

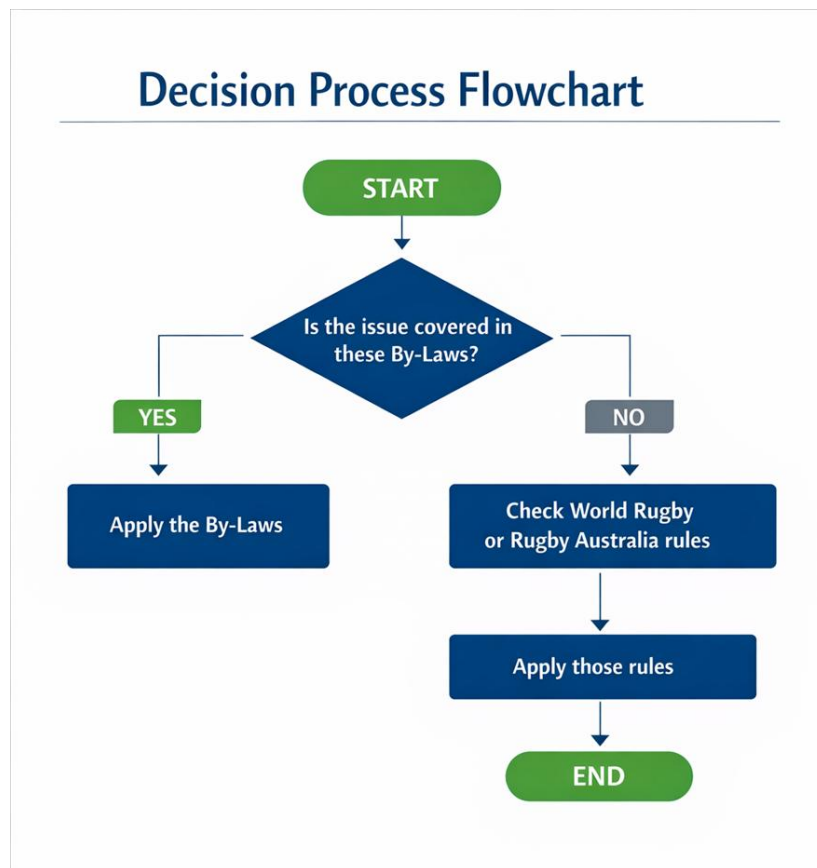
HUNTER JUNIOR RUGBY UNION (HJRU)  
COMPETITION  
BY-LAWS/RULES 2026



These By-Laws must be read alongside the *Laws of the Game* and any rules or regulations issued by World Rugby and Rugby Australia.

If there is any conflict between these By-Laws and the rules of World Rugby or Rugby Australia, the World Rugby or Rugby Australia rules take priority.

For anything not covered in these By-Laws, the rules of World Rugby and Rugby Australia will apply.



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## BY-LAW 1: MEANINGS OF TERMS USED IN THESE RULES

"A CLUB"	shall be defined as any Junior Rugby Union Club which has notified the Union of its desire to enter any team in one or more of the competitions organised by this Union
'CITING COMMISSIONER'	means an independent official, appointed by the Union to a Match or post-match, that is responsible for reviewing alleged acts of Foul Play and for citing players who commit any alleged act(s) of Foul Play which in the opinion of the Citing Commissioner, having viewed all the available evidence, merited the player concerned being Ordered Off (i.e. the Red Card Test has been met).
"COMMITTEE"	means the committee in so far as that word is referred to in the Associations Incorporations Act 2009 No7
"COMPETITION MATCHES"	means matches played on a home and away basis and does not include semi-final, final or grand final matches.
"DEVELOPMENT TEAM"	Means U10, U11, U12 Girls and U12 Development Squad or team
"EXECUTIVE"	means the Executive Committee of the HJRU
"FINE"	As set by the Executive of HJRU from time to time
"FINALS SERIES MATCHES"	means semi-final, final and grand final matches but does not include competition matches.
"FIXTURES"	means a match or series of matches between clubs.
"HJRU"	means the Hunter Junior Rugby Union Inc.
"H.R.U"	means Hunter Rugby Union
"JUDICIARY COMMITTEE"	means a committee appointed by HJRU to hear and adjudicate on disciplinary matters.
"NRURA"	means the Newcastle Rugby Union Referees Association Inc.
"NSWRU"	means the News South Wales Rugby Union
"PARTICIPANT"	means a player, referee, touch judge or other match official, a selector, coach, trainer, manager, or other team official, parents, spectators or an individual involved in the organisation, administration or promotion of Rugby Union including any member of the Union or Affiliated Union of Rugby Australia, or of any Rugby Union club or other body in membership with or affiliated to a member Union or affiliated Union.
"RA"	means Rugby Australia
"REGISTERED"	player has completed a correct online self-registration through Rugby Xplorer
"REPRESENTATIVE SQUAD"	players selected in the initial training squad
"REPRESENTATIVE TEAM"	players selected in the final team to play at the NSWCJRU Championships and, if contested for their age group, the NSWJRU State Championships.

## BY-LAW 2: LAWS OF THE GAME

- a) Matches shall be played in accordance with the Laws of the Game and Rulings thereon as recognised by the N.S.W Rugby Union, Rugby Australia, and World Rugby, or as modified by the HJRU. Where the By- Laws do not address an aspect of the Laws of the Game, they shall be as set out in the Rugby Australia Pathways.
- b) Under U6 to U12 Age Groups shall be played in accordance with the Pathway Laws subject to any variations that may be outlined in the competition By-Laws which will have preference in case of any uncertainty.

Link to the Pathway Summary laws [Kids Pathway Laws U4-U12](#)

- c) For U13 to Opens (Under 17/Under 18) Age Groups shall be played in accordance with the Pathway Laws subject to any variations that may be outlined in the competition By-Laws which will have preference in case of any uncertainty.

These rules are:

- 1) The number of players is 15.
  - 2) Teams MUST share players to reach the maximum number of equal players, not more than 15 per side. This applies to both receiving players and giving.
  - 3) A team refusing to share players will forfeit the game, plus lose 5 competition points and be fined an amount of \$50.00. This applies to both receiving players and giving
  - 4) In all Age Groups unlimited rolling substitutions will be allowed, with the permission of the referee, except that a player replaced due to serious injury (e.g. concussion) may not return.
  - 5) When a yellow or red card is issued, the player may not be replaced.
- d) In the event there is a variation in the number of players from the normal fifteen (15) aside, then it is essential that the position of players for each of the other possible team sizes should be as follows to avoid any dispute:

<u>10 players per side:</u>	5 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, full back)
<u>11 players per side:</u>	6 backs, 5 forwards (2 props, hooker, 2 second rowers, half back, five eight, inside centre, outside centre, blind side winger, full back)
<u>12 players per side:</u>	6 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, blind side winger, full back)
<u>13 players per side:</u>	7 backs, 6 forwards (2 props, hooker, 2 second rowers, lock, half back, five eight, inside centre, outside centre, wingers, full back)
<u>14 players per side:</u>	6 backs, 8 forwards (2 props, hooker, 2 second rowers, lock, 2 breakaways, half back, five eight, inside centre, outside centre, blind side winger, full back)

- e) The Team Officials, and not the referee, are responsible for interpreting the Competition Rules. If there is a dispute regarding the Competition Rules then the opinion of the Home Team will prevail and, if required, a protest may be lodged at the end of the Match and the Competition Manager will adjudicate on the matter on the first business day following the Match.

#### DURATION OF MATCHES AND BALL SIZES

Age Group	Duration	Ball Size
Under 8s	15 minute halves/5-minute half time	Size 3
Under 9s	20 Minute halves / 5- minute half-time	Size 3
Under 10 and Under 11	20-minute halves/5-minute half time	Size 4
Under 12	25-minute halves/5-minute half time	Size 4
Under 13 and Under 14	25-minute halves/5-minute half time	Size 5
Under 15 and Under 16	30-minute halves/5-minute half time	Size 5
Under 17 & Opens (Under 17/ Under 18)	35-minute halves/5-minute half time	Size 5

There will be no time off for injury or other stoppages.

*Duration of games for Under 9 and below will be in accordance with the Rugby Australia Pathways laws.*

#### TIME OF COMMENCEMENT OF MATCHES

- Teams shall be ready to take the field two (2) minutes prior to the Scheduled Game Time. Any team not prepared to commence a match within 2 minutes of the scheduled game time shall forfeit the game.
- Teams shall take the field when requested by the Match referee.
- All Matches must finish two (2) minutes before the Scheduled Game Time of the next Match.
- The time for each half will be equal at all times.
- If a Match starts late for whatever reason and the Match will not be completed two (2) minutes before the Scheduled Game Time of the next Match, then the time for each half and the Match will be reduced accordingly. However, if there is no Match immediately following then this Competition Rule may be waived by agreement by both Teams, a home club official and the referee.
- If a Match is stopped due to a serious injury or other unforeseen circumstance and an adjacent venue is available then the Match may be moved immediately to the adjacent venue with the agreement of both Teams, the Club Official of the Home Team, and the referee.
- If in a prior Match there is a serious injury or other unforeseen circumstance that prevents a Match starting on time then Competition Rule 2.2 (A) (time of commencement of matches) may be waived by agreement with both Teams, a Club Official of the Home Team and the referee.
- For a game to be declared official, 50% of the match (one full half) must be played. If one full half is not played, the game is to be replayed at a date and time to be determined by the HJRU Competition Manager /Executive.

[Link to World Rugby Rules - Laws of the Game](#)

[Link to Rugby Australia - Rugby Australia Domestic Laws of the game](#)

## BY-LAW 3: CODE OF CONDUCT

The Rugby Australia Code of Conduct defines the expected behaviour of Players & Clubs – please refer to Rugby Australia Website – Link to the [Rugby Australia Code of Conduct](#)

## BY-LAW 4: NEW CLUBS

- a) A new Club wishing to be formed must apply to be affiliated with the HJRU by submitting to the HJRU Board the information requested in the New Club Criteria which is determined by the HJRU Board from time to time.
- b) The submission to form a new Club must be approved by two (2) neighbouring Clubs.
- c) The HJRU Board, in consultation with the new Club and the existing Clubs, will assess the information and determine whether to admit the new Club or to admit the new Club subject to certain conditions.
- d) The HJRU Board, at its absolute discretion, may deny the application of the new Club and recommend that the players and officials join a neighbouring Club.
- e) The HJRU Board, at its absolute discretion, may choose to waive the requirement of a new Club to comply if the HJRU Board believes that it is in the best interests of the development of junior rugby.

## BY-LAW 5: THE COMPETITIONS

- a) The Competition shall be named the HJRU Competitions and shall be held from Under 6s through to Under 18s in such age groups as shall be decided upon by the HJRU Executive prior to the commencement of the Competition each year.
- b) Entries for the Competition shall be made through Rugby Xplorer and provided to the HJRU Competition Manager on or before a date fixed by the HJRU Executive.
- c) The Executive shall arrange all competitions to commence on a date set down at the Annual General Meeting, if not at the Annual General Meeting, then at the first (1<sup>st</sup>) Club Council Meeting.
- d) After publication of fixture/s all requests for club game alterations must be submitted in writing to the HJRU Competition Manager two (2) weeks prior to the alteration, via the respective Clubs Secretary on the [HJRU Match-Reschedule-Form-2025.docx](#)
- e) If a request to change a fixture is submitted by a Club, both Clubs must agree to the change of the fixture, and it must be approved by the HJRU Competition Manager or Executive. Requests for a change will not be considered once that rounds Referees Appointments have been made and/or circulated unless in extreme circumstances e.g. ground unavailability.
- f) To Increase participation of players during game time and in accordance with World Rugby the following conditions will apply to each Club regarding maximum player registration numbers for each team.

Age Group	Max. No. of Players on the Field	One Team		Two Teams	
		Min. Player on the Field	Max. No. of Players that can sign on	Min. Players to form Two Teams	Max.
Under 6s	7	5	10	14	28
Under 7s	7	5	10	14	28
Under 8s	7	5	10	14	14
Under 9s	10	8	14	18	36
Under 10s	12	9	18	30	34
Under 11s	12	9	18	30	34
Under 12s	15	11	23	36	46
Under 13s	15	11	23	36	46
Under 14s	15	12	23	36	46
Under 15s	15	12	23	36	46
Under 16s	15	12	23	36	46
Under 17s	15	12	23	36	46
Under 18s	15	12	23	36	46
7s Rugby	7	7	14	14	28

It is recommended that Clubs have a minimum of fifteen players to form a 12-a-side Team and eighteen players to form a 15-a-side Team. Therefore, Clubs should have thirty players to form two (2) Teams in the same Age Group for 12-a-side Competitions and thirty-six players to form two (2) Teams in the same Age Group for 15-a-side competitions.

The Competition Manager may, by giving written notice to affected Clubs, vary the Minimum Number of Players for any Match or Age Group.

Where Clubs have insufficient player numbers to form a Team, these clubs will be encouraged to form a Joint Venture Barbarian Team. Please contact the HJRU Competition Manager or Clubs to ascertain if a Joint Venture Team is viable.

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

## BY-LAW 6 - SHARING AND MATCHING THE NUMBER OF PLAYERS IN EACH TEAM DURING A MATCH

- a) If a Team commences a Match with the Minimum Number of Players (or more) and for whatever reason through the course of the Match the Team is reduced to less than the Minimum Number of Players, then the Team is deemed to have forfeited the Match. If a Team is required to forfeit a Match under this Competition Rule, then the Match should be completed on “friendly game” initiatives.
- b) Under 10, Under 11 and Under 12 Age Group Matches must be played with an equal number of players on the field. Teams must share players so that there are an equal and maximum number of players on the field with unlimited rolling substitutions. If a Team is sharing players, then the number of players being shared will be adjusted if a player is injured, replaced due to blood, Temporarily Suspended or Sent Off.
- c) Under 13 to Opens Age Groups Matches must be played with an equal number of players on the field. Teams must share players so that there are an equal and maximum number of players on the field with unlimited rolling substitutions. Player numbers may be adjusted if a player is injured or in blood bin but not if a player is Temporarily Suspended or Sent Off.
- d) If an opposition team refuses to match numbers and/or share (subject to Rule 6 [\(b\)](#) or [\(C\)](#) whichever is applicable to the age group) as requested, then they are deemed to have forfeited the match or lose 5 competition points. Any further refusal to abide by this rule by the same team in the competition will be deemed to have forfeited the match, lose 5 competition points and be fined an amount of \$50.
- e) Teams that require the opposition Team to share or match players in more than 50% of Regular Season Matches will be deemed ineligible to compete in Final Series Matches.
- f) For Regular Season Matches and Finals Series Matches the maximum number of players that may be signed on in a Match is 18 for a 12-a-side Competition and 23 for a 15-a-side Competition.

### BY-LAW 6.1 REPLACEMENTS AND SUBSTITUTIONS

- a) In all Age Groups unlimited rolling substitutions will be allowed, with the permission of the referee, except that a player replaced due to serious injury (e.g. concussion) may not return.
- b) Other than in cases of injury or games called off by the Referee, all Registered Players must play at least half of each Match for which they are listed to play in the Competition Administration System.
- c) If a Team Official has reason to believe their opposition is not complying with Rule 6.1 (b), the Team Official may report this to the Competition Manager who may undertake further investigations to confirm the alleged non-compliance. If the Competition Manager is satisfied this Rule was breached, then they will notify the Club of the breach and the penalty under Rule 36. All breaches must be emailed into the HJRU competition manager by no later than 5:00PM on the Monday following the game.
- d) Any Team found guilty of reverting to uncontested scrums to gain advantage over their opposition, or any breach to this Competition Rule, shall be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager at its absolute discretion may impose further penalties.

## BY-LAW 7: METHOD OF CONDUCTING COMPETITIONS

The Competition shall be conducted on such days decided by the HJRU Competition Manager/Executive and shall be conducted in the following manner:

- (a) Two or more rounds shall be played where possible.
- (b) Position in the competition table shall be determined by competition points.

4 Points	Win
0 Points	Loss
2 Points	Draw
4 Points	Bye
5 Points	Win on Forfeit
1 Bonus Point	Team scoring four (4) or more Tries
1 Bonus Pont	Team losing by seven (7) points or less

This system will only be implemented from the U10 to U18 competition.

In the event of two or more clubs being equal in competition points for any position on the competition table at the conclusion of the last round, the position shall be determined based on the differential of points for and against, the team with the highest differential being the leading team in that age group. In the event of two or more teams being on equal and highest points they shall be declared joint Minor Premiers.

- (c) If in any semi-final or final, the score at the end of the game is equal, the club that occupied the highest position on the points table at the end of the competition shall be deemed to have won the match. If in any Grand Final the scores are equal at the end of the match, the clubs shall be joint premiers.

Should a semi-final match need; to be replayed, this will take place within four days following the game at a venue to be decided by the HJRU Competition Manager/Executive.

- (d) For and against points shall be the actual score, with a maximum differential of 50 points, for any Match played.
- (e) Any affiliated club, not financially including Referee Payments owing to the NRURA after having received previous notification, cannot participate in Semi-finals, Preliminary Finals or Grand Finals without bringing up to date such outstanding debts.

## BY LAW 8: TEAM NOMINATIONS

Participation and or competitions shall be initiated by the calling for nominations for each age group, as shown in the HJRU Calendar for that year, or as otherwise directed by the HJRU Competition Manager/Executive.

- a) TEAM NOMINATIONS - Club teams are to be created through the Rugby Xplorer system and final team nominations are to be submitted via email by the advertised date for each competition and must list the age group and name of the team and all the information requested by the competition manager, for the purpose of placing the team in the most appropriate competition:
- b) CONDITION OF ENTRY - As a condition of entry into the competition:
  - 1) Clubs are to appoint a qualified Coach and Manager. Managers must be smart rugby compliant. Managers must have completed the Rugby Xplorer Team Manager Program through Rugby Learning Centre. Coaches must have current Smart Rugby and Season Ready.
  - 2) Clubs are to ensure the Coach and Manager are registered to their club as such in Rugby Xplorer and assigned to the team via squad management.
  - 3) Team registrations except for Under 9s and below must comprise at least three-quarters (3/4) of the normal team numbers for that age division in Rugby Xplorer when nominating the team or team registration may not be accepted.
  - 4) A Team must accept the obligation to ensure that one (1) accredited Assistant Referee (where required) is available for all Club matches played by that team. The Team Nomination Form will be the record of the team's acceptance of this condition of entry.
- c) TEAM SQUAD LISTS -Team Squad Lists nominate players to a Team at the beginning of each competition and are used for eligibility purposes. The criteria for submitting Team Lists are:
  - Team Squad List - Players must be assigned to their competition team in Rugby Xplorer by the advertised competition commencement date for each competition including the assignment of the coach and manager to the squad list.
  - Coach and Manager – Must be assigned to the Team Squad List as non-playing members and selected each week, before a team can be submitted via the Match Day app.
- d) CERTIFYING – Players must have their eligibility (in respect of age and gender) to play in that age group certified by the Club Registrar of the Club generating the Team Squad List.

## BY-LAW 9: AGE ELIGIBLE FOR DETERMINING AGE GROUP

### DETERMINING AGE GROUP –

- The age group is determined as per RA Participation Policy.  
[Rugby Australia Safety and Welfare Player dispensation](#)
- A player's age is that age which he or she turns on or after 1 January in that year. Each representative Junior Competition has similarly defined age limits. A player qualifies for an age group provided he attains that age during the year.

### MINIMUM AGE –

- A player MUST be turning Four (4) or Five (5) years old to register to a club for Get into Rugby- Walla.
- A player must be turning six (6) or Seven (7) years old to register to a club for Get Into Rugby – Tri Time

### CURRENCY OF REGISTRATION - No person shall be eligible to play with a Club within the Union unless:

- The player is self -registered to the club via Rugby Xplorer; and
- The player has provided Proof of Age to the Club Registrar; and
- The Club is satisfied that the player is not currently registered with another Team/Club and that they are eligible to play in the team and or competition; and
- He or she has been assigned to a team for the current season.
- Every registration, which is accepted by the Club, shall be effective for the current season only.

## BY-LAW 10: PLAYERS ELIGIBLE FOR THE COMPETITIONS/REGISTRATIONS

### BY-LAW 10.1 REGISTRATION POLICY

HJRU would prefer that players play for their local residential club and remain playing in that club for as long as is practical unless there are specific reasons why that cannot apply any longer.

Clubs should, wherever possible, form their own Teams. However, if for any reason a Club does not have enough Registered Players in an age group to form a team then the Club must make all reasonable attempts to form Joint Venture Teams with other clubs.

Players are advised that:

- a) They must seek to register with a Club in the area in which they reside.
- b) Players seeking to change Clubs may be restricted as the Import Rule prevents Clubs registering more than four (4) Import players in aggregate in each Age Group. Further Representative Players and Development Players seeking to change Clubs may be restricted as the Import Rule limits Clubs registering more than two (2) Import Representative Players/Development Players in each Age Group.
- c) Club/Team Affiliates shall not actively seek to entice players from another Club, and to do so is considered a breach of the HJRU Registration Policy. Any Club/Team Affiliate doing so should immediately be reported to the Competition Manager. Any Club/Team Affiliate that knowingly entices or allows its Club/Team Affiliates to entice players from another Club may be required to show cause as to why the Offender/s should not be sent to Judiciary for further action.

#### BY-LAW 10.1 REGISTRATION POLICY (CONTINUED)

- d) Players who are playing in the HJRU Under 17 or 18s competition and the NHRU (Hunter Rugby) Colts/Grade competition must register with the HJRU Club prior to registering with the NHRU (Hunter Rugby) Club.
- e) Any club playing a player not registered shall on the first offence forfeit competition points for the match concerned; if no points are won, a fine as set by the Executive shall be imposed; second and subsequent offences will be subject to loss of competition points and a fine as set by the Executive shall be imposed.
- f) A Club offending against the provisions of this by-law shall be notified in writing with the nature of the offence and particulars of the offence and then the fine proposed by the Executive. There is no time limit as to when the Executive must communicate to the club.
- g) It is a Clubs full responsibility to ensure all players are registered before taking part in training and any game, trial, or competition, with the Club and ensure that all players' details are entered accurately in Rugby Xplorer.
- h) The final date for player registrations for each year's competition shall be 30<sup>th</sup> June of that year. Application for registration of players after this date shall be at the discretion of the HJRU Competition Manager & Executive. Players registering after 30 June may not be eligible for Finals. Refer to By-Law 10.5 & By-Law 32.
- i) Failure to comply with the procedures for team registrations will lead to void registration and the teams/club being penalised.
- j) It is the responsibility of each Club Registrar to ensure each player uploads a passport quality head/shoulders photograph of the player to the player's Rugby Xplorer record. This photo must be current in the first year of registration and updated every year during the registration process. It is the responsibility of the Club to ensure the Rugby Explorer photo is an easily recognizable image of the player.
- k) For each Age Group, a Club can register a maximum of two (2) Imports that are Representative Players irrespective of if they have been released by their Club President.

## BY-LAW 10.2 IMPORTED PLAYERS

The intention of this rule is to support the Registration Policy outlined in Rule 10.1.

- a) An imported player is designated as a player transferring from a different club that they were registered with the previous season. This can be from either XV's or 7's.
- b) A Club may only accept the registration of a maximum of four (4) Proposed Imports in each age group.
- c) Further Clubs may only accept the registration of a maximum of two (2) Imports who are Representative Players or Development Players in each Age Group. This is included in the maximum allowed Imports referred to in B) above.
- d) Clubs are entirely responsible for ensuring their compliance with this rule. Clubs will provide a report based on a template from HJRU of their Proposed Import Players to the Competition manager no later than the Wednesday prior to the first Home and Away Round of the Saturday XV's Competition. Further, Clubs must continue to monitor and report to HJRU monthly thereafter on any subsequent changes to their Proposed Imports.
- e) Any Clubs seeking dispensation from complying with this Competition Rule, must do so in writing to the Competition Manager. The written request must provide a detailed explanation as to why Imports in excess of this rule can no longer play for the Club they were previously registered at, or for another Club or Joint Venture Team within their Zone. The Competition Manager will adjudicate with the Executive on applications as soon as is practical, but no later than 7 business days after receipt of the application.
- f) A Proposed Import may be excluded from the requirements of this Competition Rule if any of the following apply.
  - Where a player moves Clubs in the previous season, then returns to their original Club in the current season.
  - Where a player was not registered with any Club in the previous season to either XV's or 7's.
  - Where a player moves their place of residence prior to or during the rugby season and as a result changes Clubs to one nearer to their new place of residence.
  - Where there is no Team available to the player in the age group within their Club subject to the relevant Clubs and their Affiliates having adhered to the requirements of the HJRU Registration policy and demonstrating that they have made all reasonable efforts to form a team or a Joint Venture Team to accommodate players.

In addition to the Penalties outlined in this Competition Rule, a Breach of this Competition Rule may also lead to the following sanctions.

- Club Team(s) and or individual Players not complying will not be eligible for Finals for up to two (2) years.
- Individual Players not complying will not be eligible for Representative rugby for up to two (2) years.
- Any Club games where ineligible players participate will be deemed Forfeit

## BY-LAW 10.3 TRANSFERABLE AND NON-TRANSFERABLE PLAYERS

- a) Within the same clubs where there are multiple teams in the same age group, all Registered Players will be designated as either Transferable or Non-Transferable.
- b) Where a Club enters two (2) Teams or more in the same Age Group the Club must:
  - Designate:
    - 1) eight (8) players as Non-Transferable Players for each team in the Under 10 and Under 11 Age Groups.
    - 2) twelve (12) players as Non-Transferable Players for each team in the Under 12 to Opens Age Groups.
  - Advise the details of all players designated as Non-Transferable players in accordance with the rule to the Competition Manager by the date advised in writing to all Clubs. Transferable Players may participate in either Team in that Age.
  - Ensure that if the two (2) Teams in the same Age play each other then all Registered Players must sign on with only one Team and cannot transfer between each Team during the Match except where sharing and matching players in accordance with these Competition Rules.
- c) Contravention of this Competition Rule may result in the Competition Manager requiring the Club to show cause as to why all Matches of that Team should not be deemed a forfeit or fined. Clubs may apply for exemption to this Competition Rule under special circumstances.
- d) All transferable and non-transferable players must be nominated by their respective clubs to HJRU on the form provided by no later than in between rounds 2 and 3 of regular competition and the time and day that the Competition Manager advises.
- e) For the purposes of this by-law, each team entered by a club in the one (1) age group shall be treated as a separate team. A transferable player to qualify for finals must meet finals eligibility for at least one of their nominations. To play in another team within the club in the same age group a player must have played a minimum of 6 games with that team.
- f) Any changes a club wishes to make to their teams can only be made once final teams are known for Development and Representative players.
- g) A team listing floaters is unable to borrow players from opposing teams in competition matches. Teams must use their floaters to have minimum numbers per team for a game.
- h) When a new registration occurs into an age grade where the club has more than one team in the age group then the club must update their form and re-issue into HJRU prior to the new registration playing.
- i) Opposition clubs may request the transferable and non-transferable player lists of another club by emailing [admin@hunterjuniors.com.au](mailto:admin@hunterjuniors.com.au)
- j) All Development Team and Representative Squad & Final Team Players are designated as Non-Transferable Players. The player must play in their chronological Age Group or the Age Group above where allowable under these By-Laws. There is no General Age Dispensation for Representative Players or Development players to play down an age group, However, a Non-Transferable Development or Representative Player is permitted to play up in the Age Group above but is only allowed to play up an Age Group four times during Regular Season Matches and Final Series Matches. If the player plays up an Age Group in a fifth match then he will be deemed to have moved up an Age Group permanently and is no longer eligible to play in the lower Age Group.

- k) It is the responsibility of each Club to confirm the status of Non-Transferable Development or Representative squad members or Final Team Players prior to the start of Round 3 and to review the status of Non-Transferable Development or Representative Players during the season as that status changes. A squad player may not make the final team so then may upon confirmation from HJRU be made a transferable player. If a player who doesn't make the final team and is then called in again prior to the Country Championship, then this player must revert back to a non-transferable player in the team they were listed in originally.
- l) This By-Law is applicable when teams within a club are being formed and where a player that does not make Development or representative final team selection is then made eligible to become transferable.

The above rules are only for Wildfire players and not players who may go into a player pool to play for another zone.

#### BY-LAW 10.4 JUNIORS TRANSITIONING TO SENIORS / U18 PLAYERS

- a) Must register as a Junior with a Junior Club
- b) Failure to do so will mean no dispensation will be granted to this player.
- c) Junior Players must register with their club and play in a competition run by Hunter Juniors.
- d) Once registered and playing, a junior player may then apply for senior dispensation to play seniors once their junior commitments are fulfilled each week. A player who is playing in both U18 and Senior divisions, will need to follow the Rugby Xplorer clearance process to register for their Senior Club. When a player has their clearance approved (and they have completed registration for the Senior Club), they will remain visible by both the Junior Club and Senior Club.
- e) To be eligible to play for a senior club, they must have played their junior commitment first. As an example, to play for the senior team on Saturday at 2pm, they must have played either Friday night, or Saturday morning prior to playing seniors.
- f) Where there is no competition for a player turning 18 in the competition year (e.g., for girls as it is U17s) then that player may be eligible to trial for the U18s wildfires team if all other eligibility criteria is met e.g., Currently Registered and playing in a senior competition and played 50% of Rugby Union games with a Hunter team the year prior.

#### BY-LAW 10.5 LATE REGISTRATIONS

A player can be registered at any time during the season. However, the Club must make the player and their parents/guardians aware that eligibility criteria exist for Finals Series Matches and dispensations will not be provided on the basis that the player was a late registration.

## BY-LAW 11: CLEARANCE OF PLAYERS

- a) Players that register in the current season for any age group and wish to change from a club, with which they are currently registered, must be granted clearance from that former club in Rugby Xplorer. Any appeal against this by-law shall be heard by the HJRU Competition Manager & Executive.
- b) After the player is granted the clearance from the club with which they have been previously registered, the Competition Manager or Executive will approve the player clearance on Rugby Xplorer after which the player may be registered with the new club.
- c) Refund of any club fees is a matter between the two clubs.

## BY LAW 12: PROOF OF AGE

- a) A player must provide the HJRU Competition Manager/ Registrar, on request, with proof of age prior to playing in the Competition. Proof of age may be by Birth Certificate, Passport, Drivers License or Baptismal Certificate showing a date of birth. If none of these are available then a letter from the School Principal stating the player's name, address and date of birth may be allowed if approved by the Competition Manager/Executive.
- b) Failure to comply with this by-law may result in loss of competition points gained in matches in which the player played.
- c) Any club playing over-age or ineligible players shall lose the match in which the offending player takes place, or if no points are gained, a fine shall be imposed. This includes playing players that have not been granted dispensation.
- d) A player's age is that age which he or she turns on or after 1 January in that year. Each representative Junior Competition has similarly defined age limits. A player qualifies for an age group provided he attains that age during the year. Players may play in age groups in accordance with the Rugby AU Age Grade Table.
- e) Female players may compete with males up to and including the calendar year in which the female player turns twelve. Rugby AU mixed gender policy to be followed for female participants U13s to U15s.
- f) For all Dispensations, the policy and procedures that are included under Appendix A will apply.
- g) Players must provide and upload a photo of themselves when registering on Rugby Xplorer, which has been taken within the last twelve (12) months. The Registered Players must upload their photo at the time of registration.

## BY-LAW 13: MATCH DAY APP & RESULTS

- a) It is the responsibility of each team manager to:
- 1) Provide via the Rugby Match Day App with the results and player statistics for all matches played.
  - 2) Submit via the Rugby Match Day App any red, yellow, or blue cards for all matches, no later than the times specified.
  - 3) Notify their club/registrar of any players whose names are not appearing as available for selection.
- b) ONLINE RESULTS MUST INCLUDE:
- 1) All players' details including substitutes and correct jersey numbers.
  - 2) Team Officials' details
  - 3) Result of the match
  - 4) Point scorers
  - 5) Tries
  - 6) Conversions
  - 7) Penalties
  - 8) Drop Goals
  - 9) Penalty Try
  - 10) All players temporarily suspended (yellow card)
  - 11) All players sent from the field of play (red card)
  - 12) Players who have a suspected concussion (blue card)
- c) VIEWING OF OPPOSITION MATCH DAY APP – Prior to, during and/or at the completion of each match, team managers shall have the opportunity to view the other team's scoring app.
- At the end of the match each team manager is to check and come to an agreement that the result and player information is true and correct.
- All yellow, red, and blue cards need to be entered into Match Day App and checked. Once you have completed entering the yellow, red and blue cards into Rugby X, the match referee is to check the team manager's scoring app, confirm any cards given, check the score and submit the result via the scoring app.
- d) MATCH RESULTS - RESPONSIBILITY - It is the responsibility of BOTH teams to ensure that the match results have been submitted via the Match Day App. Managers should not leave the field without an agreement on the score.

THE MATCH DAY APP can still be used when there is no internet service available. All scores, cards etc. are to be, entered as normal and uploaded when internet is available.

## BY-LAW 14: TEAM SHEETS (ONLY TO BE USED IF THE MATCH DAY APP IS DOWN)

In the event of the Matchday app not functioning, or another fault that has caused the Match Day app to malfunction, please use the following procedure below -

Managers must always have spare copies of team sheets on them.

The link to the team sheets is [2026Team Sheet](#)

Please follow the procedure below if a Team Manager is required to use a Team Sheet.

- a) All players must sign alongside their name after an opposition official has signed the Team Sheet (to ensure it has not been signed by any player) PRIOR to taking the field. The opposition official should initial the scores after the game as being correct.
- b) Team sheets are to be signed by the Referee, any NRURA Assistant Referee, both Team Managers and both Ground Marshalls.
- c) The original team sheet is to be scanned in legible format (preferably PDF) and conveyed by email to the HJRU nominated email address no later than 6PM on the Sunday following the fixture; Clubs are also to copy in the opposition Clubs Secretary at the same time as emailing the HJRU Competition Manager the team sheet so the Club Secretary can forward to the team manager. Any team sheets coming in late or not fully completed or correctly signed may not be accepted.
- d) The original team sheets shall be held securely by the Club for the duration of the Season and shall be provided promptly to the HJRU Competition Manager following a request by the Competition Manager, Secretary or Registrar.
- e) Each Club shall input their completed result sheet online into Rugby Xplorer by 6.00pm on the Sunday following the fixture/s. Results input to Rugby Xplorer are to include blue cards, yellow cards and red cards issued, as well as the usual scores and player details (including replacements).
- f) Where incomplete team sheets or players have not signed occur, such clubs will be fined such amount as imposed by the Executive and the team sheet will not be accepted. Players will also not have this game counted as any eligibility that they may need.
- g) If a player fails to sign the team sheet the game will not count as a game played.
- h) Any club failing to enter match results into Rugby Xplorer and/or email team sheets by the appointed time shall be fined such an amount as imposed by the Executive. Loss of points may be incurred if match results are not entered into Rugby Xplorer and/or team sheets are not submitted by the extended appointed time as determined by the Registrar.
- i) All alterations to Team Sheets must be initialed by the Referee who is controlling the game and both Team Managers.
- j) Blue cards/concussion procedure as per Rugby AU procedures and guidelines.
- k) Both team sheets as well as the Match Day App may be used at Finals.
- l) Managers and Teams are not to use Team Sheets because the Manager does not have access to Match Day. Clubs are to ensure ALL Managers have access to their teams prior to the games starting.

## BY-LAW 15: FORFEITS

- Any club that fails to carry out its fixtures and needs to forfeit must notify HJRU by midday on the day before the match is to be played. Any club that fails to do this shall be required to give a satisfactory explanation in writing to the Executive otherwise they will be fined such an amount as determined by the Executive not exceeding \$200 and will be required to pay the fees of match officials for the forfeited game.
- If a team forfeits a game to another team, the match shall count as a game played and be declared in favour of the side receiving the forfeit, providing that a team sheet, correctly filled in is still forwarded to HJRU in the normal time frame and match details are entered into Rugby Xplorer.
- The team receiving the forfeit shall receive 5 points. The Team Manager of the team receiving the forfeit is to enter a score of 28-0 into Rugby Xplorer
- A team that forfeits 3 times within a competition series may be removed from the competition.

### BY-LAW 15.1 FORFEIT IN THE FINAL SERIES

- For all Finals Series Matches, if it is proven that a Ring-In has participated in the Match then, the players' Team will be required to show cause to the Competition Manager as to why the Match should not be deemed a forfeit. The Competition Manager may at its absolute discretion impose further penalties, including financial, that it seems fit to impose.
- Any Team which forfeits a Finals Series Match will be deemed to have forfeited their right to participate in all remaining Finals Series Matches that the Team is due to play.

## BY-LAW 16: WET WEATHER PROCEDURES & ALTERATIVE AGREEMENTS

**BY-LAW 16.1 WET WEATHER PROCEDURE** - This procedure is to be strictly followed to ensure everyone is notified of any changes to matches due to Wet Weather:

- DAY / NIGHT PRIOR – The Club whose field is unavailable is to inform the Competition Manager (if not available the HJRU President or Executive Member) as soon as possible and the procedure for “Field Unavailability” is to apply.
- MORNING OF MATCH – The following procedure will occur on the morning of the scheduled match.

6.00 – 6.25am	Club Representative (e.g., President) to notify Competition Manager by phone and text message that fields are unavailable after recommendations and decisions of the state of the grounds reached in consultation with Ground Curators, where applicable.
6.25 – 6.50am	After directions from the Competition Manager, the Club Representative is to contact opposition Club Contacts to notify them of field closure, or alternate arrangement if any. Field closure should be posted on clubs Facebook and sent via Rugby Xplorer communications to club members.
6.50 – 7.00am	The Competition Manager will notify the Referee Representative of any field closures and/or alternate arrangements. Clubs effected notify their Team Managers (youngest age group first) of field closures or alternate arrangements as directed by the Competition Manager. Field closure should be posted on clubs Facebook and sent via Rugby Xplorer communications to club members.
7.00am onwards	Team Manager notifies Team Members.

- All re-arrangements of Matches shall be determined and approved by the Competition Manager and at no time may Clubs organise and agree between themselves to change Matches due to ground closures or inclement weather.
- The Competition Manager may reschedule any Round that is washed out, to any ground and in any Age Group or Competition, to another weekend, if any, reserved in the Official Draw for that purpose. If, however, no wet weather weekend is available and an alternative date for these Matches does not have an ground that cannot be supplied by the Clubs or the Competition Manager, no points shall be awarded to any Team, and the matches will not be replayed.

### BY-LAW 16.2 WET WEATHER IN THE FINAL SERIES

- a) The Competition Manager may at its absolute discretion cancel one or more Final Series Matches. A cancelled Finals Series Match may, at the absolute discretion of the Competition Manager, be rescheduled.
- b) If a cancelled Finals Series Match is not rescheduled, depending on which final series game was to be played, if in the case of a Grand Final then the highest finalist will be deemed as major premiers.
- c) The Competition Manager will notify Clubs of a cancelled Finals Series Match.

## BY-LAW 17: REFEREES AND ASSISTANT REFEREES

### BY-LAW 17.1 APPOINTMENT OF REFEREES

Note: A 'qualified individual' for the purposes of this by-law is one who has gained the minimum level of accreditation to referee a match, as laid down by Rugby AU.

- 1) A Referee for each Match shall be appointed by the NRURA Junior Appointment Officer, if possible. In the event of a Referee not being appointed (CTA or Club to Appoint) or not attending within ten (10) minutes of the Scheduled Game Time, a substitute referee shall be appointed.
- 2) Referee Payments are made at the rate set by the Referee Association of which the game is played.
- 3) In the event of the referee appointed not attending a fixture within five (5) minutes after the time set down for the commencement of play, a referee shall be appointed by the coaches of the two teams involved or failing this by the team manager or failing this the coach or team manager of the home team. The game shall then proceed. The referee so appointed may, with the agreement of the opposing coaches, be substituted at any time during the progress of the match.
- 4) In all competition games where a club must appoint a Club Referee to officiate, it is the responsibility of the home club to ensure that the referee is a person who has appropriate qualifications and/or experience. The minimum level is the current Smart Rugby qualification. It is preferable that Club referees have a minimum of either Level 1 Referees or Level 1 Coaching qualification. It is also the responsibility of the home club to ensure that the Club Referee is appropriately attired in a uniform befitting the status of the referee.
- 5) Any Club unable to supply a Smart Rugby qualified referee when required shall be deemed to have forfeited the match.
- 6) In the event of a referee appointed to a game being unable to continue through illness or injury, a substitute shall be appointed as per clause (c). If the teams cannot agree, the appointed referee shall appoint a substitute.
- 7) Where an official referee cannot be appointed to a game as per clause (a), a fixture may have a Club to Appoint (CTA). In such circumstances, the home team shall subsequently ensure that a qualified individual referees that game. When requested to allocate a CTA, the club must inform the appointed NRURA official by no later than 5.00pm on the day preceding the game of the name of the appointed CTA.
- 8) Each Club in the HJRU Competition must have at least one person per team qualified to be appointed as a CTA for every team entered in the competition, and as a minimum, each Club must have at least one person. It is also the responsibility of the home club to ensure that CTA referees are appropriately attired in a uniform befitting the status of a referee.

#### BY-LAW 17.2 POWERS OF THE REFEREE

- a) Referees have wide ranging powers that extend past the boundaries of the field of play, past the playing enclosure to the perimeter of the venue. These powers include the ability to direct a Club Affiliate or spectator to leave the venue. Ground Marshals shall be responsible for implementing the directions of the referees.

#### BY-LAW 17.3 ASSISTANT REFEREES / TOUCH JUDGES

- a) Where an Assistant Referee has not been officially appointed, a Touch Judge shall be supplied by each team. Every Team must provide an Assistant Referee, who is not a Team Official to officiate for each Match played by that Team. Where a Team does not have an Assistant Referee, the opposition may appoint both Assistant Referees.
- b) All Assistant Referees officiating in a Match must be registered as a volunteer in Rugby Xplorer and be designated by their Club as an Assistant Referee. Their details are to be recorded in Rugby Xplorer as the Assistant Referee for the match in which they are officiating.
- c) All Assistant Referees/touch judges shall report to the Referee at least five (5) minutes prior to the start of the Match to ask the referee what duties he wants the Assistant Referees to perform during the Match and to advise the referee whether they are accredited.
- d) Every Assistant Referee/touch judge must be equipped with a flag and be appropriately dressed (not in Club colours) and suitable enclosed footwear.
- e) Any complaints about a referee, assistant referee, or touch judge on the grounds of incompetence or misconduct shall be referred to the NRURA. If the referee, assistant referee, or touch judge is not a member of the NRURA then the complaint shall be referred to the HJRU Competition Manager.
- f) Club Officials are not permitted to approach the referee at half time or until 30 minutes following full time. The Team Manager can approach the Referee after the game to finalise Team sheets & Match Day Results for Rugby X, this is not an opportunity for the Team Manager to engage in any dialogue concerning the game.

## BY-LAW 18: MISCONDUCT AND PLAYERS ORDERED OFF THE FIELD / HJRU JUDICIARY

The World Rugby and RA laws regarding temporary suspensions and send-offs apply. Link to RA Disciplinary Rules [Rugby Australia Disciplinary Rules](#)

The Executive will convene a judiciary panel each season to hear and decide all disciplinary matters relating to player misconduct.

- a) Referees shall report in writing to the HJRU Competition Manager any player ordered off the field for any reason or any misconduct whether such misconduct shall have resulted in a player being ordered off the field or not, in accordance with Rugby Australia Guidelines.
- b) Any player who is Sent from the field during a Match is automatically suspended from taking part in any further matches including any Regular Season, Finals Series, trial, school, representative or premiership matches, until a decision has been handed down by the Judiciary or where an early plea has been entered then a decision has been handed down by the Competition Manager to the Club Secretary.
- c) Following receipt of the referee's report, Judiciary Advice will be sent to the Players' Club on Monday following the match. If an appearance at Judiciary is required, this will take place on Wednesday following the match or at the next convened Judiciary.
- d) Failure to attend the next meeting of Judiciary Committee results in automatic suspension of the player/s ordered off the field until his case is dealt with at subsequent meetings.
- e) A special meeting of the Judiciary will not be arranged to deal with a player who fails to attend regular meetings of the Judiciary unless there are special circumstances.
- f) The Team Manager shall note in the team book and in Rugby Xplorer any player who has received a temporary suspension (Yellow Card) during a game. This will be checked and initialed by the Referee at the end of the game.
- g) If a referee has 'sent off' a player, the Team Manager shall note the send-off in the team book and Rugby Xplorer. This will be checked and initialed by the Referee at the end of the game. The Referee will then submit a written report to HJRU no later than 5pm on the next business day.
- h) Any player, once notified to appear before the judiciary, shall be suspended from playing until their case shall be decided by the Judiciary Committee.
- i) Likewise, any player who is Sent Off during a school match, or in a match for another code (e.g. Rugby League), is automatically suspended from taking part in any further HJRU matches including any Regular Season, Finals Series, trial, or representative matches, until a decision has been handed down by the relevant judiciary or its school-based equivalent.

Please refer to players suspended in another sport [Players suspended in another sport](#). Any Club/Team being found to have played a player suspended in another sport will forfeit the relevant games in which the player has participated in and/or be fined 5 competition points.

## BY-LAW 19: TEMPORARY SUSPENSION AND SEND OFFS – PLAYERS

### BY-LAW 19.1 PLAYERS TEMPORARILY SUSPENDED OR SENT OFF

- a) Any player ordered from the field of play by the Referee shall be reported by the team manager in Rugby Xplorer. This shall include the player's name, number, offence and whether the incident was a Temporary Suspension or a Send Off. Failure to do so will leave the team and the Club liable to suspension and/or other penalties, at the discretion of the Competition Manager.
- b) Any player who is given a "Temporary Suspension" (Yellow Card /Sin Bin) by the Referee shall leave the playing enclosure and remain seated in front of the sign on table near the halfway line. The period of suspension is 5 minutes for U13s to U14s and 10 minutes for U15s and older and commences when the player leaves the playing enclosure. During this time, the player may NOT be replaced. Time is calculated based on playing time (i.e. half time is NOT counted).
- c) Any player who is Sent Off is not permitted to enter the Playing Area again and is not allowed to attend the half-time talk.
- d) Any player who is Sin Binned is not permitted to enter the Playing Area again until allowed to do so by the Referee. Under no circumstances shall the Sin Binned player take the field until given permission to do so by the Referee. Team Officials may advise the Referee if the Sin Bin time has elapsed but permission to re-enter the field of play must be expressly given by the Referee.
- e) A player sin binned in the Under 10 to Under 12 Age Groups shall spend a period of five (5) minutes off the field of play as determined by the referee. During this time, the player may be replaced. Time is calculated based on actual time (i.e., half time is counted).

### BY-LAW 19.2 SUSPENDED UNTIL DECISION

- a) Any player who is Sent Off during a Match is automatically suspended from taking part in any further matches including any Regular Season, Finals Series, trial, school, representative or premiership matches, until a decision has been handed down by the Judiciary or where an early plea has been entered then a decision has been handed down by the NHRU Judiciary Chairman.
- b) Likewise, any player who is Sent Off during a school match, or in a match for another code (e.g., Rugby League), is automatically suspended from taking part in any further HJRU matches including any Regular Season, Finals Series, trial, or representative matches, until a decision has been handed down by the relevant Judiciary.

### BY-LAW 19.3 PERIOD OF SUSPENSION

- a) For determining whether a player has served their Suspension, only Matches (excluding trial games) organized under the auspices of the Competition Manager and Representative Games (excluding trial games) organized under the auspices of HJRU or NSWJRU, shall count.
- b) The player may not participate in any matches (including trial, school, representative and premiership matches) during the term of their Suspension.
- c) Wins on forfeit shall count towards the Suspension. If a Match is washed out due to wet weather or a Match is deferred, then these games will not be included as part of the Suspension. BYE Rounds do not count towards a player's suspension.
- d) The Judicial Committee may, in assessing the playing consequences of a sanction, apply the suspension to scheduled off-season. Pre-season and/or "friendly" Matches, provided that the Player's exclusion from those Matches would have, in the opinion of the Judicial Committee concerned, been a genuine and appropriate punitive consequence for the player.

## BY-LAW 20: PLAYING DISQUALIFIED OR UNQUALIFIED PLAYER OR TEAM

Any club playing a player or team while under suspension or disqualification or playing any ineligible or unqualified player or team shall forfeit the match in which the breach occurs, and the club shall be fined, and the team will lose competition points.

### BY-LAW 20.1 MULTIPLE TEMPORARY SUSPENSIONS

- a) If any player is Temporarily Suspended more than twice during the Regular Season and the Final Series of the current season, then upon the third time the player is Temporarily Suspended the player will be given an automatic one (1) Round suspension without right of an appeal.
- b) If any player is Temporarily Suspended more than three times during the Regular Season and the Final Series of the current season, then upon the fourth and every subsequent time the player is Temporarily Suspended the player is automatically suspended from taking part in any further matches until a decision has been handed down by the Judiciary.
- c) Yellow Cards accumulate throughout a season, and include trial matches, tournaments, representative fixtures, competition matches and final series.
- d) Yellow Cards are not subject to appeal, regardless of if the card is issued for an individual or team offence.
- e) Temporary suspensions do not transfer to the next season.

## BY-LAW 21: ALLOTMENT OF GROUNDS

- a) Matches shall be played, wherever possible, upon such grounds as may be directed by the HJRU Competition Manager or Executive.
- b) The fitness of the ground to be played upon shall be decided by various parties including local Councils, Executive & Hosting Clubs.
- c) In cases of cancellation of games home clubs are to notify the HJRU Competition Manager/Executive, NRURA Appointing Officer and visiting clubs so players can be notified as early as possible through the media.
- d) In the event of a cancelled match not being rescheduled, the relevant match will be declared a draw and two (2) ladder points allocated to each team.
- e) Clubs, where possible, shall have all age groups of the club playing at the same ground.
- f) Where possible, every alternate match for a club shall be played on the club's home ground.
- g) At the discretion of the Executive the Final Series venue/s will be decided through Tender process. The series shall be controlled by HJRU.

### BY-LAW 21.1: GROUND FACILITIES

- a) All grounds shall be dressed in accordance with the Laws of Rugby and these By-Laws/Rules. [Rugby Australia Ground Facility Guidelines](#)
- b) All clubs are to ensure that there are adequate changing rooms, shower, and toilet facilities available for all age groups.
- c) Home clubs are responsible for ensuring that grounds are correctly marked and dressed. A club may be liable to be fined if subject to a complaint.
- d) Host clubs must provide an official sign on table and an area designated for players. Coaches/Team Managers/Water Runner and Trainers must be on the same side of the field as the official table and ensure all team officials and players, including the opposition, stay in the official area and Team Tactical /Team Zone.
- e) When clubs are playing at alternative grounds (e.g., Schools or using another field as a home game) the designated home team must ensure that facilities are left clean and tidy. Infringements may result in clubs being cited and fines issued.
- f) Home clubs must provide a "Ground Marshal" who must be clearly identified and accessible to the referee. Visiting teams must nominate a person to act as Visiting Ground Marshal who will assist the Ground Marshal with any incident related to the visiting team, team management or spectators. Any team that fails to supply a ground marshal will be deemed to have forfeited the match.
- g) Home clubs must ensure that an adequately trained/accredited First Aid Officer is in attendance for all games. Additionally, clubs must:
  - 1) ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
  - 2) having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
  - 3) having access to an emergency list of contacts and addresses for:
    - two (2) after hours doctors or local medical centre and / or facilities; and
    - nearest public hospital and / or emergency facility; and
    - the local Police and Ambulance

- h) For matches hosted at a neutral ground, the nominal home team shall be responsible for the provision of CTA referee if required, and a first aid person. The hosting Club shall be responsible for payment of the referee, nomination of ground marshal and provision of first aid kit and ice.
- i) For competition age groups, each team is to provide a certified Assistant Referee. Any team that fails to supply a certified Assistant Referee will be deemed to have forfeited the match (however the game will still be played). This training program is available in the Rugby Learning Centre (Part 17 of competition rules refers).

#### BY-LAW 21.2: PERSONS ALLOWED ON PLAYING ENCLOSURE

- a) The only persons allowed in the playing enclosure for Under 12 years and above are: Referee, Two (2) Touch Judges, Two (2) Ball Boys, Two (2) Trainers, and First Aid Persons. Team coaches and Managers are only permitted in the playing enclosure during half time.
- b) Barriers are to be erected to ensure spectators are a minimum distance of five (5) metres from the Touch Line.
- c) The home club shall appoint a Ground Marshal to enforce this rule. If the home club runs two grounds, a Ground Marshal for each ground must be appointed.

Refer By Law 21.3 Playing Enclosure & Venue Control

- d) As per the NRURA Handbook, Club Officials are not permitted to approach the referee at half time or until 30 minutes following full time.

#### BY-LAW 21.3: PLAYING ENCLOSURE AND VENUE CONTROL AUTHORITY

- a) Directions given by any appointed Club Official or Ground Marshal, which are within the bounds of their authority, are to be obeyed, and if a dispute arises it should immediately be reported to the Club President or his delegate who is to decide on any further action.
- b) If the venue for a Match is moved to a venue that is not the home venue for either Team playing, then the Team requesting the move shall be deemed to be the Home Team or where the Competition Manager has moved the venue then the first team on the draw will be deemed to be the Home Team.

## BY-LAW 22: CLUB OFFICIALS

- a) By accepting a position as a Club Official, you agree to abide by, and enforce, the Code of Conduct. Link to the [Rugby Australia Code of Conduct](#)
- b) Each Club must ensure that each of its Teams is coached by a Smart Rugby and Season Ready qualified person. The Coach of a Team must be Smart Rugby and Season Ready qualified before the commencement of round 1 of each season.

The following are the suggested mandatory coaching accreditations and recommended coaching qualifications of all coaches: -

**RUGBY AU COACHING JOURNEY**

Level	Age Groups	Definition	Learning within this stream:
<b>GAME ACTIVATOR</b>	Get into Rugby	A Game Activator is someone coaching children starting their playing journey.	Mandatory: Smart Rugby Recommended: Coaching Kids Rugby U8-U9 Skills
<b>JUNIOR COACH</b>	U8-9s	A Kids (U8-U9) Coach is someone coaching in the Junior Player modified pathway.	Mandatory: Smart Rugby Recommended: Coaching Kids Rugby U8-U9 Skills
	U10-15s	A Junior Coach is someone coaching in the Junior U10-U12s, or Youth U13-U15s age group.	Mandatory: Smart Rugby Recommended: Season Ready (Junior Coach) Recommended: Junior Coach Course
<b>COMMUNITY COACH</b>	U13 - OPENS	A Community Coach (U13+) is someone coaching in the modified U13-U15s age group or U16s to Senior Age Grade.	Mandatory: Smart Rugby Recommended: Season Ready (Coach) Recommended: Essential Coaching Skills
	U16s - OPENS	A Community Coach (U16+) is someone coaching in the U16s to Senior Age Grade.	Mandatory: Smart Rugby Recommended: Season Ready (Coach) Recommended: Community Coach Course
<b>PATHWAYS &amp; PERFORMANCE COACH</b>	U16s - OPENS	A Pathways & Program Lead Coach is someone coaching in the U16s representative teams and above.	Mandatory: Smart Rugby Recommended: Season Ready (L2) Recommended: Staff Integrity (L2) Recommended: Emerging Talent Coach Program
	U18s - OPENS	A Performance Coach is someone coaching in the U18s State representative teams and above.	Mandatory: Smart Rugby Recommended: Season Ready (Coach) Recommended: Staff Integrity L2 Recommended: Performance Coach Program

- c) Team Officials are responsible for the actions of their Team, and they must be acquainted with the applicable Laws of Rugby and the Competition Rules. Ignorance of the Laws of Rugby or the Competition Rules is not an acceptable excuse for any breach(es).
- d) Club/Team Officials are not permitted to approach the referee at half time or until 30 minutes following full time, unless arranging for the Referee to Sign the Match Day App or Team Sheet.

## BY-LAW 23: CLUB APPOINTED OFFICIALS

### GROUND MARSHAL(S)

- a) At all Matches both Teams/Clubs are to provide a Ground Marshal.
- b) If a Team/Club does not provide a Ground Marshal, then the Team will be deemed to have forfeited the Match.
- c) The Ground Marshal for a Team may be anyone who is not the Coach, Manager or Trainer of the Team, who has completed the Ground Marshal course in the Rugby Learning Centre and can be added to Match Day.
- d) The Ground Marshal must be identifiable by wearing a club provided vest.
- e) The Ground Marshal shall be responsible for spectator and crowd control and their instructions and/or directions shall be always obeyed.
- f) If there is a difference between the decision of the Home Team Ground Marshal and the decision of the Away Team Ground Marshal, then the decision of the Home Team Ground Marshal shall prevail.
- g) The Ground Marshal of each Team shall introduce themselves to each other prior to the start of the Match.
- h) The Ground Marshals shall introduce themselves to the referee prior to the commencement of the Match and be responsible for rectifying any issues which are brought to their attention by the referee throughout the course of the Match.
- i) The Ground Marshal provided by the Home Team shall ensure that the Away Team is made aware of the home ground changing, playing, medical, food and drink facilities available.
- j) Both Ground Marshal's must sign the team sheets (if being used) of both teams at the end of the game.
- k) Ground Marshal shall be responsible for: -
  - 1) The supervision of the venue and all appointed officials; and
  - 2) Maintenance of and patrolling of the Playing Enclosure including the Ground Marshals of both Teams doing a lap of the playing enclosure at approximately the ten (10) minute mark of the first half and at approximately the ten (10) minute mark of the second half; and
  - 3) Preventing the illegal entry of any person into the Playing Enclosure; and
  - 4) Assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
  - 5) Ensuring Assistant Referees/touch judges are not calling out or coaching the players; and
  - 6) Ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
  - 7) Managing the behaviour of participants within the Team Zone; and
  - 8) Point of contact for all enquiries; and
  - 9) Responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and

- 10) Be familiar with, and have available, a copy of the Rugby AU Medical and Safety Recommendations including the Rugby AU Protocol for Serious Injury & Concussion; and
- 11) Checking with the referee on the policy for attending injured players; and
- 12) Report any irregularities or breaches of the Competition Rules that they are unable to resolve to their Club President or Club Secretary who will contact the Competition Manager to determine what further action, if any, should be taken; and
- 13) The implementation of this Competition Rule.

l) Home Team Ground Marshal(s) are also responsible for:

- 1) Setting up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and
- 2) Ensure that an appropriately stocked medical kit, ice and a stretcher are available; and
- 3) Having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
- 4) Having access to an emergency list of contacts and addresses for:
  - two (2) after hours doctors or local medical centre and / or facilities; and
  - nearest public hospital and / or emergency facility; and
  - the local Police and Ambulance.

PENALTIES - Failure of a Team or Club Affiliate to comply with By-Law 21.3 Playing Enclosure and Venue Control will result in a fine as decided by the HJRU Executive or loss of Competition points and/or any other fines or penalties as the HJRU Executive may at its absolute discretion see fit to impose.

## BY-LAW 24: MAYDAY

All Teams are required to know and understand Rugby Australia's mayday call and procedures. If a team does not know and understand Rugby Australia's mayday call and procedures at the commencement of the Match, then they are deemed to have forfeited the Match, and the Match cannot be played on "friendly game" initiatives.

Link to [Mayday Procedure Flowchart](#)

## BY-LAW 25: MERCY RULE IN U8 TO UNDER 12 AGE GROUPS

- a) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the losing Team may call to stop the Match and declare the Match completed, irrespective of normal time remaining.
- b) For recording purposes, the Match shall be declared a victory to the winning Team with the appropriate Competition points and for and against points awarded to both Teams at the time the Match is stopped.
- c) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.
- d) The failure of any Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
- e) The maximum For and Against differential recorded in any match is 50 points.

MERCY RULE FOR U13S TO OPENS (U17/U18) AGE GROUPS INCLUDING GIRLS COMPETITIONS (FOR COMPETITION MATCHES ONLY I.E., NOT FINALS GAMES)

- a) If the difference in score between two Teams during Regular Season Matches reaches 40 points or more then the winning Team must reduce the number of players on the field by one (1). However, if the difference reduces to less than 40 points then the player can return to the field.
- b) If the difference in score between two Teams during Regular Season Matches reaches 50 points or
- c) more then the winning Team must reduce the number of players on the field by another player so that the Team is two (2) players short. However, if the difference reduces to less than 50 points then one (1) of the players can return to the field. The reduction of players continues at every additional multiple of ten (10) points difference, with a player returning when the difference reduces to below a multiple of ten (10) points.
- d) HJRU By-Law: 5 (F) in relation to the Minimum Number of players is waived while applying this Competition Rule.
- e) Teams who are required to reduce players in accordance with this Competition Rule must not remove front row players to cause the Team to play uncontested scrums. Teams must have sufficient front row players to play at hooker, tight-head prop, and loose-head prop as per By-Law:6.5
- f) In applying this Competition Rule when a Team has less than fifteen (15) players then the Team with the least number of suitably trained players for its scrum determines the number of players in the scrum.
- g) The failure of any Club to satisfy the Competition Manager regarding its course of action in accordance with this Competition Rule may lead to the loss of Competition points by the offending Team and the Competition Manager, at its absolute discretion, may impose further penalties.
- h) The maximum For and Against differential recorded in any match is fifty (50) points.

## MERCY RULE IN THE FINAL SERIES

- (a) If any Team invokes Competition Rule 25 or Competition Rule 25.1 during a Finals Series Match will be deemed to have forfeited the Match and forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.

## BY-LAW 26: EXCESSIVE SCORES - FAIRPLAY

*This by-law is mandatory for ALL Junior Age teams.*

### PRINCIPLES BEHIND THE POLICY

Any team good enough to win should be allowed to do so, however little is to be achieved for anyone if the game is an uneven contest.

Such games serve only to make it more difficult for a coach to motivate their players. These players are highly likely to leave the game and future stars may be lost from the game forever.

A positive coach should consider the advantages (and enjoyment) that come when children are involved in a fair and even contest.

Children learn more about coping with a loss when they lose in a tight game.

Such a policy is often upon first encounter for players and parents, unpopular. However, once seen and used, players and parents almost always realise the benefits of this policy. The first time it occurs, players on both sides will not want to swap. The second time, players are often lining up to swap on both teams. The benefit of players playing alongside players of other clubs is plain to see when it happens and is one of the core benefits sports offer our society – breaking barriers.

### POLICY: EXCESSIVE SCORES

Difference greater than thirty (30)

- a) When at halftime the difference in score between the two teams is 30 points or more, both coaches must abide with the by-laws of the HJRU and work with each other to ensure the game is evened up.
- b) Both coaches MUST take steps to even-up the game and play the second half of that game as a fair and even contest.
- c) The following are suggested, but are not limited to, steps that the coaches may agree to take:
  - 1) SWAP PLAYERS: The notion that children will not swap teams is an adult one. This may be a few selected players (evaluate your own team to see how they cope with playing against some of their own better players).

RECOMMENDATION: The leading team to swap their best 2-3 players for 2-3 of their opponent's players in the same positions. This allows the leading team to try and win without these players allowing others from the team to step up and take a more prominent role.

- 2) Change positions: Move some players to see how well they cope with playing in another position.
  - 3) Subbing: Sub-off some key players.
  - 4) Wind advantage: Be willing to give away any wind-advantage that may exist.
  - 5) Kick-offs: The weaker team restarts play with a tap & pass rather than the usual kick. Or the scoring team kick-offs to the weaker team.
  - 6) Depower: Depower scrums, non-contested. Non-contested lineouts.
  - 7) Conversions: No conversions or change your kicker to an untried player.
- d) If the score difference in the second half drops below 30 points the conditions under which the second half started, as per this By-Law, do not change.

## BY-LAW 26: EXCESSIVE SCORES – FAIRPLAY (continued)

### DIFFERENCE GREATER THAN FIFTY (50)

- e) If the difference in score between two Teams during Regular Season Matches reaches fifty (50) points or more the game will continue but recording the score will stop. The score at that time will be the score entered into Rugby Xplorer.
- f) Team Officials, in conjunction with the referee, shall be expected to encourage the development and enjoyment of the game for all players by co-operating on "friendly game" initiatives.

The failure of any Club to satisfy the Executive regarding its course of action in accordance with this by-law may lead to the loss of Competition and Club Championship points by the offending Team and the Executive, at its absolute discretion, may impose further penalties.

## BY LAW 27: UNCONTESTED SCRUMS UNDER 13'S TO UNDER 18'S (including girls age groups)

- a) There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to start the Match playing contested scrums.
- b) Any Team which calls uncontested scrums from the start of the Match, or at the first scrum, in more than five (5) Matches during a Regular Season of which a maximum of two (2) can occur in the last five (5) rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
- c) If during a Match a team does not have sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced for any reason (blood bins and yellow/red cards included) then that team may call uncontested scrums and the penalties nominated herein will apply except clause (b) above.
- d) If, subsequently, a qualified front rower becomes available (or returns from either the 'Blood Bin' or Temporary Suspension) 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 and play contested scrums.
- e) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.
- f) In accordance with Law 3.17 Word Rugby Rules – In a squad of 23 Players or at the discretion of the match organiser, a player whose departure has caused the referee to order uncontested scrums cannot be replaced.
- g) Where the departure of a player causes the Referee to order uncontested scrums that Player cannot be replaced.
- h) A Match with contested scrums, then this Team must call for uncontested scrums and play with one player fewer than would otherwise be allowed.
- i) If, subsequently, a qualified front rower becomes available (or returns from either the 'Blood Bin' or Temporary Suspension) 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.
- j) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply to the Match, even if qualified front rowers subsequently become available.
- k) Any Team which calls uncontested scrums from the start of the Match, or at the first scrum, in more than five (5) Matches during a Regular Season of which a maximum of two (2) can occur in the last five (5) rounds of the Competition shall be deemed ineligible to participate in the Finals Series.
- l) Where the departure of a player causes the Referee to order uncontested scrums that Player cannot be replaced.
- m) Systematic abuse of this Competition Rule will not be tolerated, and all instances of these incidents will be reviewed by the Competition Manager.
- n) If a team must call uncontested scrums because one, or more, of their forwards will be playing in Rugby representative Matches (includes schools' representative sides) then they must submit a request to the HJRU for the Match to not be counted towards their total of Matches where they called uncontested scrums at the start of the Match. This request will be reviewed and decided on by the Executive.
- o) Referees to be reminded during the season to limit scrum pushing to a maximum of 1.5 metres.

## BY LAW 28: CLUB CHAMPIONSHIP

- a) There will be a junior Club Championship that shall be decided by a formula calculated through the Rugby Xplorer Software Application.
- b) There shall be a Junior Club Championship which shall be decided by adding the win, loss, draw and participation points awarded in all competition games of each grade, and the club with the highest number of points shall be the winner.
- c) In the event of two or more clubs being equal in any such championship they shall be declared joint holders of the trophy.
- d) In the event of 2 clubs combining to form one team, points for that team will be shared equally between the 2 clubs.
- e) All Byes are counted as a win.
- f) DRAW Points for a team are Two (2)
- g) Points for a loss will be Zero (0)

## BY LAW 29: UNIFORMS

- a) Players must appear in proper football uniform which shall consist of jerseys with sleeves of the club's registered colours, football shorts, boots or shoes and socks of the club's colours. Each jersey shall be correctly numbered. Any team offending this rule shall, on complaint, be liable to a fine.
- b) All playing uniforms must be sanctioned / approved by the HJRU. Clubs wishing to use alternative uniforms that are not of the clubs registered colours must have them sanctioned by HJRU prior to using them / ordering them.

## BY LAW 30: ATTIRE OF PLAYERS

Notwithstanding the requirements of the Laws of the Game and in particular Law 4 - Players Clothing the following rules also apply:

- a) Skins, compression garments etc. that have legs that go past the knees are not permitted to be worn by players participating in a Match.
- b) It is recommended that a mouthguard be worn at all times whilst playing, including warm-ups and training.
- c) The wearing of jewellery such as rings, earrings, wristbands, hair beads, headbands and any similar items of adornment are strictly prohibited whilst playing and any player not conforming to this Competition Rule is not to take part, or any further part, in the Match until the item is removed to the satisfaction of the referee.

## BY LAW 31: FINAL SERIES – THIS INCLUDES ALL GIRLS AGE GROUPS.

### BY- LAW 31.1 MATCHES AFFECTING THE FINAL SERIES

- a) Any scheduled Match affecting the final series positions must be played prior to the completion of the last Round of the Regular Season Matches.
- b) If a rescheduled Match is not played prior to the completion of the last Round of the Regular Season Matches and the rescheduled Match is not dealt with elsewhere in these Competition Rules, then the Match will be deemed a no result, and no points will be allocated.
- c) In the event of unforeseen circumstances affecting a Match in the last Round of the Regular Season Matches, the Competition Manager shall determine if the Match is to be replayed.

### BY-LAW 31.2 FINALS SERIES MATCHES

All Competitions U10s and up will participate in the following Finals Series: (please note girls will all be played Friday nights according to calendar.

- Major Semi-final = 1st versus 2nd – Winner proceeds straight through to Grand Final; Runner up plays the following week in the Final. Usually, it is played on the Saturday of week 1 of Finals.
  - Minor Semi-final = 3rd vs 4th – Winner plays the Runner up of the Major semi-final the following week in the Finals, the runner up is out of finals contention. Usually played on Sunday of week 1 of finals.
  - Final – Runner up of Major Semi-final vs Winner of Minor semi-final. Winner progresses to Grand Final; Runner up is out of final contention. Usually it is played on the Saturday of week 2 of Finals series.
  - Grand final = Winner of Major Semi vs Winner of Final. Usually played on the Saturday of week 3 of the Final series.
- a) The Finals Series Matches will be played at Scheduled Game Times as determined by the Competition Manager.
  - b) There will be no extra time played in Final Series. In the event of a draw in a Finals Series Match then the Team that finished higher on the Competition table in accordance with Competition Rule 7 (C) shall be declared the winner of the drawn Final Series Match except in the case of the grand final where the two Teams will be declared joint premiers.
  - c) If a Finals Series Match is cancelled in accordance with these Competition Rules, then the Final Series Match may be rescheduled at the Competition Manager's sole discretion. Should the Finals Series Match not be rescheduled then the team that finished higher on the Competition table in accordance with Competition Rule shall be declared the winner of the cancelled Final Series Match except in the case of the grand final where the two Teams will be declared joint premiers.
  - d) The Competition Manager may, at its absolute discretion, implement a different Finals Series format, in which case the revised format shall be advised to all Clubs prior to Round 10.
  - e) Results for Finals Series Matches must be submitted immediately after the completion of the match by both team managers meeting after the game with the Referee and attending the HJRU Official table.

## BY LAW 32: QUALIFICATIONS OF PLAYERS FOR FINALS SERIES

The HJRU Competition Manager/HJRU Registrar may issue on request from Clubs an eligibility list for each team and from this, dispensation can then be submitted if required. Eligibility for finals requires the submission of lists and certain criteria to be met by players, these are set out below.

- a) For a Registered Player to be eligible to play for a Team in a Finals Series Match the Registered Player must:
  - be a Registered Player in accordance with these Competition Rules; and
  - have played 50% or more of all Matches played or won on forfeit for the particular Team during the Regular Season.
  
- b) For the purposes of this Competition Rule
  - a bye will count as a Match played for all Registered Players on the Sign-on Sheet, except Registered Players under Suspension, at the time of the bye.
  - a loss on forfeit will not count as a Match played, regardless of whether the Match was played or not, or when the forfeit is awarded.
  - If a Round 1 Match is washed out it will count towards a Match played provided the Registered Player has registered prior to the Round 1 Match.
  - If any other Round is washed out it will only count as a Match played provided the Registered Player has played the Match prior to the washed-out Round.
  - a win on forfeit will count as a Match played for all Registered Players signing on for the Match except Registered Players under Suspension, at the time the forfeit is awarded; and
  - Matches played in an older Age Group will not count towards eligibility for a younger Age Group in the Finals Series.
  
- c) If a Registered Player does not comply with the criteria stated in this Competition Rule, dispensation from the Competition Manager may be sought by the Club involved. A request for dispensation must be:
  - lodged with the Competition Manager by 5:00 pm on the Monday prior to the commencement of the Finals Series Match for which dispensation is sought or such at a later time as is agreed by the Competition Manager in its absolute discretion.
  
- d) The dispensation may be granted if:
  - in the case of sickness or injury, a medical certificate accompanies the application (the medical certificate must specify the period the Registered Player was not able to play on medical grounds) and dated at or around the time the injury/sickness occurred; and the player did not participate in another sport during this time; or
  - the Registered Player participated in a Representative Team managed under the auspices of NSWCRU or NSWJRU, participation in such representative Match(es) prevented the Registered Player from playing in Competition Match(es) and had such representative Match(es) been Competition Match(es) the Registered Player would have met the requirements; or
  - in the opinion of the Competition Manager there are extenuating circumstances beyond the control of the Registered Player or Club concerned.

## BY LAW 32: QUALIFICATIONS OF PLAYERS FOR FINALS SERIES (continued)

- e) Requests for dispensation will not be granted unless exceptional circumstances exist. All Clubs believe compliance with this Competition Rule (having played 50% or more of all Matches to be played or won on forfeit) is fair and reasonable.
- f) Any dispensation granted pursuant to this Competition Rule may be unconditional or subject to any condition that the Competition Manager elects to impose in its absolute discretion.
- g) A player requesting Dispensation in Rugby Union and has been found to have played in another sport during the time they are seeking dispensation for will not be allowed.

### BY-LAW 32.1 SHARING PLAYERS IN FINAL SERIES - MATCHES FOR UNDER 10 TO UNDER 12 AGE GROUPS

- a) Any Team in the Under 10 to Under 12 Age Groups which is required to share players in a Finals Series Match to comply with the Pathway Law will be deemed to have forfeited their right to participate in all remaining Finals Series Matches and the Match will be played on “friendly game” initiatives.

### BY-LAW 32.3 MATCHES FOR UNDER 13 TO OPEN AGE GROUPS (UNDER 17/UNDER 18 AGE GROUPS)

- a) Any Team in the Under 13 to Opens (Under 17/Under 18) Age Groups which requests the sharing of players in a Finals Series Match will be deemed to have forfeited their right to participate in all remaining Finals Series Matches that the Team is due to play.

## BY-LAW 33 UNCONTESTED SCRUMS UNDER 13'S TO UNDER 18'S DURING A FINAL SERIES (INCLUDING GIRLS AGE GROUPS)

- a) Any Team which needs to start a game in a final's series with uncontested scrums during a Finals Series Match will be deemed to have forfeited the Match and also forfeited their right to participate in any and all remaining Finals Series Matches that the Team is due to play.
- b) When teams submit their list of players for finals games, they must nominate the players who are suitably trained and experienced to play in the front row and which players are suitably trained and experienced to play hooker.
- c) If any of the nominated front row players in a team have an injury that causes him not to be able to pack into contested scrums then that player shall be removed from the field, as there is a higher potential for injury in tackles than in scrums.
- d) If during a match a team does not have sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced because of injury then the team may call uncontested scrums without any penalty.
- e) If during a match a team does not have sufficient uninjured front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained, whether they are on the field or not, (example one of the players off the field under a yellow card), and calls uncontested scrums, then that team shall remove one player from the field. The player removed from the field can only return to the field when the team returns to playing contested scrums.
- f) If neither Team has suitably trained front row players to start a Match with contested scrums, the above arrangements do not apply until one of the teams has sufficiently trained front rower who can pack into scrums.
- g) Referees to be reminded during the final series to strictly limit scrum pushing to a maximum of 1.5.

## BY LAW 34: PROTEST AND APPEALS

- a) If a team/club is intending to submit a report from an incident occurring in a game and or playing arena, an official from that team/club is to inform either the Ground Marshall and/or Official Referee of their intent and detail the intended contents of their report.
- b) The report needs to be in writing and received at the office of the HJRU by 5pm on Monday following the match in which the incident took place. Send in from the Club wishing to protest and affirmed by the Club President or Club Official of the protesting Club.
- c) The Executive shall investigate, decide upon and deal with all protests, appeals and disputes within its jurisdiction.
- d) All appeals and protests shall be in writing no later than 24 hours after the notification of the ruling and accompanied by a deposit as set by the Executive, which shall be forfeited, should the appeal fail.

## BY LAW 35: OTHER MATCHES ENGAGED BY HUNTER JUNIOR TEAMS

- a) All gala, social, trial or any match(es) other than a competition match arranged or under the jurisdiction of the HJRU shall be run under the laws of the game or such variations as agreed upon by the Executive. Any Club wishing to organise social, gala, trial, or any other type of match(es) must first obtain the approval of the HJRU Competition Manager/Executive.

## BY LAW 36: CONTRAVENTION OF BY-LAWS

Contravention of any of the By-Laws will be dealt with by the Hunter Junior Rugby Union Executive as may be appropriate. Clubs and/or Teams in contravention of these By-Laws may be, unless otherwise stated, liable to: -

- a) be fined (not exceeding \$200) and/or placed on a bond (not exceeding \$1000); and/or
- b) suffer loss of competition and/or club championships points; and/or
- c) be expelled or suspended from the HJRU and/or it's competition; and/or
- d) suffer any other penalty that the HJRU Executive may see fit to impose.

## BY LAW 37: CITINGS

- a) A Club or Participant with the written approval of their Club, or the HJRU have the authority to lodge a Citing Complaint Referral with the Citing Commissioner with respect to alleged act of foul play that is in breach of the Laws of the Game.
- b) Citing/s must be lodged in writing on the prescribed form to the HJRU within 48 hours of the fixture game date in which the incident occurred. The responsibility for obtaining information, reports and video recordings in relation to the Citing Complaint rests with the Club referring to the Citing Complaint.
- c) If in the opinion of the Citing Commissioner the alleged act(s) of foul play should have By-Law 37 warranted the player concerned being ordered off (i.e., the 'Red Card Test' has been met), then the cited Participant or Club will be required to appear before the Judiciary.
- d) When a Citing Complaint Referral is received in accordance with By-Law 37 the Club will promptly be invoiced a Citing Lodgement Fee for each Citing Complaint Referral lodged with the Citing Commissioner per Schedule A requiring immediate payment a refund.

## BY-LAW 38: JUDICIARY

See Rugby Australia Code of Conduct & Rugby Australia Disciplinary Rules for Judiciary procedures

- a) The Judiciary shall deal with Code of Conduct matters, on field foul play incidents, citing or incidents lodged through the Rugby Australia Report a Concern platform. Please note that the Code/Policy each matter falls under will determine its process.
- b) The Judiciary shall meet each Wednesday at 5.30pm, unless otherwise notified by the HJRU.
- c) Clubs will be invoiced a Judiciary Appearance fee per Schedule A for each player/participant found guilty during a Judiciary Hearing.

### SCHEDULES

Schedule A	HJRU Schedule of Fees
Schedule B	HJRU Sanctions Guidelines
Schedule C	HJRU Mandatory Accreditation
Schedule D	Ground Marshal Role & Duties

### SCHEDULE A

Item (alphabetical order)	Details	Amount (\$)		
		Amount	GST	Total
Appeal Lodgement Fee	per application lodged that is refunded if successful	\$200.00	\$20.00	\$220.00
Citing Lodgement Fee	per lodgement with Citing Commissioner that is rebated if successful	\$200.00	\$20.00	\$220.00
Judiciary Appearance Fee	per guilty verdict	\$75.00	\$7.50	\$82.50
Withdrawal of team after HJRU competition draws is sent out	Per team withdrawing	\$100.00	\$10.00	\$110.00

SCHEDULE B

HJRU By-Law 36 provides fines and/or sanctioning ability. This schedule B provides guidelines regarding Fines and Sanctions that the HJRU shall consider. Repeated offences would see fines and sanctions increased for each subsequent offence above the levels recommended in these guidelines. These are guidelines only and does not limit the scope under By-Law 36 available to the HJRU.

Description	Sanction	Other Possible Sanction
Playing unregistered players or players that aren't eligible to play in a particular team.	Loss of 5 comp points for game/s affected or forfeiting affected game.	\$200 monetary fine per player and/or Coach/Manager suspension if loss of points won't be effective.
More than 3 Forfeits in an Age Grade	Team removed from Comp	If a team plays an unregistered or disqualified player and forfeits their game, this counts toward the 3 forfeits.
Playing disqualified players	Loss of 5 comp points for game/s affected or forfeiting affected game.	\$200 monetary fine per player and/or Coach/Manager suspension if loss of points or forfeiture of game won't be effective.
Incorrect MDA entry (including, team lists yellow, red, or blue cards, substitution movements) late or no input of results	Loss of 5 comp points for game/s affected	\$200 monetary fine per player and/or Coach/Manager suspension if loss of points won't be effective.

SCHEDULE C

ROLE	ACCREDITATION REQUIRED	NUMBER OF PEOPLE REQUIRED
Ground Marshal	<ul style="list-style-type: none"> <li>• Ground Marshal Program</li> </ul>	Minimum 3 per team that can cover games on a weekly basis
Team Manager	<ul style="list-style-type: none"> <li>• Rugby Xplorer Team Manager Program</li> </ul>	All teams – 1 per team however might be good to have a backup as well.
Member Protection Contact	<ul style="list-style-type: none"> <li>• Member Protection &amp; Inclusion</li> <li>• Code of Conduct</li> </ul>	All Clubs = 1 per Club (minimum)
First Aid Personnel	<ul style="list-style-type: none"> <li>• First Aid Attendant Level 1 Program</li> </ul>	An adequate number to cover all teams
Assistant Referees	<ul style="list-style-type: none"> <li>• Smart Rugby</li> </ul>	Minimum 3 per team that can cover games on a weekly basis
Coach	<ul style="list-style-type: none"> <li>• Smart Rugby (minimum)</li> <li>• Season ready</li> </ul>	At least one (1) per team entered in any HJRU competition
Concussion & Serious Injury Officer	<ul style="list-style-type: none"> <li>• Concussion &amp; Serious Injury Management</li> </ul>	All Clubs = 1 per Club (minimum)
Club Admin/Registrar	<ul style="list-style-type: none"> <li>• Rugby Xplorer Club Admin Program</li> </ul>	All Clubs = 1 per Club (minimum)

## SCHEDULE D

### GROUND MARSHAL

A Ground Marshal for each team and for each match is arranged by the Club and must have the mandatory accreditation of Ground Marshal Program in the Learning Centre. The responsibilities of the Ground Manager are set out below.

A Ground Marshal must be present at all HJRU sanctioned games (Trials matches & Competition matches)

- a) No Ground Marshal, NO GAME. Referees will be instructed to sight the Ground Marshal prior to the commencement of each game
- b) The Ground Marshal is not to act as a touch judge during any game
- c) Each Club must supply a Ground Marshal for each fixture
- d) Clubs will be fined competition points for that game and/or monetary fine for each occasion there is no Ground Marshal or where the incorrect Ground Marshals name has been entered into Rugby Xplorer.

### GROUND MARSHAL DUTIES

- 1) For the duration of the allocated game your sole responsibility is being the Ground Marshal
- 2) Ensure, before each game:
- 3) Crowd Control rope is in place
- 4) Team Zones are marked out
- 5) 'Conditions of Entry' signage is visible
- 6) Introduce yourself to both Match Referee and other club's Ground Marshal prior to the game commencement
- 7) Each Ground Marshal must wear the Ground Marshal fluorescent vest as an outer garment for the entire game
- 8) Each Ground Marshal must ensure spectators maintain Codes of Conduct by identifying and dealing with any breaches
- 9) Each Ground Marshal must keep everyone except the referee and any authorised additional person/s behind the ropes
- 10) Each Ground Marshal must manage the behaviour of participants within the team zone
- 11) Report any breaches of the Codes of Conduct via correct incident reporting (online)
- 12) Each Ground Marshal must ensure surveillance of the venue for the duration of the match. This includes, at a minimum, meeting the other club's Ground Marshal and completing two laps of the playing enclosure at the following intervals:
  - 10 mins into the 1st half
  - 10 mins into the 2nd half
- 13) Shake hands with match officials and the other club's Ground Marshal at the conclusion of the game

## APPENDIX A: DISPENSATION POLICIES AND PROCEDURES

### AGE GRADE DISPENSATION

- [Age Grade Dispensation Procedure](#)
- Size for Age Guidelines
- [Age Grade Dispensation Flowchart](#)
- [Age Grade Dispensation Parent Guardian Consent Form](#)
- [Age Grade Dispensation Assessing Coach Report](#)
- Size for Age FAQs
- [Age Grade Dispensation FAQs](#)
- [Forms and Support Documents](#)

### MIXED GENDER DISPENSATION PROCEDURE

- [Mixed Gener Dispensation Procedure](#)

### SENIOR RUGBY DISPENSATION – [Senior Rugby Dispensation Procedure](#)

### DOCUMENTATION COMMON TO DISPENSATION PROCEDURES

- [Schedule B - Exception for Front Row Dispensation Form](#)
- Junior Age Grade/Senior Rugby Guidelines Tables

### DISABILITY DISPENSATION

- [Disability Dispensation Procedure](#)

### ASSESSING COACH PROGRAM

Coaches can enroll in the Assessing Coach Program via the Rugby Learning Centre.

Key information on Assessing Coach Programs can be found here:

- Assessor Coach Checklist
- Peak Height Velocity - Maturity Offset Table
- Age Grade Dispensation Procedure Testing Protocols
- Skills and Drills Matrix
- Physical Fitness Tests Normative Data
- Mandatory Assessment Guidelines for Male and Female Players
- Peak Height Velocity Calculator

## APPENDIX B: BLUE CARD AND CONCUSSION

### RUGBY AUSTRALIA CONCUSSION MANAGEMENT PROCEDURE

- [Concussion Management](#)
- [Concussion Management Procedure](#)
- World Rugby Documents - <http://playerwelfare.worldrugby.org/concussion>

## APPENDIX C: USEFUL LINKS

<https://hunterjuniorrugby.com.au/>

[Hunter Rugby Resources & Documents](#)

[Rugby Australia Codes & Policies](#)

[Rugby Australia Report a Concern](#)

[Rugby Xplorer Admin Help Resources](#)

[Club Admin Pack 2025 Season](#)

Rugby Admin FAQs

[Overseas Tour Applications](#)

[Domestic Tour Applications](#)

[Laws of the Game](#)

[Code of Conduct](#)

Game Management Guidelines

[Risk & Insurance](#)

Social Media Policy

Rugby Australia Special Event Guidelines

Rugby Australia Special Events

[Sports Lighting - Australian Standard](#)