



**2023 Competition Rules
V1**

Any queries? Please contact competitions@rugbyvic.com.au



Table of Contents

<i>Conditions of the Competition Rules</i>3	<i>Awards</i>26
<i>Laws of the Game</i>4	<i>Uncontested Scrums</i>27
<i>Governance of the Competition</i>4	<i>Yellow Cards</i>27
<i>Rugby Australia Codes and Polices</i>4	<i>Rugby Victoria Finals Series</i>28
<i>Protests</i>5	<i>Senior Finals</i>29
<i>Colts Specific Rules</i>6	<i>Junior Finals</i>29
<i>Masters</i>7	<i>Drawn QF, SF & PF (1st Grade & Premiership)</i>29
<i>Age Cut Off</i>7	<i>Drawn QF, SF & PF (All Other Junior and Senior Grades)</i>30
<i>Two Teams in the Same Age Grade</i>8	<i>Drawn Grand Finals (1st Grade)</i>30
<i>Re-grading</i>8	<i>Drawn Grand Finals (All Other Junior and Senior Grades)</i>31
<i>Junior Dispensations</i>9	<i>Standard of Senior Competition</i>32
<i>Squad Numbers</i>9	<i>Senior Player Eligibility for Finals (Not applicable for Rebels Contracted Players)</i>32
<i>Playing Numbers U13-U18</i>10	<i>Finals Eligibility for Contracted Rebels Players</i>34
<i>Player Replacements</i>10	<i>Junior Player Eligibility for Finals</i>35
<i>Player Clothing</i>11	<i>Match Locations and Safety Provisions</i> ..35
<i>Registration of Players</i>11	<i>Playing Enclosure</i>36
<i>Clearances</i>11	<i>Personal Permitted in the Playing Enclosure</i>40
<i>Playing Unregistered or Ineligible Players</i>13	<i>Medics</i>40
<i>Player Identification</i>14	<i>Water Carriers</i>41
<i>Membership Protection Policy</i>15	<i>Kicking-Tee Carriers</i>41
<i>Competition Points</i>16	<i>Team Managers</i>42
<i>Forfeits</i>17	<i>Coaches</i>42
<i>Duration of Matches</i>18	<i>Reserves</i>43
<i>Mercy Rule (Juniors)</i>19	<i>Ground Manager</i>43
<i>Match Day App</i>20	<i>Ball Persons</i>44
<i>Referees</i>21	<i>Match Balls</i>44
<i>Assistant Referees</i>22	<i>Scoreboard</i>45
<i>Assault on a Match Official</i>23	<i>Recording of Premier Division Matches</i> ..45
<i>Melees</i>24	
<i>Club Championship</i>24	





Conditions of the Competition Rules

1. Rugby Victoria (RV) Competition Rules shall be read subject to the Constitution of Rugby Victoria. The Constitution shall take priority over the Competition Rules.
2. The terms and definitions set out in the Constitution shall, unless otherwise specifically stated in the Competition Rules, mean the same in the Competition Rules as in the Constitution.
3. All matches shall be played in accordance with the Laws of the Game, the RA Game Management Guidelines, as amended annually; the World Rugby/RA/RV & Vic Sport Codes of Conduct and Expectation of Behavior Guidelines, together with such local rules as may be determined from time to time by the Board or are defined by these Competition Rules.
4. The Board may set conditions that include requirement for payment of insurance and other monies by the clubs to the Union. These conditions may include payment before any team may play a competition match or be permitted to continue to participate. In default, any club will be subject to the penalties allowed for under the Constitution or as the Board may see fit.
5. Any club, which has not paid for all its team fees by the date nominated, or made an arrangement to do so, shall be ineligible to participate in any game or competition under the auspices of RV.
6. Any club, which has not paid affiliation and team entries fees for all its teams by the due date, including video recording services and referee reimbursement costs, or made arrangements to do so, shall be ineligible to participate in any game or competition under the auspices of RV.
7. It is a requirement of participation in the Dewar Shield competition that participating clubs meet the costs of the Video Recording Services for two grades, as determined annually by RV.
8. It shall be the responsibility of each club and affiliated body to familiarise themselves with and comply with these rules.
9. Any dispute about the interpretation of these rules shall be referred to the Board whose decision shall be final and binding.
10. The Board shall provide the Rugby Services Manager with delegation of the Competition Rules for the season as approved at the RV Board meeting. The RV Board may review the Manager's discretion at any time.





Laws of the Game

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

[Under 19 Variations](#)

[Rugby AU Under 19 Variations](#)

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

[10-a-side Variations](#)

[7-a-side Variations](#)

[Rugby AU Touch 7s Laws](#)

[Rugby AU Veteran Rugby Laws](#)

Governance of the Competition

12. 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).

13. 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.

Rugby Australia Codes and Policies

14. 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](#):

15. [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.

16. 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.

17. 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) *Australian Rugby 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.

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

Protests

- 19. All protests must be made in writing and signed by either the club President or club Secretary;
- 20. Protests must be received by the Competition Manager within 72hrs after the alleged breach of the Competition Rules;
- 21. All protests must specify the particular Competition Rule that has been allegedly breached;





- 22.** All witness statements must also be submitted with the protest.
- 23.** The decision on the protests shall be determined by the Rugby Services Manager and such a decision will be notified to both parties within 1 week of the protest being lodged.
- 24.** The Rugby Services 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 RV CEO the penalties that should be imposed. The RV CEO will make the final determination in this regard.

Colts Specific Rules

- 25.** Teams in the Colts Grade shall consist of players who are turning nineteen (19) or twenty (20) years of age in the year of competition.
- 26.** Once a player has turned 18, they are eligible to play in the Colts competition. Players turning eighteen (18) may only participate under special circumstances as outlined below.
- 27.** A player turning eighteen (18) years of age during 2023 shall be permitted to play Colts (Under 20) and open grades provided the player receives a senior rugby dispensation.
 - a) If a player receives this dispensation, they are seen to be good enough to play Colts and will be ineligible to play U18's at any stage throughout the year.
 - b) Once that player turns 18 throughout the year the dispensation is null and void however the player is still ineligible to play U18s at any stage as they have been deemed good enough for Colts whilst 17.
- 28.** A player that has turned eighteen (18) years of age in the 2023 calendar year must play U18s and can sit on the bench for Colts/Seniors. If a player forgoes their U18 commitments and starts in one (1) Colts/Seniors game, they are not permitted to play in U18 for the remainder of the season including U18 finals.
- 29.** A player who seeks to transfer clubs to avoid playing in the Under 18 competition, as defined above shall have his transfer denied unless there are genuine extenuating circumstances which can be demonstrated to and approved by the Rugby Services Manager.
- 30.** Any player turning seventeen (17) years of age or younger during 2023 shall not be permitted to play Colts or Open Grades under the laws of the Game.





- 31.** Colts team are permitted five (5) U21 (players turning 21 in the 2023 calendar year) players to participate in their Colts team.
 - a) The five (5) U21 players shall be tight 5 players (prop, hooker and second rower)
 - b) If a club plans to field an U21 player in their Colts team that is not a tight 5 player, the player requires an assessment by an RV assessing coach.
- 32.** Each club is required to submit the names of the five U21 players to RV before Round 1.
- 33.** The nominated players are not permitted to play 1st Grade (Dewar Shield or Premiership) in the same season.
- 34.** In the event a player receives a long-term injury or is re-located interstate/overseas, the club apply to remove that player from their nominated five U21 players and replace the player.

Masters

- 35.** Teams in the Masters Grade shall consist of players who are 35 years of age or over on the first day of January of the year of participation.
- 36.** The Master Grade shall be non-competition based on a draw of friendly matches. There shall be no scores recorded for the purposes of a competition ladder or a finals series.
- 37.** Players in the Master's Grade shall adhere to the Laws of the Game as amended annually, and to any special RV By-Laws designed for this level of participation.
- 38.** All players participating in the Masters Grade shall be required to be registered with their club prior to taking the field. No club shall permit an unregistered player to take the field and the Board, at its discretion, shall consider penalties against any offending teams ranging from fines to expulsion from the Masters Grade.
- 39.** Subject to the agreement of both captains and the Referee, a Masters Grade match may commence with less than eleven (11) players on either side. Registered players from other teams in the Masters Grade may be borrowed by agreement to make up any shortfall in numbers.

Age Cut Off

- 40.** Eligible age grades are determined by a players year of birth. Players are eligible to play in their actual age grade, or one age grade up.
<Insert eligible age grade table>



**Two Teams in the Same Age Grade**

41. Clubs with two teams in the same age grade must nominate; 12 players (U12-U18) or 10 players (U11) for both teams. Nominated players may not switch between teams.
42. Outside of the nominated 12 players (U12-U18) or 10 players (U11), all other players can switch between either team.
43. A player that is not nominated as per Rule 41 is permitted to qualify for more than one team subject to finals eligibility.
44. Once selected in a final match e.g.: Semi Final, they must remain in that team for the duration of the final's series. They cannot change teams if one team drops out of the finals.
45. Nominated squad lists must be submitted to RV prior to Round 1.
46. Any exceptions are only eligible after gaining approval from RV.
47. Failure to obtain prior approval from RV may result in RV determining the team to have played an illegible/unregistered player.

Re-grading

48. Re-grading of any Junior Competition grades (A and B grade) may take place after 3 competition games at the discretion of the Rugby Services Manager. Rugby Victoria reserves the right to re-grade throughout the season.
49. RV will determine if a team shall be regraded from the B Grade up to the A Grade or from the A Grade down to the B Grade.
50. Re grading shall take place once RV has investigated the team on the following criteria:
 - a) On field performance (including quality of opposition, Win/Loss ratio & % F/A).
 - b) Any other such criteria as RV considers appropriate.
51. The major determining factor for re-grading will be on field performance. Re-grading will not be made solely on the size or age of the registered players. The size or age of players within their two-year window, does not necessarily determine the team's capabilities or competitiveness in any grade.
52. Teams that are re-graded shall keep their competition points (including points differential), when moving up or down a grade.



**Junior Dispensations**

- 53. RV follow RA’s Dispensation Procedures. Please head to the following link for all relevant information. <https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>
- 54. Dispensations will not be accepted after Round 7.
- 55. RV do not consider dispensations for players to play in an age grade two years above their actual age grade, unless the player is part of a RV/Rebels elite development program and it is part of his/her development for future opportunities as an elite player.
- 56. clubs that breach these provisions shall be subject to the penalty clauses.
- 57. Female players shall be permitted to play in the Under 6 – Under 12 age grades without mixed gender dispensation.
- 58. A female wishing to play U13 or U14 requires a Mixed Gender Dispensation. This entails a signed RA parent consent form and a doctor’s certificate approving the female to partake in a boy’s rugby competition.
- 59. Female players are permitted to be granted an Age Grade Dispensation AND a Mixed Gender Dispensation subject to the Mixed Gender dispensation policy.

Squad Numbers

- 60. Maximum squad numbers permitted for each grade shall be as follows:

Grade	Max Squad Nos	Min Front Rower-	Max squad no’s if min of 6 front rowers not listed
1st Grade, 2nd Grade & Premiership	23	6	Squad No’s reduced 1 for each front rower not listed e.g. 3FRs = 20 squad players
3rd Grade, Premiership Reserves & Championship	25	6	23
Colts & Women's	23	6	21
U12s - U18s	25	6*	25
U11s	20	6*	20

*Encouragement only, when and wherever possible



- 61. It shall be mandatory for a minimum of six front players to be listed in Premier 1, 2 & A Grade – otherwise maximum squad numbers are reduced by each front rower not listed.
- 62. A maximum of three (3) fresh reserves are permitted in the Dewar Shield competition during Home and Away rounds. There is no cap on fresh reserves for the finals. A fresh reserve is defined as a player who has not played in any other match on that day. A reserve player must play 50% of game time in the preceding match. Teams found to be in breach of Rule 62 will receive an official warning. A subsequent breach of Rule 62 will result in the offending team receiving a monetary fine at the discretion of the Rugby Services Manager.

Playing Numbers U13-U18

- 63. A team shall not be permitted to have playing in excess of one additional player more than its opponent.
- 64. If one team has 20 players available, and the opposition has only 11, then the team with the most players shall be required to give the opposition team a minimum of 3 players so they can play 15 v 14 a side, or;
- 65. If one team has 11 players available, and the opposition has only 15, then the team with the most players shall only field 12, not 15 (if not offering players to the opposition).
- 66. Non offending teams are not required to reduce playing numbers if opposition team players are Red or Yellow carded.

Player Replacements

- 67. In accordance with World Rugby & RA directions for Domestic Rugby competitions, Dewar Shield will operate the number of rolling replacements (movements) permitted for each Grade of competition shall be as follows:

Grade	Replacements
1st Grade, 2nd Grade, Women’s Premiership, Colts	8
3rd Grade, Premiership Reserves & Championship	12
U15s, U16s & U18s	12
U11s, U12s, U13s & U14s	Unlimited

- 68. The replacements shall be in accordance with RA directions and shall be controlled through the No 4 Match Official or the Assistant Referee on the nominated sideline.

69. Managers are required to use the movement Cards numbered 1-8 or 1-12 as provided and applicable for the Grade involved.
70. For Senior and Junior matches where there is no accredited Assist Ref or No 4, the home club Match Day Manager shall control movements in conjunction with the Team managers.
71. Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.
72. Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

Player Clothing

73. The Referee or his appointed delegate, by agreement with team management, shall inspect the dress and fingernail length of all players prior to their taking part in the match. A player with jewellery, playing uniform including footwear or fingernails deemed to be unsafe or unsuitable and who fails to correct this shall not be allowed to take part in the match. The Referee shall apply the standard as set out under the Laws of the Game.
74. Each player shall wear the approved playing uniform of the team for which they are playing. The back of the jersey shall bear the position number of the player. Proposed changes to club jerseys (design or colour) shall first be approved by RV prior to orders for manufacture being authorised. RV shall retain the right to refuse permission to the use of any design or colour that reflects a similarity to the playing strip and colours of another participating club.
75. In the event of a jersey clash the onus is on the away team to wear a non-clash jersey.
76. World Rugby has a policy on garments approved for play requiring that shoulder pads, headgear, and football boots shall conform to approved safety standards. Definitions are included in the Laws of the Game. Details of approved brands, style and colour are listed on the IRB website www.worldrugby.org.

Registration of Players

77. It is a requirement of Rugby Australia that all Players, Non-Playing Members and Match Officials are registered via Rugby Australia's [Rugby Xplorer System](#);
78. It is a requirement of Rugby Australia that the Rugby Xplorer Competition Management System (CMS) is also used for all sub-Union Competition matches, both Senior and Junior.

Clearances

79. Clearances within the same competition season must be completed through the Rugby Xplorer system. No player can register for their new club unless their clearance has been granted from their old club.
80. Attempting to register for a new club within the same competition season will prompt a clearance request from their old club. Once the clearance has been granted by all parties, the individual will get a notification to say their clearance has been granted. They are then required to log back into Rugby Xplorer and register for the new club.
81. A granted clearance does not mean the player can take the field, they are required to complete the registration process with their new club.
82. A player shall not receive a clearance from one Victorian club to another Victorian club once they have played one (1) junior or senior competition match within the current season. The Rugby Services Manager shall only consider extenuating circumstances from the player to allow an exemption to this rule.
83. Any unnecessarily long dispute between the player and his existing club should be reported to RV by the player and/or applicant club if there are issues of grievance. As a general rule RV will not intercede in these matters unless there is clear evidence that the club from which the clearance is being sought is seeking to unfairly delay the process or cannot satisfy RV that the reasons for the denial are fair and justified. In such a case the Rugby Services Manager shall make a ruling which shall be binding on both the club involved and the player.
84. The international Player Clearances Policy within Rugby is set out in WR Regulation 4.6.1.
85. 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.
86. Therefore, Players wishing to play within another International Union are required to complete the Rugby Australia [International Clearance Form](#).
87. For or Incoming International Clearances (i.e. Players arriving in Australia), please contact the Union you are currently registered with to understand their International Clearance process and obtain, complete and return their current application form.
88. At the end of the competition season (signified by RX registration rollover date) all registrations are automatically expired. Players do not require a clearance to register to a new club at the commencement of a new competition season. The onus is on the club to collect any outstanding fees/debts between the player and the club before the RX rollover date.

89. A Colts player can nominate a 'Base' Club in 2023. A Base club is defined as a club that a Colts aged player was registered to in 2022 when they were an U18.
90. A Colts player who has nominated a base club (and received approval from RV) can transfer back to their base club after the conclusion of the Colts season and play the remaining home and away games and finals (if eligible) in senior grade rugby.
91. For eligibility purposes competition rule 255 will apply.
92. If a Colts player plays senior grade rugby (either starting or benching) for their Colts club in 2023, they will forgo their right to transfer back to their base clubs in 2023.

Playing Unregistered or Ineligible Players

93. A club playing a non-registered player, ineligible player or suspended player shall at the discretion of the Rugby Services Manager be liable to the following penalties:
 - a) A reprimand issued to the offending team, and or;
 - b) The offending club shall incur a fine for each offending player, the amount of which shall be decided by the Rugby Services Manager, and or;
 - c) The match shall be declared a forfeit win to the non-offending team and a forfeit score-line of twenty-eight (28) points for and Nil against. The offending team shall incur the forfeit penalty of minus four (-4) competition points (minus two (-2) for Juniors U11-U18) and a score-line of Nil for and twenty-eight (28) against, and or;
 - d) Additional loss of competition points that may be rolled over to the following season, and or;
 - e) The Rugby Services Manager may refer a matter directly to the Board for its interpretation of the Rules, alternatively for its decisions on the merits or Penalty, and or;
 - f) If both teams in a match play an unregistered or ineligible player then the match shall be declared a forfeit loss to both teams with the forfeit penalty of minus four (-4) competition points (minus two (-2) for Juniors U11s-U18s) and a score-line of Nil for and twenty-eight (28) against.
 - g) Notwithstanding the penalties as listed above a club which plays an ineligible player in any RV sanctioned trial, tournament or club competition match and such player was, at the time serving a period of Judicial sanction without RV written permission to participate, shall be liable for further penalties as determined by the Board. This may involve, but not be limited to, a substantial fine, loss of further competition points or, if a repeated offence in the same season, suspension from the competition.

- h) Players deemed ineligible to play (i.e. to take the field as a member of a team) while serving a period of Judicial sanction, imposed either locally, interstate or overseas, shall be requested to attend a Judicial Hearing for investigation and consideration of an extended or further sanction.
94. Where possible, all matches in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible, **NO** player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade. The only exception being in junior age-grade rugby where a player may play within the same age-grade, or in different eligible age-grades. In the event of matches in the same round being played on different days e.g. rescheduled matches due to wet weather, the selection of players must be the same as if all matches in the same round were being played on the same day.

Player Identification

95. All players excluding pathway players (Under 6-Under 10s) shall be required to produce, upon request, proof of registration and photo identity.
96. All junior players must have a photo attached to their person record on Rugby Xplorer. This will form the basis of the ID Cards on the Match Day app.
97. All junior clubs shall have available on a tablet device their squad on the Match Day app for opposing team managers and referees to inspect.
98. Team managers are permitted to request the viewing of ID Cards on their opposing team managers Match Day App.
99. Seniors player are required to produce upon request a suitably accredited form of ID such as a current Driver's License or passport
100. Players participating in the Pathway Program (Under 6s to Under 10s) shall not be required to have a photo uploaded on Rugby Xplorer but shall be required, upon request of RV, to produce evidence of Date of Birth in the form of a Birth Certificate or a Passport.
101. Identification shall be available upon request to a RV representative or Match Official, to establish player eligibility for competition, both Junior and Senior. The failure to produce an identification upon request shall deem such player as ineligible to play.
102. At least 15 minutes prior to the scheduled commencement time of each Junior match, team managers shall inspect the opposition team list and identify/reconcile opposition players.

- 103.** Any discrepancies or irregularities shall be reported to RV.
- 104.** If a team manager, who has a player/s with an existing ID Card challenged for eligibility by the opposition team manager, is satisfied that his player/s are correctly identified, registered and playing in the correct Age group then the player/s concerned shall be permitted to play. No player who has an ID Card shall be refused permission to play unless both managers agree that the player or players concerned are unable to be proven eligible.
- 105.** The failure of a team manager to check the eligibility of opposition players when the opposition players and ID cards were available prior to the commencement of the match, rescinds the right of that Manager to either challenge or report any potential ineligibility of an opposition player both during and following the match.
- 106.** The failure of a team manager to present to the opposition manager their completed team list, players and ID cards upon request within a reasonable period prior to the commencement of a match shall at the discretion of the Rugby Services Manager invoke the provisions of a Forfeit. A reasonable period is defined as up to 15 minutes prior to the scheduled commencement time of the match but can be reduced to five minutes if special circumstances permit.
- 107.** Should there be no photo attached to a player's ID card, the Team Manager is required to immediately provide another form of identification. An ID photo for that player must be uploaded before the next competition match. Failure to do so will, result in a loss of competition points.

Membership Protection Policy

- 108.** The Member Protection Policy applies to all individuals involved in rugby and all Rugby Bodies including Member Unions, Affiliate Unions and clubs and supersedes any other existing Member Protection related policies. Please note the RA Code of Conduct incorporates the Member Protection Policy. [Code of Conduct Policy](#)
- 109.** The Member Protection Policy is comprised of four sections:
 - a) Policy statements regarding child protection, anti-discrimination and harassment, pregnancy and gender identity;
 - b) Child Protection Requirements including a summary of relevant state legislation and recommended screening process for those states and territories that do not have specific child protection legislation;
 - c) Procedures including step-by-step guide to all dispute resolution procedures: complaints procedure, mediation procedure, child abuse investigation procedure, conduct committee and appeals procedure, and summary of disciplinary measures; and Reporting documents and forms.



- d) All Rugby Victorian volunteers, officials and employees who are involved in activity with children are governed by the Working with Children Act 2005 (The Act) and are required to hold a Working with Children Check (refer section below). [Victorian State Legislation Working with Children Act 2005 \(the Act\)](#)
- 110.** Under the Policy, every Rugby Body must appoint an Appointed Person to receive and handle complaints and allegations made under this policy and must display their names and contact details in a way that is readily accessible.

Competition Points

- 111.** Competition points at the conclusion of the home and away matches shall determine the position of a team in its grade. Teams shall be awarded Competition points as follows:

Points:

Win	4
Draw	2
Bye	4
Forfeit awarded (seniors)	5 (4 points + 1 bonus point)
Forfeit awarded (juniors)	5 (4 points + 1 bonus point)
Unplayable match Seniors	2
Unplayable match Juniors	2

Bonus Points:

Loss by seven pts. or less	1
Four tries or more scored	1

Penalty Points:

Forfeit with notice (all grades)	-2
Late forfeit (Seniors Only)	-4





112. Standings on the competition table shall be determined according to:

- Competition points
- For/against points (Points Difference)
- Total number of tries scored in the season

Forfeits

- 113.** A forfeit shall be awarded to the non-offending team if one team has less than eleven players or ten players in U11s.
- 114.** A match may start with uncontested scrums, without forfeit, provided there is a minimum of eleven players and the Referee is satisfied that the true spirit and intent of the Laws of the Game are not being compromised.
- 115.** If a team begins a competition match with eleven (11) or more players but less than fifteen (15) the vacancies may be filled at any time during the match in accordance with the Laws of the Game.
- 116.** Any team not ready to commence a match fifteen (15) minutes after the scheduled KO time shall forfeit that match unless the Referee and both captains/and or coaches agree to waive this ruling. Such a forfeit shall be deemed a late forfeit and shall incur the resultant penalties as defined above.
- 117.** Failure to field a team for any reason shall be regarded as a forfeit and may attract a fine for the forfeit, the amount of which shall be decided upon from time to time by the Rugby Services Manager. The fine will not exceed \$400.
- 118.** The forfeiting club shall be responsible to advise RV and the opposing team of the forfeit. This must be done by 12pm on the Friday preceding a weekend match.
- 119.** A forfeit with notice is defined as a written communication from the authorized officer of the club, which is received by RV before 12pm Friday prior to the competition match. This written communication shall not be deemed as received until written acknowledgment is issued by RV.
- 120.** A late forfeit is defined as any written or verbal notice, received or not received at all, after 12pm on the Friday prior to the weekend match. A late forfeit shall include a team not turning up or having insufficient playing numbers on the day.
- 121.** A club is required to forfeit their lowest grade team if they cannot field a team across all grades they are entered in.
- 122.** In circumstances where a club has several open grades and the quality of player in its lowest grade is such that playing some of these players at a higher grade/standard would create an unreasonable risk to their safety then an exemption may be considered





by RV, prior to the commencement of Round 4, to allow these players to remain in the lowest grade without penalty or the provisions of the forfeit being applied. The next lowest grade result would therefore be a forfeit.

- 123.** If a club forfeits a team other than the lowest, then the result of any match played by the lowest team of the club on the same day shall also be taken as a forfeit (except in the case of a bye).
- 124.** Any forfeit in the Dewar Shield shall be deemed misconduct under the Constitution and shall be referred to the Board for further investigation.
- 125.** A club which forfeits an “Away” game, at the discretion of the Rugby Services Manager, may lose the right to host the next match against the same team at “Home”.
- 126.** If the away team forfeits the second or third match between two clubs in Premiership, Premiership Reserves and Championship Grade then a fine of \$400 shall be imposed on the forfeiting club, plus the deduction of any competition points obtained from the first match between the two clubs (i.e. 0 competition points for the offending club).
- 127.** A club team which forfeits four competition matches in the one season shall, at the discretion of the Rugby Services Manager, be withdrawn from the competition including finals, effective at the time of the fourth forfeit. In this event or if a team withdraws from the competition- all points for, points against and competition points gained by all clubs that had previously played the withdrawn team shall be reviewed. If a complete draw of club fixtures has been played, i.e. all teams having played each other, forfeits included, then these points shall stand and be counted. An incomplete draw of fixtures (scored points and competition points) shall NOT be counted for the competition table and the result against the withdrawn team will be recorded as a bye at the discretion of the Rugby Services Manager
- 128.** If a team forfeits a game or has a bye, this match shall NOT count as matches played for the purposes of player and team suspension and for player eligibility for the finals.

Unplayable Matches

- 129.** The Rugby Services Manager may deem a match unplayable at their discretion. In the event of an unplayable match, each team will be awarded 2 competition points.

Duration of Matches

- 130.** Match durations times permitted for each Grade are as follows:





Grade	Halves	Injury/ Stoppage Time
1st Grade, 2nd Grade, 3rd Grade, Women's, Premiership, Premiership Reserves, Championship	40 mins	Yes, within timeframe permissible
Colts, U18s	35 mins	Yes, within timeframe permissible. Max 5 minutes
U16	30 mins	Yes, within timeframe permissible. Max 5 mins
U12, 13 & 14	25 mins	Yes, within timeframe permissible. Max 5 mins
U11	20 mins	No

- 131.** The match times specified notwithstanding; each match must finish (5) five minutes before the listed start time of any subsequent match scheduled for the same ground. The Referee shall seek to ensure equal playing times for the halves.
- 132.** Electronic match clocks on scoreboards should count up from 00:00, not down from 40:00. The referee is the sole judge of fact and law during a match, and shall keep the time. The electronic clock is simply a guide.

Mercy Rule (Juniors)

- 133.** If the difference in score between two sides competing in the Under 11s to Under 18s reaches 50 points then the Referee shall stop the game and declare the match completed, irrespective of normal time remaining.
- 134.** If sufficient time remains before the commencement of the next fixture, both team coaches shall liaise with the Referee to arrange to continue playing a friendly game with a more even playing environment.
- 135.** For recording purposes, the match shall be declared a victory to the winning team with the appropriate competition and scoring points awarded to both teams based on the completed score.



- 136.** Coaches, in conjunction with the Referee, shall be expected to encourage the development and enjoyment of the game for all participants by co-operating on such "friendly" initiatives.
- 137.** The Referee shall be required to report to RV any incidences of junior club officials not co-operating to offer such opportunities of enjoyment and participation to players. In such cases RV shall investigate and ask the clubs to report on the matter and its proposed course of action. Competition points may be deducting for teams repeatedly bringing the mercy rule into disrepute.

Match Day App

- 138.** It is the responsibility of both teams to ensure that:
- a) All players and team officials (where required by the Competition) must be selected in their respective team list for the match;
 - b) All details of point scorers are to be recorded;
 - c) All players who have either been temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded;
 - d) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition);
 - e) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is also permissible to have an independently appointed ground manager that does the scoring for both teams;
 - f) The referee is to confirm the result of the match by confirming this on the Match Day App in the presence of both teams; and
 - g) All clubs must enter the team list via the Match Day app at least 15 minutes prior to the scheduled kick off time of the game, and scoring, movements, cards and stats of all matches via the Match Day App by no later than noon on the day following completion of the match. PLEASE NOTE: Competitions reserve the right to require this information earlier than this timeline if necessary.
- 139.** Information entered must include:
- a) All players' details including substitutes;
 - b) Team Officials' details
 - c) Result of the match;
 - d) Point scorers;
 - e) Tries;
 - f) Conversions;
 - g) Penalties;



- h) Drop Goals;
- i) Penalty tries;
- j) All players temporarily suspended (yellow card);
- k) All players sent from the field of play (red card);
- l) Players who have a suspected concussion (blue card).

140. Information entered must include:

- a) Player's movements for injury (blood or otherwise) or tactical reasons.

141. Team Lists for all Dewar Shield 1st Grade matches need to be selected using the Match Day App by 9am Friday prior to Saturday games.

142. It is a requirement that ALL match results are entered onto the Match Day App by 12.00pm on the Sunday following the game.

143. Player incidents (Yellow Cards, Red Cards and Blue Cards) shall be submitted through Match Day App by 12.00pm on the Sunday following the game.

144. Results will be made official once both team managers and the referee have agreed on the score and pressed 'END' on the Match Day app.

145. Team managers must not press 'END' until they have consulted their opposing team manager and referee.

146. If data can't be submitted on the Match Day App due to technical issues, including team lists, they must be submitted to RV via email (competitions@rugbyvic.com.au) by 12.00pm on the Sunday following the game.

147. The failure to comply with Rugby Xplorer requirements shall be deemed misconduct and be liable to a penalty, not exceeding \$50 for each Team Match Report/score (including all information required per Rule 137, 138 and 139) not presented as requested. If a club is consistently in breach of the requirements the matter may be reported to the RV CEO who, at their discretion, may impose further sanctions including additional financial penalties and the loss of competition points.

Referees

148. Referees shall be appointed to matches in accordance with their group ranking, as determined by the appointed RV/VRRA Grading Panel and the priority listing established for all grades.

149. In the event there are not sufficient Referees available to Referee competition matches, RV/VRRA will publish a 'club to appoint'. The home team is required to appoint a person





who is Smart Rugby compliant to Referee the match. The club shall advise Referee Appointments officer who this person is.

150. In the event a Referee is appointed to a match and can not officiate due to COVID-19 then competition rule 379 and 380 will apply.
151. At the end of the match, the Referee shall check the Match Day app on both team managers device and should ensure all incidents and scores have been entered in correctly.
152. If there are discrepancies in what the team managers have entered on the Match Day app, referees are advised to please notify RV to ensure the appropriate corrections can be made.
153. If there is no Smart Rugby compliant person or, if required, an accredited Referee available from either the host or visiting club to conduct the match then the game shall not commence. In such a case the host club shall be deemed responsible for failing to provide a referee and at the discretion of the Rugby Services Manager, the match will be deemed forfeited by the home side.
154. If during the first half and prior to its completion the appointed or replacement referee is injured and cannot continue and there is no further replacement available from either team, then the match shall not continue. The match shall be declared unplayable and each team shall be allocated two (2) competition points in all grades. In each case, no score line shall be recorded.
155. If during the half time break or second half of a match a RV appointed referee is injured and cannot continue and a reserve referee or host or visiting club replacement is not available, the match shall be declared played and no further time permitted the score at the time of the stoppage shall stand and be recorded as the result for the purposes of awarding competition points.
156. Under extenuation circumstances of the above two rules, the Rugby Services Manager is permitted to make a decision on the match result to ensure the fairest outcome is met.

Assistant Referees

157. In the absence of appointed Assistant Referees for senior grades each team shall provide one Assistant Referee for each match in which it plays. The Referee shall have the power to use or to dispense with an Assistant Referee at any time during the match, and to appoint any other.
158. A non-accredited Assistant Referee shall be permitted to report Foul Play provided the Referee is satisfied with the accuracy and integrity of the person providing the report. In such cases it is at the Referee's discretion as to how they should act upon such a report.



159. Each Assistant Referee appointed by the club shall wear a distinctive tracksuit or uniform.
160. Each club shall be responsible for the accreditation, appointment, competence and proper attire of its Assistant Referees. The responsibilities of Assistant Referees are defined in the Laws of the Game.
161. An Assistant Referee shall not be the coach of a participating team and during the course of his duties shall not coach or barrack for a participating team or dissent the rulings of the Match Referee.
162. Club Assistant Referees shall make themselves known to the Referee prior to the commencement of any match.
163. It is a requirement for all junior teams (U11 to U18) to supply a nominated person to perform the role of Assistant Referee at each competition match. Failure of a club to provide an Assistant Referee shall at the discretion of the Rugby Services Manager be liable for a fine and or possible loss of competition points.
164. All Assistant Referees at junior matches are required to wear RV supplied vest.

Assault on a Match Official

165. "Assault" means any intentional physical or verbal abuse, intimidation or threat and includes, but is not restricted to, striking, kicking, pushing, spitting etc. The assault as defined above is action taken by, but not restricted to, a player, club member, spectator or any person actively associated with a club.
166. If a Match Official is assaulted in connection with the performance of his role, the Match Official, Referee or the Referee's delegate will verbally advise the details of the incident to Rugby Services Manager or any RV Official designated to receive such information. RV shall advise both clubs involved within seventy-two (72) hours of the incident occurring. A written report from the Referee or the Referee's delegate, should the Referee be unable to provide a written report, fully detailing the incident shall be forwarded to reach RV office within 72 hours of the game during which the incident occurred.
167. The President or a delegated Office Bearer from the club(s) involved in the incident shall submit a written report fully detailing the incident to arrive at RV Office on the first working day following the incident, and such Official shall attend any subsequent hearing provided such person can be found with reasonable diligence.
168. Failure to comply with the above shall result in the club being suspended from further competition until the matter is dealt with.



- 169.** The Judicial Committee shall treat these incidents as a matter of urgency and will convene a hearing by the following Wednesday after the Match and upon receipt of the Match Official's Report.
- 170.** The Judicial Committee have the right to suspend those found guilty of match official abuse.
- 171.** The Judicial Committee may also penalise the team(s) the personal were playing for or spectating, while the abuse occurred. This will be determined in accordance with Rugby Services Manager.
- 172.** Any player, official, club member or any other person actively associated with a club found guilty of assaulting a Match Official (before, during or after a match) shall automatically be suspended in accordance with the penalties determined by the Judicial Committee.
- 173.** If a club is found to have contributed to an incident involving the assault on a Match Official (either before, during or after a match) by failing to control its members, supporters or other persons actively involved with that club, then the Judicial Committee shall recommend to the Board that the club(s) be suspended from the competition or face a range of recommended penalties including fines and or loss of competition points.

Melees

- 174.** A melee is defined as an incident involving four or more players in a match either striking, kicking, stomping, wrestling, grappling or otherwise pushing and struggling with one another or engaging in similar, unseemly conduct which, in the opinion of the Match Referee is likely to raise issues of safety and bring the game of Rugby into disrepute, prejudicing the interests or reputation of RV and its stakeholders.
- 175.** In such an event the Referee shall determine if there is a risk of further player incidents if the game was to continue and his/her own personal safety was in jeopardy then in such circumstances the Referee shall abandon the match.
- 176.** An abandoned match under these grounds will not count towards the awarding of competition points.
- 177.** In addition to dealing with any Red Card Offence RV will determine if, as part of the subsequent Investigation whether one or both clubs should be held accountable and shall determine penalties ranging from fines ranging from \$500 to \$1,000 and the subsequent loss of competition points ranging from four to eight points.

Club Championship



178. The object of the Club Championship shall be to encourage clubs to recruit and field as many teams as possible, to foster the development of junior rugby, to increase the participation numbers at all levels and to improve the standard of play. The Club Championships incentivizes clubs to field a Colts and senior women’s teams, which are critically important to the future growth of Victorian Rugby.

179. The Club Championship shall be decided at the end of the home and away matches. The Championship shall be awarded to that club which has received the most Club Championship points based upon the Competition results as recorded by the Union – subject to the following conditions:

All teams, junior and senior, which take part in the competition and Pathway age groups (U7s, 8s, 9s and 10s) are eligible to score Club Championship points.

180. Points shall be calculated as follows for competition matches:

Team	Win/Participation
Men’s first team	5/0
Women’s first team	5/2
Other senior grades	3/1
Masters	0/1 (per match day)
Colts	5/1
U11 - 18	3/2
U6 - U10	0/1

- a) Draw = ½ the Win points from U11s and up.
- b) Mergers (e.g. two-club teams, as approved by RV), each club receives full points.
- c) Forfeit = Minus two (-2) for each occasion from U11s and up.
- d) Red Card (proven offence) = Minus two (-2) for each occasion from U11s and up
- e) Cited player (proven offence) = Minus two (-2) for each occasion from U11s and up
- f) club 1st team denotes the highest graded senior team in your club.
- g) Women’s - home and Away competition matches only.

Each club that contributes a minimum of one (1) Youth Girls player to the Silei Etuale Cup will receive 1 participation point per round played.

181. In addition to win points all teams which play as the Senior club subsequent grades, Colts, Women, Junior Competitions and Pathway age groups shall receive one (1) participation point (2 for senior women and junior competition age groups) for each competition and pathway match in which they take part. This shall be regardless of the final score; however, this point shall only be awarded if the team takes the field and the match played.

182. The club with the highest aggregate number of Club Championship points shall be the Champion club and Winner of the Cowper Shield.

183. In the event that two or more clubs finish the season with an equal number of points, the Club Championship will be awarded to that club with the highest aggregate of match

points scored for the club expressed as a percentage of those scored against the club (with the exception of scores from Junior matches).

184. In the event that the scores are still tied after the above has been applied, those clubs shall share the Club Championship.

Awards

185. The Most Tries Award shall be awarded to the leading try scorer in each senior grade
186. The individual points award shall be awarded to the leading points scorer in each senior grade.
187. In the event of two players finishing the home and away rounds of the competition with the same number of tries or points, both players will be awarded top try scorer/point scorer.
188. An award for the Best Team player in Dewar Shield 1st Grade, Premiership, Premiership Reserves, Championship, Colts, and Women's Division will be made each Season.
189. Any players sent from the field (Red Card offences) and the offence is **confirmed with subsequent sanction/reprimand by the Judiciary** will be ineligible to accept the award regardless of votes granted. Two Yellow cards in the one match, therefore a technical Red Card, shall not be part of this penalty unless a further sanction is applied.
190. Votes will be awarded to the three players judged by the Referee to be the best on the day.
191. The voting will be three (3), two (2), one (1) in descending order of merit.

Penalties and Appeals (Other than Judicial)

192. The Board shall provide the Rugby Services Manager with delegation of the Competition Rules for the 2023 season as approved at RV Board meeting on 17April 2023.
193. RV Board may from time to time delegate to the Rugby Services Manager fixed penalties to be applied for non-compliance with these Rules.
194. Any penalties imposed by the Rugby Services Manager shall be communicated to both parties affected.
195. A decision may be appealed in writing within seven (7) days of notification by the Rugby Services Manager by either party or club affected by the decision. The Board may, in its absolute discretion, vary such penalties in any manner that it deems fit, including the increase of such penalty. Any appeal from a club shall set out the material facts upon



which the club relies in support of the appeal and the Board shall consider the penalty afresh.

- 196.** RV Board may expressly extend or vary the time as required within the rules.

Uncontested Scrums

- 197.** The provisions of discouragement of uncontested scrums shall apply to all senior grade competitions, and Juniors (U13s-U18s), excluding U11s and U12s.
- 198.** There must be sufficient front row players in each squad to play at hooker, tight-head prop and loose head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.
- 199.** Should a team not be able to meet this obligation for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.
- 200.** Should a team not have three suitably trained front row players to commence a game with contested scrums, then this team must play with one player fewer than would otherwise be allowed.
- 201.** If subsequently a qualified front row player becomes available (or returns from blood bin or temporary suspension) so that scrums can be contested then the player will be allowed onto the field and the team may return to the appropriate complement of players.
- 202.** 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 row players subsequently become available.
- 203.** Uncontested scrums shall be permitted as a safety requirement if before commencement and during the course of the game suitably trained and experienced front row players are not available. All clubs competing are expected to coach and prepare suitably trained front row players well in advance of the match.

Yellow Cards

- 204.** When a player under the open Laws of the Game is cautioned (yellow card) and therefore subject to temporary suspension for the period required under the Laws of the Game they shall be required to report to the nominated No 4 Match Official next to the "Sin Bin" area at the center-field position on the nominated line of touch.
- 205.** In the absence of a nominated No 4 Match Official the Match Day Manager or his nominated delegate shall supervise the Sin Bin area. A designated club trainer may



attend him for the purpose of supplying fluids and/or warm apparel. No other contact shall be made with the suspended player by team players or team management.

- 206.** The exception to this is the variation permitted for matches played under the Australian Under 19 Law variations to the game. In accordance with these variations the player temporarily suspended (yellow card) shall report to his coach for counseling for the period required.
- 207.** All Junior matches have a no foul language or sledging policy. The Referee shall warn the first offender with the Captain present, then, if it continues with any team member, move to penalties and/or Yellow Cards.
- 208.** Yellow Cards for Junior players have the following temporary suspension times:
- a) U8 - U12s: 5 minutes of actual time, expires at half time, players may be replaced.
 - b) U13 & U14: 5 minutes of playing time, players may not be replaced
 - c) U16 & U18: 10 minutes of playing time, players may not be replaced.
- 209.** The Match Referee shall be required to check the Match Day app on both team managers devices to ensure they have correctly recorded all cards handed out during the game.
- 210.** Match sanctions for a player receiving three yellow cards across multiple games whether for technical infringement or foul play, or a combination of both, shall be an **Automatic one-match suspension** from the next available match as determined by the Rugby Services Manager without attendance at a Judicial Hearing.
- 211.** A player's yellow card tally carries on throughout the regular season AND finals series. Their yellow card count does not reset once the finals series commences.
- 212.** If the 2 Yellow Cards received are from Foul play at the discretion of the Rugby Services Manager, they may be asked to attend a judicial hearing.
- 213.** Any one or two Yellow Card recordings for a player shall be carried over from home and Away matches into the final's series.

Rugby Victoria Finals Series

- 214.** At the end of the series of home and away matches there shall be a finals series of play-off matches to determine the Premiership Winner in each Grade. The exception to this is Masters Grade where the matches are non-competition and played as friendlies. The Minor Premiership winner shall be determined as the team which finishes 1st after completion of all rounds of competition matches.



- 215.** Four teams from all age grades play off in a final's series, after the completion of all home and away rounds. The exception to this rule is if a competition has four team entries, then a top three finals series will be played (week 1 SF – 2 v 3, week 2 GF – 1 v winner SF).
- 216.** The Board, at its discretion, may vary the number of teams or games described if circumstances require a lesser or greater number of games.

Senior Finals

- 217.** Week 1- the first Semi Final SF1. The team in first position shall play the team in second position. The winner shall advance to the Grand Final. The loser shall advance to the Preliminary Final.
- 218.** Week 1- the second Semi Final SF2. The team in third position shall play the team in fourth position. The winner shall advance to the Preliminary Final. The loser shall be eliminated
- 219.** Week 2- Preliminary Final PF. The winner shall advance to the Grand Final, the loser shall be eliminated.
- 220.** Week 3 - Grand Final GF. Winner SF1 v Winner PF

Junior Finals

- 221.** Week 1- the first Semi Final SF1. The team in first position shall play the team in fourth position. The winner shall advance to the Grand Final. The loser shall be eliminated.
- 222.** Week 1- the second Semi Final SF2. The team in second position shall play the team in third position. The winner shall advance to the Grand Final. The loser shall be eliminated.
- 223.** Week 2- the Grand Final GF. The winner of SF1 shall play the winner of SF2. The winner of the Grand Final shall be deemed Premiers of the competition. The loser shall be deemed Runners up.

Drawn QF, SF & PF (1st Grade & Premiership)

- 224.** In the event that the scores of participating teams in the Dewar Shield & Premiership Grade Semi & Preliminary final matches are equal at the completion of the allotted time, then the Referee shall play extra time.



225. Following a break of two minutes the Referee shall order the teams to change ends from the completion of normal time and shall play an additional period of extra time. This shall be comprised of a maximum of twenty (20) minutes to be played, being 10-minute halves, plus injury time. There shall be a half time break of two minutes followed by the teams changing ends.
226. The extra period played is on the basis of the first team to score in this period wins the match and there is no further time played. The Referee shall declare the match completed.
227. Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
228. Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
229. Players who have been temporarily suspended by yellow card (sin bin for 10 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension shall be deemed in suspension for the extra period of time required to complete the suspension.
230. In the event that the scores of participating teams remain equal at the completion of extra time the Team which finished the home and Away rounds in the higher position on the competition table shall proceed to the next match in the final's series.

Drawn QF, SF & PF (All Other Junior and Senior Grades)

231. In the event that the scores of participating teams in any qualifying, semi or preliminary final are equal at the completion of normal time, no extra time shall be played.
232. The Team which finished the home and Away rounds in the higher position on the Competition Ladder shall be declared the winner and proceed to the next match in the final's series.

Drawn Grand Finals (1st Grade)

233. If, at the completion of normal time in the Grand Final of the Dewar Shield the scores are still level, then following a break of two minutes the Referee shall order a period of extra time.
234. The extra time shall be comprised of a maximum of twenty (20) minutes to be played, being 10-minute halves, plus injury time. The teams shall change ends from completion of normal time. There shall be a half time break of two minutes followed by the teams changing ends.

- 235.** The extra period shall be played with the first team to score in this period winning the match. At this time the Referee shall declare the match completed. The winning team shall be deemed Premiers of the Competition and the losing team shall be deemed Runners up.
- 236.** Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play, subject to available movements remaining.
- 237.** Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 238.** Players who have been temporarily suspended (cautioned by yellow card for 10 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension, shall be deemed in suspension for the extra period of time required to complete the suspension.
- 239.** If, at the completion of the period of extra time the scores are still level, then the Referee shall order a second period extra time under the same provisions of clauses 9.4.1, to 9.4.6 above.
- 240.** If at the completion of the second period of extra time the scores are still level the team which finished higher on the competition ladders shall be declared the winners.
- 241.** Player movements shall not reset during any period of extra time.

Drawn Grand Finals (All Other Junior and Senior Grades)

- 242.** In the event that the scores of participating teams, junior and senior, in any Grand Final are equal at the completion of normal time, a period of extra time shall be played, in accordance with the following times:

Grade	Halves (Mins)	Half time (Mins)
1 st Grade, 2 nd Grade, 3 rd Grade, Premiership, Premiership Reserves, Championship, Colts, Women, U18	10	2
Under 16s	7	2
Under 11s, 12s, 13s & 14s	5	2

- 243.** The extra period shall be played with the first team to score in this period winning the match. At this time the Referee shall declare the match completed. The winning team shall be deemed Premiers of the Competition and the losing team shall be deemed Runners up.

- 244.** Players substituted from the field of play during the period of normal time allotted shall be permitted to return to the match for the extra period of play.
- 245.** Players replaced because of injury (other than the blood bin rule) or sent off (Red Card) under the provisions of the Laws of the Game during the normal period of time shall not be permitted to return to the match for the extra period of play.
- 246.** Players who have been temporarily suspended (yellow carded - Seniors 10 minutes, Juniors 5 minutes) during the normal period of time and who, at the completion of normal time, have not completed the period of temporary suspension, shall be deemed in suspension for the extra period of time required to complete the suspension.
- 247.** If, at the completion of the period of extra time the scores are still level, no extra time shall be played or a replay at a later date. The team which finished the home and Away rounds in the higher position on the Competition Ladder shall be declared the Winner and the lower placed team on the Competition Ladder shall be deemed Runners up.
- 248.** Player movements shall not reset during any period of extra time.
- 249.**

Standard of Senior Competition

- 250.** RV rank the standard of rugby for senior grades as-
- a) 1st Grade.
 - b) Women's
 - c) 2nd Grade, Colts, Premiership.
 - d) Championship
 - e) 3rd Grade, Premiership Reserves

Senior Player Eligibility for Finals (Not applicable for Rebels Contracted Players)

- 251.** Players must be registered with a minimum of 4 competition matches remaining in the season and is an active player on Rugby Xplorer during the entire final's series.
- 252.** A player qualifies for a specific team if they meet one of the requirements listed below:
- a) Play at least 50% of home and away competition matches in that grade or a lower standard, or
 - b) Play at least 4 of the last 7 rounds of home and away competition matches in that grade or a lower standard, or
 - c) An injury, sickness, interstate/overseas work-related absence, or any other extenuating circumstances has prevented the player from playing a sufficient number of competitions matches to normally qualify. In all such cases proof of circumstances shall

be required (e.g. letter from Employer or a Doctor's Certificate or similar) for an exemption to be granted by the Rugby Services Manager. The letter must contain the dates in which the player missed playing. The player must be a registered player for their club during the time these circumstances prevented the player from taking the field. For the avoidance of doubt, a 'training only participant' shall not be counted as a registered player. If RV approve the eligibility of the player on grounds of sickness or injury, they will be required to play in the grade that they played the majority of games in.

253. Once a player plays 50% of the season in a specific grade, they are qualified for that grade. No other finals eligibility is permitted.

254. A player will not be eligible to qualify for finals by playing four of the last seven games or 50% of the season if they previously qualify in a higher grade by playing 50% of the season.

E.g.: if a player qualifies for 1st Grade having games counted towards 50% of the season, they will not be eligible to qualify for Reserve Grade starting in 4 of the last 7.

a) An exception to this is if a club has consecutive teams in finals on the same day (e.g.: 1st Grade and 2nd Grade) and the club shows selection integrity by the player in question not being selected in the higher grade and therefore falls into the lower grade. The higher grade must have a full squad listed for integrity to be shown. Selection integrity must be evident at the discretion of the Rugby Services Manager for this to apply.

b) If a player is selected for the lower grade under selection integrity, the player is not permitted to sit on the bench or start in the higher grade.

c) Selection integrity does not carry over from one week of finals to the next. Selection integrity must be shown for each round of finals. Once a team no longer has consecutive teams playing in the same round of finals, selection integrity cannot be applied.

255. If a player is listed as starting in several grades, the highest grade they were listed in will be counted for that round.

256. If a player is listed on the bench for several grades, the highest grade they were listed in will be counted for that round.

257. If a player is listed as starting in a lower grade, and listed on the bench in a higher grade, the lower grade will count towards eligibility.

258. If a player is listed on the bench in a lower grade, and listed as starting in a higher grade, the higher grade will count towards eligibility.



- 259.** If a team list is entered incorrectly for a match, RV must be notified by the next working day following the match to make the necessary adjustments.
- 260.** Incorrect entry of team lists on the Match Day App is not a reason to overturn the above rules.
- 261.** The Rugby Xplorer system will be used to determine the number of matches played by an individual.
- 262.** If a player starts in a game wearing a reserve number this player must be placed in the starting line up on the Match Day app.
- 263.** Players will receive eligibility for one match only per competition round and that eligibility will be attributed to the highest grade that player started in that round.
- 264.** Acting as a replacement due to injury of a player playing in a higher Grade shall not count as a match in that Grade if a match has already been played in a lower Grade.
- 265.** Byes do not count towards eligibility unless, in extenuating circumstances, an uneven number of byes in a competition causes a disadvantage to a club and its player seeking eligibility.
- 266.** Forfeits awarded to shall count towards eligibility provided a team list for the match is submitted by the normal time and shows a similar selection pattern as in previous matches at that grade.
- 267.** Forfeits awarded against do not count towards eligibility.
- 268.** For a player to have been regarded as having played a match they shall have played at least one half of the match unless prevented from doing so by injury. This will be determined by the Rugby Services Manager.
- 269.** The bye will not count as a competition match.

Finals Eligibility for Contracted Rebels Players

- 270.** Rebels players must be registered to their Dewar Shield club with at least three (3) competition matches left in the season.
- 271.** The finals eligibility for contracted Rebels players is four (4) competition matches for the season or three (3) competition matches of the last eight (8) competition matches.
- 272.** The bye will not count as a competition match.
- 273.** Injury, sickness or interstate/ overseas work-related absence or any other extenuating circumstances does not apply for Rebels contracted players.



274. If the injury is sustained during a Dewar Shield match, the matches missed due to the injury will be considered for eligibility purposes as per Rule 252 c.
275. Rebels contracted players are only permitted to participate in the Dewar Shield or Lindroth Cup finals and not any lower grade.
276. For the purposes of grading, players selected for representative matches which coincide with competition matches not played shall have such representative matches counted toward eligibility for the club's senior 1st Team, or corresponding equivalent grade, i.e. U20s. For U20s representative games to count towards their club U20s eligibility, the players must have played a minimum two club U20s games.
277. Extenuating Circumstances, outside of the above, may result in the Rugby Services Manager making a final decision on a contracted Rebels player's finals eligibility.

Junior Player Eligibility for Finals

278. For a junior player to participate in and be eligible for matches of the finals, they shall have played a minimum of four (4) competition matches over the season.

Match Locations and Safety Provisions

279. The Rugby Services Manager shall have the authority to alter match times and venues where necessary.
280. The Rugby Services Manager shall have the authority to alter the allocation of grounds if the allocated ground is deemed to be unfit for play or is unavailable.
281. The Referee of the match shall determine the suitable condition of the ground for play. The Referee shall decide whether the ground is fit for play after their inspection of the field or during the course of the match if a significant change in weather conditions or general circumstances deems the ground unsuitable or the match unsafe to proceed.
282. Whereby a council, or appropriate authority, declares a ground unavailable or closed and unfit for use due to wet weather, ground hardness, or any other form of damage or risk, in the first instance the home club, in consultation with RV, should seek an alternate venue.
283. Subject to the mutual agreement between both clubs, an alternate venue/date/time for a fixture may be chosen. If mutual agreement cannot be met, the Rugby Services

Manager may choose an alternate venue/date/time. The Rugby Services Manager's decision is final.

- 284.** In the event that the match cannot be played within a reasonable timeframe or re-scheduling will have a detrimental effect on the timing and conduct of the competition, the Rugby Services Manager shall declare the match unplayable and both teams will receive two (2) competition points.
- 285.** In the event that a match scheduling error occurred, or a match was deemed unplayable, the Rugby Services Manager shall deem the match unplayable for both teams and two (2) competition points will be awarded to both teams.
- 286.** If the Referee determines that a match in progress has to be abandoned prior to half time being indicated, then the match shall at the discretion of the Rugby Services Manager be regarded as completed and declared a draw, with the score line recorded and competition points, including a bonus points for 4 tries scored, allocated accordingly.
- 287.** If the Referee determines that a match in progress has to be abandoned at half time or after half time, at the discretion of the Rugby Services Manager then the match shall be regarded as completed and the team with the higher score at that time declared the winner, with the score line recorded and competition points, including bonus points, allocated accordingly.
- 288.** There shall be no light meters or other measurements or appeals accepted in such cases against the decision to stop or abandon play by a Referee. The Referee shall be the sole judge of fact in accordance with Law 5.7 (d) of the Laws of the Game of Rugby Union.

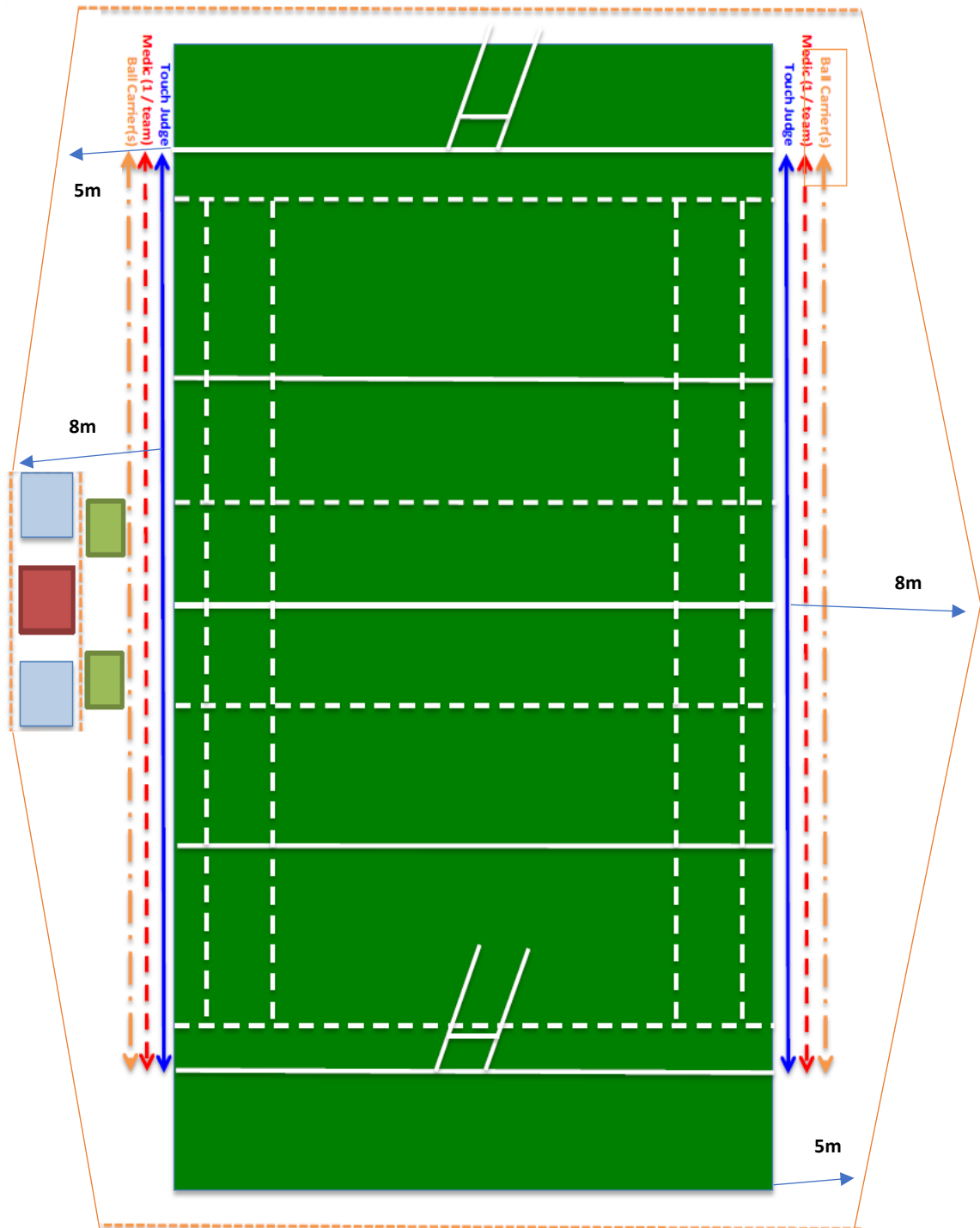
Playing Enclosure

- 289.** The playing field for competition matches (which excludes U6's to 10's) shall be a full-sized pitch. The playing field for U11 matches shall be a full-sized pitch, less 10 meters in width (5 meters each side)
- 290.** The host club team shall be responsible for marking and flagging of the pitch, the erection of appropriate barriers and supply of safety equipment for the playing enclosure in accordance with the Laws of the Game.
- 291.** In the case of a match on a neutral playing enclosure the responsibility for the flagging and marking of the playing enclosure shall lie with the drawn home team unless otherwise determined by the Rugby Services Manager.
- 292.** If the playing enclosure is not marked to the satisfaction of the Referee, managers and captains of both teams shall be informed and the breach reported to the Rugby Services Manager by the first working day following the match.



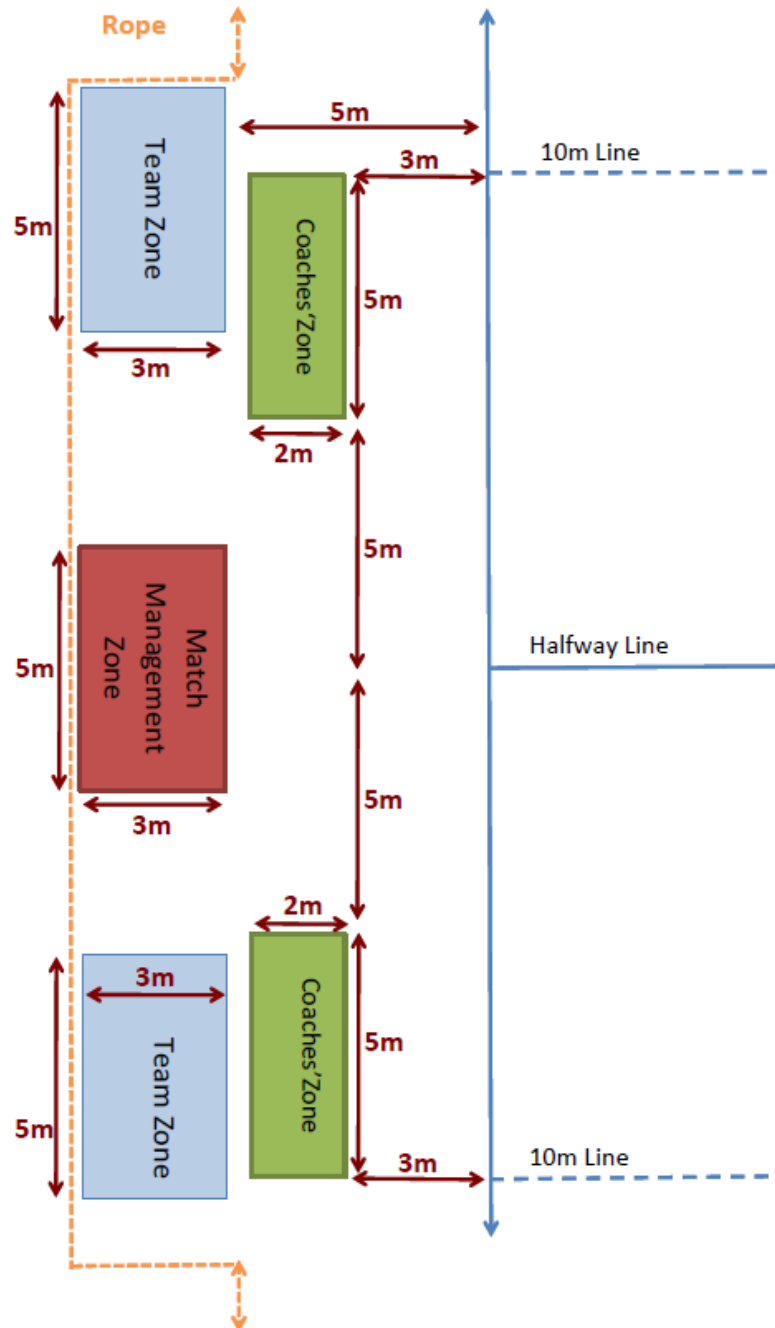
- 293.** At all RV matches the host club is to provide a properly prepared and roped playing enclosure otherwise the Referee may abandon the match and competition points will be awarded to the visiting team.



294. Playing enclosure requirements-



295. All team zones and coach's area's must be marked appropriately with white paint on the ground. Team bench requirements are as follows –





Personal Permitted in the Playing Enclosure

296. The following is the maximum number of personal from each team is permitted in the playing enclosure during any RV competition match-

- 2 x Medics (Orange bib)
- 2 x Water (Yellow bib)
- 1 x Team Manager (Green bib)
- 2 x Coaches (Red bib)

Medics

- 297.** Each team should provide at least 1 trained First Aid Attendant (Medic) . See [Rugby Australia Medical & First Aid Requirements](#)
- 298.** Medics must wear RV official orange Medic's bib supplied by their team manager.
- 299.** They may not enter the Field of Play unless they are wearing these bibs.
- 300.** Medics may move along the sidelines.
- 301.** Medics are encouraged to work on either side of the Field of Play.
- 302.** Medics should keep 2m back from the sideline to avoid getting in the way of the Assistant Referee.
- 303.** Medics may enter the Field of Play whenever a player is injured, at their discretion.
- 304.** Medics are encouraged to offer to assist other team's medic(s) in cases of serious injury or if they have special knowledge of managing a specific injury.
- 305.** Medics may not carry a kicking tee onto the Field of Play.
- 306.** Medics may not offer water to anyone other than the player being treated for injury.
- 307.** Medical equipment may only be stored in the Team Zone.
- 308.** Medical equipment must include a spine-board and neck brace which must be present before the start of the match.
- 309.** Medics are allowed on the Field of Play at half-time.





Water Carriers

- 310.** Each team should provide a minimum of 1 and maximum of 2 Water Carriers.
- 311.** Water Carriers must wear RV official yellow Water bib supplied by their team manager. They may not enter the Field of Play unless they are wearing these bibs.
- 312.** Water Carriers may be Assistant Coaches.
- 313.** The Head Coach may not be a Water carrier.
- 314.** Water Carriers must be positioned in the Team Zone unless they are delivering water onto the Field of Play.
- 315.** Water may only be delivered onto the Field of Play during:
 - Referee's official "Time-Out".
 - A conversion.
 - At the referee's discretion (e.g. hot day).
- 316.** Water may not be carried onto the Field of Play for any other break such as a free kick, penalty, scrum, line-out or any other situation.
- 317.** Water Carriers may carry a kicking tee to a kicker after the referee has indicated that a place-kick will be taken but may not take water onto the field while delivering the kicking tee.
- 318.** Water Carriers may offer players water during a penalty kick, but they must be positioned on the sideline at the Coaches' Zone.
- 319.** Water carriers are allowed on the Field of Play at half-time.

Kicking-Tee Carriers

- 320.** Only bibbed Water Carriers may carry a kicking tee onto the Field of Play.
- 321.** They must not take water onto the field while delivering the kicking tee.





Team Managers

- 322.** Team managers must wear RV official green Team Manager bib.
- 323.** The Team Manager must show the filled-in Team Sheet to the Match Manager before the match starts. The Match Manager will take a photo of the Team Sheet which will become the point of reference in the case of any subsequent disputes.
- 324.** The Team Manager may interact with the Referee at half time.
- 325.** The Team Manager should provide Water and Medic bibs to authorized personnel.
- 326.** The Team Manager may move to the Match Management Zone to liaise with the Match Manager, the Number 4 Official or a sin-binned player.
- 327.** The Team Manager may provide water and warm clothing to a sin-binned player but must not otherwise engage with them.
- 328.** Team managers are only allowed on the Field of Play at half-time.

Coaches

- 329.** Coaches include a Head Coach and up to two Assistant Coaches.
- 330.** Coaches must wear RV official red Coach bib supplied by their team manager. A maximum of two Coaches can be wearing red bibs.
- 331.** Assistant Coaches may be (but do not have to be) bibbed as Water Carriers.
- 332.** Coaches must remain within the Coaches' Zone or Team Zone.
- 333.** Coaches may not communicate with the Referee or Assistant Referees, even at half-time.
- 334.** The Team Manager is the only person empowered to communicate with Match Officials including the Number 4 Official, Match Manager and the other Team Manager, where necessary, such as for substitutions.
- 335.** The Team Manager, not Coaches, should support a sin-binned player with water and warm clothing.
- 336.** Coaches may liaise with Medics (who work on the sidelines) and the Water Carriers (who must remain in the Team Zone when not in the Field of Play).
- 337.** Coaches are only allowed on the field at half-time.





Reserves

- 338.** Reserves must appear on the official Team List.
- 339.** No changes to the Team List may be made after the start of the match.
- 340.** Reserves must be positioned in their Team Zone or outside the roped areas.
- 341.** Reserves may not enter the area outside the team zone unless involved in a substitution, pre-approved by the Number 4 Official or the Match Manager.
- 342.** Reserves may warm up behind the opposing team's dead ball area, outside of the team zone area, but must proceed to that area staying outside of the roped area at all times.
- 343.** Reserves are allowed on the field at half-time.

Ground Manager

- 344.** A ground manager must be made known to the referee and team managers prior to the game kicking off.
- 345.** The ground manager must be wearing an official RV ground manager bib supplied by their club.
- 346.** There must be one ground manager per field.
- 347.** The ground manager's role is to ensure that the match is conducted in a pleasant and efficient manner.

Ground manager responsibilities

- 348.** Ensure that the match starts on time.
- 349.** Ensure that 3 properly inflated, Gilbert No. 5 (or appropriate junior size) match balls are available for the match.
- 350.** Complete the RA/RV Match Day inspection
- 351.** Ensure that the entire roped-off area is maintained in accordance with Competition Rules and Laws of the Game to provide security and safety for everyone.
- 352.** Ensure that the roles & responsibilities described are carried out by all parties listed. If any party fails to carry out their responsibilities, they can be warned by the ground manager, they can be asked to leave the roped area and their behavior can be reported to the club and Rugby Victoria.
- 353.** Ensure that a scoreboard is available and is updated throughout the match.



354. Keep a record of any incidents and report them to Rugby Victoria.
355. Ensure that spectators behave respectfully and refrain from abuse of players, officials or any other person present.
356. Ensure that a Referee and two Assistant Referees are available for the match.
357. Ensure that the video team is able to film the match properly from suitable infrastructure, conducive to a pleasant atmosphere (e.g. with access to power, where possible, to avoid the use of noisy petrol generators.)
358. Ensure that ambulances have immediate access to the Field of Play, where required.
359. Ensure that all Officials are safe before, during and after the match.

Ball Persons

360. Each club hosting a Dewar Shield or Premiership match shall appoint four (4) ball persons for the duration of the match. The ball persons shall wear the club playing strip or tracksuit and shall report to the Assistant Referee on each side of the pitch (two ball persons per side) at least 5 minutes prior to the scheduled commencement time.
361. The failure of the host club to provide the four balls persons shall, following a warning in writing, result in a fine of not less than \$50 for each subsequent occasion. Repeated breaches may lead to the loss of competition points.

Match Balls

362. All matches shall be played with match balls approved by the Board as notified to the clubs. The host club shall be responsible for the provision of three (3) match balls for use in each match.
363. The approved match ball for 2023 is the Gilbert brand Match ball, size 5 for all open grade matches and from Junior matches Under 13s upwards. The approved match ball for the Under 10 to Under 12 age groups is Gilbert, size 4. The recommended match ball for Under 8's and Under 9's is Gilbert, size 3 and the recommended match ball for Under 6's and Under 7's is Gilbert, size 2.
364. The Referee shall inspect the rugby balls provided for the match by the host club (or those provided by RV if a finals Match) and shall have the sole authority to determine which Rugby balls shall be used in the match.
365. If the host club cannot provide Gilbert brand approved Rugby balls the Referee shall allow the use of any other brand Rugby ball from any other source. In such a case the Referee shall report the breach by the host club to the Rugby Services Manager for consideration of a fine not exceeding \$100.

Scoreboard

- 366.** The home team shall provide suitable scoreboard facilities and attendants.
- 367.** The scoreboard, including its letter and numbers, shall be of sufficient size and appropriate colour to allow clear definition of scores from a distance of not less than seventy (70) metres – positioned for players and spectators alike.

Recording of Premier Division Matches

- 368.** It is a requirement of participation in Premier Division that the Premier Grade 1st Grade fixture and its Curtain Raiser (2nd Grade or Women's) be recorded by RV contracted filming company.
- 369.** The costs for the service provided shall be determined by RV with each participating club required to meet its nominated share of the cost.
- 370.** The host club shall be required to provide a suitably approved platform for the cameraman to provide the service. This may not be the tray platform of a ute or similar vehicle and needs to comply with safety requirements for the cameraman, nearby spectators, match officials and the on-field players. The provision of all safety requirements regarding the playing enclosure and its 5-metre safety zone needs to be adhered to.
- 371.** Each cameraman shall record the match upon a USB stick which will be provided by the club and for the club to re- present prior to each subsequent match over the course of the season. Referees and referee coaches shall provide a USB memory stick to the cameraman for recording purposes.