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**By-Laws (Competitions Rules) of the Newcastle & Hunter Rugby Union Inc.**

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**Version 02\_2017 Season**  
**Date Adopted: 06 April 2017**

<b>Part</b>	<b>Item</b>	<b>Page</b>
<b>Part 1</b>	<b>Operation of These By-laws</b>	<b>3</b>
<b>Part 2</b>	<b>Competitions &amp; Admission</b>	<b>4</b>
<b>Part 3</b>	<b>Method of Conducting Competitions</b>	<b>4</b>
<b>Part 4</b>	<b>Registrations</b>	<b>5</b>
<b>Part 5</b>	<b>Players Eligible for Competitions</b>	<b>7</b>
<b>Part 6</b>	<b>Pre-match Requirements</b>	<b>8</b>
<b>Part 7</b>	<b>Match Day Requirements</b>	<b>10</b>
<b>Part 8</b>	<b>Playing Requirements</b>	<b>12</b>
<b>Part 9</b>	<b>Match Results and Team Sheets</b>	<b>16</b>
<b>Part 10</b>	<b>Protests, Judiciary, Citing &amp; Appeals</b>	<b>16</b>
<b>Schedule A</b>	<b>ARU Code of Conduct</b>	<b>Appendix 1</b>
<b>Schedule B</b>	<b>ARU Concussion Guidelines</b>	<b>Appendix 2</b>
<b>Schedule C</b>	<b>ARU Disciplinary Rules</b>	<b>Appendix 3</b>
<b>Schedule D</b>	<b>Schedule of Fees</b>	<b>Appendix 4</b>
<b>Schedule E</b>	<b>Fines &amp; Sanctions Guidelines</b>	<b>Appendix 5</b>
<b>Schedule F</b>	<b>ARU Registration Regulations</b>	<b>Appendix 6</b>

## **PART 1.0 OPERATION OF THESE BY-LAWS**

- 1.1 These are the **By-Laws** of the NHRU pursuant to Rule 18(1) of the **Rules**.
- 1.2 These By-Laws should be read in conjunction with the **Rules**.
- 1.3 Pursuant, to Rule 18(7), these **By-Laws** may be altered by the **Board** following a consultation process and are effective from the time they are so altered.
- 1.4 The interpretation of these **By-Laws** shall be by the Board, Judiciary Panel, Appeals Tribunal, Fixtures Committee or consultation with the General Manager as may be applicable from time to time.
- 1.5 Contravention of these , **By-Laws**, match day and or commercial requirements or Protests made under Part 10.0 will be dealt with by the Board or its Committees or General Manager as may be applicable. Club/s and or Participant/s in contravention are liable to any of or a combination of the following:
- (a) Be fined and/or placed on a bond/s;
  - (b) Suffer loss of competition points and/or club championship points;
  - (c) Suffer any other penalty that the Board, Fixtures Committee or General Manager may see fit to impose; and
  - (d) In the most serious of matters and as a last resort, be expelled or suspended from the Union and its competitions.
- 1.6 The process for breaches under Part 1.5 is as follows:
- (a) Notification to Club/s of breach and particulars involved;
  - (b) Afford Clubs the opportunity of up to 2 business days to respond and to provide representations or relevant material and/or submissions;

(c) The information in Part 1.5(b) to be tabled when the Board or its Committees or General Manager are contemplating the applicable decision.

- 1.6 Guidelines to sanctions under Part 1.5 are shown in Schedule E (page 22).
- 1.7 Schedules A to F form part of these By-Laws.
- 1.8 In these By-Laws the following terms have the following meanings:

**ARU** means the Australian Rugby Union Ltd.

**Club/s** means an affiliated club that is participating in a NHRU competition/s.

**Code of Conduct** means the ARU Code contained in Schedule A of these By-Laws.

**Final Series Game/Fixture/Match** means final series matches scheduled by the NHRU.

**Final Series Guidelines** means the NHRU information document covering the rugby operations and details of the Final Series that is circulated before the Final Series each season.

**Laws of the Game** means the latest published edition of the World Rugby Laws of the Game of Rugby Union and the rulings thereon by the ARU.

**Minor Premiership Game/Round/Fixture** means pre-final series matches scheduled by the NHRU.

**Match Day Controller** means the host club appointed or the NHRU official appointed to be the match official.

**NHRU or Union** means the Newcastle & Hunter Rugby Union Inc.

**Participant** means player, spectator, referee, touch judge, or other match official, selector, coach, trainer, manager or other team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, other officer or employee of the ARU, of any Member Union or Affiliated Union or of any Rugby Union Club or other body of membership

with or affiliated to a Member Union or Affiliated Union.

**Points Declaration Form or PDF** means the form provided to Premier Clubs for declaring their Player's points category.

**PPS** means the Player Point System applicable to Premier Rugby.

**Team Declarations** means the lodgement of team lists before each minor premierships and finals series match.

## PART 2.0 COMPETITIONS AND ADMISSION

- 2.1 All fixtures shall be played in accordance with the **Laws of Rugby** and the rulings thereon as recognised by the **ARU** including annually released Game Management Guidelines.
- 2.2 Competitions will be conducted over such grades and divisions as the **NHRU** determine for the forthcoming season.
- 2.3 The NHRU will communicate the upcoming season's Competition Structure, including PPS caps (for Premier Rugby), prior to calling for **Team Nominations**.
- 2.4 The NHRU shall provide an adequate notice period for clubs to complete and lodge **Team Nominations** for the forthcoming season. Team Nominations are to be received in the prescribed NHRU format on or before the due date.
- 2.5 **Team Nominations** will not be accepted until complete and a Club is fully financial with the NSWRU, NSWCRU, ARU Insurer and the NHRU.
- 2.6 The allocation of Clubs and their teams to Competitions shall be at the discretion of the NHRU.
- 2.7 NHRU will notify Clubs of the allocation of their teams to Competitions for the forthcoming season.

- 2.8 Draws will be circulated setting out the matches, venues and dates of each of the respective competitions. Draws may be varied at the discretion of the NHRU.

## PART 3.0 METHOD OF CONDUCTING COMPETITIONS

- 3.1 Ladder points will be awarded in a competition table for each grade on the following basis:

Win	4
Draw	2
Bonus point (4+ tries)	1
Bonus point (lose by less than 7 pts)	1
Forfeit (28 Pts For – 0 Against)	5
Bye	0

- 3.2 In the event that two or more Clubs being equal in competition points at the conclusion of the Minor Premiership competition, any position in the table will be finalised by applying the following hierarchy:
- (a) most number of wins;
  - (b) least number of losses;
  - (c) highest for and against points differential
  - (d) highest points for
  - (e) highest number of tries
  - (f) least number of proven offences as determined by the Judiciary for that grade in that season
- 3.3 There will be a Club Championship for Clubs competing in the Premier Rugby competition.
- 3.4 The Premier Club Championship shall be determined by multiplying the total ladder points secured by each team by the following numbers:

Premier 1	5
Premier 2	4
Premier 3	2
Colts	2

3.5 If a Club has two (2) or more sides entered and accepted into a competition, the Club will need to nominate which side will accumulate Club Championship points.

#### **PART 4.0 REGISTRATIONS**

- 4.1 (a) Players must be registered in RugbyLink to participate in any NHRU competition.
- (b) Non-playing Participants must also be registered in RugbyLink.
- (c) A player or Non-Playing Participant does not become insured until they are registered therefore, players and Non-Playing Participants need to be registered during pre-season before attending training sessions and/or rugby grounds.
- (d) Refer to the ARU Registration Regulations (Schedule F).
- 4.2 For the purposes of 4.1.3 of the ARU Registration Regulations the NHRU requires the Club Registrar to have input the ARU Registration Form data into RugbyLink prior to the player participating in any NHRU competition.
- 4.3 If a player takes the field unregistered, club sanctions will apply.
- 4.4 Unless the NHRU has approved dual registration for a player, players shall not be registered with more than one senior club at a time.
- 4.5 If a player wishes to move Rugby Club, the clearance process must be initiated via their proposed new Club utilising the RugbyLink system.
- 4.6 A player shall not be eligible for clearance if he has outstanding club fees or obligations under the terms of a written and enacted agreement with a Union, rugby body or club.
- 4.7 In the event of a dispute in regards to 4.6 above, proof of a written agreement must

be supplied to the NHRU within 2 business days of the request. Failure to do so will result in the clearance being approved by the NHRU...

4.8 Players wishing to change clubs within the NHRU Zone after the minor premierships rounds have commenced should do so before round 5. After the commencement of round 5 the player must make application to the NHRU detailing the reasons of the transfer request.

#### **4.9 PLAYER POINTS SYSTEM (PREMIER RUGBY ONLY)**

4.9.1 The Player Points System applies to all grades of the Premier Rugby competition. The points cap per grade will be circulated by the NHRU per rule 2.3

4.9.2 The points cap applies to and accumulates for starting players and (plus) reserves who take the field in each Premier grade. The permitted points cap (accumulated player points total per grade per game) will be set by the NHRU and communicated each season prior to calling for **Team Nominations**.

4.9.3 Applications for points cap relief to those clubs who are experiencing difficulty with competitiveness, based on previous season's performance and ladder position and/or geographic/demographic issues may be lodged during the **Team Nominations** process for consideration by the NHRU Board.

4.9.4 Each player is to be classified as one only PPS category prior to each season's competition commencing or upon joining a club after the season commences.

4.9.5 If a player moves or transfers Clubs during a season, they will not be able to take the field with their new club until they have had their points regraded and allocated by the NHRU.

- 4.9.6 Players recruited or registering after a season commences, will be considered maximum PPS points until official PPS grading has taken place.
- 4.9.7 When Premier Clubs are registering players for the season they should complete a Points Declaration Form (PDF) incorporating all players from their Club. Substantiation and documentation for each player's declared category is each Club's responsibility.
- 4.9.8 No later than 14 days prior to the first game of the season Clubs must lodge their PDFs with the NHRU.
- 4.9.9 No later than 7 days prior to the first game of the season the NHRU will determine the initial points grading for each player. The initial grading for every player will be circulated to all Clubs.
- 4.9.10 Clubs are able to query a player's PPS category with the NHRU up until 4 weeks after the initial publication of their PPS category.
- 4.9.11 In the event of a player transferring midseason or joining a Club after the commencement of the season the NHRU will grade or re-grade these players within 2 days of receiving the PDF from Clubs.
- 4.9.12 Clubs will be required to enter each player's official PPS category into RugbyLink.

4.9.13 Player Points Categories are shown in the table below:

Cat	"LOCAL TO YOUR CLUB" CATEGORY CRITERIA	Points
<b>A</b>	<b>LOCAL PLAYER STATUS TO YOUR CLUB</b>	
<b>A1</b>	Any player who has played at your Club for at least three (3) Senior Seasons <i>(three (3) Senior Seasons needs to be at least 11 game days in each season)</i>	Nil
<b>A2</b>	Any player who has played at least three (3) Junior Seasons at your affiliated Junior Club <i>(three (3) Junior Seasons needs to be at least 10 game days in each season)</i>	Nil
<b>A3</b>	Any player who has not played Rugby Union post their high school years	Nil
<b>A4</b>	For the University of Newcastle Rugby Club only - Any player who is undertaking their undergraduate degree or postgraduate study at the University of Newcastle	Nil
Cat	"NON-LOCAL TO YOUR CLUB" CATEGORY CRITERIA	Points
<b>B</b>	<b>NON-LOCAL PLAYER STATUS TO YOUR CLUB</b>	
<b>B1</b>	Any player who has not achieved Local status but has played at your Club for two (2) Senior Seasons <i>(two (2) Senior Season needs to be at least 11 game days in each season)</i>	1
<b>B2</b>	Any player who has not achieved Local status but has played at your Club for one (1) Senior Season <i>(one (1) Senior Season needs to be at least 11 game days in that one season)</i>	2
<b>B3</b>	Any player who has not achieved an A1 to A5 Category or a B1 to B2 Category	3



- 5.3.6 Open selection means the club can select its teams for the Final Series 'on merit' provided;
- (a) All selected players are registered per By-Laws;
- (b) Once open selection is broken during the course of the finals, a player can continue to play in the grade he last played in, or higher. He may be selected for a lower grade if he has played the majority of his last 8 minor premierships competition matches in that lower grade per Part 5.3.2 and 5.3.3.
- 5.3.7 If a player plays 2 or more matches in the same day, the highest grade shall be considered his playing grade for that day, except when a player starts in one grade, then takes the field in a higher grade as a replacement or substitute. If a player takes the field as a reserve only in one or more matches in the same day, the highest match in which he participated shall be considered his playing grade for that day.
- 5.3.8 A Club may apply to the Regrade Committee for dispensation for a player if he does not meet the finals series fixture/s eligibility requirements. Applications to the Regrade committee must be in writing and sent to the NHRU by no later than 3.00pm on the Monday of the week that Final Series commences. Decisions of the Regrade Committee are final.
- 5.3.9 Final Series matches will be governed, in addition to these By-Laws, by the **Final Series Guidelines** circulated by the NHRU annually prior to the commencement of each final series.

## PART 6.0 PRE MATCH REQUIREMENTS

### 6.1 TEAM LISTS

- 6.1.1 For all minor premierships and finals series fixtures, Clubs shall provide the NHRU with **Team Declarations (TD)**, via RugbyLink team squads, by 10.00am on the Wednesday before each fixture.

### 6.2 FORFEITS

- 6.2.1 If a Club has to forfeit a match, it shall be the lowest grade(s) representing that Club which shall be forfeited.
- 6.2.2 If a Club forfeits a grade higher than a grade already played on that day, that club shall be deemed to have forfeited all grades previously played on that day. However, any points differential in favour of the non-forfeiting club greater than (28 to 0) will be preserved.
- 6.2.3 Each match forfeited by a Club shall be regarded as having been won by the opposing Club on the day which the match, but for such forfeit, would have been played. The opposition will receive a forfeit result of 28 to 0 and 5 competition points.
- 6.2.4 Players of Clubs receiving a forfeit shall be deemed to have taken part in the match if a result sheet is sent to the NHRU and their details entered into RugbyLink within 1 working day of the intended fixture. Only a starting team of 15 will be accepted.
- 6.2.5 Clubs must advise the NHRU of their intention or possible intention to forfeit by 4.00pm on the Thursday prior to the scheduled fixture.



6.2.6 A minimum of 12 players is needed to constitute a team for NHRU competition matches. Any team unable to field 12 players within 10 minutes of the official kick-off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 15 players are not required to match opposition team numbers.

### **6.3 MATCH TIMES & VENUES**

6.3.1 Official NHRU Draws show the venues that each fixture has been formally scheduled at. All fixtures will be played on the date and at the time and venue as determined by the Official NHRU Draws.

6.3.2 Match times, days and venues, except in the event of wet weather (see Part 7.5), will not be altered less than 10 days prior to the match unless under exceptional circumstances. Any alterations must be with the prior written approval of both the opposition club and the endorsement of the NHRU.

### **6.4 PLAYING ENCLOSURES**

6.4.1 Where a fully enclosed playing enclosure is being used for a match, the host club shall ensure that the spectators remain outside the playing enclosure.

6.4.2 Where the playing enclosure is not fully enclosed, the host club shall provide ropes or barriers to control spectators, erected a minimum 5 metres from each touch line, or where not possible, as far from the touch line as practicable.

6.4.3 To further ensure effectiveness of ropes, clubs shall set supporting stakes on both sides of the playing

field to avoid spectators encroaching onto the field of play. These stakes should be erected a minimum of 5 metres from each touch line, or where not possible, as far from the touchline as practicable.

6.4.4 During normal minor premierships fixtures, host clubs and their Match Day Controllers shall ensure that, with the exception of the 4 persons attending to players on the field as allowed in Part 8.6, all other persons including coaches, shall remain outside the playing area bounded by the ropes or enclosure.

6.4.5 During final series fixtures the NHRU and appointed MDC shall ensure that, with the exception of the 4 persons attending to players on the field as allowed in Part 8.4, all other persons including coaches, shall remain outside the playing area bounded by the ropes or enclosure.

6.4.5 Each team's coaches are permitted onto the playing enclosure during half-time.

6.4.6 The Referee may elect to abandon or not start a match where the above criteria have not been met. In the event of such action being taken by the referee, the host club shall be deemed to have forfeited the match.

6.4.7 Any participant inside the playing enclosure during the match should refrain from coaching or barracking. Failure to comply shall lead to expulsion from the playing enclosure by the MDC, Referee or NHRU officials.

### **6.5 GROUND CONDITIONS**

6.5.1 The ground shall be dressed in accordance with the Laws of Rugby and all four goal post uprights shall be fitted with protective pads.

- 6.5.2 The goal line, 22 metre and halfway lines shall be identified with flags or markers on both sides of the field.
- 6.5.3 Host clubs shall ensure objects such as cricket pitches or in-ground watering systems are properly covered for the safety of players.
- 6.5.4 Grounds should have adequate toilet, change room and shower facilities in close proximity to the playing field.
- 6.5.5 Any objection by either team about the ground or the way in which it is marked out must be made to the referee before the match starts. If teams cannot agree as to the safety of the ground the Referee will decide whether the game may begin. If there is any doubt as to the safety of the ground the Referee will not allow the game to begin until the ground has been made safe.
- 6.6 FIRST AID**
- 6.6.1 The host club shall supply and make available at the ground:
- a) a scoop stretcher
  - b) fully equipped first aid kit
  - c) a person with at least first aid certification, with knowledge of first aid skills and procedures
  - d) emergency contacts for nearest hospital, doctor, dentist etc.
  - e) emergency vehicle access
- 6.6.2 For the purposes of player safety all sideline equipment such as buckets or first aid equipment shall be placed no closer to the sideline than adjacent to the ropes.

## **PART 7.0 MATCH DAY REQUIREMENTS**

### **7.1 MATCH DAY CONTROLLERS**

- 7.1.1 At each minor premierships competition fixture the host club shall supply a clearly identifiable Match Day Controller (MDC) who is wearing a clearly identifying coloured bib.
- 7.1.2 The MDC shall be considered a match official for the day.
- 7.1.3 NHRU will appoint the MDC at all Finals Series Fixtures.

### **7.2 BALLS**

- 7.2.1 Host clubs shall provide at least 3 serviceable match quality Gilbert footballs for each match in progress.
- 7.2.2 The extra footballs shall be on each touch line for the duration of the match to avoid time loss when the match ball goes out of play.
- 7.2.3 NHRU will provide match quality Gilbert footballs for all Final Series fixtures.

### **7.3 PLAYING UNIFORMS**

- 7.3.1 It is the responsibility of each club to ensure that players appear in its club's uniform, that is, jersey, shorts, long socks of club colours, and boots.
- 7.3.2 Jerseys shall be numbered with no duplication on the playing field at any time.
- 7.3.3 When a clash of colours occurs during a normal minor premierships fixture the away club shall adopt alternative jerseys.
- 7.3.4 When a clash of colours occurs during a final series fixture the team finishing lower on the competition table will adopt alternative jerseys.

#### **7.4 FILMING**

- 7.4.1 The NHRU shall organise to film Premier Rugby and Colts fixtures and copies be made available to Clubs.
- 7.4.2 Premier Clubs will be invoiced a share of the filming costs via a Filming Fee per Schedule D.

#### **7.5 GROUNDS UNFIT FOR PLAY**

- 7.5.1 If the scheduled venue for a fixture is likely to be found to be unfit for play in the week leading up to the match, the host team shall notify the Union and the visiting Club no later than 12.00pm on the day preceding the match.
- 7.5.2 The host Club is to arrange a suitable alternative venue or if one cannot be found, play the fixture at a nominated ground of the opposing club or if that ground is unfit for play, the match will be played within 3 weeks of the postponed round. Should any final minor premiership competition round be deferred then these must be played prior to the commencement of the Final Series.
- 7.5.3 Games not played in the timeframe referred to above in Part 7.5.2 will be declared void by the NHRU and no competition points (including Club Championship points and For & Against points) will be awarded to either participating club.
- 7.5.4 If a Club, who is endeavouring to make up a game under Part 7.5.2 is being impeded in organising the game by the other participant Club, the NHRU shall sanction the impeding Club under Part 1.5 which may include the NHRU scheduling the fixture on both participating Club's behalf.

- 7.5.5 The NHRU has the ability to cancel any complete competition round in the event of bad weather. In this instance the round will be declared a wash-out and no competition points (including Club Championship points and For & Against points) will be awarded to any team in that competition for that round.

#### **7.6 ABANDONMENT OF MATCH**

- 7.6.1 The referee may not start a match, or may call full-time at any time before a game's designated playing time expired, in any of the following circumstances:
  - (a) In the opinion of the referee, the treatment of or attention to an injured player may make it impossible for the match to continue to its allocated time because of subsequent safety reasons, lack of light, or the prevention of any subsequent matches being played for their allocated time.
  - (b) The ground has become unplayable as determined by any authority, such as council, or due to its condition being considered, in the opinion of the referee, dangerous in the interests of player safety.
  - (c) In the opinion of the referee, there has been a disruption that may jeopardise the continuing safe conduct of a match.
  - (d) Where a game is shortened to ensure the following game starts on time.
  - (e) Any other reason covered by the Laws of the Game, Rules or By-Laws.

7.6.2 If a minor premierships game is affected by the circumstances in Part 7.6.1, the following will be applied by the NHRU:

(a) If full-time is called during half-time or when the game is in the second half of the match, the result of the match stands.

(b) If a match is not started, or full-time is called when the game is still in the first half the match shall be deemed abandoned.

7.6.3 There are 2 exceptions to Part 7.6.2:

(a) In the case of 7.6.1(c), when disruption to a match has been deemed to have been caused by actions contrary to Rules, By-Laws or Code of Conduct by one team or another, or both, or by their officials and supporters, in which case the NHRU shall investigate and determine the necessary action.

(b) In the case of Part 6.2.6, where regardless of how much of the game has been played, a team who is unable to field at least 12 players (excluding sin bins) at any stage during the match shall forfeit the match.

7.6.4 If a minor premierships match is abandoned, the match shall be replayed at a future time and place according to Part 7.5.

7.6.5 If a final series match (other than the grand final match) is abandoned, the team which finished highest on the competition ladder of the minor premierships shall be declared the winner.

7.6.6 If a grand final match is abandoned the teams shall be declared joint premiers.

## 7.7 AUTHORISATION & SANCTIONING OF GAMES

7.7.1 Clubs must seek prior written authorisation from the NHRU to play any trial matches, touring teams and tournaments.

## PART 8.0 PLAYING REQUIREMENTS

### 8.1 MATCH DURATION & KICK OFF

8.1.1 In all matches except Final Series matches, the duration of each half of each grade shall be as follows:

Grade	Mins
Premier 1	40
Premier 2	35
Premier 3	30
Colts	35
Division 1	30
Division 2	30

8.1.2 Matches shall be played in 2 equal halves with an interval of not more than 5 minutes between halves.

8.1.3 In all matches except Final Series matches, injury time off for each grade shall be as follows:

Premier 1	For all injuries
Premier 2	Only in last 5 mins of match
Premier 3	Only in last 5 mins of match
Colts	Only in last 5 mins of match
Division 1	Only in last 5 mins of match
Division 2	Only in last 5 mins of match

8.1.4 The match duration times, kick off times and injury time for Final Series matches will be governed by the **Final Series Guidelines** circulated by the NHRU annually prior to the commencement of each final series.

## **8.2 REPLACEMENT OF PLAYERS/RESERVES**

- 8.2.1 In Premier 1 and Premier 2 minor premierships fixtures a maximum number of 8 players may be replaced/substituted for any reason throughout a match.
- 8.2.2 In Premier 3 minor premierships fixtures a maximum number of 12 players may be replaced/substituted for any reason throughout a match.
- 8.2.3 Colts minor premierships fixtures and finals series fixtures will be played with rolling substitutes that are limited to 12 movements.
- 8.2.4 In Divisional minor premierships fixtures a maximum number of 10 players may be replaced/substituted for any reason throughout a match.
- 8.2.5 In all Premier and Divisional final series fixtures a maximum number of 8 players may be replaced/substituted for any reason throughout a match.

## **8.3 DISQUALIFIED, SUSPENDED OR UNQUALIFIED PERSONS**

- 8.3.1 It is the responsibility of each Club to ensure that no disqualified, unqualified or suspended person or team takes part in any fixture.
- 8.3.2 Where an opposing team or club believes that prior to the commencement of a match a team is in breach of Part 8.3.1, it shall be their responsibility to bring the matter to the attention of the opposing captain.
- 8.3.3 Where an opposing team or club believes there has been a breach of Part 8.3.1 it shall take appropriate action available in regard to protest after the match as detailed in Part 10.1.

- 8.3.4 Clubs, Participants or Players found guilty of contravening Part 8.3.1 will be sanctioned under Part 1.5.

## **8.4 REFEREES**

- 8.4.1 The Newcastle Rugby Union Referees Association (NRURA) is responsible for the appointment of referees to NHRU matches.
- 8.4.2 In the event of the appointed Referee not attending within 10 minutes before the time set down for the match to commence, the Referee from the previous match is the reserve Referee and shall officiate.
- 8.4.3 In the event that a reserve Referee is not available per Part 8.4.2, a SmartRugby qualified referee may be appointed by mutual agreement between the participating clubs.
- 8.4.4 If the appointed Referee or reserve Referee become available they shall be substituted into the match at the first available opportunity.
- 8.4.5 Should, for any reason, a fixture cannot proceed under Part 8.4.2 the match will be declared void by the NHRU and no competition points (including Club Championship points and For & Against points) will be awarded to either participating club.
- 8.4.6 If, after a match has commenced, a Referee is unable to continue due to injury or illness, a substitute shall be appointed for the remainder of the match as laid down by Part 8.4.2 to 8.4.4.

**8.5 ASSISTANT REFEREES**

8.5.1 Each club shall have as registered members the following number of SmartRugby accredited Assistant Referees:

Premier	4
Colts	2
Division	2

8.5.2 In all matches except Final Series matches, each club shall appoint an Assistant Referee (one touch judge per club per match). Clubs shall not be required to supply Assistant Referees in matches where the NRURA has appointed Assistant Referees (at least all Premier 1 fixtures per round).

8.5.3 The NRURA will appoint Assistant Referees for all Final Series matches.

**8.6 ATTENDANTS**

8.6.1 No more than 2 medically trained persons (certified first aid officer or doctor or physiotherapist) and 2 water carriers (who must not be a coach or assistant coach or rugby director for the club concerned) from each participating club are allowed inside the playing enclosure.

8.6.2 During all matches medical attendants and water carriers will be required to wear clearly identifying coloured bibs.

8.6.3 The Referee or MDC has the right to refuse entry to the field of play to any personnel not wearing the appropriate bib.

8.6.4 Medical attendants may go onto the field as allowed in the Laws of the Game and must retire to the side line and allocated areas after rendering assistance to a player(s).

8.6.5 Attendants shall be permitted to use communication devices per Part 8.7.

8.6.6 Two ball persons from each Club are allowed inside the playing enclosure. Ball persons are preferably to be associated with your Club’s affiliated junior club. Ball persons are not permitted to be coaches, rugby directors or other officials of Clubs.

**8.7 COMMUNICATION DEVICES**

8.7.1 The use of 2 way radios to a non-playing person/s inside the playing enclosure is allowed.

8.7.2 At no time during a match must an active player or reserve player be given a communication device whilst inside the playing enclosure.

**8.8 TEMPORARY SUSPENSION**

8.8.1 If a player is sent from the field as a temporary suspension they shall leave the playing enclosure and remain with the team manager for a period of 10 minutes and shall not re-enter the playing area until permitted to do so by the Referee.

8.8.2 The suspension time only commences when the player leaves the playing enclosure.

8.8.3 The suspension time does not include half time or any injury time.

8.8.4 The temporarily suspended player may not be replaced by another player except should the player be a front row forward. In this case the suspended player is to be replaced by a suitably trained replacement. The captain of the team will direct another of his players to leave the field for the duration of the suspension.

- 8.8.5 If such a replacement referred to in Part 8.8.4 is not available and this team commits an error which leads to a scrum which it is consequently unable to contest, the opposing team will have the choice of either a free kick or an uncontested scrum. Uncontested scrums will be played when the team not capable of fielding a front row is awarded a scrum as per the Laws of the Game.
- 8.8.6 Under no circumstances shall the temporary suspended player take the field until given permission by the Referee.
- 8.8.7 The temporary suspension of a player shall be accurately reported on the NHRU Team Sheet as well as being entered into RugbyLink by the Club.
- 8.8.8 A player who incurs 2 temporary suspensions in one match is deemed to have been sent off for the remainder of the match. Such a player will be required to appear before the Judiciary.
- 8.8.9 Players who receive 3 yellow cards within the one season shall be suspended from the next competition game.
- 8.8.10 Players who receive 5 yellow cards within one season shall be suspended from the next 2 competition games. This suspension is additional to the suspension in Part 8.8.9.
- 8.8.11 Players who receive an additional yellow card within one season after they have incurred the number of yellow cards referred to in Part 8.8.10 are required to appear before the Judiciary.
- 8.8.12 For the purposes of Part 8.8.8, a player receiving 2 yellows during a game and therefore subsequently ordered off the field with a red card (and is required to front the Judiciary), will count as 1 yellow card.
- 8.9 PLAYERS SENT FROM THE FIELD**
- 8.9.1 Any player sent off the field shall be suspended until such time as his case has been heard by the Judiciary or dealt with under the early plea/automatic penalty regime of the ARU Disciplinary Guidelines.
- 8.9.2 Clubs of Player/s sent off the field will be supplied a copy of a Judiciary Appearance Notice including a copy of any Referee's and/or Assistant Referee's report as soon as practicable following the send-off.
- 8.9.3 Players who receive sentences from Judiciary Hearings and/or Appeals Tribunals or receive other sanctions from the NHRU under Part 1.5 will become immediately ineligible for best and fairest awards of the NHRU.
- 8.10 UNCONTESTED SCRUMS**
- 8.10.1 All teams must have 5 players who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop is required, the team can continue to play safely with contested scrums.
- 8.10.2 Should a team not be able to meet the obligation in 8.10.1 for any reason during a game, then at the point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.

- 8.10.3 Should a team not have 3 suitably trained front row players to commence a game with contested scrums, this team must play with one player fewer than would otherwise be allowed.
- 8.10.4 If, subsequently, a qualified front rower becomes available (or returns from either 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 compliment of players.
- 8.10.5 If neither team has suitably trained front row players to start a game with contested scrums, the arrangements in 8.10.4 do not apply to the game, even if qualified front rowers subsequently become available.
- 8.10.6 Any Club which plays uncontested scrums in 2 or more matches in a particular grade during a season will be sanctioned under Part 1.5.

**PART 9.0 MATCH RESULTS AND TEAM SHEETS**

- 9.1 Match scores, team lists, infringement cards (yellow and red) and blue cards shall be recorded in team sheets printed by Clubs from RugbyLink. These team sheets need to be signed by officials from each team and the score verified and signed by the referee at the end of the match.
- 9.2 For Premier 1, during the minor premierships rounds, each home Club has to phone/text/sms the final Premier 1 score by 5.00pm of the match day to 0474 207 461.

- 9.3 For Premier 1, Premier 2 and Premier 3, during the minor premierships rounds, each Club needs to enter their results (players, replacements, score, scorers, cards – red, yellow and blue) online into RugbyLink by 6.00pm of the match day.
- 9.4 For Colts and Divisional, during the minor premierships rounds, each Club needs to enter their results (players, replacements, score, scorers, cards – red, yellow and blue) online into RugbyLink by 12.30pm of the day following the match.
- 9.5 Each Club shall email (scorecard@nhru.com.au) a legible copy of their completed team sheet to the NHRU Office no later than 5.00pm on the first business day following the fixture/s.
- 9.6 The NHRU will be responsible for entry of all Final Series results into RugbyLink. Clubs are required to leave a copy of their signed off and completed team sheet with the NHRU after each Final Series match.

**PART 10.0 PROTESTS, JUDICIARY, CITINGS & APPEALS**

**10.1 PROTESTS**

- 10.1.1 All protests arising from Competition Matches shall be lodged in writing with the NHRU by the Club wishing to protest and signed by the Club President no later than 4.00pm on the second business day following the date of the match from which the protest arises.
- 10.1.2 If the protest has been lodged by the Club within the time allowed under Part 10.1.1 the protesting Club must also within that time supply a copy to the club being protested against.



- 10.1.3 The NHRU may extend the time for lodging a protest provided the NHRU is satisfied there are exceptional grounds for doing so.
- 10.1.4 Where a club protesting does not fulfil the Part 10.1 requirements, then that club shall have no further right of protest.

## 10.2 JUDICIARY

See Schedule C for Judiciary procedures.

- 10.2.1 The Judiciary shall deal with all Code of Conduct matters, onfield foul play incidents, citings or incidents lodged through the NSWRU Respect Rugby forum.
- 10.2.2 The Judiciary shall meet each Wednesday at 6.00pm, at the Union Offices, unless otherwise notified by the NHRU.
- 10.2.3 Players who are required to attend Judiciary must produce photo identification and proof of player registration. The matter will not be heard by the Judiciary unless photo identification is produced.
- 10.2.4 Clubs will be invoiced a Judiciary Appearance fee per Schedule D for each player/participant found guilty during a Judiciary Hearing.

## 10.3 CITINGS

See Schedule C for Citing procedures.

- 10.3.1 A **Club** or **Participant** with the written approval of their Club, or the Union have the authority to lodge a complaint with the Citing Commissioner with respect to an alleged breach of Laws of Rugby, the Code of Conduct, the Rules or By-Laws.

- 10.3.2 If the Citing Commissioner decides to cite an incident/s, the cited Participant or Club will be required to appear before the Judiciary.

- 10.3.3 Clubs will be invoiced a Citing Lodgement Fee for each incident/complaint lodged with the Citing Commissioner per Schedule D.

## 10.4 APPEALS

See Schedule C for Appeal procedures.

- 10.4.1 The Appeals Tribunal shall deal with all Club or Participant appeals arising from Judiciary decisions.
- 10.4.2 Clubs will be invoiced an Appeal Lodgement Fee for each Judiciary Panel decision appealed to the Appeals Tribunal per Schedule D.

## SCHEDULES

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- A** ARU Code of Conduct
- B** ARU Concussion Guidelines
- C** ARU Disciplinary Rules
- D** Fees
- E** Fines & Sanctions Guidance
- F** ARU Registration Regulations