

## OPERATIONAL PROCEDURE

### GENERAL INFORMATION\*

Lead Area:	<b>RWA JUNIORS</b>
Lead Procedure Title:	<b>COMPETITIONS: AGE GROUP, LAWS &amp; NUMBER OF PLAYERS</b>
Procedure Reference No:	<b>RWAJ6 D</b>
Adapted by:	MD-S
Date last modified:	13 January 2020

### SCOPE OF RESPONSIBILITY

#### AGE GROUPS, LAWS AND NUMBER OF PLAYERS:

Rule	Description of action				Responsible
1	Age Group	Law	Number of Players	Scrum	
	Under 6	Pathway	7	Tap Restart	
	Under 7 & 8	Pathway	7	2 players no contest	
	Under 9	Pathway	10	4 players no contest	
	Under 10 & 11	Pathway	12 (minimum 10)	6 players contested	
	Under 12	Pathway	15 (minimum 12)	8 players contested	
	Under 13 to 17	Under 19	15 (minimum 12)	8 players contested	
2	<p>In the event that an Under 6 to Under 12 team is unable to field a full team, then there must be an equal number of players on the field for each team and teams may share players to reach the maximum number of equal players on the field, with unlimited rolling substitutions.</p> <p>If a team is sharing players then the number of players being shared will be adjusted if a player is injured, replaced due to an open or bleeding wound, Sin Binned or Sent Off.</p>				
3	<p>In the event that a team in the Under 13 to Under 18 age groups is unable to field a full team of 15 players prior to the start of a scheduled fixture, that team may take the field with a minimum of 12 players. The team(s) which does not have the minimum numbers to commence a match, as per ARU Laws including Under 19 variations, will in such cases be deemed to have forfeited, and after a forfeit has been declared, then player numbers may be balanced, and a friendly match may proceed.</p> <p>If the opposition does have the required minimum number of players to commence the game, they are not required to match the number of players on the field.</p>				

\*This 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.

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4	If a team(s) has less than twelve (12) players in Under 10 & 11 and less than fifteen (15) players in Under 12 to Under 18s, then the team with the least number of suitably trained players for its' scrum determines the number of players in the scrum.	
5	For Regular Season matches and Finals Series matches, the maximum number of players that may be signed-on in a match is 18 for a 12-a-side competition, and 23 for a 15-a-side competition.	
6	<p><b>Minimum Numbers</b> – <u>after</u> the match has commenced</p> <p>For Under 11 upwards, if numbers fall below the minimum numbers to player <b>after</b> the match has commenced, the match may proceed, however if disparity is so great that safety of players is a concern, the Coach of the team with the lesser numbers should do the following:</p> <ul style="list-style-type: none"> <li>• Have the Referee STOP the match, and</li> <li>• FORFEIT to the opposition, and</li> </ul> <p>in conjunction with the other coach, even up the numbers and a friendly match may proceed/continue. The score will be recorded as at the time of the forfeit or as per the forfeit ruling whichever is the greater.</p>	

## DOCUMENTS REQUIRED TO FOLLOW THIS PROCEDURE

- RWA Juniors 2020 Competition Rules