

**SYDNEY JUNIOR RUGBY UNION (SJRU)  
2020 MATCH DAY MANUAL**



**Under 10 to Opens (Under 17 / Under 18)  
XVs Rugby  
Version 4**

**Issued 22 July 2020**



**Sydney Junior  
Rugby Union**



**All SJRU Players, Coaches, Officials, Parents and Spectators must  
comply with Rugby Australia's  
Expectations of Behaviour Guidelines which include the following:-**

### ***Do's***

- *Encourage the players to abide by the Laws of the Game.*
- *Applaud all good play whether it is by your team or your opponents.*
- *Treat everyone as you yourself would like to be treated.*
- *Display exemplary behaviour and accept responsibility for your actions.*
- *Support all efforts to remove verbal and physical abuse from the game.*
- *Most importantly have fun and enjoy "the game they play in heaven".*

### ***Don'ts***

- *Abuse, criticise, threaten, ridicule or intimidate a player, coach, Match Official or spectator while attending the venue.*
- *Question the decisions of the Referee or Assistant Referees and never question their honesty or integrity.*
- *Enter the field of play unless invited to do so by the Referee.*
- *Discriminate because of a person's sex, disability, ethnicity or religion.*
- *Swear, use bad language or harass anyone at the venue.*

***ABUSE OF PLAYERS OR MATCH OFFICIALS WILL NOT BE  
TOLERATED UNDER ANY CIRCUMSTANCES!***

**Failure to comply with these Expectations of Behaviour Guidelines will result in your expulsion from the venue and being reported to the Sydney Junior Rugby Union Competition Manager.**

Go to [Rugby Australia Code of Conduct](#) for more information.

***Enjoy your Rugby experience.***

## SJRU Match Day Manual

This Match Day Manual has been prepared to:

- assist Coaches and Managers of Teams competing in SJRU Competitions; and
- ensure that the SJRU Competition Rules are understood and upheld for the benefit of all.

This Match Day Manual is only a summary and a guide and does not replace the SJRU Competition Rules.

### Rugby Xplorer and Rugby Match Day Apps

Participants in SJRU competitions use two different apps:

- All players and volunteers (including coaches, managers, Assistant Referees and Ground Marshals) use the [Rugby Xplorer App](#) to register their participation in SJRU competitions. Anyone using the Rugby Xplorer App can see draws, live scores and competition tables for SJRU teams they wish to follow as well as accessing other Rugby Australia content. The Rugby Xplorer App can be downloaded from the [iTunes](#) or [Google Play](#) stores.
- The Rugby Match Day App is used by Team Managers/Admins for match day management tasks pre, during and post the fixture. The Rugby Match Day App is mandatory for Team Managers/Admins to be able to perform these match day tasks and can be downloaded from the [iTunes](#) and [Google Play](#) stores. Parents, spectators, etc do not required the Match Day App.

Resources to support both Apps are available [here](#).

### Communication

All communication to SJRU, whether by email or telephone, must be via your Club / District President. If a Manager or a parent has any issues to raise, please do so via your president.

### The Competitions

Under 10 / Under 11	12 a side	Size 4 ball	20 minute halves
Under 12	15 a side	Size 4 ball	25 minute halves
Under 13 / Under 14	15 a side	Size 5 ball	25 minute halves
Under 15 / Under 16	15 a side	Size 5 ball	30 minute halves
Under 17 / Opens	15 a side	Size 5 ball	35 minute halves
<b>There is no time off for injury in any Age Group.</b>			

## Before Match Day

1. The SJRU registration system is the Rugby Xplorer App. All players must be registered in Rugby Xplorer or they are not eligible to play. Every player must have uploaded a recent “Head and Shoulders” photo of him/herself into the Xplorer App.
2. Team Managers must also download the Rugby Match Day App. Login details are the same as the Rugby Xplorer login.
3. The Competition Manager will load the Draw so that it is visible in both Xplorer and Match Day.
4. The Club Registrar or Administrator must grant the Manager access to the team in the Match Day App prior to the game commencing.
5. Each week the Manager must select their team to play the match prior to the match starting. No more than 23 players can be selected. Select the correct Competition from the Drop-Down list and the Match (Round) that is being played. Then click on Team Lists at the bottom to enter team selection mode. The team list will default to the team list from the previous game so make any necessary adjustments using the Add button. Choose the correct jersey numbers and positions as best you know, then click on Submit to finalise the team. (This can be adjusted on the day if needed.)
6. The Club must ensure a qualified First Aider has been booked to be present at each match.
7. The Manager should ensure a qualified Assistant Referee and a Ground Marshal are rostered on for each game and have been recorded for the Match in the Match Day App. Refer to Appendix C in the Competition Rules for Mandatory and Recommended standards for Team and Match Officials.

## On Match Day, Before the Game

1. The Manager must have access to the Match Day app at the ground with internet access and be signed in. Ensure the Xplorer App is not open on your device by swiping to close it completely, as the two apps can interfere with each other.
2. The Manager confirms the team members that are playing on the day (add new players, remove those not playing on the day) and also ensures the correct jersey numbers and positions are recorded for each player.
3. The Manager also confirms their Team and Match Officials (Manager, Assistant Referee and Ground Marshal) are recorded in the Match Day App for that Match.
4. The Manager of each team should introduce him/herself to the other team’s Manager.
5. Once each Manager has confirmed their own team, the two Managers should swap their devices and check the opposing team’s players match the players recorded in the Match Day App. Check photos, names and jersey numbers are all recorded properly.
6. Once both Managers are satisfied, they return each other’s devices.
7. In the event that the teams have identical or similar colours then the Home Team shall supply and wear alternative jerseys. In Finals Matches the lower placed team wears alternative jerseys.
8. Each game must have a Qualified First Aid Attendant supplied by the Home Team. Each team must also supply a Ground Marshal and an accredited Assistant Referee for each Match. A competition point may be deducted for failing to provide an accredited Assistant Referee.
9. Both Managers should show both Ground Marshals Appendix C of this Manual and ask them to confirm they understand and accept the responsibility of being Ground Marshal. If not then the

relevant Manager must find an alternative before the Match can commence. If a Team does not supply a Ground Marshal they are deemed to have forfeited the Match.

10. Parents must be aware of the Expectations of Behaviour Guidelines included in this Match Day Manual.
11. Ground Layout must be in accordance with Appendix A of the Match Day Manual.
12. Matches must commence on time and teams must be ready to take the field two (2) minutes prior to the Scheduled Game Time (refer to Competition Rule 6.3).
13. The Team Managers and NOT the referee are responsible for interpreting the Competition Rules. If there is a dispute then the opinion of the Home Team will prevail and, if required, a protest may be lodged at the end of the Match. The Competition Manager will adjudicate on the matter on the first business day following the match. Managers have no discretion to decide that certain rules do not apply on the day.
- 14. No one is to take any action (including making any statement) regarding a player's General Age Dispensation or Size for Age Dispensation pre, during or post game. For any concern, a report must go through your Club President after the match.**
15. Each Manager should remind the Coach that, subject to injury, every player listed for the Match must play at least 50% of the playing time in the Match. If a Manager is concerned that the opposing team has listed players who are not at the match, or is not giving all players at least 50% game time, they should inform their President in writing who will in turn inform the Competition Manager.

## The Match

1. In the Match Day App, both Managers select the correct competition and round, and then click on "Matchday" to enter Match Day Mode. Preferably each Manager selects "Score for my team" but if necessary one Manager can score for both teams by selecting "Score for both teams".
2. A player can sign on at any time during the Match by presenting themselves at the Sign-on Table. Both Managers should satisfy themselves the player can join the match and then the Manager adds the player in the Match Day App. Click on the "..." at the top right of the screen, then select "Team List" and make any necessary adjustments.
3. At the start of the game click on the green Play button. This starts the timer and allows the Manager to enter scores and other match details. The timer is not used as a formal match timekeeping record – the referee is the sole judge of time. If your device goes into "sleep" mode the timer may pause. Continue scoring and do not rely on the timer for games times or cards.
4. For each score, tap the "Scoring" tab and select the type of score and then the player who scored it. Unsuccessful Conversions and Penalty Goals may optionally be recorded for the Managers' records only.
5. Tap on the "Movements" to record cards, major injuries and substitutions:
  - For Yellow and Red Cards you must select the reason and the player.
  - Red and Blue Cards will record a Case and alert the Competition Manager once the game is submitted.
  - Recording Substitutions is optional but may allow Managers to keep a record of game time played. Remove the player coming off first and then add the substitution.

6. Anyone wishing to follow the match (whether at the ground or not) may use the Rugby Xplorer App to get real time score and card updates.
7. If you need to correct a score or a card, tap on the “Feed” tab where you can delete the incorrect item, and then re-enter it. Once a match is submitted at its completion no further changes can be made in the App. If needed you will have to have your President contact the Competition Manager for any later adjustments.
8. At Half Time click on the purple H/T button. When the Second Half starts click on the green Play button.
9. If at any time a team is forced to go to Uncontested Scrums, click on the “...” icon at the top right of the screen and select “Uncontested Scrum”, then enter the team and the reason.
10. At the end of the game click on the red stop button to finish the match. Make sure both Managers agree on the score and the cards recorded.
11. Before you click on “Confirm” the Referee should then review and confirm the score and the cards. Once that is done click on “Confirm” to enter the result. If there is a dispute, click on “...” at the top right and then click on “Dispute” and enter the reason why.
12. Any player who is Sent Off (Red Card) 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.
13. Likewise any player who is Sent Off (Red Card) during a school match, or in a match for another code (eg Rugby League), is automatically suspended from taking part in any further SJRU matches including any Regular Season, Finals Series, trial or representative matches, until a decision has been handed down by the relevant Judiciary.
14. Players removed from the field with a **Blue Card** must be assessed by a doctor within 72 hours, providing a [Concussion Referral and Return Form](#). Refer to the: [Rugby Australia Head Injury Fact Sheet](#).

## After the Match

- If required, at the end of the Match the Team Manager should complete a [Serious Injury Report](#) for:
- any player with a head or neck injury that results in treatment at a hospital or medical centre; or
  - any player admitted to hospital as a patient but NOT players treated at an Emergency Department and allowed to go home. Refer Appendix C - Australian Rugby Union Medical and Safety Recommendations.

## IMPORTANT SJRU COMPETITION RULES

**Numbers of Players** (refer SJRU Competition Rule 6.5) unless notified otherwise in writing by the Competition Manager

Age Group	Minimum No. of Players on the Field	Maximum No. of Players on the Field	Maximum No. of Players that can Sign-on	Number of Non-Transferable Players (3.6)
Under 10 and Under 11	9 Players	12 Players	18 Players	8 Players
Under 12 to Opens	11 Players	15 Players	23 Players	12 Players

- If your team has less than the Minimum Number of Players on the field then the Match is an automatic loss. The Match should proceed on “friendly game” initiatives.
- If your Team does not have the maximum of players permitted on the field then:-
  - For the Under 10, Under 11 and Under 12 Age Groups the opposition **MUST** share players so that the Match can proceed with each Team having an equal number of players on each Team.
  - For the Under 13 to Opens Age Groups the Team which is short of players may ask the opposition to share players. After sharing players the Team playing short may also request the opposition to match player numbers. Opposition teams must share if requested and will be deemed to have forfeited if they refuse. Teams must share players before they match player numbers so that the maximum number of players are involved in the Match.

**Non Transferable Players** (refer SJRU Competition Rule 3.6)

All Clubs with 2 or more teams in an Age Group must identify their Non-Transferable (NT) players.

- A Non-Transferable player cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Player may play in a higher Graded Team in their Age Group or in a Team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.
- A Non-Transferable Representative Player is permitted to play up in the Age Group above in the same or higher graded team than the one in which he is registered. Each Representative Player is only allowed to play up an Age Group twice during Regular Season Matches and Finals Series Matches and if they play up an Age Group in a third match then they will be deemed to have moved up an Age Group permanently and is no longer eligible to play in the lower Age Group.
- A Transferable Player is one who is permitted to play in a lower Graded Team in their nominated Age Group or in a Team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.
- Each Under 10 and Under 11 Team has eight (8) Non-Transferable Players.
- Each Under 12 to Opens Team has twelve (12) Non-Transferable Players.

### **Replacements and Substitutions** (refer SJRU Competition Rule 6.6)

- Replacements and / or Substitutions can be made when the ball is dead. That is at a scrum, lineup or after a try has been scored.
- Replacements and / or substitutions can NOT be made when a penalty kick or free kick has been awarded.
- All Replacements/Substitutions must wait with the Assistant Referee who will tell them when they can enter the field, at a time when the ball is dead
- Substitutions in all Age Groups are unlimited and can be made when the ball is dead.
- Temporary replacements for blood bin are permitted.
- Players who are seriously injured (e.g. Concussion) may NOT return to play.
- Please refer to the Rugby Australia Medical Guidelines in Appendix C for the treatment of players suffering from concussion or other serious injury.

### **Mercy Rule** (refer SJRU Competition Rules 6.11 and 6.12)

- For Teams in the Under 10 to Under 12 Age Groups once the difference in scores is 40 or more the losing team may call a stop to the Match, although the winning team may offer to do. The Match should then be completed on “friendly game” initiatives.
- For Teams in the Under 13 to Opens Age Groups when the difference in scores is 40 or more then the winning team MUST take a player from the field. If the difference in scores is 50 or more then another player must leave the field. If the difference in the scores reduces (ie becomes less than 50), then 1 player may return to the field and if the difference in the scores becomes less than 40 then the other player may return to the field.
- Teams required to remove players MUST NOT remove front rowers so as to cause uncontested scrums.
- The maximum differential in scores recorded for a match is 50, no matter if or at what point the Mercy Rule may have been invoked.

### **Uncontested Scrums** (refer SJRU Competition Rules 6.9 and 6.10)

- Safety is of prime concern and all players in the scrum must know the Mayday Call.
- There must be sufficiently trained front row players so that on the first occasion that a replacement prop is required, and on the first occasion that a replacement hooker is required, the team can continue to play safely with contested scrums.
- Teams playing uncontested scrums in more than two (2) Matches during the season shall be ineligible for the Finals.
- In the Under 10 to Under 12 Age Groups if a team does not have three (3) suitably trained front rowers at the commencement of the Match, or during the Match, then uncontested scrums will be played.
- In the Under 13 to Opens Age Groups if a Team does not have three (3) suitably trained front rowers at the commencement of the Match, or during the Match, then that Team will play with one less player and uncontested scrums will be played.
- If a Team calls uncontested scrums and then subsequently a suitably qualified front rower becomes available then scrums may then be contested and the normal playing numbers restored.



### **Eligibility for Finals** (refer SJRU Competition Rule 7.3)

To be eligible to play in the Finals a Registered Player must have:

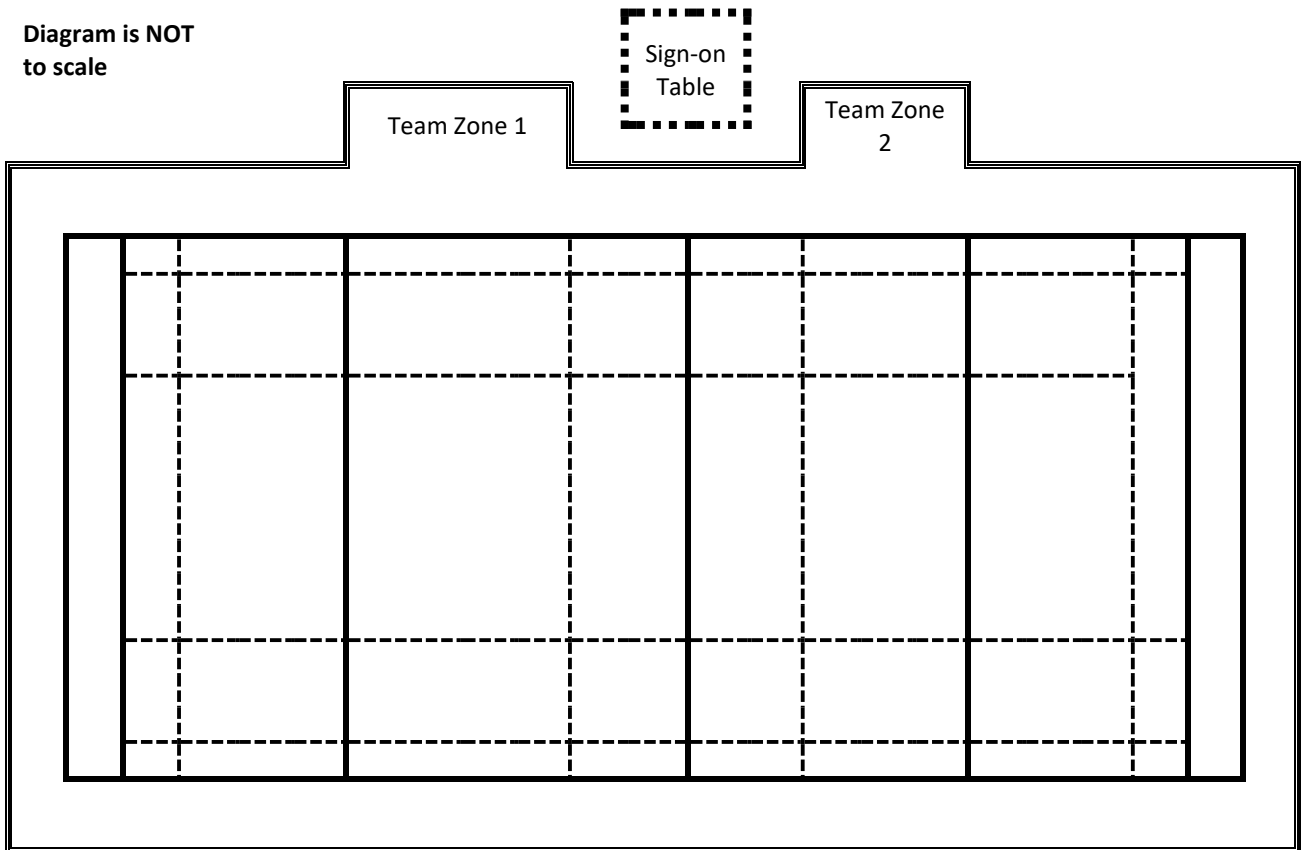
- Played 50% or more of all Matches played by the Team during the season (including byes, wins on forfeit and wet weather if registered prior); OR
- Qualified in a lower Graded Team in the same Age Group or a lower graded team in the Age Group below (games played in a higher Grade or Age Group do not count for eligibility).




### **Deferment / Amendment of a Match** (refer SJRU Competition Rule 5.10)

- If a deferment / amendment of a Match is required you must contact the Manager / Club of the opposition Team and organise to send in a Game Deferment Form before 9:00 am on the Tuesday prior to the Scheduled Game Time (refer to SJRU Competition Rule 5.10).

## Appendix A: Ground Layout

Diagram is NOT to scale



Team Zone (mandatory)	Minimum 5m from Half Way Line and 5m from Touch Line. Maximum of 10m long and 3m wide
Trainers, Medical Personnel Reserves and Team Officials	Trainers and Medical Personnel are not allowed to move along the touch line and are to remain in the Team Zone when not completing their duties. Reserves and Team Officials are to be in the Team Zone.
	Half Way, 22m, Touch, In Goal, Touch In Goal and Dead Ball Lines
	5m, 10m and 15m Lines
	Ropes or Barriers

## Appendix B: Summary of Laws of Rugby and SJRU Competition Rules - Referees Summary

This Appendix B is a guide to the Laws of Rugby and the SJRU Competition Rules. If there is any conflict then the SJRU Competition Rules will have priority over Appendix B.

Age Group	Laws	Minutes per Half	Injury Time	Field Size	Number of Players	Minimum Number of Players	Maximum Number of Players to Sign-on	Sharing and Matching Player Numbers	Substitutions / Replacements	Yellow Card (Minutes)	Replace Yellow or Red Carded Player	Ball Size	Lineout Numbers	Lineout Receiver Required	Lifting in Lineouts	Scrum Formation	Scrum - No. 8 Moves	Comments
Under 10	Pathway	20	No	100 x 60	12	9	18	Yes	Unlimited 50% playing time	5	Yes	4	5	Yes	No	3-2-1	No	2nd Kick / Throw then scrum. Conversion no further than 15m line and no charging. No penalty or field goals. 6 man scrum and 1m push. 1/2 can't trail. 5 man lineout plus receiver. No lifting. See also Additional Notes.
Under 11	Pathway	20	No	100 x 60	12	9	18	Yes	Unlimited 50% playing time	5	Yes	4	5	Yes	No	3-2-1	No	2nd Kick / Throw then scrum. Conversion no further than 15m line and no charging. No penalty or field goals. 6 man scrum and 1m push. 1/2 can't trail. 5 man lineout plus receiver. No lifting. See also Additional Notes.
Under 12	Pathway	25	No	100 x 70	15	11	23	Yes	Unlimited 50% playing time	5	Yes	4	7	Yes	No	3-4-1	Yes	Conversion no further than 15m line and no charging. No penalty or field goals. 8 man scrum and 1m push. 1/2 can't trail. 7 man lineout plus receiver. No lifting. See also Additional Notes.
Under 13	Under 19	25	No	100 x 70	15	11	23	See Note	Unlimited 50% playing time	10	No	5	2+	No	Shorts	3-4-1	Yes	See also Additional Notes
Under 14	Under 19	25	No	100 x 70	15	11	23	See Note	Unlimited 50% playing time	10	No	5	2+	No	Shorts	3-4-1	Yes	See also Additional Notes
Under 15	Under 19	30	No	100 x 70	15	11	23	See Note	Unlimited 50% playing time	10	No	5	2+	No	Shorts	3-4-1	Yes	See also Additional Notes
Under 16	Under 19	30	No	100 x 70	15	11	23	See Note	Unlimited 50% playing time	10	No	5	2+	No	Thighs	3-4-1	Yes	See also Additional Notes
Under 17	Under 19	35	No	100 x 70	15	11	23	See Note	Unlimited 50% playing time	10	No	5	2+	No	Thighs	3-4-1	Yes	See also Additional Notes
Opens	Under 19	35	No	100 x 70	15	11	23	See Note	Unlimited 50% playing time	10	No	5	2+	No	Thighs	3-4-1	Yes	See also Additional Notes

**Appendix B: Summary of Laws of Rugby and SJRU Competition Rules - Referees Summary (continued)**

<b>Additional Notes</b>	
<b>Matches Should be Played</b>	Unless it is unsafe to do so, the Match should proceed – it is not the place of a referee to adjudicate on the detail in the Competition Rules. That is for the SJRU Competition Manager to decide on the first business day following the Match. If either Team claims a forfeit, still facilitate a Match on “friendly game” initiatives and note concerns on the Sign-on Sheet.
<b>Match Day App</b>	The referee should verify the details recorded in the App ensuring that any Temporary Suspensions, Send Offs, incidents where Ground Marshals are called upon, serious injuries, whether or not uncontested scrums were called and by which Team and any other incidents are recorded in the Match Day App before the result is submitted. [Competition Rule 5.4 (A)].
<b>Reportable Incidents by a Referee</b>	A Referee is required to ensure a “reportable incident” is recorded in the Match Day App by confirming any incident which resulted in a player being Temporarily Suspended, Sent Off or an incident where a Ground Marshal is called upon.
<b>Field Setup and Conditions</b>	All objects such as cricket pitches or in-ground watering systems are to be properly covered for the safety of the players. Ropes or barriers are to be erected a minimum distance of 5 metres back from the touch line or where this is not possible, as far back from the touch line as is practicable. If there is any doubt by the referee as to the safety of the ground, the referee will not allow the Match to begin until the ground has been made safe. The referee may elect not to start or to abandon a Match where, in the referee’s opinion, the ground safety standards are not met [Competition Rule 9.3]
<b>Serious Injury or Other Unforeseen Circumstance</b>	If in a prior Match there is a serious injury or other unforeseen circumstance that prevents a Match starting on time then the start time of the Match may be varied with the agreement of both Teams, a Club / District Official of the Home Team and the referee [Competition Rule 6.3 (G)]. 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 to the adjacent venue with the agreement of both Teams, a Club / District Official of the Home Team and the referee [Competition Rule 6.3 (H)].
<b>Mayday</b>	All Teams are required to know and understand the ARU’s mayday call and procedures. If a Team does not know and understand the ARU’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 [Competition Rule 6.8].
<b>Uniforms</b>	Each jersey is to be identified uniquely by a number, a letter or no letter or no number with no two (2) players in the one Team displaying the same number or letter or no letter or no number [Competition Rule 5.11 (C)].
<b>Attire of Players</b>	Skins, compression garments etc that have legs that go past the knees are not permitted to be worn by players. It is <b>recommended</b> that a mouthguard be worn by players [Competition Rule 5.12].
<b>Ground Marshals</b>	Both Teams are to provide a Ground Marshal. If a Team does not provide a Ground Marshal then the Team will be deemed to have forfeited the Match [Competition Rule 9.2.1 (A) and (B)].
<b>Assistant Referees</b>	All Teams are to provide an Assistant Referee for each Match [Competition Rule 10.2.1)].
<b>Start Time</b>	Teams shall be ready to take the field two (2) minutes prior to their Scheduled Game Time [Competition Rule 6.3 (A)]. Teams lose the match if unable to field minimum number of players by 10 minutes after their Scheduled Game Time [Competition Rule 6.3 (C)].
<b>Finish Times</b>	All Matches must finish two (2) minutes before the scheduled starting time of the next Match [Competition Rule 6.4 (D)]. If a conversion kick is taken or declined before time expires then there will be a restart and the match will finish when the ball is next dead.
<b>Sharing and Matching Player Numbers</b>	In Under 13’s to Opens (Under 17 / Under 18) if a Team cannot field a full Team of 15 players during Regular Season Matches (but NOT Final Series Matches), then the Team playing short MAY request additional players from the opposition Team so as to share players and, if also requested, to match player numbers [Competition Rule 6.7 (C)]. If a Team is sharing players then the number of players being shared MAY be adjusted if a player is injured or replaced due to an open or bleeding wound but not if a player is Temporarily Suspended or Sent Off.

Appendix B: Summary of Laws of Rugby and SJRU Competition Rules - Referees Summary (continued)

Additional Notes	
<b>Lift or Support a Team Mate Jumping</b>	<p>In Under 10's to Under 12's there is no lifting in the lineouts.</p> <p>In Under 13's to Under 15's support players may only lift on the shorts.</p> <p>In Under 16's to Opens (Under 17 / Under 18) support players may lift on the thighs.</p>
<b>Scrum</b>	<p>The Team with the least number of trained players determines the number of players in the scrum.</p> <p>It is illegal for the locks (ie second row) in U15s or below to crutch bind. In 16s and up, crutch binding is allowed.</p> <p>A team must be ready for the referee to call "crouch" within 30 seconds from the time the referee makes the mark for the scrum (FK).</p>
<b>Scrum Half</b>	<p>Scrum half of the Team that has not won the ball may not stand in the space between the flanker and No. 8.</p>
<b>Uncontested Scrums</b>	<p><b>Under 10's to Under 12's</b> no sanctions [Competition Rule 6.9].</p> <p><b>Under 13's to Opens (Under 17 / Under 18).</b> 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 ensure that on the first occasion that a replacement prop is required, and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums. Should a Team not be able to meet this obligation for any reason during a Match, then at the point in the Match when the front row replacement is required, this Team must play with one player fewer than would otherwise be allowed [Competition Rule 6.10].</p>
<b>Mercy Rule</b>	<p><b>Under 10's to Under 12's.</b> If the difference in score between the two Teams reaches 40 points or more then the losing Team may call to stop the Match and the Match should be completed on "friendly game" initiatives [Competition Rule 6.11].</p> <p><b>Under 13's to Opens (Under 17 / Under 18)</b> [Competition Rule 6.12].</p> <p>(A) If the difference in score between two Teams 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.</p> <p>(B) If the difference in score between two Teams reaches 50 points or more then the winning Team must reduce the number of players on the field by a total of two (2). However if the difference reduces to less than 50 points then one (1) of the players can return to the field.</p> <p>(C) 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 determines the number of players in the scrum.</p> <p>(D) Teams who are required to reduce players in accordance with this Competition Rule must not remove front row players so as to cause the Team to play uncontested scrums.</p> <p>(E) Competition Rule 6.5 in relation to minimum player numbers is waived when applying the Mercy Rule.</p>
<b>Lightning Safety Code</b>	<p>(A) The Australian Standard on Lightning Protection is based on the 30 / 30 rule which recommends that:-</p> <ol style="list-style-type: none"> <li>i. Play is stopped when the lightning / thunder ratio reaches 30 seconds or less.</li> <li>ii. Play should not commence until 30 minutes after the last time lightning is observed or thunder is heard.</li> </ol> <p>(B) If there is thunder and lightning the Referee and Team Officials must:-</p> <ol style="list-style-type: none"> <li>i. ensure that the safety of the players, Team Officials, Match Officials and Team Affiliates is paramount at all times; and</li> <li>ii. not recommence a Match until it is safe to do so taking into account the 30 / 30 rule, the weather conditions and the condition of the ground and venue. [Competition Rule 6.4 (D)]</li> </ol>

## Appendix C: Responsibilities of Ground Marshal

Ground Marshals are a critical part of helping ensure safe and appropriate running of Matches. One of their MOST IMPORTANT responsibilities is to ensure a safe playing environment for all participants, including players, referees and match officials. By being a Ground Marshal you must act to prevent inappropriate behaviour by any participant or spectator.

### BEFORE THE MATCH

The Home Team Ground Marshal is responsible for:

- setting up and dressing the ground in accordance with the Laws of Rugby and the Competition Rules; and
- ensure that an appropriately stocked medical kit and ice; and
- ensuring that the SJRU “Expectations of Behaviour” sign is prominently displayed; and
- having access to all necessary keys and passes to ensure emergency access can be obtained to any section of the venue; and
- 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; and
- ensuring that the Away Team is made aware of the home ground changing, playing, medical, food and drink facilities available

Both Ground Marshals should:

- wear the orange Ground Marshal vest;
- introduce themselves to each other; and
- introduce themselves to the referee and any referee coach that may be present

### DURING THE MATCH

Both Ground Marshals are responsible for:

- the supervision of the venue and all appointed officials; and
- 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
- preventing the illegal entry of any person onto the Playing Enclosure; and
- assisting the Match Officials, Team Officials and first aid personnel perform their respective duties; and
- ensuring Assistant Referees/touch judges are not calling out or coaching the players; and
- ensuring Trainers are carrying out their duties correctly, including not calling out or coaching when inside the Playing Enclosure; and
- managing the behaviour of participants within the Team Zone; and
- point of contact for all enquiries; and
- responsible for the control and behaviour of Team Affiliates and spectators and that they comply with the Code of Conduct; and
- be familiar with, and have available, a copy of the SJRU Match Day Manual which includes the RA Medical and Safety Recommendations including the Rugby Australia Protocol for Serious Injury; and
- checking with the referee on the policy for attending injured players; and
- report any irregularities or breaches of the Competition Rules that they are unable to resolve to their District/Club President who will contact the Competition Manager to determine what further action, if any, should be taken.

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.

## **INAPPROPRIATE BEHAVIOUR**

At any stage before, during or after a Match, if any person present at the Match (spectator, team official, player not on the field, etc) engages in inappropriate behaviour, including:

- using foul language
- calling out to players in any negative manner
- calling out to the Referee or Assistant Referee in any negative manner
- acting in an aggressive manner
- any other behaviour inconsistent with the Code of Conduct

then the Ground Marshals must immediately act together to request that person(s) stop such behaviour, and warn them if they repeat the behaviour they will be required to leave the field.

Only one warning should be given and if the behaviour does not stop or is repeated then the Ground Marshal should direct the person to leave the field. If the offender does not follow the Ground Marshal's instruction the Ground Marshal may request the Referee to stop the Match until the person has left or call the police as appropriate.

After the incident, the Home Team Ground Marshal is required to submit an incident report to their District/Club President who is to submit the incident report to the Competition Manager by 12:00 midday of the first business day after the Match.

## **REFEREE ADVISES OF INCIDENT**

When requested to do so by the referee, the Ground Marshal of each Team are to enter the field of play and speak with the Referee and ascertain the facts of the applicable incident, including identification of the perpetrator(s), and the seriousness of the offence.

After the Ground Marshals have been advised of an incident by the Referee, the Ground Marshals are to:

- issue a warning to the perpetrator(s); or
- seek assistance from District/Club Officials to manage the situation; or
- request the perpetrator(s) to leave the venue; or
- call the Police.

If the circumstances warrant it, the Ground Marshal should stay with the Referee after the Match and escort him/her from the venue so as to ensure no further incidents occur.

After the incident, the Home Team Ground Marshal is required to submit an incident report to their District/Club President who is to submit the incident report to the Competition Manager by 12:00 midday of the first business day after the Match.