



# Competition Rules

**(including National Model Competition Rules)**

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# 1. Definitions

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

<b>Affiliated Union</b>	A body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.	
<b>Association</b>	An organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments, and rugby programs.	
<b>Clearance</b>	The requirement for a currently registered player wishing to register at another Club on the same registration type during the season.	
<b>Codes, Policies and Procedures</b>	The codes, policies and procedures of Rugby Australia published and amended from time to time.	
<b>Game</b>	Rugby union.	
<b>Insurer</b>	The insurance provider of the Rugby Australia National Risk Management and Insurance Programme.	
<b>International Union</b>	A Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.	
<b>Competition</b>	Any match played as part of a structured competition, series, or sanctioned event including a trial match, friendly match, or representative match involving a Rugby Body.	
<b>Competition Manager</b>	The person deemed responsible by the Union for the day-to-day operational management of the competition.	
<b>Event Organiser</b>	An organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia <i>Event Sanctioning Guidelines</i> ,	
<b>Judicial Committee</b>	A tribunal convened under the Rugby Australia Disciplinary Rules.	
<b>Laws of the Game</b>	Means the laws of the Game published and amended by World Rugby from time to time, including any variations authorised by World Rugby or Rugby Australia.	
<b>Management Committee</b>	The committee appointed by the Union to oversee the management of the competition.	
<b>Member Union</b>	An Australian State or Territory union in membership of Rugby Australia.	
<b>Participant</b>	<b>Players</b>	That are registered with or entitled to participate with a Relevant Organisation or in a rugby Activity;
	<b>Coaches</b>	Appointed to train a Player or Team in a Relevant Organisation or in a rugby Activity;
	<b>Administrators</b>	That have a role in the administration or operation of a Relevant Organisation or in a rugby Activity, including owners, directors,

	committee members, employees or other persons;
<b>Officials</b>	Including referees, citing commissioners, television match officials, or other officials appointed by a Relevant Organisation, or any league, competition, series, Club or Team sanctioned by a Relevant Organisation;
<b>Support Personnel</b>	That are appointed in a professional or voluntary capacity by a Relevant Organisation including, but not limited to, sports science / sport medicine personnel, Team managers, agents, selectors, and Team staff members;
<b>Other individuals</b>	That attend rugby Activities or facilities, including but not limited to, parents, guardians, spectators, and sponsors.
<b>Player</b>	An individual that plays the Game.
<b>Registered</b>	A Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.
<b>Regulations</b>	The regulations published and amended by World Rugby and Rugby Australia from time to time.
<b>Rugby Australia or Rugby AU or RA</b>	Rugby Australia Ltd (ACN 002 898 544).
<b>Rugby Body</b>	Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club, or other body in membership with or affiliated with Rugby Australia, a Member Union, or an Affiliated Union.
<b>Rugby Club or Club</b>	Any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the Competition.
<b>Rugby Xplorer</b>	Rugby Australia's online registration and competition management system.
<b>Rules</b>	The National Model Competition Rules and the Competition Rules of the Specific Union.
<b>Sanctioned Event</b>	An event, tournament, and/or matches conducted by an authorised Event Organiser that has received formal approval.
<b>Specific Union</b>	The governing body of the competition.
<b>WR</b>	World Rugby.

## 2. Preamble

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

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

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

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

## 3. Laws of the Game

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

<b>3.1</b>	Tackle Height Law Variation (as part of 2024/2025 World Rugby Global Law Trial) <b>Law 9.13</b> A player must not tackle an opponent early, late, or dangerous. Dangerous tackling includes, but is not limited to, tackling, or attempting to tackle an opponent <b>above the line of the sternum</b> even if the tackle starts below the line of the sternum.
<b>3.2</b>	<a href="#">WR Under 19 Variations</a> <ul style="list-style-type: none"><li>a. <a href="#">Rugby AU Under 19 Variations</a></li></ul>
<b>3.3</b>	<a href="#">WR Sevens (7-a-side) Variations</a>
<b>3.4</b>	<a href="#">WR 10s (10-a-side) Variations</a>
<b>3.5</b>	<a href="#">WR Game On Variations</a> <ul style="list-style-type: none"><li>a. see later section in this document Game On Variations applied in a specific Competition</li></ul>
<b>3.6</b>	<a href="#">WR Leisure Modified Formats</a> including Cross-Field (RugbyX), Beach 5s etc. <ul style="list-style-type: none"><li>a. <a href="#">Rugby AU Cross-Field 7s</a></li></ul>
<b>3.7</b>	<a href="#">Rugby AU Kids Pathway U6 to U12</a>
<b>3.8</b>	<a href="#">Rugby AU Veterans Rugby Laws</a>
<b>3.9</b>	<a href="#">Tri Tag Rugby Laws</a>

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

## 4. Governance of the Competition

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

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

## 5. Rugby AU Codes and Policies

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

<b>5.1</b>	<a href="#">Safety &amp; Welfare</a>
	<p>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.</p> <ul style="list-style-type: none"><li>a. Concussion Management;</li><li>b. Serious Injuries;</li><li>c. Welfare Initiatives;</li><li>d. Player Dispensation;</li><li>e. Match Day Safety; and</li><li>f. First Aid medical.</li></ul>
<b>5.2</b>	<a href="#">Child Safety</a>
	<p>Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.</p> <ul style="list-style-type: none"><li>a. Child Safe Framework and Guidelines;</li><li>b. Reporting;</li><li>c. Working with Children Checks.</li></ul>
<b>5.3</b>	<a href="#">Integrity</a>
	<p>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:</p> <ul style="list-style-type: none"><li>a. <i>Rugby Australia Disciplinary Rules</i> - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;</li><li>b. <i>Anti-Doping Code</i> – all participants are bound by the Anti-Doping Code and must be aware of the requirements;</li><li>c. <i>Supplement Policy</i>;</li><li>d. <i>Code of Conduct</i> – 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;</li></ul>

	<ul style="list-style-type: none"> <li>e. <i>Medical Policy</i> – provides information on the use of medications, medical procedures and measures to protect the health and welfare for semi-professional and professional players;</li> <li>f. <i>Member Protection Policy</i> – ensures that all Participants feel included and safe in rugby; and</li> <li>g. <i>Anti-Corruption and Betting Policy</i> – applies to all Participants and they need to be aware of its requirements.</li> </ul>
<b>5.4</b>	<p>Additionally, the following documents are included as part of these Competition Rules:</p> <ul style="list-style-type: none"> <li>a. Inclusion Policy;</li> <li>b. Safety &amp; Participation Policy;</li> <li>c. Registration Regulations;</li> <li>d. Registration Terms and Conditions; and</li> <li>e. Smart Rugby Policy.</li> </ul>

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



## 6. National Standard Competition Rules

6.1	<p>Registration in Rugby Xplorer</p> <ul style="list-style-type: none"> <li>a. All Players, Non-Playing Members and Match Officials are to be registered via Rugby Australia's <a href="#">Rugby Xplorer System</a>;</li> <li>b. 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.</li> </ul>
6.2	<p>Competition Draw</p> <ul style="list-style-type: none"> <li>a. The Competition will be conducted in accordance with a schedule of matches drawn up prior to the start of the playing season and varied as necessary from time to time.</li> <li>b. Where possible, all matches in a “round” are to be played in an ascending order i.e. lowest grade to highest grade. Where this is not possible, no player who has started in a higher grade is permitted to participate (i.e. start / reserve) for a lower grade. <ul style="list-style-type: none"> <li>a. 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.</li> </ul> </li> <li>c. In the event of matches in the same round being played on different days (e.g. rescheduled matches due to wet weather) the selection of players must be the same as if all matches in the same round were being played on the same day.</li> </ul>
6.3	<p>Match Team Lists, Scoring and Stats</p> <ul style="list-style-type: none"> <li>a. In the Rugby Xplorer Match Day App, it is the responsibility of both teams to ensure that: <ul style="list-style-type: none"> <li>i. All players and team officials (where required by the Competition) are selected in their respective team list for the match;</li> <li>ii. All details of point scorers are recorded;</li> <li>iii. All players who have been either temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded; and</li> <li>iv. All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded (where required by the Competition).</li> </ul> </li> <li>b. The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team. It is permissible to have an independently appointed ground manager that does the scoring for both teams.</li> <li>c. The referee is to confirm the result of the match (including Red, Yellow and Blue Cards) by confirming this on the Match Day App in the presence of both teams.</li> <li>d. All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by no later than noon on the first working day following completion of the match, or earlier per Member Union Rules or Specific Competition Rules herein.</li> <li>e. Clubs/Teams failing to follow the procedures are liable to receive penalties per Member Union Rules or Specific Competition Rules (e.g. a penalty may be a deduction in Competition Points).</li> </ul>

6.4	<p><b>Competition Points</b></p> <ul style="list-style-type: none"> <li>a. Unless otherwise detailed in Member Union Rules or Specific Competition Rules, matches where Competition points are awarded will use the following standard points: <ul style="list-style-type: none"> <li>i. Points for a win – <b>four points (4)</b>.</li> <li>ii. Points for a loss – <b>zero points (0)</b>.</li> <li>iii. Points for a draw – <b>two points (2)</b>.</li> <li>iv. Points for a bye– <b>zero points (0)</b>.</li> </ul> </li> <li>b. Member Union Rules or Specific Competition Rules may also detail bonus points to be awarded in the following circumstances: <ul style="list-style-type: none"> <li>i. Points for the losing team for loss by seven points or less - <b>(1 BP)</b></li> <li>ii. Points for any team for scoring four tries or more in a match - <b>(1 BP)</b></li> </ul> </li> </ul>
6.5	<p><b>Ladder Positions (for Competitions with Premierships)</b></p> <ul style="list-style-type: none"> <li>a. Positions in the ladder are determined on the ladder sorting options applicable for the Competition.</li> <li>b. In the event of two or more teams being equal on Competition points (total match points) for any ladder position, the higher placed team will be determined on the ladder sorting options chosen and detailed by the Member Union Rules or Specific Competition Rules.</li> </ul>
6.6	<p><b>Forfeits</b></p> <ul style="list-style-type: none"> <li>a. In senior rugby a forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round</li> <li>b. Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played.</li> <li>c. Unless otherwise detailed in the Member Union Rules or Specific Competition Rules, the result for a forfeit will be: <ul style="list-style-type: none"> <li>i. Match score of 28 – 0 (28 points awarded to the non-forfeiting team);</li> <li>ii. Maximum Competition Points for a win (including Bonus Points) awarded to the non-forfeiting team;</li> <li>iii. 0 Competition Points awarded to the forfeiting team.</li> </ul> </li> </ul>
6.7	<p><b>Postponed / Abandoned Matches</b></p> <ul style="list-style-type: none"> <li>a. If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The <u>Competition</u> Management Committee, after consultation with the clubs involved, shall direct how the match will be dealt with.</li> <li>b. Unless otherwise detailed in the Member Union Rules or Specific Competition Rules, in the event of a match having to be abandoned for any reason the following procedure shall apply: <ul style="list-style-type: none"> <li>i. Where a match has been abandoned during the first half, the result will be declared a draw with 0 match points awarded to each team (regardless of if any points had been scored at the time) and Competition Points awarded for a Draw, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>ii. Where a match has been abandoned during half time or during the second half, the result will be declared as the match score at the time of the abandonment and Competition Points awarded accordingly.</li> <li>c. Any match abandonment action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies, or rules etc.</li> </ul>
6.8	<p>Playing Field</p> <ul style="list-style-type: none"> <li>a. Clubs/Teams hosting matches shall be responsible for ensuring the <a href="#">RA Medical and First Aid Requirements</a> are met.</li> <li>b. With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference the <i>Rugby Australia Medical and Safety Recommendations</i> for further information.</li> <li>c. The host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game (<a href="#">Law 1 – The Ground</a>).</li> <li>d. The host club shall be responsible for ensuring the venue (including playing field) is free from hazards, and will complete the <a href="#">Match Day Inspection Checklist</a> prior to matches.</li> <li>e. All Goal posts within the playing enclosure must be sufficiently padded.</li> </ul>
6.9	<p>Playing Enclosure</p> <ul style="list-style-type: none"> <li>a. Entry to the playing enclosure must be restricted by a fence, barricade, or rope at a minimum of five metres, where practicable, from the playing area perimeter.</li> <li>b. Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows: <ul style="list-style-type: none"> <li>c. Medically Qualified Persons/Sports Trainer – maximum two per team</li> <li>d. The Teams</li> <li>e. Appointed match officials</li> <li>f. Ground Marshalls</li> <li>g. Water carriers – maximum two per team (three allowed in 7s)</li> <li>h. A maximum of 4 ball persons</li> </ul> </li> <li>i. All Authorised Persons permitted to enter the playing enclosure should have some distinguishing mark/bib e.g. high vis vest.</li> <li>j. For the avoidance of doubt, Coaching Staff, Team Management and Reserve Players should be positioned outside of the playing enclosure where possible.</li> <li>k. For the avoidance of doubt, the Head Coach cannot also occupy a role within the playing enclosure (e.g. medical or water carrier)</li> <li>l. Where there is no room for Reserve Players to warm up outside the playing enclosure, they are permitted to warm up in the opposition in-goal area provided no equipment is used (e.g. balls, hit shields) and players retreat from in-goal when play is in the closest 22m area.</li> </ul>
6.10	<p>Technical Zones</p> <ul style="list-style-type: none"> <li>a. Two Technical Zones will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play. Refer to <a href="#">Law 1 – The Ground</a> for dimensions and position.</li> <li>b. A Maximum of four persons (two medically qualified persons and two water carriers) are allowed in each respective technical zone.</li> </ul>

	<p>c. Roles of personnel in the technical zones.</p> <ul style="list-style-type: none"> <li>i. Persons permitted in the technical zones may only communicate as required in their specific role. There must be no coaching or commentary to Match Officials or Players.</li> <li>ii. Medical Personnel must remain in the technical zone unless they <ul style="list-style-type: none"> <li>• enter the field of play in accordance with the Laws of the Game at any time a player is injured to tend to the injured player;</li> <li>• are roaming the sideline (maximum 1 per sideline), but must stay back from the touch line and clear of the Assistant Referee;</li> </ul> </li> <li>iii. Water Carriers must remain in the technical zone unless they <ul style="list-style-type: none"> <li>• are taking water to players during stoppages in play for injuries or when a try has been scored.</li> <li>• one of the water carriers provides a kicking tee and one water bottle to the kicker for a penalty kick at goal (no water can be taken on for other players during a penalty kick).</li> </ul> </li> <li>iv. Players may come to the touchline adjacent to the technical zone to receive water.</li> <li>v. Water bottles must not be thrown on the field of play.</li> </ul>
6.11	Schedule of Penalties
	<ul style="list-style-type: none"> <li>a. A first breach of any of the Competition Rule may include any or all of the following: <ul style="list-style-type: none"> <li>i. Warning;</li> <li>ii. Loss of Competition points;</li> <li>iii. Issue of a <i>Show Cause Notice</i>;</li> <li>iv. Monetary Fine; and</li> <li>v. Expulsion from the Competition.</li> </ul> </li> <li>b. A second or subsequent breach of the Competition Rules may include any or all the following: <ul style="list-style-type: none"> <li>i. Warning;</li> <li>ii. Loss of Competition point(s);</li> <li>iii. Issue of a <i>Show Cause Notice</i>;</li> <li>iv. Monetary Fine; and</li> <li>v. Expulsion from the Competition.</li> </ul> </li> </ul>
6.12	Protests
	<ul style="list-style-type: none"> <li>a. All protests must be made in writing and signed by either the club President or club Secretary;</li> <li>b. Protests must be received by the Competition Manager by the close of business the next business day after the alleged breach of the Competition Rules unless otherwise detailed in Member Union Rules or Specific Competition Rules;</li> <li>c. All protests must specify the particular Competition Rule(s) that has been allegedly breached;</li> <li>d. All witness statements must also be submitted with the protest.</li> <li>e. The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties as soon as reasonably practicable after the alleged breach of the Competition Rules.</li> </ul>

	<p>f. The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the Competition Management Committee the penalties that should be imposed. The Competition Management Committee shall make the final determination in this regard.</p> <p>g. If the offending club is not satisfied with this decision, it has the right to appeal to an Appeals Committee of the Competition (typically made up of members of the Judicial Committee). Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than 7 days after the decision of the Management Committee is advised to the relevant club. The Appeals Committee shall be entitled to consider whether or not a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Appeals Committee has the sole discretion as to how it will deal with any appeal. There are no appeals to a decision of an Appeals Committee.</p>
6.13	Extension of Time
	<p>a. Notwithstanding any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.</p>
6.14	Disqualified, unqualified, ineligible or suspended person(s)
	<p>a. It shall be the responsibility of each club to ensure that no disqualified, unqualified, ineligible or suspended person(s) take part in any match.</p>

## 7. Law and Regulations Clarifications

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

7.1	<p>Law 3 – Team - Numbers</p> <ul style="list-style-type: none"> <li>a. Rolling Replacements <ul style="list-style-type: none"> <li>i. Unlimited rolling replacements applies to all rugby aged U19s and below;</li> <li>ii. Rolling replacements, with a maximum of 8 movements applies to all senior rugby, except the lowest grade of any division/competition where the maximum number may, at the discretion of the Competition, be 12.</li> </ul> </li> <li>b. Replacements due to blood injury, concussion or injury as a result of foul play do not count in the designated number of movements.</li> <li>c. Temporary Replacement – Head Injury Assessment (HIA), <b>DOES NOT APPLY AT ANY LEVEL OF THE COMMUNITY GAME</b> (including representative tournaments).</li> </ul>
7.2	<p>Uncontested Scrums</p> <ul style="list-style-type: none"> <li>a. It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable: <ul style="list-style-type: none"> <li>i. Law 3.13 – 3.20 (inclusive)</li> </ul> </li> <li>b. World Rugby allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums. <b>Note.</b> This is not applicable to Kids Pathway laws. Any Union or Affiliate planning to implement this Law must use the approved language set out below in their Competition Rules: <p style="margin-left: 40px;"><i>There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.</i></p> <p style="margin-left: 40px;"><i>Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.</i></p> <p style="margin-left: 40px;"><i>If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.</i></p> <p style="margin-left: 40px;"><i>If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.</i></p> </li> </ul>

7.3	Regulation 4 – Player Status, Player Contracts and Player Movement
	<ul style="list-style-type: none"> <li>a. International Clearance <ul style="list-style-type: none"> <li>i. A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised or sanctioned by that new Union until they have an endorsed International Clearance.</li> <li>ii. Players departing Australia to play within another International Union are required to complete the Rugby Australia <a href="#">International Clearance Form</a>.</li> <li>iii. Players coming in to Australia are to contact their Home Union to understand their International Clearance process and obtain, complete and return an International Clearance.</li> </ul> </li> <li>b. Domestic Clearance <ul style="list-style-type: none"> <li>i. This relates to Club-to-Club player movements for currently registered players.</li> <li>ii. It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type.</li> <li>iii. The player cannot register unless clearance approval is granted by their ‘from’ Club and Association.</li> <li>iv. Players who do not have an active registration do not require clearance.</li> </ul> </li> </ul>

## 8. Member Union Rules

### 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. The Board may set conditions that include requirement for payment by a club to participate in Rugby Victoria competitions. 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.
4. 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.
5. 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.

### Colts Specific Rules

6. Colts Grade is an age-limited Senior Rugby Competition, permitting Senior Players up to and including players turning 20 years of age in the calendar year.
7. In addition, Clubs are permitted to have up to five (5) players who are turning 21 years of age in the calendar year participate in their Colts Grade team. These players:
  - a) **must** be nominated and Name/Rugby ID sent to Rugby Victoria before the commencement of Round 1 of the season; and
  - b) are not permitted to also play 1<sup>st</sup> Grade in any Competition in the same season.
8. Rugby Victoria retain the discretion, on application from a Club, to remove a nominated player and allow them to be replaced during the season in cases of e.g. long-term injury and/or relocation out of Rugby Victoria.
9. Once a player has turned 18, they are eligible to play in the Colts or Senior competition. Players turning 18 years of age in the calendar year, but not yet 18 years of age, may participate after receiving a Senior Rugby Dispensation.



10. Once an U18 player has participated in one (1) Colts/Seniors game, they are seen to be good enough to play Colts or Seniors, and will be ineligible to play U18's at any stage throughout the year.

## Masters

11. 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.
12. 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.
13. 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.
14. 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.
15. 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.

## Two Teams in the Same Age Grade

16. 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.
17. Outside of the nominated 12 players (U12-U18) or 10 players (U11), all other players can switch between either team, including being eligible for both teams prior to finals. Once selected for a team in a finals match (e.g. Semi Final), they must remain in that team for the duration of the finals series. They cannot change teams if one team drops out of the finals.
18. Nominated squad lists must be submitted to RV prior to Round 1. Any exceptions are only eligible after gaining approval from RV. Failure to obtain prior approval from RV may result in RV determining the team to have played an ineligible player and sanctions may apply.

## Re-Grading

19. Re-grading of any Junior Competition grades (A and B grade) may take place at the discretion of the Competition Management Committee. Rugby Victoria reserves the right to re-grade throughout the season.

20. Re-grading shall take place once RV has investigated the team on the following criteria:
- On field performance (including quality of opposition, Win/Loss ratio & % F/A).
  - Any other such criteria as RV considers appropriate.

Teams that are re-graded may keep their competition points (including points differential), when moving up or down a grade at the discretion of the Competition Management Committee

## Junior Dispensations

21. 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>
22. New dispensation requests from clubs will not be accepted after Round 7.
23. Clubs shall be able to approve dispensations, without the need for assessment by an independent assessor appointed Rugby Victoria, for players aged between U11-U14 seeking Age Grade Dispensation UP two age grades. RV will not consider dispensations for players to play in an age grade two years above their actual age grade for U16-U18 and Senior competitions, unless the player is part of a RV elite development program, and it is part of his/her development for future opportunities as an elite player.

## Squad Numbers

24. It shall be mandatory for a minimum of six front players to be listed on a team sheet for each match in Dewar Shield 1<sup>st</sup> Grade and Championship 1<sup>st</sup> Grade so that on the first occasion a replacement front row player is required in each position, the replacement front row player can allow contested scrums to continue. Teams unable to fulfil this requirement must submit reason to Rugby Victoria by 9am Friday prior to the game, or the team will be deemed to have forfeited the match.
25. 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 25 will receive an official warning and any further sanction as determined by the Competition Management Committee.

## Player Replacements

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

Grade	Replacements
1 <sup>st</sup> Grade, 2 <sup>nd</sup> Grade, Women's XVs, Championship, Colts	8
3 <sup>rd</sup> Grade, Championship Reserves, Conference, U18 -U16	12

27. 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.
28. Managers are required to use the movement Cards numbered 1-8 or 1-12 as provided and applicable for the Grade involved.
29. 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.
30. Replacements due to blood injury, concussion or injury due to foul play do not count in the designated number of movements.
31. Law 3.27 i.e. Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL.**

## Player Clothing

32. 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.
33. In the event of a jersey clash the onus is on the away team to wear a non-clash jersey.

## Clearances

34. 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.
35. 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.
36. A granted clearance does not mean the player can take the field, they are required to complete the registration process with their new club.
37. 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 (excluding U85kg Pilot Competition in 2025). The Competition Management Committee

shall only consider extenuating circumstances from the player to allow an exemption to this rule.

38. 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.

## Playing Unregistered or Ineligible Players

39. A club playing a non-registered player, ineligible player or suspended player shall at the discretion of the Competition Management Committee 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 Competition Management Committee, and or;
  - c. The match shall be declared a forfeit win to the non-offending team. The offending team shall incur the forfeit.
  - d. Additional loss of competition points that may be rolled over to the following season, and or;
  - e. If both teams in a match play an unregistered or ineligible player, then the match shall be declared a forfeit loss to both teams.
  - f. Players deemed ineligible to participate in a match while serving a period of Judicial sanction, imposed either locally, interstate or overseas, shall be subject to investigation and additional sanction.

## Player Identification

40. Rugby Victoria reserves the right to request proof of identity to the satisfaction of Rugby Victoria for the purposes of establishing player identity and eligible playing grades.
41. All players must have a photo attached to their person record on Rugby Xplorer. The photo must be recent and include only the player's headshot (i.e. similar to a passport photo).
42. Team managers are permitted to request the viewing of ID Cards in the RX Match Day App of the opposing team manager.
43. At least 15 minutes prior to the scheduled commencement time of each match, team managers must submit their team list on the Match Day App.
44. The failure of a team manager to check the eligibility of opposition players when the opposition team list and ID cards were available prior to the commencement of the match, rescinds the right of that Manager and Club to either challenge or report any potential ineligibility of an opposition player both during and following the match.

45. 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 Competition Management Committee 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
46. 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 may result in a loss of competition points.

## Competition Points

47. 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:

Result	Points
Win	4
Draw	2 (for each team)
Bye	0
Forfeit Awarded (Seniors)	5 (4 points + 1 bonus point)
Forfeit Awarded (Juniors)	5 (4 points + 1 bonus point)
Unplayable Match (Seniors)	2 (for each team)
Unplayable Match (Juniors)	2 (for each team)

Result	Bonus Points
Loss by seven (7) pts. or less	1
Four (4) tries or more scored	1

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

48. 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
  - Drawing of lots

## Forfeits

49. A forfeit shall be awarded to the non-offending team if one team has less than eleven players or ten players in U11.

50. 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.
51. 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 Competition Management Committee. The fine will not exceed \$400.
52. 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.
53. 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.
54. 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.
55. A club is required to forfeit their lowest grade team if they cannot field a team across all grades they are entered in.
56. 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.
57. 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).
58. Any forfeit in the Dewar Shield shall be deemed misconduct under the Constitution and shall be referred to the Board for further investigation.
59. A club which forfeits an "Away" game, at the discretion of the Competition Management Committee, may lose the right to host the next match against the same team at "Home".
60. If the away team forfeits the second or third match between two clubs in Championship, Championship Reserves and Conference 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).

61. A club team which forfeits four competition matches in the one season shall, at the discretion of the Competition Management Committee, 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 Competition Management Committee.
62. 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. The team that does not forfeit may still enter a team list for the match.

## Unplayable Matches

63. The Competition Management Committee 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

64. Match duration times permitted for each Grade (for XVs) are as follows:

Grade	Halves	Injury/Stoppage Time
1 <sup>st</sup> Grade, 2 <sup>nd</sup> Grade, 3 <sup>rd</sup> Grade, Women's XVs, Championship, Conference	40 mins	Yes, within timeframe permissible
Lindroth 10's	20 mins	Yes, within timeframe permissible
Colts, U18	35 mins	Yes, within timeframe permissible. Max 5 minutes
Senior 85's	30 mins	Yes, within timeframe permissible
U16	30 mins	Yes, within timeframe permissible. Max 5 minutes
U12, U13, U14	25 mins	Yes, within timeframe permissible. Max 5 minutes
U11	20 mins	No

65. 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.

66. 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)

67. 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.
68. 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.
69. 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.
70. 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.
71. 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 brining the mercy rule into disrepute.

## Match Day App

72. 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. Excluding Dewar 1<sup>st</sup> Grade, 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.

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

- 73. 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.
- 74. Team managers must not press 'END' until they have consulted their opposing team manager and referee.
- 75. 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](mailto:competitions@rugbyvic.com.au)) by 12.00pm on the Sunday following the game.
- 76. 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 81, 82 and 83) 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

- 77. 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.
- 78. 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.
- 79. 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.
- 80. 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.

81. 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 Competition Management Committee, the match will be deemed forfeited by the home side.
82. 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.
83. 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.
84. Under extenuation circumstances of the above two rules, the Competition Management Committee is permitted to make a decision on the match result to ensure the fairest outcome is met.

## Assistant Referees

85. 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.
86. 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.
87. Each Assistant Referee appointed by the club shall wear a distinctive tracksuit or uniform.
88. 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.
89. 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.

90. Club Assistant Referees shall make themselves known to the Referee prior to the commencement of any match.
91. 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 Competition Management Committee be liable for a fine and or possible loss of competition points.
92. All Assistant Referees at junior matches are required to wear RV approved vest.

## Assault on a Match Official

93. "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.
94. 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 Competition Management Committee 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.
95. 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.
96. Failure to comply with the above shall result in the club being suspended from further competition until the matter is dealt with.
97. 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.
98. The Judicial Committee have the right to suspend those found guilty of match official abuse.
99. 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 Competition Management Committee.

100. 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.
101. 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

102. 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.
103. 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.
104. An abandoned match under these grounds will not count towards the awarding of competition points.
105. 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

106. 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
107. 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 (U8s, 9s and 10s) are eligible to score Club Championship points

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

Team	Win/Participation
<b>Men's 1<sup>st</sup> XV</b>	5/0
<b>Women's 1<sup>st</sup> XV</b>	5/2
<b>Other Senior Men's Grades</b>	3/1
<b>U85's</b>	Pilot competition in 2025, no points awarded
<b>Women's 10s</b>	3/1
<b>Masters</b>	0/1 (per match day)
<b>Colts</b>	5/1
<b>U11 – U18</b>	3/2
<b>U8 – U10</b>	0/1
<b>Get Into Rugby (U4 – U7)</b>	

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

109. 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.

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

111. 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).

## Awards

112. The Most Tries Award shall be awarded to the leading try scorer in each senior grade.

113. The individual points award shall be awarded to the leading points scorer in each senior grade.

114. 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.

115. An award for the Best Team player in Dewar Shield 1<sup>st</sup> Grade, Championship, Colts, and Women's Division will be made each Season
116. 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.
117. Votes will be awarded to the three players judged by the Referee to be the best on the day.
118. The voting will be three (3), two (2), one (1) in descending order of merit.

## Penalties and Appeals (Other than Judicial)

119. RV Board may from time-to-time delegate to the Competition Management Committee fixed penalties to be applied for non-compliance with these Rules.
120. Any penalties imposed by the Competition Management Committee shall be communicated to both parties affected.
121. A decision may be appealed in writing within seven (7) days of notification by the Competition Management Committee 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.
122. RV Board may expressly extend or vary the time as required within the rules.

## Uncontested Scrums

123. The provisions of discouragement of uncontested scrums shall apply to all senior grade competitions, and Juniors (U13s-U18s), excluding U11s and U12s.
124. 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.
125. 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.

126. 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.
127. 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.
128. 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.
129. 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

130. 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
131. 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.
132. Yellow Cards for Junior players have the following temporary suspension times:

Age Group	Time	Replacement Player
U8 – U12	5 mins (Expires at HT)	Yes
U13 – U14	5 mins	No
U16 – U18	10 mins	No

133. 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.

## Rugby Victoria Finals Series

134. For all Junior and Senior grade, Finals series will be communicated at the start of the season and will be determined on an annual basis by RV and the Competition Management Committee. This format will be promulgated to Members as soon as reasonably practicable.

In a general sense, the finals format will follow below (Subject to Competition Management Committee discretion):

Competition Structure	Finals Format	
4 Teams	GF – 1 v 2	
5 Teams	Week 1	SF – 2 v 3   BYE – 1
	Week 2	GF – 1 v SFW
6+ Teams	Week 1	SF <sub>1</sub> – 1 v 4   SF <sub>2</sub> – 2 v 3
	Week 2	GF – SFW <sub>1</sub> v SFW <sub>2</sub>

\*SFW – Semi Final Winner

### Drawn QF, SF & PF (1<sup>st</sup> Grade and Championship)

135. In the event that the scores of participating teams in the Dewar Shield & Championship Grade Semi final matches are equal at the completion of the allotted time, then the Referee shall play extra time.
136. 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.
137. 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.
138. 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.
139. 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.
140. 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.
141. 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)

- 142. In the event that the scores of participating teams in any qualifying, semi final are equal at the completion of normal time, no extra time shall be played
- 143. 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 (1<sup>st</sup> Grade)

- 144. 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.
- 145. 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.
- 146. 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.
- 147. 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.
- 148. 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.
- 149. 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.
- 150. 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
- 151. 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.
- 152. Player movements shall not reset during any period of extra time.

## Drawn Grand Finals (All Other Junior and Senior Grades)

153. 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	ET Halves	Half Time
<b>1<sup>st</sup> Grade, 2<sup>nd</sup> Grade, 3<sup>rd</sup> Grade, Championship, Championship Reserves Conference, Colts, Women, U18</b>	10 mins	2 mins
<b>U16</b>	7 mins	2 mins
<b>U11 – U14</b>	5 mins	2 mins

154. 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
155. 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.
156. 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.
157. Players who have been temporarily suspended 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.
158. 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.
159. Player movements shall not reset during any period of extra time.

## Senior Player Eligibility

160. 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.
161. A player qualifies for a specific team if they meet one of the requirements listed below:
- Play at least 35% of home and away competition matches in that grade or a lower standard, or

- b. Play at least 5 of the last 8 rounds of home and away matches in any grade of Dewar Shield Competition, or 4 of the last 7 rounds of home and away competition matches in that grade or a lower standard for any other Senior Competition, 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 Competition Management Committee. 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.
162. Once a player plays 50% of the season in a specific grade, they are qualified for that grade. No other finals eligibility is permitted.
163. A player will not be eligible to qualify for finals by playing either five of the last eight games (Dewar Shield), or four of the last seven games, or 50% of the season if they if they previously qualify in a higher grade by playing 50% of the season.  
E.g.: if a player qualifies for 1<sup>st</sup> Grade having games counted towards 50% of the season, they will not be eligible to qualify for Reserve Grade starting in 5 of the last 8.
- a. An exception to this is if a club has consecutive teams in finals on the same day (e.g.: 1<sup>st</sup> Grade and 2<sup>nd</sup> Grade) and the club shows selection integrity by the player in question not being selected in the starting 15 in the higher grade and therefore falls into the lower grade. The higher grade must have a starting 15 listed for integrity to be shown. Selection integrity must be evident at the discretion of the Competition Management Committee for this to apply.
  - b. If a player is selected for the lower grade under selection integrity, the player must only be selected on the bench 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.
164. If a player is listed as starting in several grades, the highest grade they were listed in will be counted for that round.
165. If a player is listed on the bench for several grades, the highest grade they were listed in will be counted for that round.
166. 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.

167. 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.
168. The Rugby Xplorer system will be used to determine the number of matches played by an individual.
169. 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.
170. 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.
171. 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.
172. 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.
173. Forfeits awarded against **do not** count towards eligibility
174. 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 Competition Management Committee.
175. The bye will not count as a competition match.

### Finals Eligibility for Contracted Super Rugby Pacific Players

176. Super Rugby Pacific players must be registered to their Dewar Shield club with at least three (3) competition matches left in the season.
177. The finals eligibility for contracted Super Rugby Pacific players is four (4) competition matches for the season or three (3) competition matches of the last eight (8) competition matches.
178. The bye will not count as a competition match.
179. Injury, sickness or interstate/ overseas work-related absence or any other extenuating circumstances does not apply for Super Rugby Pacific contracted players.
180. 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 161 c.

181. Super Rugby Pacific contracted players are only permitted to participate in the Dewar Shield or Lindroth Cup finals and not any lower grade.
182. 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 1<sup>st</sup> 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.
183. Extenuating Circumstances, outside of the above, may result in the Competition Management Committee making a final decision on a contracted Super Rugby Pacific player's finals eligibility.

### Junior Player Eligibility

184. 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.

### Standard of Senior Competition

185. RV rank the standard of rugby for senior men's grades as:
- a. Dewar 1<sup>st</sup> Grade
  - b. Dewar 2<sup>nd</sup> Grade, Colts, Championship
  - c. Dewar 3<sup>rd</sup> Grade, Championship Reserves, Conference
186. RV rank the standard of rugby for senior women's grades as
- a. Lindroth Cup
  - b. Lindroth 10's
187. 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 and in ascending order.

### Match Locations and Safety Provisions

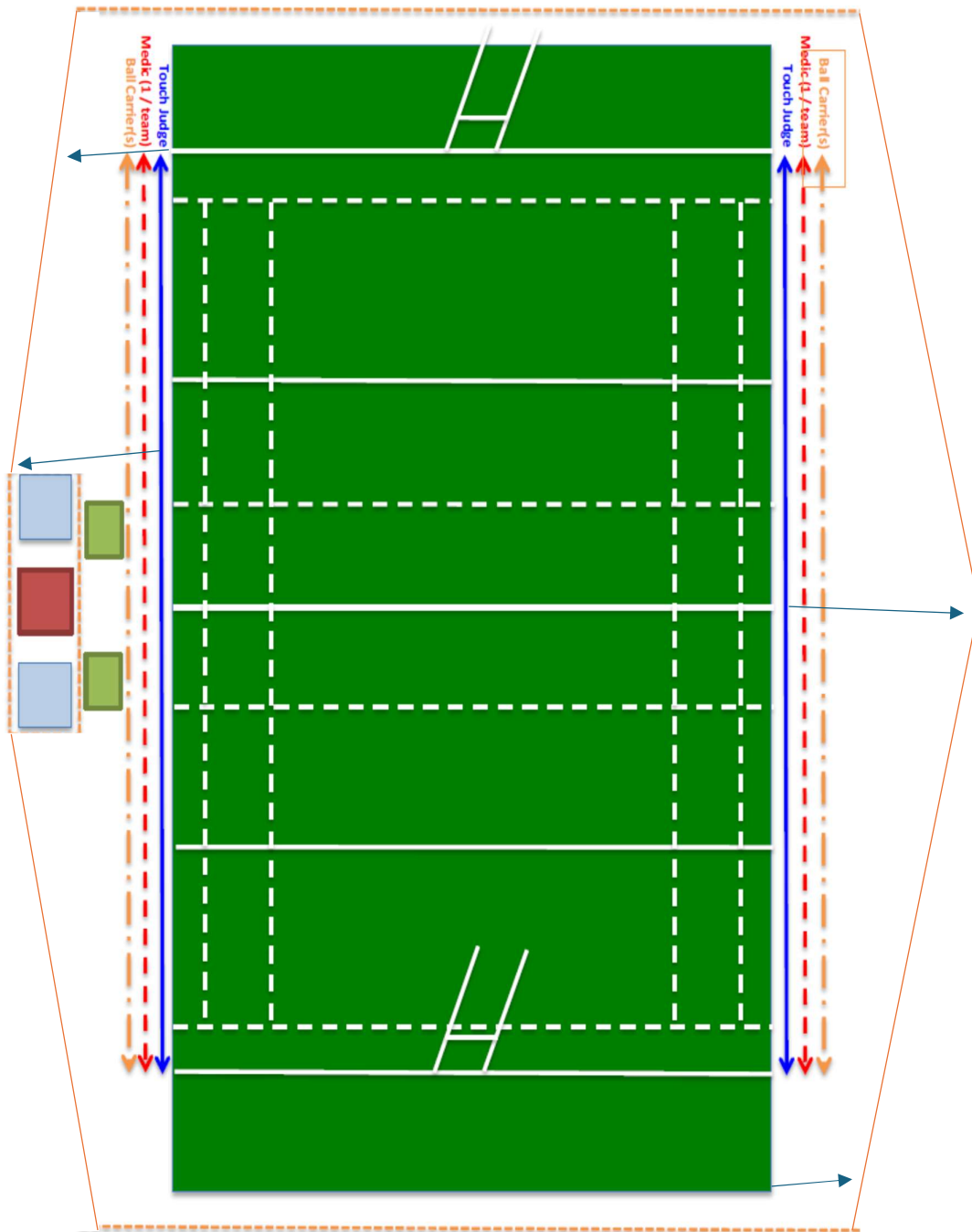
188. The Competition Management Committee shall have the authority to alter match times and venues where necessary.

189. The Competition Management Committee shall have the authority to alter the allocation of grounds if the allocated ground is deemed to be unfit for play or is unavailable.
190. 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.
191. 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.
192. 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 Competition Management Committee may choose an alternate venue/date/time. The Competition Management Committee's decision is final.
193. 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 Competition Management Committee shall declare the match unplayable and both teams will receive two (2) competition points.
194. In the event that a match scheduling error occurred, or a match was deemed unplayable, the Competition Management Committee shall deem the match unplayable for both teams and two (2) competition points will be awarded to both teams.
195. 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 Competition Management Committee 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.
196. 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 Competition Management Committee 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.
197. 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

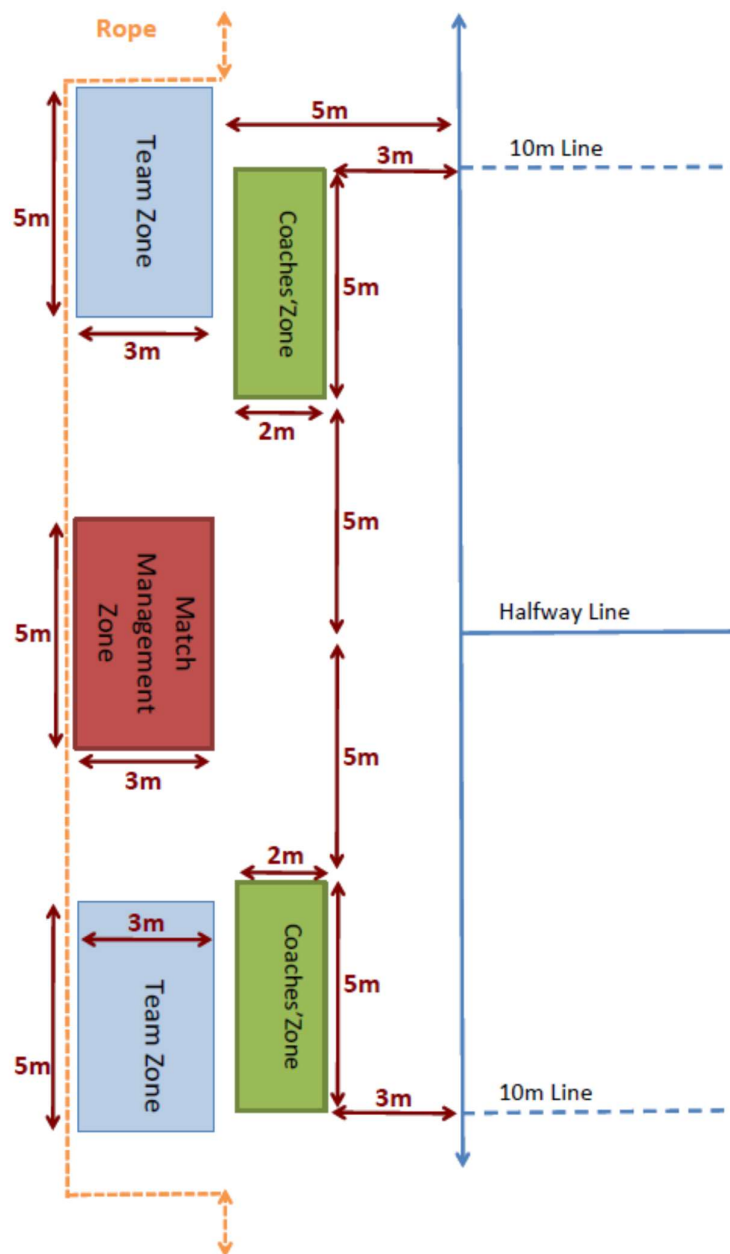
198. The playing field for competition matches (which excludes U8's to 10's) shall be a full-sized pitch. The playing field for U11 matches shall be a full-sized pitch, less 10 meters in width (5 meters each side).
199. The host club team shall be responsible for marking and flagging of the pitch, the erection of appropriate barriers and supply of safety equipment for the playing enclosure in accordance with the Laws of the Game.
200. 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 Competition Management Committee.
201. 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 Competition Management Committee by the first working day following the match.
202. 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.

203. Playing enclosure requirements:





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



### Personnel Permitted in the Playing Enclosure

205. The following is the maximum number of personnel from each team permitted in the playing enclosure during any RV competition match:
- 2x Coaches (Red bib)
  - 1x Team Manager (Green Bib)
  - 2x Medics (Orange bib)
  - 2x Water (Yellow bib)

## Coaches

- 206. Coaches include a Head Coach and up to two Assistant Coaches.
- 207. Coaches must wear RV official red Coach bib supplied by their team manager. A maximum of two Coaches can be wearing red bibs
- 208. Assistant Coaches may be (but do not have to be) bibbed as Water Carriers.
- 209. Coaches must remain within the Coaches' Zone or Team Zone.
- 210. Coaches may not communicate with the Referee or Assistant Referees, even at half-time.
- 211. 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.
- 212. The Team Manager, not Coaches, should support a sin-binned player with water and warm clothing.
- 213. 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).
- 214. Coaches are only allowed on the field at half-time.

## Team Managers

- 215. Team managers must wear RV official green Team Manager bib.
- 216. 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.
- 217. The Team Manager may interact with the Referee at half time.
- 218. The Team Manager should provide Water and Medic bibs to authorized personnel.
- 219. 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.
- 220. The Team Manager may provide water and warm clothing to a sin-binned player but must not otherwise engage with them.
- 221. Team managers are only allowed on the Field of Play at half-time.

## Medics

- 222. Each team should provide at least 1 trained First Aid Attendant (Medic). See [Rugby Australia Medical & First Aid Requirements](#)
- 223. Medics must wear RV official orange Medic's bib supplied by their team manager.
- 224. They may not enter the Field of Play unless they are wearing these bibs.
- 225. Medics may move along the sidelines.
- 226. Medics are encouraged to work on either side of the Field of Play.
- 227. Medics should keep 2m back from the sideline to avoid getting in the way of the Assistant Referee.
- 228. Medics may enter the Field of Play whenever a player is injured, at their discretion.
- 229. 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.
- 230. Medics may not carry a kicking tee onto the Field of Play
- 231. Medics may not offer water to anyone other than the player being treated for injury.
- 232. Medical equipment may only be stored in the Team Zone.
- 233. Medical equipment must include a spine-board and neck brace which must be present before the start of the match.
- 234. Medics are allowed on the Field of Play at half-time.

## Water Carriers

- 235. Each team should provide a minimum of 1 and maximum of 2 Water Carriers.
- 236. 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.
- 237. Water Carriers may be Assistant Coaches.
- 238. The Head Coach may not be a Water carrier.

239. Water Carriers must be positioned in the Team Zone unless they are delivering water onto the Field of Play.
240. Water may only be delivered onto the Field of Play during:
- a. Referee's official "Time-Out"
  - b. A conversion
  - c. At the referee's discretion (e.g. hot day)
241. 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.
242. 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.
243. Water Carriers may offer players water during a penalty kick, but they must be positioned on the sideline at the Coaches' Zone.
244. Water carriers are allowed on the Field of Play at half-time.

#### *Kicking Tee Carriers*

245. Only bibbed Water Carriers may carry a kicking tee onto the Field of Play.
246. They must not take water onto the field while delivering the kicking tee.

#### **Reserves**

247. Reserves must appear on the official Team List.
248. No changes to the Team List may be made after the start of the match.
249. Reserves must be positioned in their Team Zone or outside the roped areas.
250. 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.
251. 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.
252. Reserves are allowed on the field at half-time.

## Ground Manager

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

### *Ground Manager Responsibilities*

- 257. Ensure that the match starts on time.
- 258. Ensure that 3 properly inflated, Gilbert No. 5 (or appropriate junior size) match balls are available for the match.
- 259. Complete the RA/RV Match Day inspection.
- 260. 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.
- 261. 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 behaviour can be reported to the club and Rugby Victoria.
- 262. Ensure that a scoreboard is available and is updated throughout the match.
- 263. Keep a record of any incidents and report them to Rugby Victoria.
- 264. Ensure that spectators behave respectfully and refrain from abuse of players, officials or any other person present.
- 265. Ensure that a Referee and two Assistant Referees are available for the match.
- 266. 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.)
- 267. Ensure that ambulances have immediate access to the Field of Play, where required.
- 268. Ensure that all Officials are safe before, during and after the match.

## Ball Persons

269. Each club hosting a Dewar Shield or Championship 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.
270. 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

271. 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.
272. The approved match ball 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.
273. 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.
274. 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 Competition Management Committee for consideration of a fine not exceeding \$100.

## Scoreboard

275. The home team shall provide suitable scoreboard facilities and attendants.
276. 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

277. Rugby Victoria will determine premier grade matches to be filmed. In general circumstances, the premier 1<sup>st</sup> Grade fixture and its Curtain Raiser (2<sup>nd</sup> Grade or Women's)

will be recorded by an RV contracted filming company. RV may vary the schedule of filming or requirements to film games as necessary.

278. The costs for the service provided shall be determined by RV with each participating club required to meet its nominated share of the cost.
279. 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.