER INFORMATION

- Any decision of the NTRU in respect to player uniforms will be final.

OPERATIONAL POLICY



GENERAL INFORMATION

Area:	COMPETITION RULES
Policy Title:	PLAYER ELIGIBILITY POLICY
Version:	3
Date last modified:	AUGUST 2019 (Reviewed 15MAY2020)

SCOPE OF RESPONSIBILITY

- The underpinning philosophy of this process is to ensure each team playing in the finals series is a true reflection of that team throughout the season, as well as allowing players who do not qualify due to injury/illness the opportunity to provide evidence to obtain finals eligibility dispensation.
- It is the responsibility of clubs to ensure that all players are properly registered prior to the player taking the field in their first game for their club.

STEP BY STEP PROCEDURES

- Junior Players' eligibility to play senior rugby

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	<p>Players turning 16, 17 or 18 in a calendar year wishing to play senior rugby must follow the Rugby Australia dispensation procedure to determine their eligibility to play senior grade Rugby as outlined at http://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/player-dispensation</p> <p>Clubs must apply to the NTRU for dispensation, and be granted dispensation by the NTRU, prior to the players first senior game. Completed forms must be submitted to NTRU no later than midday prior to the first senior game for NTRU to consider endorsing dispensation.</p>	<p>Club Secretary</p> <p>NTRU</p>

Policy

- To be eligible to play in the Finals Series players must meet the following basic criteria:

Ref	Policy	Responsible
1	<p>A player will be eligible to play in a Finals Series provided they have:</p> <ol style="list-style-type: none">1. Played (4 x B Grade or 3 x A Grade) during the Minor Round series, shall be eligible to play for that grade. <p>For the Women's competition players should play 3 matches to meet the above eligibility criteria or minimum match requirements.</p>	Team Manager
1.1	<p>Games played will be recorded from team sheets that have been submitted on a weekly basis.</p> <p>The details of games played as recorded on Rugby Xplorer will be considered to be a true record of a players playing record, and will not be eligible for challenge.</p>	Team Manager
1.2	<p>Players will be recorded as playing <u>only</u> for the highest team on that day where they were a starting run on player.</p> <p>OR;</p> <p>Should the player <u>only</u> have acted as a reserve they will only be recorded against the highest team that they were a reserve for on that day.</p>	Competition Manager

The NTRU Finals Eligibility Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

OPERATIONAL POLICY



1.3	Furthermore, for the purpose of Ref 1, any player who participates as a player in an NT representative match represented a National Armed Forces team, represented another state (ie: QLD Country, Southern States etc.) or country (Philippines, Sri Lanka etc.), will have been deemed to have played a match for the most senior team in their club for that match.	Competition Manager
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To be eligible to play in a Particular Senior Grade of the Finals Series players must meet the following criteria:

Ref	Description of action	Responsible
2	A player may only play a finals match in the grade/team where they have played more than 49% of their <u>starting</u> fixtures during the regular season. Players may play a finals match in a grade higher than which they played the majority of their run on games during the minor rounds.	Club
2.1	If a club has more than one (1) team playing in the finals series in numerically consecutive grades on the same day, selection of players for those teams is the responsibility of the club proposing to play those players to ensure that they meet the criteria under Ref 1. If more than 23 players are eligible for the highest grade, then players not in the Matchday squad would be eligible to play for the lower grade provided they meet the eligibility criteria application below. If you qualify for a lower grade but play in a higher-grade during finals, that player is still eligible to play in their qualified lower grade the following week.	Club

Where a player is unable to meet the qualification for eligibility requirements under Ref 1 of this policy due to injury or illness, or was required to play in a higher grade during the season due to a player in that grade having suffered an injury or illness the club should apply for finals eligibility by following the procedure set out in step 3.3:

Step	Application to play in the finals series	Responsible
3	A player who does not comply with Ref 1 or 2 may be granted eligibility to play in the Finals Series provided: <ol style="list-style-type: none"> 1. The player has played with the club a minimum of 5 matches during the Minor Rounds; or 2. The player has joined the club after round 10 of the Minor Rounds and can provide evidence of playing enough games in a different competition (ie: a competition in another Province – Townsville, Melbourne etc.). Evidence will include club registration for the current season of that Province; or 3. The player is returning from major injury with medical certification showing time of injury and clearance to play. 4. Other exceptional circumstances prevented them from meeting the requirements – case by case basis. 	N/A

3.1	<p>Any application for finals eligibility must be submitted to the Competition Manager by COB on the MONDAY prior to each match in the Finals Series.</p> <p>Applications will <u>only</u> be considered with the relevant supporting documentation.</p> <p>A decision to grant a player exemption from the requirements in step 1, or dispensation as per Step 3, is at the absolute discretion of the NTRU, is final, and may not be appealed.</p> <p>CLUBS ARE NOT PERMITTED TO ORGANISE THEIR OWN PLAYER EXEMPTIONS AMONG THEMSELVES.</p>	Club
3.2	<p>The Competition Manager will determine by COB on the THURSDAY prior to each match in the Finals Series the eligibility of all players and reserves for the finals series of all grades and consider any exemptions sought for situations that do not meet the eligibility criteria as stipulated in the Competition Rules.</p> <p>All clubs will be notified on the NTRU's decision in respect to the eligibility and/or exemption of players by COB on the THURSDAY prior to the forthcoming matches.</p>	NTRU

OTHER INFORMATION:

- A forfeit is still classified as a minor round fixture for the 'non-forfeiting team' as long as team sheets are submitted
- If a fixture is cancelled (not forfeited – ie. weather), a match sheet shall be submitted (both sides).
- No player will be eligible for finals if they are financially indebted to their club or the NTRU.
- At all times it is the responsibility of the players Club to ensure that the player is eligible to play prior to the players first game with the club at senior level.
- Any decision of the NTRU in respect to player eligibility will be final.
-

International Player Clearance

International player clearances are governed by World Rugby Regulation 4. Players moving from their current Union are not eligible to register or participate in competitions organised, recognised or sanctioned by that New Union until the New Union has received a written player clearance.

Following the World Rugby Regulation 4, written and signed consent authorising a player to participate must be obtained. Clearance may be denied by a Union if that player has not fulfilled its obligations within that Union or is subjected to sanctions, suspension. Full information surrounding player clearances is outline in World Rugby Regulation 4.

Players must obtain clearance from:

- Current club
- Corresponding State Union
- Rugby Australia

Clearance should be obtained prior to players departing their current Union and can take up to 10 days to process. All players applying for clearance must fill out the *International Clearance Form*. The form can be accessed from the link below:

- <http://www.rugbyau.com/participate/rugby-administration/international-clearance>

The NTRU Finals Eligibility Policy has the effect of a Rule under the Competition Rules issued by the Union and terms used in this procedure and defined in the Competition Rules have the same meaning in this procedure and the rule of interpretation set out in the Competition Rules also apply to this procedure.

OPERATIONAL POLICY



GENERAL INFORMATION

Area:	COMPETITION RULES
Procedure Title:	WET WEATHER AND LIGHTENING POLICY
Version:	1
Date last modified:	JANUARY 2019 (Reviewed 20FEB2020)

SCOPE OF RESPONSIBILITY

The sound of thunder should serve as an immediate warning of lightning danger. The Ground Marshall/Competition Manager is responsible for monitoring weather and should notify all team staff and referees prior to any fixture if a weather enforced stoppage is likely. In the event of lightning and storms the Ground Marshall is to notify the referee to halt games by sounding an air horn with 3 blasts before moving all persons to shelter (players, staff, spectators).

POLICY

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	In the event of a Severe Thunderstorm or Cyclone Warning being issued by the Bureau of Meteorology www.bom.gov.au , games will be cancelled. Notification will be made via the NTRU Facebook page.	Competition Manager
1	If prior to or during games, lightning is visible, apply the "30 - 30 Rule" ie Count the time from seeing lightning to when accompanying thunder clap is heard. If less than 30 seconds (storm is less than 10 kms away) go immediately to a safer place. Wait 30 minutes after the last thunder clap before continuing play.	Ground Marshall
2	In the event of thunderstorm/lightning, without official warning in place, where player/officials/spectator welfare is deemed unsafe by either team coach (or referee), play should be suspended.	Ground Marshall
3	If the conditions improve (abiding by 30-30 rule) i.e. rain stops or eases to what is considered a safe level by coaches/referees and the playing surface can be cleared or has drained sufficiently to enable play to safely re-commence, games should then be completed. Modification to the duration of the game may be required.	Ground Marshall / Team coaches / Referees
4	If weather prevents play from resuming, then the current score will stand and competition points scoring should apply. If the time elapsed hasn't reach half time, the fixture is to be rescheduled. If rescheduling cannot take place prior to the final round, the match will result in a draw (2 points) with no points awarded on For/Against.	Referee

OTHER INFORMATION

- <http://www.rugbyau.com/about/codes-and-policies/safety-and-welfare/match-day-safety> See World Rugby Lightning Guidelines
- If a Match is cancelled due to weather, a match sheet shall be submitted by both sides.