



# Club Admin Pack

2026 Season



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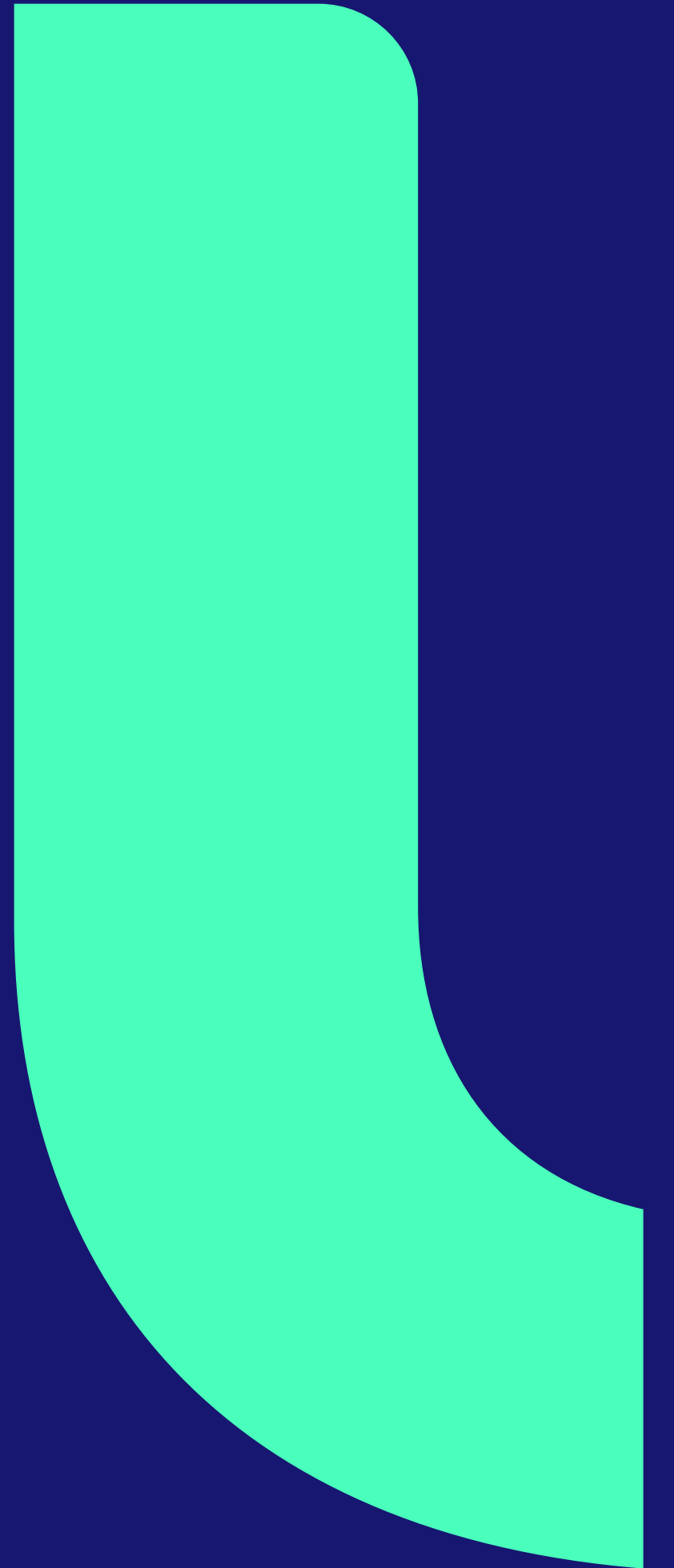
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# Safety

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# Safety

## Concussion Management

We all have a collective responsibility to act in the best interests of player safety and welfare.

### 2026 Updates

- [Referral & Return Form](#) (now includes questions about headgear and mouthguards).
- [Information for Medical Doctors and ATHPs](#) (specific for medical professionals).

All responsible persons must act in the best interest of player safety and welfare by:

1. Taking responsibility for the **recognition, removal, recording** and **referral** of players to an Appropriately Trained Healthcare Practitioner (ATHP).
2. Ensuring the concussion (or suspected concussion) is appropriately managed per the Concussion Management Procedure.

All Team Managers should have printed copies of the Referral & Return Form on hand.







**Players aged 18 and under** – the MINIMUM period before return to play is **21 days**

**Players aged 19 and over** – the MINIMUM period before return to play is **12 days**

### Blue Card (U13 and older)

When a player leaves or is required to leave the field due to signs/symptoms of concussion or suspected concussion, the referee may show a Blue Card. A player may also be removed from playing/training by a person other than the referee due to suspected concussion.

In either case – the same off-field concussion management procedure applies, including recording in RX, Gradual Return to Play steps and completing the Referral and Return form.

ON THE DAY	1. RECOGNISE	2. REMOVE	3. RECORD	4. REFER
	<p>Watch for and <b>Recognise</b> these signs and symptoms of concussion (or suspected concussion)</p> <ul style="list-style-type: none"> <li>• Suspected or definite loss of consciousness</li> <li>• Disorientation</li> <li>• Incoherent Speech</li> <li>• Confusion</li> <li>• Memory loss</li> <li>• Dazes or vacant stare</li> <li>• Headache</li> <li>• Dizziness</li> <li>• Difficulty concentrating</li> <li>• Sensitivity to light</li> <li>• Ringing in ears</li> <li>• Fatigue</li> <li>• Vomiting</li> <li>• Blurred Vision</li> <li>• Loss of balance</li> </ul>	<p><b>Remove</b> player immediately if signs/symptoms observed. <b>IF IN DOUBT, SIT THEM OUT</b></p>  <p><b>HEAD INJURY FACT SHEET</b></p>	<p><b>Record</b> the details on a Referral and Return Form, and provide the form to the player.</p>  <p><b>REFERRAL &amp; RETURN FORM</b></p>	<p><b>Refer</b> the player to an Appropriately Trained Healthcare Practitioner with the Referral &amp; Return Form</p>  <p><b>RA CONCUSSION MANAGEMENT PROCEDURE</b></p>
IN THE DAYS AFTER	<p><b>DO's</b> <b>RELATIVE REST FOR AT LEAST 24 HOURS</b></p>  <p>Follow the <b>RA Concussion Management Procedure</b>. See an Appropriately Trained Healthcare Practitioner or Medical Doctor within 72 hours of your concussion (or suspected concussion)</p>		<p><b>DON'Ts</b></p>  <ul style="list-style-type: none"> <li>• Be left alone</li> <li>• Drink alcohol</li> <li>• Drive a car</li> <li>• Handle heavy machinery</li> <li>• Swim alone</li> <li>• Watch TV or screens if they irritate your symptoms</li> <li>• Take anti-inflammatory medications or any pain killer stronger than Paracetamol unless instructed by your Doctor</li> </ul>	
	<p><b>5. REST</b></p> <p><b>Relative Rest</b> means only participating in activities that do not make symptoms worse. This will vary from Player to Player.</p> <p>Consult with a Medical Doctor if signs / symptoms continue beyond 72 hours.</p>	<p><b>6. RECOVER</b></p> <p><b>Recovery and return to activities of normal daily living</b> (school/work) must occur before progressing to light exercise.</p> <p>Players should follow an <b>Individualised Rehabilitation</b> program based on the Gradual Return to Play (GRTP) stages.</p>	<p><b>7. RECORD</b></p> <p>A Medical Doctor can <b>Record</b> (on the Referral and Return Form) the completion of a GRTP program and confirm signs / symptoms clear for a minimum specified period.</p> <p>The completed <b>Referral and Return Form</b> must be returned to your club / school and competition.</p>	<p><b>8. RETURN</b></p> <p><b>Return</b> to full contact training, and playing (after the minimum exclusion period observed).</p> <p>Continue to <b>monitor</b> for any recurring signs/symptoms of concussion (or suspected concussion).</p>
<p><b>RUGBY AUSTRALIA'S CONCUSSION MANAGEMENT WEBPAGE</b></p> <p>All processes, procedures, forms and supporting information regarding <b>Blue Card</b> and <b>Concussion Management</b> is available on RA's Concussion Management webpage.</p> 		<p><b>IMPORTANT NOTE:</b></p> <p><b>MINIMUM</b> period before <b>Return to Play</b> is:  <b>YOUTH</b> (18 years of age and under) = <b>21 Days</b>  <b>ADULTS</b> (19 years of age and over) = <b>12 Days</b></p>		

# Safety

## Player Dispensations

**The safety of all participants must be the primary consideration in all participation decisions.**

### **U7 (Get into Rugby Tri Time) to U8 (contact rugby) Procedure**

RA's starting position is that players turning 7 in that calendar year should participate in Get into Rugby Tri Time. However, there are rare occasions where individual players may apply to participate in the U8 Age Grade (contact) by undertaking the Under 7s Playing U8s Procedure.

### **Age Grade Dispensation**

RA's starting position is that a player may play in the age group he/she is turning in the relevant calendar year and in the age group one year above. The Size for Age Guidelines and Age Grade Dispensation Procedure allow players to play in the most suitable competition.

### **Front Row Dispensation**

If a player wishes to participate in an age group outside their eligible age grades (age grade up, mixed gender or senior rugby) and play in the Front Row (prop or hooker) they must complete the Schedule B – Exception for Front Row Dispensation Form.

### **Gender Identity Dispensation**

RA is committed to supporting a player's participation in the gender with which they identify, provided that it is safe for them and other participants.

### **Senior Rugby Dispensation**

Any competition involving players over 18 years of age is classified as a Senior Rugby competition (including age-limited Senior Rugby such as Colts). A player is automatically eligible to participate in Senior Rugby once they have turned 18 years of age. If the participant is turning 18 during the calendar year only a parent/guardian consent form is required to participate in Senior Rugby. For participants turning 16 or 17 in the calendar year there are additional assessment requirements to determine eligibility.

### **Mixed Gender Dispensation**

Boys and girls may participate in mixed gender rugby up to and including the calendar year (1 January - 31 December) in which they turn 12 years of age. A girl turning 13, 14 or 15 years of age may, subject to meeting the requirements of the dispensation procedure, play in a mixed gender team in the Under 13, Under 14 and Under 15 age groups where no other opportunity to play regular rugby exists.

### **Disability Dispensation**

Players with a physical and/or intellectual disability that meet the requirements of the Disability Dispensation Procedure can play down either one or two age groups.

# Safety

## Injury Reporting

**When injuries occur, it is important they are recorded and managed effectively.**

Rugby Australia classifies injuries as 'serious' or 'non-serious'.

A serious injury is defined as:

- Any head or neck injury that results in a player being treated at an emergency department, hospital or after-hours medical centre, or
- Any injury that results in the admission of a player into hospital.

Injuries (particularly serious injuries) should be reported in 2 locations:

1. **Rugby Xplorer** - where a player with a reported serious injury during a rugby match is prevented from returning to play until medical clearance is received;

AND

2. **RA Injury Reporting Webpage** - where the reported injury starts the process for claims notification (should the injured person want to submit a claim for eligible expenses).

In the event of a **suspected spinal injury or fatality** the club or school must call the **Serious Injury Case Manager (SICM)** on **1800 036 156** as soon as reasonably practicable.

For more information on Injury Reporting, or to submit an Injury Report, visit:



RA INJURY REPORTING  
WEBPAGE



ONLINE INJURY  
REPORT FORM

In the event of a suspected **spinal injury or fatality**, the club or school must call:

**1800 036 156**

to engage the RA  
**Serious Incident Case Manager (SCIM)**  
as soon as possible.

# Safety

## Match Day Safety

### Smart Rugby, First Aid and Medical requirements

#### Smart Rugby

- All coaches and referees **must** have a current Smart Rugby accreditation (expires every 2 years).
- All coaches and referees **must** have completed the relevant Season Ready accreditation for the relevant season (annual requirement).

#### First Aid Training Requirements

- Current First Aid Certificate (from an Australia Registered Training Organisation), or suitable medical qualification.  
PLUS
- the relevant online Rugby Learning Centre course:
  - U12 and below = First Aid Attendant - Kids Rugby
  - U13 and above = First Aid Attendant - Level 1

#### Pitch-side Requirements

- First Aid Kit, Ice, Stretcher, Telephone, Emergency Vehicle Access.

#### Policies and Procedures

- Suspected serious injury the Serious Injury Protocol must be followed.
- Coaches, Players and Match Officials aware of the Mayday Call Procedure.
- In the event of a head injury or suspected concussion the Concussion Management Procedure must be followed.

### Match Day Safety requirements

#### Match Day Inspection Checklist

The [Match Day Inspection Checklist](#) is a good starting point for clubs to help identify safety concerns and record your actions on each match day to eliminate risks.

Please pay particular attention to ensuring all spectators, tables, chairs, tents etc. are at 5m away from the sideline (where practicable), and no less than 3.5m in all circumstances.

Your completed Match Day Inspection Checklist may become important in circumstances where a liability claim is made.

The [Guidelines for Temporary Structures](#) gives Clubs and Associations guidelines on appropriate set-up, use and dismantling of elevated platforms and other temporary structures. These temporary structures are typically used as a filming location at community rugby matches.

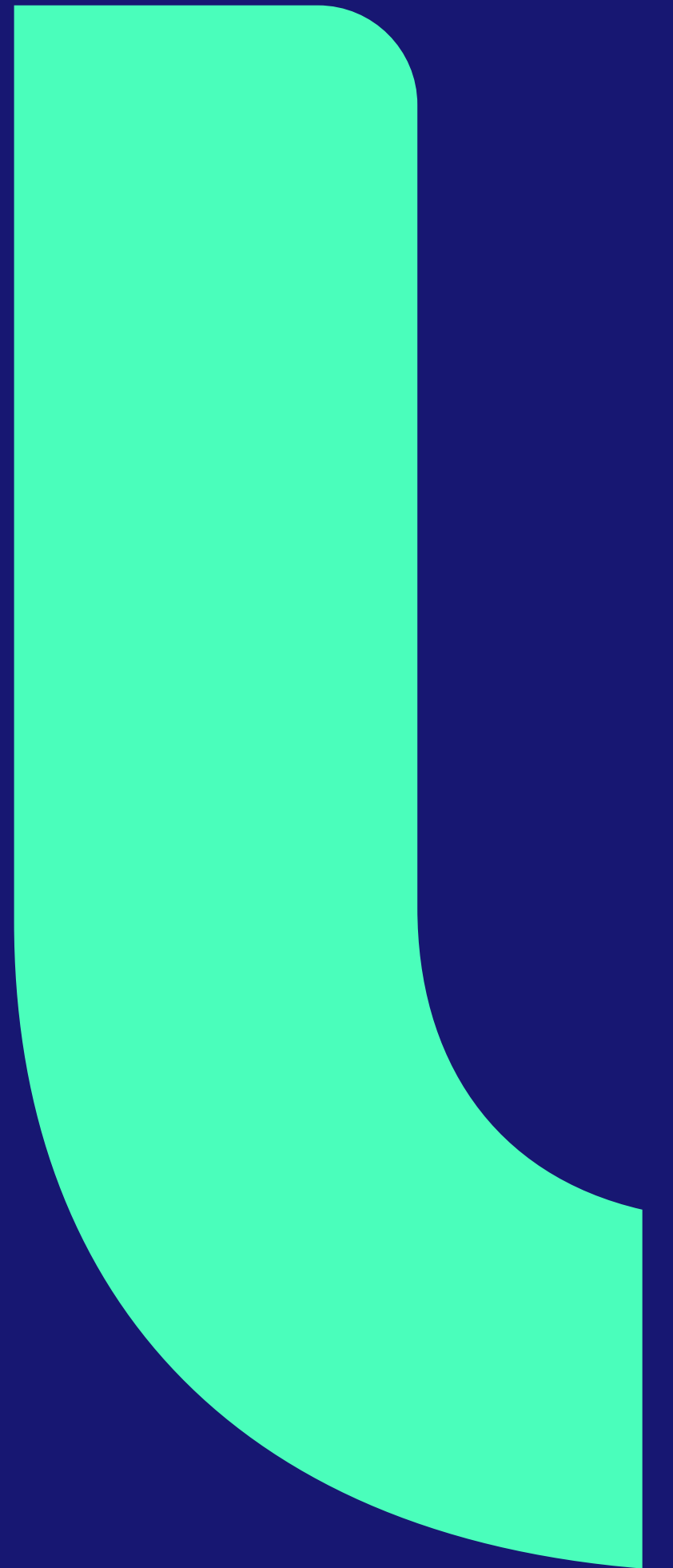
#### Safety Protocols

The following are best practice protocols for ensuring that rugby remains safe in all conditions:

- [World Rugby Heat Guidelines](#) (Updated 2025)
- [World Rugby Lightning Safety Guidelines](#)
- [Sports Lighting - Australian Standard](#)

# Registration

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# Registration

## Rugby Xplorer

**Rugby Xplorer is Australia's national Registration and Competition Management system.**

### **Rugby Xplorer (RX) Portal**

The Rugby Xplorer Portal is accessed by all participants in rugby and contains registration processes and competition management information. The web version will also allow registered participants to access the Learning Centre, plus allow referees to submit their availability, accept/reject appointments and complete their Referee Review Reports.

An RX profile can be created by visiting <https://myaccount.rugby.com.au/> or by downloading the Rugby Xplorer app from your relevant app store. Please select Rugby Australia as your rugby region.

### **Rugby Xplorer (RX) Admin Portal**

RX users who have been granted permissions for Team, Club, Association and/or State administration will have access to the Rugby Xplorer Admin Portal. Availability of information and functionality within the portal will be restricted based on the level of user permission granted. The webpage for RX Administrators can be accessed via your RX Profile or <https://admin.rugbyxplorer.com.au/>.

### **Rugby Match Day App**

RX users who have been granted permissions for Team admin will have access to their appointed team(s) in the Rugby Match Day app. The Rugby Match Day app is used for selecting teams and scoring matches including substitutions, injuries and incidents (yellow, red, blue cards etc). The Rugby Match Day app can be downloaded from your relevant app store – and login is the same as your Rugby Xplorer profile.

### **Help Guides and Support**

The [Rugby Xplorer help webpage](#) contains over 100 knowledge articles which you can search for all RX functionality. The Rugby Australia Customer Engagement Team can assist with enquiries on [runningrugby@rugby.com.au](mailto:runningrugby@rugby.com.au) or 02 8005 5600. All Rugby Xplorer administrators will receive regular communication with news and updated functions. These updates are also available [here](#). Information on Rugby Xplorer Systems outages can be found [here](#).

# Registration

## Competition and Event Participants

### Competition Participants

#### **Rugby Xplorer Registration**

All players, non-playing members, and match officials participating in regular competitions are required to register in order to be selected for matches and receive coverage under the National Risk Management and Insurance Program.

All participants for regular competitions must register individually online via Rugby Xplorer and make any payment that may be required as part of their registration.

As part of the registration process, each individual must accept to comply with the Registration Regulations and the Terms & Conditions.

#### **Refunds**

Players are able to request a refund/credit through their Rugby Xplorer Portal. This is then reviewed on a case-by-case basis by all 4 payment entities (Club, Association, State and National) who will approve/decline their specific entity payment. If any of the 4 entities 'approve' the request, the player's registration status will change from 'active' to 'inactive'.

NOTE - only "season" registered participants are eligible to apply for refund.

### Events and Entity Teams

#### **Sanctioned Events**

All Rugby Union events, tournaments, and matches conducted outside approved regular competitions, pre-season trials, inter association and/or other representative matches must receive formal sanctioning approval.

Member Unions will sanction events, tournaments and matches which are conducted within their respective jurisdictions through Rugby Xplorer events. Rugby Xplorer manages all sanctioned events. Click [here](#) for information on setting up your Event in Rugby Xplorer.

**NOTE** - teams and individual players/team officials must register through RX and pay for their registration to an event in order for the event participants (and the event itself) to receive coverage under the National Risk Management & Insurance Program.

#### **Entity Teams**

Associations, incorporated entities, organisations or groups of persons (referred to as 'Entity Teams') who wish to play and train but not necessarily form, or be part of a Club, regular Competition or sanctioned Event, may obtain insurance provided that they meet certain requirements related to safety and professionalism. Entity Team Application information can be found [here](#).

# Registration

## Insurance

**The RA National Risk Management and Insurance Program covers registered participants.**

All participants (Players, Coaches, Officials, Volunteers etc) must be registered with Rugby Australia in order to obtain coverage under the National Risk Management and Insurance Program (the Program). Participation in the Program is compulsory for competitions and events sanctioned by Rugby Australia and/or Member Unions, and a National Insurance Fee and Injury Fund Contribution is payable upon registration.

Whilst the Program provides basic levels of cover for players and others participating in rugby, it is not all encompassing (this is necessary to keep the cost of insurance affordable for all players) and does not seek to replace the need for other insurances. RA encourages all players and officials to take out their own private health insurance and consider additional insurance cover to suit their individual circumstances e.g. income protection.

A very brief summary of cover benefits under the National Risk Management and Insurance Program is below.

Component	Cover Benefits	
<b>Personal Accident (Individual)</b>	Up to \$3,000 of non-medicare medical expenses (\$100 excess)	Up to \$300 weekly benefit while continuously unable to work (28 day excess)
	Other benefits available to assist with expenses incurred (e.g. travel)	Capital benefits provided in the event of death or permanent disability
<b>Public &amp; Products Liability (Club)</b>	Coverage for losses which a person or entity must pay on account of personal injury or property damage	
<b>Professional Indemnity (Club)</b>	Coverage for a breach of professional duty in the sport by reason of act, error or omission.	
<b>Management Liability (Club)</b>	Coverage for the Club, its Directors, Officers etc. for any wrongful act whilst carrying out their duties on behalf of the Club.	

Additional cover benefits (or “[top up](#)”) insurance for Personal Accident insurance can be applied and paid for on an individual or team basis. Personal Accident/Injury Insurance Claims (by reimbursement) can be made following the submission of an [Injury Report](#). Clubs and Associations can access a Certificate of Coverage for Public and Products Liability from the [Rugby Australia’s Gallagher Webpage](#).

# Registration

## Clearances & Tours

### Player Clearances

#### International Clearances

A Player leaving a national Union to play in another Union shall not be eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.

Clearance should be obtained prior to departure from the player's current Union and can take up to 10 days for the process to be completed.

Outbound Players (from Australia): complete an [RA International Clearance](#).

Inbound Players (to Australia): must contact the Union the player was previously registered with to understand their International Clearance process and obtain an approved International Clearance from them.

#### Domestic Clearances

A player with an active registration who wishes to play for another club in the same season is required to request a domestic clearance through Rugby Xplorer. This request needs to be reviewed and approved by the relevant club and association admins before the player can re-register for the new club. More information on Domestic Clearances can be found [here](#).

### Team Tours

#### International Tours

Clubs, Schools and approved entity teams planning to tour overseas can submit an application via Rugby Xplorer. See the help guide [here](#).

On receipt of the application, RA will contact the respective National Union(s) within whose territory any such match is due to take place and request a 'Permission to tour'. When approval is received RA will notify the touring party.

Please note this process can take some time - please provide as much notice as possible. If approval to tour is not received prior to arrival in a host country, the host National Union may not sanction games to be played in their union.

For travel advice from the Department of Foreign Affairs and Trade, visit [Smart Traveller](#). Adequate Travel Insurance must be obtained by the touring party. The Personal Accident insurance policy does not apply outside of Australia.

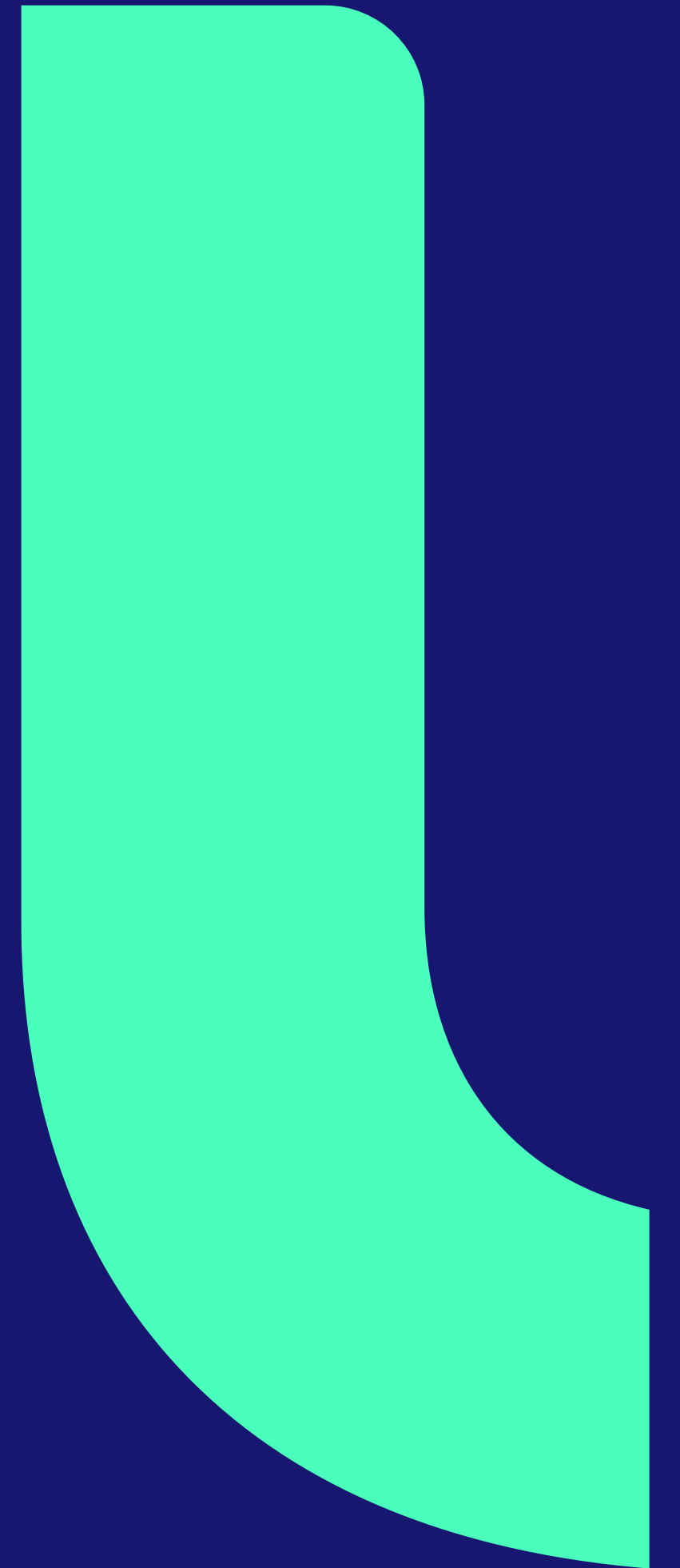
#### Domestic Tours

Teams touring across State/Territory borders in Australia must complete the [Domestic Tour Application Form](#). This form is completed by the touring Club, and approve up the line as required. Rugby Australia RX Super Administrators can then move the touring team to the appropriate RX competition.

# Integrity

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**RUGBY**  
**AU**



# Integrity

## Code of Conduct & Three Strike Policy.

### Code of Conduct

The RA Code of Conduct (the Code) provides a set of standards for everyone involved in Rugby to ensure the game is safe, fair and inclusive. The Code generally applies to off-field conduct.

By setting out the behaviours that are expected of all those involved in rugby, including players, coaches, administrators, employees, contractors, directors, volunteers, parents and spectators, together we can ensure that a welcoming and positive environment is provided for all.

The Code also seeks to deter conduct that could damage the image and integrity of rugby by impairing public confidence in the sport or its Participants, and sets out a harmonised approach to the handling and resolution of complaints, including the administration of a disciplinary process and the implementation of sanctions for Prohibited Conduct at all levels of the community game in Australia.

### Three Strike Policy

The Three Strike Policy is a National Policy which was implemented during the 2024 season. It is designed to compliment the Code of Conduct, and to drive Clubs' responsibility for the conduct of its members and supporters. Clubs must take all steps necessary to manage and prevent poor behaviour and protect the wellbeing and safety of all rugby participants.

Where there is evidence of any poor or abusive behaviour that is classified as Prohibited Conduct under the Code or related RA policy (including some specific Laws of the Game), a Club may be asked to respond to a Show Cause notice received from a Member Union or their delegate.

The Show Cause notice will contain the behavioural concerns, whether a strike and/or penalty may be issued, and the response date (14 days from receipt). In response a Club must:

- Demonstrate sufficient measures it has or will put in place;
- Demonstrate how those measures will mitigate the behavioural concerns; and
- Show why a strike and/or penalty should not be issued.

The determination to apply and when to apply the Three Strike Policy is at the absolute discretion of the Member Union or their delegate.

# Integrity

## Child & Young Person Safety

### Child Safeguarding Policy

#### Child & Young Person Safeguarding Policy

We commit to making sure that everyone involved with delivering rugby, from club administrators, volunteers, parents and participants, understand the important responsibilities that they have in relation to child and young person's safety.

The Child & Young Person Safeguarding Policy is our commitment to child and young person safety and sets out the best practices on how to create safe environments across the game. This Policy also includes Recruitment and Screening to ensure organisations recruit suitably qualified persons committed to providing safe and enjoyable programs and services to children and young people.

#### Child Safety Reporting

Reports relating to child and young person protection concerns will be made through [RA's Speak Up Integrity Hotline](#). This platform is independently managed by our external integrity partners, Core Integrity, who are experienced in dealing with complex and sensitive disclosures and allegations. Only the Rugby Australia Integrity Team or a relevant person from your State/Territory Union will be provided details of a report. You may also remain anonymous through this platform if you wish.

### Child Safety Resources

#### RA Child & Young Person Safeguarding Resources

The [RA Child & Young Person Safeguarding Resources](#) contains information for children and young people, clubs, staff and volunteers, and parents.

#### Sport Integrity Australia (SIA)

SIA has a variety of publicly available resources on the [SIA Safeguarding](#) page.

#### Play By the Rules (PBTR)

[Play By the Rules \(PBTR\)](#) offers a wealth of resources and tools to assist Clubs preventing and dealing with issues in sport.

#### Working with Children Checks

Working with Children Check requirements vary across Australia, you can view the State and Territory requirements [here](#).

#### eSafety Commission

The [eSafety Commissioner Sports Hub](#) to help ensure everyone in sport has more positive experiences online.

#### Report a Concern

RA's [Report a Concern](#) page allows our rugby public to make reports on a variety of concerns including (and other than) Child Safety.

# Integrity

## Disciplinary Rules

**The Disciplinary Rules ensure a consistent approach to Foul Play, Citing and Judicial Hearings.**

Rugby Australia, in consultation with the State/Territory Member Unions, have developed the Rugby Australia Disciplinary Rules to ensure a uniformed approach is administered for foul play, citing and judicial hearings. Players have an obligation to ensure that they do not cause injury to their opponents, therefore any conduct which is proscribed by World Rugby Law 9 (Foul Play) merits a sanction. The Disciplinary Rules generally applies to on-field conduct.

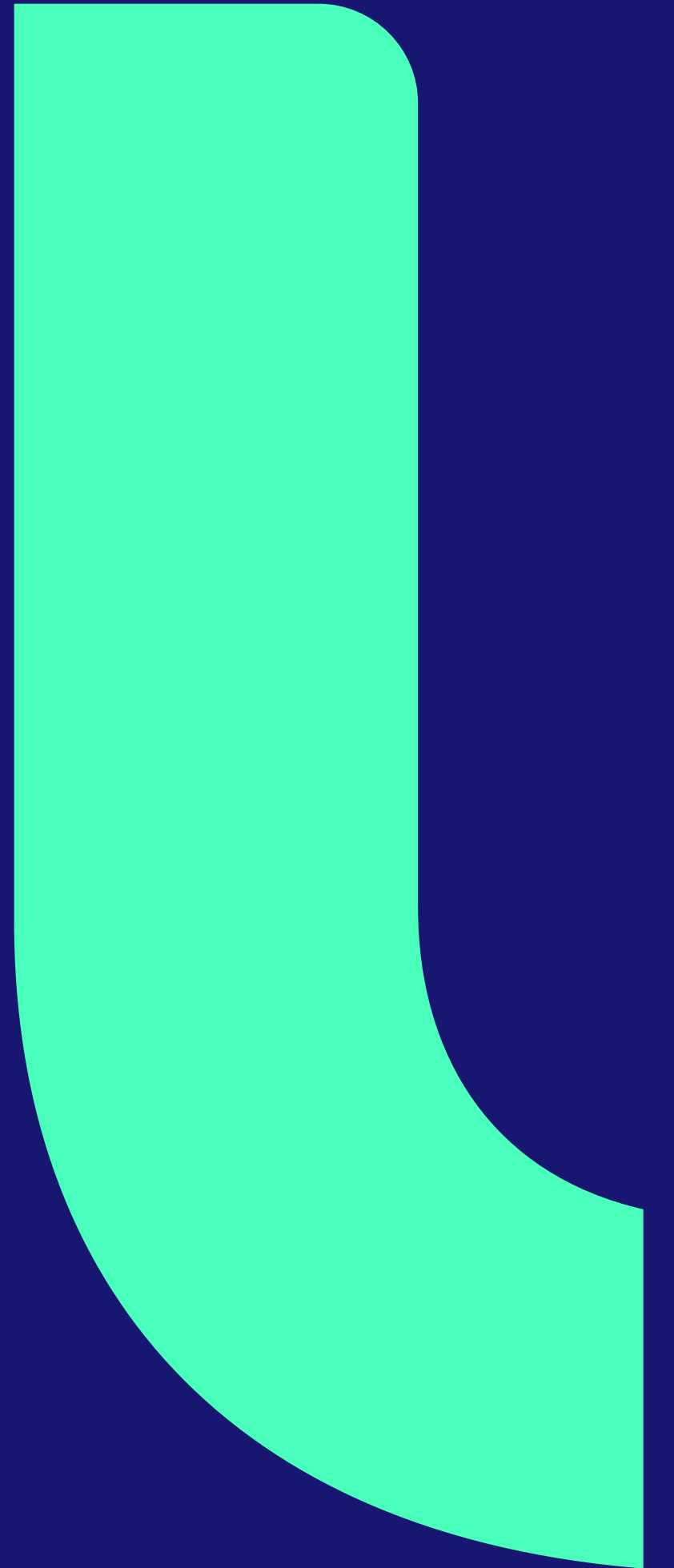
The Disciplinary Rules are designed to maintain and promote fair play, protect the safety and welfare of Players, ensure that acts of Foul Play are dealt with expeditiously and appropriately by independent means within the Game, and that the image and reputation of the Game is not adversely affected. The Rules also ensure that there is uniformity in the way disciplinary procedures are administered in the Game across Australia.

The Rules apply to all Community formats, competitions, tournaments and matches within Australia including games which don't count towards points such as pre-season matches and/or tour matches with interstate or overseas teams.

The Disciplinary Rules set out the processes following a player Send Off (red card), accumulation or Yellow Cards, Citings and Citing Referrals, and the judicial processes and available sanctions for guilty players (aligned with World Rugby Regulation 17).

# General

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# General

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## Get into Rugby Walla and Get into Rugby Tri Time

**Get into Rugby is the official entry-level format for children aged 4 to 7**

### **Get into Rugby Walla (4 to 5 year olds)**

Get into Rugby Walla is the rugby format offered to participants aged 4 to 5 years. It involves small-sided games and activities designed to introduce participants to the basic movements and skills of Rugby.

### **Get into Rugby Tri Time (6 to 7 year olds)**

Get into Rugby Tri Time is the rugby format offered to participants aged 6 to 7 years. It continues participants' core skill development whilst also introducing contact-readiness activities and modified Tri Tag Rugby to prepare participants for junior rugby.



To support Clubs in the rollout of the Get into Rugby format across the country, there are a variety of resources and education, including:

- Session Plans - blueprint for 8-weeks of Get into Rugby Walla or Get into Rugby Tri Time
- Guidebook - one-stop resource containing all activities, plans, tips and tricks to delivering a high quality experience for participants
- Game Activator course - an in person course for volunteers leading Get into Rugby sessions

# General

## Other Entry / Participation Programs

RA offer a variety of options to introduce new players and keep existing players in the game.

### **School Rugby Programs**

Member Unions (with support from Rugby Australia) deliver **Get into Rugby** programs in schools all around Australia. Schools can apply to have such programs funded via the federal government **Sporting Schools** program.

For more information and to help engage your local school, contact your Member Union or Rugby Australia.



### **Non-Contact Rugby**

**Tri Tag Rugby** is Rugby Australia's official non-contact format.

Tri Tag Rugby has been specifically designed to complement Rugby's core fifteen-a-side and seven-a-side formats, providing a softer introduction to the game while still prioritising participant skill development and understanding of Rugby.

This provides both greater flexibility for participants throughout their rugby journey and a great way for clubs to broaden their participation base & increase retention, as neither age nor physical contact are barriers to entry.

Tri Tag Rugby is an important component of the national community rugby strategy, and Rugby Australia is committed to providing clubs with all the help, resources, and support they need to commence and grow Tri Tag Rugby at their club.



# General

## Learning Centre

**The Learning Centre is Rugby Australia's hub for all online and face-to-face training and education.**

Rugby Australia has recently transitioned to our new Learning Centre platform, powered by eTrainU. This learning platform has allowed us to improve the online learning experience for users, as well as provide clearer information for our rugby community to nominate to attend face-to-face training and education sessions.

Everyone who has a Rugby Xplorer profile and has registered this season can access the Learning Centre. This means Players, Coaches, Match Officials, Administrators and Volunteers can access a variety of compulsory and optional courses to assist them in their various roles.

The Learning Centre courses include, but are not limited to, courses on:

- Coaching and coach mentoring
- Refereeing (and other match officiating) and match official mentoring
- Association and Club Administration
- Safety and Medical
- Integrity
- Inclusion
- etc

Log in to your Rugby Xplorer Portal to access to Learning Centre.



# General

## Laws and Law Variations

### National Rugby Laws

#### Game Management Guidelines

The [Game Management Guidelines \(GMG's\)](#) are reviewed and communicated annually to ensure all participants in the community game are aware of areas of the game that require specific coaching and/or consistency of officiating.

#### RA Laws Webpage

The [RA Laws Webpage](#) provides information on U19 Australian Law variations, Kids Pathway (U6-U12) Laws, Match Official Accreditation Policy and a variety other game types (e.g. Veterans Rugby, 7s and Cross-field 7s, and Beach 5s)

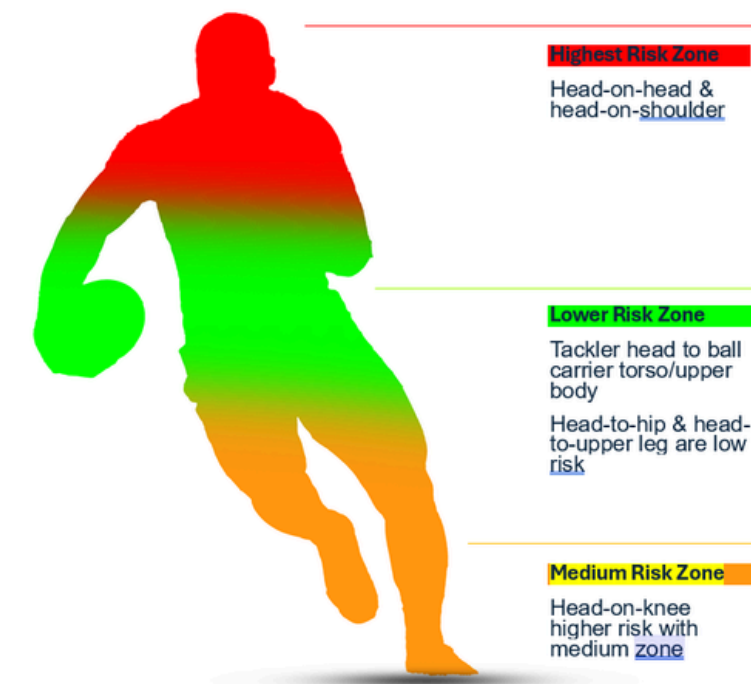


### Tackle Height Trial

Rugby Australia is continuing to participate in the Global Law Trial to lower the tackle height.

In Australia, the tackle height for all tacklers at all levels of the community game was reduced to **below the sternum** for the 2024 and 2025 seasons. This Trial Law Variation will **continue unchanged** throughout 2026. We expect to have a final position from World Rugby in June 2026, to apply to our 2027 Seasons.

More information on the Tackle Height Trial and applicable law variation is available at the [Tackle Height Trial webpage](#).



# General

## Coach & Match Official Education and Development

### Coach Education and Development

**Smart Rugby** is a **minimum requirement** for every coach participating in rugby where there is a tackling component.

**Season Ready** is another **minimum requirement** each season, whereby every coach can receive the latest safety information and any other relevant changes.

Both of the above courses are available in the Learning Centre, via your Rugby Xplorer Portal.

**Coaching Resources** can be found on the [RA Coach webpage](#) and in the [Coaching Hub](#).

Coaches in your Club can contact your Member Union Coach Development lead for more information.

### Match Official Education and Development

**Smart Rugby** is a **minimum requirement** for every match official participating in rugby where there is a tackling component.

**Season Ready** is another **minimum requirement** each season, whereby every match official can receive the latest safety information and any other relevant changes.

Both of the above courses are available in the Learning Centre, via your Rugby Xplorer Portal.

#### **Match Official Resources**

The RA Referee webpage has a variety of content for anyone interested in refereeing. Development and Course details are available for new Referees, Junior Referees and Experienced Referees. There are also videos and game preparation resources.

Anyone in your Club interested in Refereeing should contact your Member Union to connect you with your local Referee Association (26 nation-wide).

Additional resources for all match officials can be found on the Learning Centre in the Training Library and under Resources

# General

## Club Development & General Contacts

### Club Development

#### Club Hub

[Club Hub](#) is an online resource to help Australian community rugby clubs improve administration and governance by sharing knowledge and experiences. Club Hub has a variety of examples and experiences shared from the rugby community around the country on the topics of Workforce & Volunteers, Club Finances, Marketing & Communications and Fundamentals for your Club.

#### Club Development Managers

In the lead up to the 2027 and 2029 Rugby World Cups in Australia, Club Development Managers have been appointed around the country to directly support Associations and Clubs in their holistic development. Utilising the Australian Sports Commission's [Game Plan](#) blueprint, Clubs will have the opportunity to understand their Club's "health", and lean on expertise to support them in becoming the best possible rugby offering.

Below are the regions and contact email for each Club Development Manager.

Western Sydney - [Dylan Deep-Jones](#)

South East QLD - [John Butterworth](#)

Greater QLD and NT - [Matt Kaye](#)

 ACT & Southern NSW - [Jack Heffernan](#)

NSW - [Michael Flude](#)

VIC + TAS - [Sean Walker](#)

WA - [Monique Smith](#)

SA - [Rose Jackson](#)

### Contacts

For more information relating to the administration of your club or association, visit your Member Union webpage or contact Rugby Australia.

#### Member Union Websites (click logo to visit website)



Rugby Australia email - [runningrugby@rugby.com.au](mailto:runningrugby@rugby.com.au)

Rugby Australia phone - (02) 8005 5600