



**2026
Competition Rules**

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1. Definitions

In these Rules, the following words have the corresponding meaning:

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

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

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

Codes, Policies and Procedures means the codes, policies and procedures of Rugby Australia published and amended from time to time.

Game means rugby union.

Insurer means the insurance provider of the Rugby Australia National Risk Management and Insurance Programme.

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

Competition means any match played as part of a structured competition, series, or sanctioned event including a trial match, friendly match, or representative match involving a Rugby Body.

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

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

Judicial Committee means a tribunal convened under the Rugby Australia Disciplinary Rules.

Laws of the Game means the laws of the Game published and amended by World Rugby from time to time, including any variations authorised by World Rugby or Rugby Australia.

Management Committee means the committee appointed by the Union to oversee the management of the competition.

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

Participant means:

- (a) **Players** that are registered with or entitled to participate with a Relevant Organisation or in a rugby Activity;
- (b) **Coaches** appointed to train a Player or Team in a Relevant Organisation or in a rugby Activity;

- (c) **Administrators** that have a role in the administration or operation of a Relevant Organisation or in a rugby Activity, including owners, directors, committee members, employees or other persons;
- (d) **Officials** including referees, citing commissioners, television match officials, or other officials appointed by a Relevant Organisation, or any league, competition, series, Club or Team sanctioned by a Relevant Organisation;
- (e) **Support Personnel** that are appointed in a professional or voluntary capacity by a Relevant Organisation including, but not limited to, sports science / sport medicine personnel, Team managers, agents, selectors, and Team staff members; and
- (f) **Other individuals** that attend rugby Activities or facilities, including but not limited to, parents, guardians, spectators, and sponsors.

Player means an individual that plays the Game.

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

Regulations means the regulations published and amended by World Rugby and Rugby Australia from time to time.

Rugby Australia or **Rugby AU** or **RA** means Rugby Australia Ltd (ACN 002 898 544).

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

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

Rugby Xplorer means Rugby Australia's online registration and competition management system.

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

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

Specific Union means the governing body of the competition.

WR means World Rugby.

2. Preamble

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

This Competition, as with all competitions played under the auspices of TRU are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

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

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

3. Laws of the Game

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

3.1. Tackle Height Law Variation (as part of 2024/2025 World Rugby Global Law Trial)

Law 9.13 A player must not tackle an opponent early, late, or dangerous. Dangerous tackling includes, but is not limited to, tackling, or attempting to tackle an opponent **above the line of the sternum** even if the tackle starts below the line of the sternum.

3.2. [WR Under 19 Variations](#)

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

3.3. [WR Sevens \(7-a-side\) Variations](#)

3.4. [WR 10s \(10-a-side\) Variations](#)

3.5. [WR Game On Variations](#)

(a) see later section in this document Game-On Variations applied in a specific Competition

3.6. [WR Leisure Modified Formats](#) including Cross-Field (RugbyX), Beach 5s etc.

(a) [Rugby AU Cross-Field 7s](#)

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

3.8. [Rugby AU Veterans Rugby Laws](#)

3.9. Tri Tag Rugby Laws

Competitions may submit a request to a specific law variation to the *Law Advisory Group* by filling in the [Rugby Australia Law Variation Submission Form](#)

4. Governance of the Competition

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

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

5. Rugby AU Codes and Policies

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

5.1. [Safety & Welfare](#)

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

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

5.2. [Child Safety](#)

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

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

5.3. [Integrity](#)

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

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

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

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

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

6. National Standard Competition Rules

6.1. Registration in Rugby Xplorer

- (a) All Players, Non-Playing Members and Match Officials are to be registered via Rugby Australia's [Rugby Xplorer System](#);

6.2. Draw

- (a) The Competition will be conducted in accordance with a schedule of matches drawn up prior to the start of the playing season and varied as necessary from time to time.
- (b) Where possible, all matches in a "round" are to be played in an ascending order i.e. lowest grade to highest grade. Where this is not possible, no player who has started in a higher grade is permitted to participate (i.e. start / reserve) for a lower grade. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades.
- (c) In the event of matches in the same round being played on different days (e.g. rescheduled matches due to wet weather) the selection of players must be the same as if all matches in the same round were being played on the same day.

6.3. Match Team Lists, Scoring and Stats

- (a) In the Rugby Xplorer Match Day App, it is the responsibility of both teams to ensure that:
 - (i) All players and team officials (where required by the Competition) are selected in their respective team list for the match;
 - (ii) All details of point scorers are recorded;
 - (iii) All players who have been either temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded; and
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition).
- (b) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is permissible to have an independently appointed ground manager that does the scoring for both teams.
- (c) The referee is to confirm the result of the match (including Red, Yellow and Blue Cards) by confirming this on the Match Day App in the presence of both teams.
- (d) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match, or earlier per Member Union Rules or Specific Competition Rules herein.
- (e) Clubs/Teams failing to follow the procedures are liable to receive penalties per Member Union Rules or Specific Competition Rules (e.g. a penalty may be a deduction in Competition Points).

6.4. Competition Points

- (a) Unless otherwise detailed in Member Union Rules or Specific Competition Rules, matches where Competition points are awarded will use the following standard points:
 - (i) Points for a win – **four (4) points.**
 - (ii) Points for a loss – **zero (0) points.**
 - (iii) Points for a draw – **two (2) points.**
 - (iv) Points for a bye – **zero (0) points.**
- (b) Bonus Points:
 - (i) Points for the losing team for loss by seven points or less – **one (1) point.**
 - (ii) Points for any team for scoring four tries or more in a match – **one (1) point.**

TRU may determine that further points may be awarded or deducted for defined situations provided the circumstances under which those points will be allocated are advised to all Clubs.

6.5. Ladder Positions (for Competitions with Premierships)

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition.
- (b) In the event of two or more teams being equal on Competition points (total match points) for any ladder position, the higher placed team will be determined by:
 - (i) Points Differential
 - (ii) Points For
 - (iii) Points Against
 - (iv) Head-to-Head

6.6. Forfeits

- (a) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played.
- (b) Unless otherwise detailed in the Member Union Rules or Specific Competition Rules, the result for a forfeit in the Premiership and Championship will be:
 - (i) Match score of 28 – 0 (28 points awarded to the non-forfeiting team);
 - (ii) Maximum Competition Points for a win (including Bonus Points) awarded to the non-forfeiting team;
 - (iii) **Five (5) points** awarded to the non-offending team.
 - (iv) **Minus two (-2) points** awarded to the forfeiting team.
- (c) Where a team forfeits a match against an opponent, the forfeiting team will, for the next corresponding fixture between the same teams in the same competition, relinquish its hosting rights. The match will be played at the opponent's venue (or another venue as determined by the Competition Manager).

6.7. Schedule of Penalties for Forfeits

- (a) A first forfeit within competition rounds will result in the following:
 - (i) Warning;
 - (ii) Loss of Competition points;
- (b) A second or subsequent forfeit within the same competition may include any or all the following:
 - (i) Loss of Competition points;
 - (ii) Issue of a *Show Cause Notice*;
 - (iii) Expulsion from the Competition.
 - (iv) Demotion from Competition in following season (Premiership only).

6.8. Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The Management Committee, after consultation with the clubs involved, shall direct how the match will be dealt with.
- (b) Unless otherwise detailed in the Member Union Rules or Specific Competition Rules, in the event of a match having to be abandoned for any reason the following procedure shall apply:
 - (i) Where a match has been abandoned during the first half, the result will be declared a draw with 0 match points awarded to each team (regardless of if any points had been scored at the time) and Competition Points awarded for a Draw, or the match may be

replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.

- (ii) Where a match has been abandoned during half time or during the second half, the result will be declared as the match score at the time of the abandonment and Competition Points awarded accordingly.
- (c) Any match abandonment action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies, or rules etc.

6.9. Playing Field

- (a) Clubs/Teams hosting matches shall be responsible for ensuring the [RA Medical and First Aid Requirements are met](#).
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) The host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game ([Law 1 – The Ground](#)).
- (d) The host club shall be responsible for ensuring the venue (including playing field) is free from hazards, and will complete the [Match Day Inspection Checklist](#) prior to matches.
- (e) All Goal posts within the playing enclosure must be sufficiently padded.

6.10. Playing Enclosure

- (a) Entry to the playing enclosure must be restricted by a fence, barricade, or rope at a minimum of five metres, where practicable, from the playing area perimeter.
- (b) Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
 - (i) Medically Qualified Persons/Sports Trainer – maximum two per team
 - (ii) The Teams
 - (iii) Appointed match officials
 - (iv) Ground Marshalls
 - (v) Water carriers – maximum two per team (three allowed in 7s)
 - (vi) A maximum of 4 ball persons
- (c) All Authorised Persons permitted to enter the playing enclosure should have some distinguishing mark/bib e.g. high vis vest.
- (d) For the avoidance of doubt, Coaching Staff, Team Management and Reserve Players should be positioned outside of the playing enclosure where possible.
- (e) For the avoidance of doubt, the Head Coach cannot also occupy a role within the playing enclosure (e.g. medical or water carrier)
- (f) Where there is no room for Reserve Players to warm up outside the playing enclosure, they are permitted to warm up in the opposition in-goal area provided no equipment is used (e.g. balls, hit shields) and players retreat from in-goal when play is in the closest 22m area.

6.11. Technical Zones

- (a) Two Technical Zones will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play. Refer to [Law 1 – The Ground](#) for dimensions and position.
- (b) A Maximum of four persons (two medically qualified persons and two water carriers) are allowed in each respective technical zone.
- (c) Roles of personnel in the technical zones.
 - (i) Persons permitted in the technical zones may only communicate as required in their specific role. There must be no coaching or commentary to Match Officials or Players.
 - (ii) Medical Personnel must remain in the technical zone unless they

- enter the field of play in accordance with the Laws of the Game at any time a player is injured to tend to the injured player;
 - are roaming the sideline (maximum 1 per sideline), but must stay back from the touch line and clear of the Assistant Referee;
- (iii) Water Carriers must remain in the technical zone unless they
- are taking water to players during stoppages in play for injuries or when a try has been scored.
 - one of the water carriers provides a kicking tee and one water bottle to the kicker for a penalty kick at goal (no water can be taken on for other players during a penalty kick).
- (iv) Players may come to the touchline adjacent to the technical zone to receive water.
- (v) Water bottles must not be thrown on the field of play.

6.12. Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all of the following:
- (i) Warning;
 - (ii) Loss of Competition points;
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.
- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
- (i) Warning;
 - (ii) Loss of Competition point(s);
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.

6.13. Protests

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the Competition Manager by the close of business the next business day after the alleged breach of the Competition Rules unless otherwise detailed in Member Union Rules or Specific Competition Rules;
- (c) All protests must specify the particular Competition Rule(s) that has been allegedly breached;
- (d) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties as soon as reasonably practicable after the alleged breach of the Competition Rules.
- (e) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Management Committee the penalties that should be imposed. The Management Committee shall make the final determination in this regard.
- (f) If the offending club is not satisfied with this decision, it has the right to appeal to an Appeals Committee of the Competition (typically made up of members of the Judicial Committee). Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than 7 days after the decision of the Management Committee is advised to the relevant club. The Appeals Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any

other penalty as set on in the Rules. The Appeals Committee has the sole discretion as to how it will deal with any appeal. There are no appeals to a decision of an Appeals Committee.

6.14. Extension of Time for Protests

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

6.15. Disqualified, unqualified or suspended person(s)

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

7. Law and Regulation Clarifications

For the avoidance of doubt, the following provides clarity on Community Competitions in Australia.

7.1. Law 3 – Team - Numbers

- (a) Rolling Replacements
 - (i) Unlimited rolling replacements applies to all rugby aged U19s and below;
 - (ii) Rolling replacements, with a maximum of 8 movements applies to all senior rugby unless otherwise stated in local competition rules.
- (b) Replacements due to blood injury, concussion or injury as a result of foul play do not count in the designated number of movements.
- (c) Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL OF THE COMMUNITY GAME** (including representative tournaments).

7.2. Uncontested Scrums

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:
 - (i) Law 3.13 – 3.20 (inclusive)
- (b) World Rugby allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. **Note.** This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules:

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

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

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

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

7.3. Regulation 4 – Player Status, Player Contracts and Player Movement

- (a) International Clearance
 - (i) A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.
 - (ii) Players departing Australia to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).

- (iii) Players coming in to Australia are to contact their Home Union to understand their International Clearance process and obtain, complete and return an International Clearance.
- (b) Domestic Clearance
 - (i) This relates to Club-to-Club player movements for currently registered players.
 - (ii) It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type.
 - (iii) The player cannot register unless clearance approval is granted by their 'from' Club and the TRU.
 - (iv) Players who do not have an active registration do not require clearance.

8. Member Union Rules

8.1. Penalties for playing Ineligible Players

- (a) This could apply to unregistered players, players without dispensation, players without international clearance or others as deemed ineligible by competition rules or Member Union/RA codes and policies.
- (b) During Regular Season – five (5) competition point deduction for offending team per offence, to be imposed at an appropriate time by the competition manager. Result of game does not change under this ruling.
- (c) During Finals – Offending team to be deemed to have forfeited fixture in which offending player participated. Competition Manager to determine impact and next steps on remaining finals series (i.e. team that lost to offending teams progresses or a bye is inserted into the finals series).
- (d) Potential Code of Conduct breaches to be considered for non-playing staff involved such as coaches, managers, directors of rugby etc.

8.2. Breach of Playing Enclosure and/or Technical Zone

- (a) This would apply to any person/s who breach the Playing Enclosure or Technical Zone rules.
- (b) This is the recommendation around sanction for a breach of the above only (i.e. coach standing on deadball line rather than outside playing enclosure). Other factors such as abusive language or inappropriate behaviour whilst in breach of the playing enclosure or technical zone may increase this recommended sanction.
- (c) During Regular Season or Finals – 1st Instance – Warning Minimum (either given in person at time of breach and followed up formally, or formal post the event/match in question)
- (d) During Regular Season or Finals – 2nd Instance – 2 game suspension from all rugby activity for participants. 2 game exclusion order from rugby venues for spectators

8.3. Failure to Provide Visible Ground Marshal

- (a) Host clubs must provide a minimum of one (1) Ground Marshal per field in operation. These Grounds Marshals must be clearly identifiable at all times whilst on duty and within close proximity to their field of responsibility.
- (b) Failure to meet this standard will result in the below sanctions:
 - (i) 1st Breach – Warning (unless breach is deemed malicious by competition manager)
 - (ii) 2nd Breach - \$500 fine to club that failed to provide a Ground Marshal
 - (iii) 3rd Breach – Show Cause. Potential to lose future home competition matches for failure to provide a safe environment

8.4. Failure to Enter Team Lists and Match Detail in Rugby Xplorer

- (a) The Specific Competition Rules will have the minimum requirements around the data to be entered through the Match Day App. This data is used for a variety of reasons such as judiciary, stats, record keeping, finals eligibility etc. and plays a key role in ensuring the integrity of the competition.
- (b) Failure to meet the requirements of the competition will result in the below:
 - (i) 1st Breach – Warning (Unless breach is deemed malicious by competition manager)
 - (ii) 2nd Breach – Loss of two (2) competition points to offending team
 - (iii) 3rd Breach – Loss of five (5) competition points to offending team

8.5. Non-Smart Rugby Accredited Coaches Participating

- (a) It is a requirement for all coaches to hold a current Smart Rugby before participating in a match.

- (b) Smart Rugby is an integral part of keeping the game safe and whilst already mandatory, many coaches and clubs still fail to meet this standard.
- (c) A breach of this mandatory requirement will see the below sanctions imposed:
 - (i) 1st Breach - 2 match suspension for coach that is imposed immediately but can only be served post them showing a completed and current Smart Rugby Accreditation to the competition manager. Notification should be made to the offending coach's club to ensure they also follow-up with the coach to complete their Smart Rugby
 - (ii) 2nd Breach - Code of Conduct hearing for a breach of the expected standards and behaviours by the coach.
 - (iii) Potential to issue Code of Conduct breach to Coach's club if notification was made to them after the 1st breach.

9. Specific Competition Rules

9.1. Judiciary and Citing Policy and Process

- (a) All TRU Competitions are played under the Rugby Australia Disciplinary Rules. The RA Disciplinary Rules deal with acts of Foul Play which are outlined in World Rugby Regulation 17 and World Rugby Law 9 (Foul Play).
- (b) All appeals of the RA Disciplinary Rules within TRU Competitions will incur a fee of \$500 inc GST payable to TRU, which will be forfeited to the Union if the appeal is determined by the Appeals Committee to be vexatious, frivolous or groundless.
- (c) All Citing Complaint Referrals must be accompanied by a \$500 inc GST fee, which may at the discretion of TRU or the Judicial Committee be refunded if the referral is determined to not be vexatious, frivolous or groundless.

9.2. Code of Conduct/Three Strikes

- (a) All TRU Clubs and their members are bound by the Rugby Australia Code of Conduct.
- (b) As part of the Rugby Australia Code of Conduct, Clubs are bound by the Three Strikes Policy, which aims to eliminate poor and/or abusive behaviour and create a safe and positive environment.
 - (i) A number of resources are available for clubs to promote the messaging around the three strikes policy to their club members.

9.3. Foul Language Directive

- (a) Foul language is already covered in the Laws under Law 9.27 and 28 – <https://www.world.rugby/the-game/laws/law/9>. The designated treatment is a penalty and there should be zero tolerance on this as the starting point supported by Law.
 - (i) Penalty – there are two points of escalation
 - Repeated infringements (Temporary Suspension – Yellow Card): This will follow the protocol for repeated infringements covered under Law 9.8 to 9.10
 - Higher Level Occurrences that breach the Code of Conduct or Member Protection Policy (Send Off – Red Card):
 - Extreme Obscenities
 - Vilifications
 - Threats
- (b) Effectively managing language will remove a significant predicative element of disciplinary breaches under the Laws of the Game and the Code of Conduct.

9.4. Match and Team Medical Requirements

- (a) Clubs hosting matches played under these Competition Rules, must comply with Rugby Australia's Safety and Welfare Policies with respect to medical requirements. Both teams are responsible for ensuring that matches do not proceed if the requirements for medical care are not in place. Reference should be made to RA's Safety and Welfare Policies when seeking any clarification.
 - (i) To be in the playing enclosure as a team medic, the person/s must hold a current Rugby AU First Aid Level 1 Program Accreditation.

9.5. Uncontested Scrums

Regular Season

- (a) If a game starts contested and then goes uncontested, then a reduction in players will occur except in the circumstances outlined here: <https://www.world.rugby/the-game/laws/guidelines/16>. There will be no competition point penalty applied.

- (b) If a game starts uncontested, then the team that called uncontested scrums will face the below sanctions:
- (i) Game 1: Uncontested Scrum is noted through the Match Day App by opposition and a 2 competition point penalty is applied
 - (ii) Game 2: Uncontested Scrum is noted through the Match Day App by opposition and a 2 competition point penalty is applied. Club is given a show cause as to why they have gone uncontested in a 2nd match
 - (iii) Game 3: Uncontested Scrum is noted through the Match Day App by opposition and a 2 competition point penalty is applied. Club will be directed to undertake and complete a Front Row Passport Management Plan

Should both teams start the match uncontested, then they will both be subject to the above penalties.

Finals Series

- (c) If a game is called uncontested (prior to or during the match), then a number of penalties will be imposed on the team that has called uncontested scrums:
- Removal of one (1) player from the playing field (Offending team reduced to 14 players).
 - Reduction in the player movements to a maximum of five (5). If the offending team has already exceeded (5) movements in the game, then movements will automatically cease.

9.6. Competition and Grades

Note: Promotion and Relegation would apply in 2027 only, and only where the Championship Winner is a standalone club. This approach is intended to support competition stability while the structure beds in.

Participating Clubs:

Premiership	Championship	Women
Devonport Rugby Club	Burnie Rugby Club	Burnie Rugby Club
Glenorchy Rugby Club	Eastern Suburbs Rugby Club	Eastern Suburbs Rugby Club
The Harlequin Rugby Club	Hutchins-UTAS Lions	Glenorchy Rugby Club
Launceston Rugby Club	Launceston Rugby Club	Launceston Rugby Club
Taroona Rugby Club	Taroona Rugby Club	Taroona Rugby Club
		UTAS/Harlequins

9.7. Structure of Matches

- (a) All matches are to be played in accordance with the laws of the game and for the Women's Competition, Rugby Australia Game On Laws.

Grade	Time	Injury Time	Half Time	Laws
Premiership	2 x 40 minutes	Yes	5 minutes	World Rugby Laws of the Game
Championship	2 x 35 minutes	No	5 minutes	World Rugby Laws of the Game + Game-on laws when applicable.
Women	2 x 35 minutes	No	5 minutes	World Rugby Laws of the Game + Game-on Laws when applicable.

Any team not prepared to commence a match within five (5) minutes after the designated kick-off time shall forfeit the match (as determined by the referee).

9.8. Team Sheets and Match Results

- (a) All teams are to be listed on Rugby Xplorer by no later than 9:00 AM of Match Days.
- (b) It is the responsibility of EACH TEAM to:
 - (i) Live score the match via the Match Day App
 - (ii) Record all players who took to the field including substitutes.
- (c) Information included on the Match Day App must include:
 - (i) Result of the Game
 - (ii) Point Scorers
 - Tries
 - Conversions
 - Penalties
 - Dropped Goals
 - Penalty Tries
 - (iii) Players who receive cards (blue, yellow, and/or red) during the match
 - (iv) Players who received a serious injury during the match (e.g. broken bones)
- (d) All clubs must confirm the results of all games via Rugby Xplorer or the Match Day App by no later than 9:00 AM on the first working day following completion of the game.
- (e) Smart Rugby Compliance
 - (i) It is a requirement within Rugby Xplorer that all coaches and managers listed for any competition hold a current Smart Rugby accreditation. If a coach does not hold a current Smart Rugby accreditation, they will not be eligible to be added to the team list.
 - (ii) If a club fails to list a Smart Rugby accredited coach on their team list, they may be penalised by the Competition Manager.
 - (iii) Note: Multiple accreditations may be required by Rugby Australia to maintain a current Smart Rugby Accreditation (e.g. Season Ready).

10. Final Series Matches and Eligibility

10.1. Venues; times and duration

- (a) All semi-final, preliminary final and grand final matches will be played at the venues, and commence at such times, as determined by the Tasmanian Rugby Union.
- (b) Semi Finals matches will be held at the venue of the highest placed winner from the regular competition rounds of the two teams contesting that game.
- (c) All Grand Finals will be held at TRU Rugby Park.
- (d) For a two (2) week finals series, the format will be as follows:
 - Week 1 – 1st vs 4th (A) and 2nd vs 3rd (B)
 - Week 2 – Winner A vs Winner B
- (e) For a three (3) week finals series, the format will be as follows:
 - Week 1 – 1st vs 2nd (A) and 3rd vs 4th (B)
 - Week 2 – Loser A vs Winner B
 - Week 3 – Winner A vs Winner Week 2 Final
- (f) In the event of a Club forfeiting any game in the finals series, that Club's respective team will have no further involvement in the finals series and will be fully withdrawn with immediate effect with the corresponding non-forfeiting Club's team progressing. If team forfeits a major semi-final, that team is not entitled to play in the preliminary final.
- (g) In the event of the scores being equal at full time in a finals match, the following shall apply: One (1) x maximum ten (10) minute plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; then if no result the higher placed team from the regular season shall be declared the winner.

For the avoidance of doubt golden point means the first scorer during this period will be declared the winner.

10.2. Finals series player eligibility

- (a) All players must have played a minimum number of games in separate fixture rounds for the club in that season. That minimum number of games is one third (1/3) of the number of rounds in a competition in that grade for which eligibility is being sought for the player. The fact that a player has met this criteria does not necessarily make them eligible to play in finals in any particular grade, but it is the first criteria which must be met before determining eligibility pursuant to other criteria contained in this clause 10.2.
- (b) A player will be eligible to play in any semi-final, preliminary final or grand final if they have taken to the field, for the club in at least one third (1/3) of the regular competition matches in that grade and/or lower grade prior to the finals series. In an instance in which a competition is not divisible by three then the amount of games required will be rounded up i.e. seventeen (17) match competition = six (6) matches. Taking the field of play means that the player has been in the run-on side or been utilised as a replacement during the match for any period of time. Being an unused substitute does not count towards a player's finals eligibility in that division.
- (c) A player will be eligible to play in any grade in any finals match if they qualify under rule 10.2 and the club has all its senior grade teams playing in that final series
- (d) A player will not be eligible to play any finals matches if they are registered less than sufficient weeks prior to the start of the finals series to meet the minimum number of matches required for that grade.
 - (i) A BYE will be considered to be a match in this instance – excludes weekly registered players who are not registered at the time of the bye and/or registered players who were suspended at the time of the bye

- (e) Eligibility shall be determined by the Competition Manager at their discretion.
- (f) Clubs must indicate the players for whom dispensation is required to play in the grade so selected. Such details must be supplied in writing to the Competition Manager no later than 3:00pm on the Monday prior to the match. The Competition Manager will ascertain the eligibility of the players by 5:00pm on Tuesday the names of players who require dispensation to participate in the grades so selected. The Competition Manager may exercise their discretionary power to approve application for dispensation.
- (g) Any club contravening any section of this rule or found to have provided false information will be liable to disqualification or suspension for such time as the Management Committee decides. The club concerned may lose the match for which false information has been supplied or in which an ineligible player took part. The player will be suspended for such time as the Judicial Committee may determine and the Management Committee will ask the club to show cause why further action, including monetary penalty and/or disqualification from future competition, should not be taken against it by the Management Committee.

10.3. **Specific Guidelines on Dispensation**

The following is to be noted:

- (a) Any player who is not actually registered as at 3:00pm on the Monday prior of the game in question will not receive the dispensation.
- (b) Any request received outside the timelines as detailed will not be considered and will be automatically denied by the Competition Manager.
- (c) Discretionary power available to the Competition Manager is in regard to injury to the player whom dispensation is being sought or forfeits and is only considered if the player is actually registered at that time.
- (d) If a Club wishes to put forward an argument for dispensation based on safety grounds, detailed and specific evidence must be submitted in respect of other players who might be eligible to play if it is contended that those players are unavailable because of injury. Specifically medical evidence will be required to be provided. The issue of safety is not to be confused with the issue of ability.
- (e) Dispensation may be sought for players who have participated in TRU or Rugby Australia National Talen Pathway Programs such as Australian U20s.

11. Ground Marshal

11.1. Ground Marshal

It is a competition requirement that each home team must provide a Ground Marshal for control of the playing field surrounds during their game.

The Ground Marshal must not hold any other roles relating to the game (coach, manager, etc.).

Their primary responsibility is to ensure the inappropriate actions of a few don't ruin the overall sporting experience for everyone.

11.2. Resources

- Vest (easily distinguishable from other spectators and players)
- 2 Way Radio (if possible)
- Mobile Phone with image recording capacity (camera and video)

11.3. Responsibilities

- Ensure that the playing enclosure is clear of non-authorized persons
- Observation of sideline (off field) behaviour
- You are a complaints receiver, a listener, and a facilitator
- You make people aware of expected behaviours the first time a person breaches a code of conduct on the sideline
- You report off field inappropriate behaviour that contravenes the codes of conduct using formal incident recording and reporting processes where behaviour is not corrected after initial contact or event is of such a nature as to possibly warrant further disciplinary action by the TRU
- Assist in facilitating the removal of people where appropriate

11.4. Responsibilities

Check for compliance with:

- Goal Post Pads
- Flag Posts
- The field is free from debris including cans and glass
- All sprinkler heads are covered

11.5. Pre Match and During the Match

For the duration of the allocated game your sole responsibility is to complete the role of the Ground Marshal. You should wear the 'Ground Marshal' vest as an outer garment for the duration of your appointment in the role.

Interactions with Match Officials at Half Time – only team captains may address the referee to seek clarity on rulings or misunderstandings. No coach or team manager may approach the referee at half time.

Field of Play – keep everyone except Match Officials and authorised persons outside the playing enclosure. Coaches are required to be outside of the playing enclosure.

12. Game On Rules Summary

The underlying principle of the Game On Rules is to provide a flexible solution to local participation issues, while still promoting the Community XV's Rugby format. At all times, our aim remains to play 15-a-side wherever possible, but where not possible the Game On Rules will still allow for a competitive match to be played.

The *Game On Rules* do not apply during any Finals match (all Finals matches are 15-a-side plus reserves).

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1	<p>NOTIFICATION</p> <p>If a Coach/Team Manager knows before the game that their team will not be able to field 15 players at the start of the game, then they must notify the Referee and opposition Coach/Manager of this fact no later than Friday 12:00 PM prior to the match.</p> <p>Ideally, and by way of courtesy, Coaches/Team Managers/Clubs should be communicating on Thursday evening prior to the match if limited numbers are already known</p>	Coach/Team Manager/Clubs
2	<p>TEAMS MUST BE EQUAL AT THE COMMENCEMENT OF THE MATCH</p> <ul style="list-style-type: none"> - with player numbers on the pitch for each team being 12, 13 or 14 a-side (plus reserves up to 23) - Team(s) with less than 15 players available must play with all available players * - The team with the fewest players (between 12 and 15 players) determines the number of players the match is commenced with. - Once the match has commenced, injuries or players arriving late don't further alter the number of players on or allowed on the pitch as applied prior to the commencement of the match ** <p>RESERVES</p> <ul style="list-style-type: none"> - If the team has a full complement of players however Game On rules have been applied, the following reserves are; - 12 – rolling substitutions (total 23 players) - 13 – rolling substitutions (total 23 players) - 14 – rolling substitutions (total 23 players) <p>NOTE</p> <ul style="list-style-type: none"> - All games will be played under XV's laws (and any applicable pathways laws) - Contested and Uncontested Scrum Policy still applies - All games will be played as competition games 	Coach/Team Manager/Clubs
3	<p>GAME DURATION</p> <p>The following shortened game durations apply regardless of age-grade:</p> <ul style="list-style-type: none"> - 12-a-side = 50 minutes (25 minutes per half) - 13- a-side = 60 minutes (30 minutes per half) - 14 -a-side = 70 minutes (35 minutes per half) <p>Where there is time remaining in the allocated timeslot, teams are encouraged to play a further period of rugby as a "friendly" match (i.e. not for competition points), to maximise participation opportunity.</p>	Coach/Team Manager/Clubs
4	<p>SCRUMS</p> <p>Players in the scrum will be similarly reduced based on the starting team sizes as follows</p> <ul style="list-style-type: none"> - 12 -a-side = 6 players in the scrum - 13 -a-side = 7 players in the scrum - 14 / 15 -a-side = 8 players in the scrum 	Coach/Team Manager/Clubs

Premiership BYE – Championship Eligibility Restriction

Purpose

This provision is implemented to protect the integrity and competitive balance of the Championship Grade competition.

1. Application

Where a Club field both a Premiership and Championship team, and the Premiership team has a scheduled BYE in a given round:

- A Premiership Player is not eligible to participate in the Championship match in that round.

2. Definition – Premiership Player

For the purposes of this provision, a Premiership Player is determined using the same principles as Finals Eligibility and is defined as any player who, in a given round:

- Is selected as a starting player in the Premiership team; or
- Is selected as a replacement (bench) player in the Premiership team only; or
- Is selected as a starting player in both Premiership and Championship matches.

A player will be deemed a Championship Plyer in a given round where:

- They are selected as a starting player in Championship and a replacement (bench) player in Premiership.

3. Rolling Qualification (BYE Coverage)

To ensure the provision applies in early rounds and prevents manipulation:

- A player will be deemed a Premiership Player if they meet the definition in Clause 2 in either of the previous two (2) scheduled Premiership fixtures, including Round 1.

This ensures that players who participate in Premiership in Round 1 are not eligible to drop into Championship in Round 2 where a Premiership BYE occurs.

4. Exceptions

A player may only be permitted to participate in the Championship match during a Premiership BYE where prior approval has been granted by the TRU Competition Manager, and were:

- The player has participated in the majority of the current season in Championship Grade.

Note: this exception will not apply where a player has recently been participating in Premiership in a manner that would reasonably classify them as a Premiership Player under Clauses 2 and 3.

5. Approval Process

- Clubs must submit any request for exemption to the TRU Competition Manager no later than 12:00pm on the day prior to the scheduled match.

- All requests must include sufficient detail to substantiate the request (e.g. match participation history).
- Any player not formally approved in writing will be deemed ineligible.

6. Championship BYE

- Where a Club's Championship team has a scheduled BYE, this provision does not apply.
- Championship players remain eligible for selection in the Premiership team for that round.

7. Breach of Rule

Any player deemed ineligible under this provision will result in the match being subject to sanction in accordance with TRU Competition Rules, including but not limited to:

- Match forfeiture; and/or
- Competition points deduction; and/or
- Further sanctions as determined by the TRU

Tasmania Rugby Union

World Rugby Game On Law Variations as applied to TasNetworks TRU Womens Competition 2026

World Rugby has a number of permitted Law Variations under the umbrella of “Game On” – a flexible and discretionary solution to cater for local community rugby participation.

All of the permitted Game On Law Variations are available here: <https://passport.world.rugby/laws-of-the-game/variations-7s-10s-u19-game-on/game-on/>

This document describes the selected Law Variations and specific application which Tasmania Rugby Union will implement in the Womens XVs competition for the 2026 season. TRU will review the application of these Game On Laws at the conclusion of the season, unless otherwise required beforehand.

Law 3.2 Variation – *A match organiser may authorise matches to be played with fewer than 15 players in each team with a minimum of 10. Teams must be equal in number.*

Application to TasNetworks TRU Womens Competition:

1. As standard, all matches will be played with 15 players per team (broadly, 8 forwards and 7 backs) where possible.
2. As standard, team managers must communicate starting numbers to Team Manager WhatsApp no later than 12:00pm Friday prior to the commencement of the match. From this information, match numbers will be determined.
3. Matches may commence with a minimum of 10 players (10 starters + 1 substitute).
4. Matches may commence with teams carrying 1 fresh substitute – all allowances should be made to maximise number of starting players.
5. The number of players on field per team can be altered at half-time due to injury.

Law 3.13 Variation – *Even from the start of the match, in the event that either team cannot field a suitably trained front row or if the referee so orders, scrums must be uncontested.*

Application in TRU Womens Competition:

1. Where one team cannot field a suitably trained front row, then that team must play with one fewer player than is otherwise allowed and scrums will be uncontested.
2. Where both teams cannot field a suitably trained front row, then uncontested scrums will be played with the full compliment of available players.

Law 3.14 Variation – *A match organiser may stipulate that games can be played with reduced numbers in the scrum, uncontested scrums or the under-19 variation of 1.5m push only. Teams must be equal in number.*

Application in TRU Womens Competition:

1. The number of players in the scrum will be as follows:
 - a. 10 or 11 players per team = 5 in the scrum (no flankers, no number 8)
 - b. 12 players per team = 6 in the scrum (no flankers)
 - c. 13 players per team = 7 in the scrum (no number 8)
 - d. 14 or 15 players per team = 8 in the scrum
2. Any contested scrum is maximum 1.5m push

Law 3.34 Variation – *A match organiser may implement “rolling replacements” whereby players are able to return to the field of play as long as they are not injured. There are no limits to the number of interchanges.*

Application in TRU Womens Competition:

1. Rolling replacements (unlimited interchanges) will apply (provided the player is not injured)
2. Interchanges must still take place at a stoppage in play and under authorisation of the Match Official.

Law 5.3 Variation – *Games should last at least 40 minutes, but can be split into halves, quarters or thirds.*

Application in TRU Womens Competition:

1. The following match times will apply based on the number of players participating at the start of the match:
 - a. 10 players per team = 40 minutes total (20-minute halves)
 - b. 11 players per team = 50 minutes total (25-minute halves)
 - c. 12 or 13 players per team = 60 minutes total (30-minute halves)
 - d. 14 or 15 players per team = 70 minutes total (35-minute halves)
2. Ordinarily, 80 minute timeslot will be allocated for Womens matches, to allow for a 70 minute match with 5 minute half time and 5 minute turn-around time to next match.

Competition Points Adjustment

If a team is unable to meet the minimum requirement of 10 starting players and would ordinarily forfeit, the match may still proceed. In this instance, the offending team will commence the match on -1 competition point. The team remains eligible to earn applicable bonus points, including a losing bonus point (within 7 points) and a try bonus point (4 or more tries). The non-offending team is still eligible for full competition points.