QRU COMPETITION RULES

PREMIER and PREMIER COLTS RUGBY

Competition Rules

2012

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1 DEFINITIONS

For the purposes of this document:

(a) ARU is the Australian Rugby Union Ltd

(b) CLUB is the affiliate / body that is a participant of the competition

(c) COMPETITION MANAGER is the person deemed responsible by the Union for the day to day operational management of the competition.

(d) iRB is the International Rugby Board

(e) JUDICIARY is the Sub Committee as appointed by the Union

(f) MANAGEMENT COMMITTEE is the committee appointed by the Union to oversee the management of the competition

(g) PARTICIPANT(S) includes, but not limited to; Club Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

(h) QRU is the Queensland Rugby Union Ltd

(i) UNION is the governing body of the competition

2 PREAMBLE

This Competition as are all competitions played under the auspices of QRU are amateur competitions. All participants in the Competition are to be made aware of the iRB Playing Charter; / http://www.irblaws.com/EN/charters/ which include:

(a) Principles of the Game

(b) Principles of the Laws

All participants are to be made aware that by virtue of the acceptance of a team into this competition the Match Organiser e.g. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the QRU affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.

All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade.

3 LAWS OF THE GAME

All games will be played in terms of the iRB Laws of the Game / http://www.irblaws.com/EN/downloads/ including / not including, as applicable, the following variations:

3.1 Under 19 Variations / http://www.irblaws.com/EN/laws/7/23/section/law/

(a) ARU Under 19 Variations / http://www.rugby.com.au/tryrugby/Refereeing/Lawsofthegame.aspx

4 REGULATIONS OF THE GAME

All games will also be played in accordance with the iRB Regulations of the Game / http://www.irb.com/lawregulations/regulations/index.html

5 ARU AND QRU POLICIES

All games will also played in accordance with all ARU Policies and QRU Policies / http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx

6 LAW AND REGULATION CLARIFICATIONS

6.1 Law 3 Number of Players – Premier

(a) Laws 3.4 (23 players with a maximum of 8 movements); 3.14(b); and (c) be implemented.

6.2 Law 3 Number of Players – Premier Colts (Under 19)

(a) Laws 3.4 (23 players with a maximum of 12 movements); 3.14(b); and (c) be implemented

6.3 Uncontested Scrums

This does not apply to any Underage Competitions i.e. Premier Colts

(a) In terms of Law 3.14(d) and as determined by the Referee "….. where uncontested scrums are ordered as a result of their being no suitably trained and experienced front row replacement for any reason, the team concerned shall not be entitled to replace the player whose departure caused uncontested scrums."

6.4 Rolling Substitutions / http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx

6.5 Regulation 11 – Advertising Within The Playing Enclosure / http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures.aspx

6.6 Regulation 12 – Provisions Relating to Player Dress – ARU has directed that this applies to Under 15 and above

(a) Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.”

6.7 Regulation 17 – Illegal and Foul Play

(a) Temporary Suspensions (Yellow Card)

1. The temporary suspension of a player must be recorded on the team sheet prior to the signing by the referee.

2. Should a player incur three (3) temporary suspensions in one season he / she will automatically be suspended from playing in the next round of scheduled fixture matches / finals match.

3. Following this suspension the matter is deemed to have been heard and the players’ temporary suspensions count shall revert to nil.

4. Temporary suspensions do not transfer to the next season.

5. Clubs may receive notification once a player receives two (2) temporary suspensions

6. Clubs will receive notification once a player receives three (3) temporary suspensions together with the resultant suspension

(b) Send Offs (Red Card)

1. Match officials must**,** by 9.00 a.m. on the first business day following the day of the match, report in writing to the Competition Manager (or designated person) on the approved form, any player or players ordered off the field of play.

2. Any player ordered off the field will be suspended from playing until his/her case has been decided by the Judicial Committee.

3. The Judicial Committee will meet as directed by the Management Committee or when the Judicial Committee deems necessary throughout the season to hear cases. The player / player’s club must contact the Competition Manager on the first business day following the match in which he was ordered off to ascertain if the player will be required to attend a hearing of the Judicial Committee. Where possible, the Judicial Committee will meet at 6:00pm on the evening of the first working day following the weekend.

4. Should a player be required, however unable to attend a regular meeting of the Judicial Committee, he/she may give written (signed) permission to be represented by an official of his/her club.

5. In the event of a match official's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Subsequently, should the report be received, the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee.

6. There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.

7. QRU's Rules for Judicial Hearings are available here / http://www.redsrugby.com.au/GrassrootsRugby/PoliciesProcedures/JudicialProcedure.aspx .

6.8 Sanctions i.e. Suspensions – Foul Play

(a) "17.14.6 Decisions on sanctions and suspensions imposed on Players under IRB Regulation 17:

1. must be applied universally such that the Player may not play the Game (or any form thereof) anywhere during the period of suspension;

2. must not allow Players to avoid the full consequences of their actions by, for example, playing in Matches prior to the commencement of their suspension, or playing in Matches during a break in the suspension and/or serving their suspension during a period of inconsequential pre-season and/or so-called friendly Matches;

3. must apply and be served when the Player is scheduled to play;

4. must be imposed until a stated date which should be fixed after taking into consideration all playing consequences of such suspension including the application of Regulation 17.14.7(c);

5. shall be effective immediately.

7 STANDARD COMPETITION RULES

7.1 How Ladder Positions Are Determined (for Competitions with Premierships)

(a) In the event of two or more teams being equal on competition points for any position the higher placed team will be determined on the following basis:

1. Number of wins during the regular season; then if not resolved;

2. Basis of the best ratio of points scored for and against; then if not resolved;

3. The team that has scored the most number of tries in competition rounds; then if not resolved

4. The matter shall be determined by a toss of a coin.

7.2 Postponed / Abandoned Matches

(a) In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" club to advise the Competition Manager must be contacted immediately the ground is considered unplayable or doubtful of being playable.

1. The Management Committee, after consultation with clubs involved, will direct how the abandoned match will be dealt with.

(b) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

1. Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded.

2. Where a match has been abandoned during the second half the result will be the result

(c) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams.

(It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct).

7.3 Playing Field

(a) Clubs hosting matches played under these rules must comply with the ARU Medical and Safety Recommendations with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the ARU Medical and Safety Recommendations when seeking any clarification.

(b) For all competition games the host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.

(c) Goal Posts

1. All Goal posts within the playing enclosure must be padded.

(d) Playing Enclosure

1. Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.

2. Persons authorised to enter Playing Enclosure:

- Medically Qualified Person
- Teams (2 x)
- Referee

- Assistant Referees / Touch Judges (2 x)
- Sports Trainer
- Seated inside the playing enclosure (maximum 2 persons per team)
- A maximum of 3 ball attendants

7.4 Restrictions for Authorised Persons

(a) The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.

1. Note that authorised persons does not include a coach with the following exceptions:

- Where the nominated coach is required to fulfil one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.

7.5 Accredited Persons

(a) Background

1. There has been a problem in relation to the control and disciplining of persons entering the playing enclosure. It is intended for the 2012 season to extend the 2011 trial for the accreditation of persons entering the playing enclosure.

(b) Process

1. It is intended that the Club nominate persons to become Accredited Persons.

- No one other than the Teams, Match Officials, ball boys and girls and Accredited Persons shall be permitted in the playing enclosure during a match.
- Clubs seeking accreditation will do so as directed by the Union as part of the Union's nomination process. The Union may decline to accredit a person at its absolute discretion.
- An Accredited Person must have completed a Smart Rugby course or higher qualification.
- All Accredited Persons entering the playing enclosure must have ready access to their ARU issued MyRugbyAdmin Card which details their respective Accreditation.
- The home team shall appoint a field marshal who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the Match Committee.

- A coach of the team playing cannot be an Accredited Person for that match.

- Accredited Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

7.6 Schedule of Penalties

(a) 1st Breach of any Competition Rule

1. Warning

(b) 2nd or any Subsequent Breach of the same Competition Rule

(c) May include any or all of the following:

1. Loss of Competition Point(s)

2. Issue of a Show Cause Notice

3. Monetary Fine

4. Expulsion from the Competition

7.7 Protests

(a) All protests must be made in writing and signed by either the Club President or Club Secretary.

(b) Protests must be received by the Competition Manager by the close of business on the first business day after the alleged breach of the competition rules.

(c) All protests must specifically nominate the competition rule (by number) under which the breach occurred.

(d) All witness statements must be tendered on a signed statutory declaration form.

(e) The decision on the protests shall be determined by the Competition Manager and such decision will be advised to all affected parties by no later than close of business on the second business day after the alleged breach of the competition rules.

(f) The Competition Manager shall determine if a club is guilty of a breach of the competition rules. The Competition Manager will then recommend to the Management Committee that penalties shall be imposed. The Management Committee shall make the determination in this regard.

(g) The Club, if they are not satisfied with this decision on receipt of the decision, has the right to appeal to the QRU's Judicial Appeals Committee at their discretion. Appeals from the decision of the Management Committee must be received by the Competition Manager by no later than close of business on the third business day

after the decision of the Management Committee is advised to the relevant Club. The Management Committee and Judicial Appeals Committee shall be entitled to consider the appropriateness of the penalty, having regard to all of the circumstances, and shall have the discretion to vary the penalty if they see fit.

7.8 Extension of Time

(a) Notwithstanding any of the time limits stated in these rules, the Competition Manager may in special circumstances exercise his discretion to allow reasonable extensions of time.

8 SPECIFIC UNION REQUIREMENTS – PREMIER AND PREMIER COLTS

8.1 Players Eligible to play

(a) Any player who is correctly registered that year with a Club affiliated with the QRU / an affiliated Club of a QRU Affiliate

(i) Subject to a written request for dispensation / QRU approval; players who have a full ARU / QRU Contract i.e. a member of the St George Queensland Reds Squad, cannot participate in any game lower than Premier (Senior)

(ii) Subject to a written request for dispensation / QRU approval; players who have an Academy or 7s ARU / QRU Contract cannot participate in any game lower than Premier (Senior); or if eligible, Premier Colts (Under 19)

8.2 Team Nominations

(a) Participation and, or, competitions shall be initiated by invitation by the QRU Board following completion of the prior season for the following year in every grade and/or division.

(b) Team Nominations in reply to the aforementioned invitation must list the name of the team and all information requested by the Committee.

(c) Team nominations must list the coach for that team and their accompanying ARU registration number so that their mandatory SmartRugby compliance may be assessed.

(d) A nomination fee and/or player levy is not required.

(e) A team will be considered accepted on approval of its nomination by the Management Committee and/or Competition Manager.

8.3 Competition

(a) Participating Clubs

(i) Brothers

(ii) Easts

(iii) GPS

(iv) Norths

(v) Rugby Gold Coast

(vi) Souths

(vii) Sunnybank

(viii) Sunshine Coast Rugby Union

(ix) University of Queensland

(x) Wests

8.4 Draw

(a) The competition will be conducted in accordance with a schedule of matches drawn up by the management committee prior to the start of the playing season and varied as necessary from time to time.

8.5 Competition Points

a) Points for a win – four (4)

b) Points for a draw – two (2)

c) Points for a bye (where applicable) – four (4)

d) Points for a loss by seven points or less – One (1)

e) Points for four tries or more – One (1)

8.6 Forfeits

(i) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round

(ii) Each match forfeited by a club will be regarded as having been won by the opposing club on the day on which the match, but for such forfeit, would have been played. The penalty for a forfeit shall be loss of two (2) competition points, no points for, and the awarding of the greater of 20 points or the maximum number of points (including competition points) scored by any team in fixture games in that round as points against.

(iii) (ii) In the case of a club withdrawing a team(s) from the competition, match points ("for and against") in all matches of such team(s) shall not be counted, and any competition points shall be cancelled.

(iv) (iii) The Management Committee may impose further penalties on Clubs for withdrawing teams from the competition.

8.7 Duration of Matches

(i) All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations.

Grade	Time	Injury Time	Half Time
Open	2 x 40 minutes	Yes	5 minutes
Under 19	2 x 35 minutes	No	5 minutes

ii. Any team not prepared to commence a match within 5 minutes after the designated kick off time shall forfeit the match (as determined by the referee).

8.8 Number of Players

(i) The aforementioned Clause 6.1(a) shall apply

8.9 Match Results and Team Sheets

(a) It is the responsibility of the **HOME TEAM** to:

(i) Text the Full Time Score of the Premier Colts Game to Brendan Altadonna – 0417 702 278;

(ii) Text the Half Time Score of the Premier Game to Brendan Altadonna – 0417 702 278;

(iii) Text the Full Time Score of the Premier Game to Brendan Altadonna – 0417 702 278

(iv) Telephone the Full Time Score of both games including full details of Point Scorers – BOTH TEAMS to be telephoned through to QRU Results Line – **(07) 3354 9370** within thirty (30) minutes of the completion of the game

1. INFORMATION MUST INCLUDE:
   - a Date
   - b Grade i.e. Open or Colts
   - c Competing Club(s)
   - d Result of Game
   - e Point Scorers (full names and details for <u>both teams)</u> i.e.
     - I Tries
     - ii Conversions
     - iii Penalties
     - iv Drop goals
     - v Penalty tries

(b) It is the responsibility of **BOTH TEAMS** to act in terms of the following instructions:

(i) All players who took the field are to be listed on the respective Team Sheets i.e. DO NOT list the reserves who did not play

(ii) All details of point scorers are to be listed

(iii) All players (both teams) who have either been temporarily suspended (yellow card) or sent from the field of play (red card) are to be listed

(iv) The referee is to confirm the result of the game by signing where indicated – preferably in the presence of both teams

(v) Teams are to swap a copy of the Team Sheet (Blue Copy) and retain the White and Yellow Copy

(vi) A Copy of the Team Sheet is to be provided to the Competition Manager on request

AND - VERY IMPORTANT

ALL CLUBS must enter the results of all games on line via the ARU Competition Manager by no later than noon ON THE FIRST WORKING DAY – usually Monday following completion of the game.

b) INFORMATION ENTERED MUST INCLUDE

i. All Players who played / reserved i.e. took the field
ii. Result of Game
iii. Point Scorers i.e.
iv. Tries
v. Conversions
vi. Penalties
vii. Drop goals
viii. Penalty tries
ix. Players temporarily suspended (yellow card) – **both teams**
x. Players sent from the field of play (red card) – **both teams**

Clubs failing to follow the aforementioned procedures are liable to receive competition points penalties.

UNDERTAKING

a) QRU will conduct a compulsory training session for all participating clubs prior to the commencement of the season – failure to attend this training will result in loss of one (1) Competition Point per participating team
b) QRU will advise all participating clubs of a dedicated point of contact for assistance in complying with these Competition Rules

8.10 Finals Series Matches

(a) Venues; Times and Duration

All semi-final, preliminary final and grand final matches in all grades will be played at the venues, and commence at such times, as determined by the Management Committee.
All finals matches will be played at Ballymore. In the event that Ballymore is unavailable for any reason, the matches will be offered to the participating clubs in the following order:

1. Minor Premiers
2. 2nd place
3. 3rd place
4. 4th place

In the event that there is no available venue, the matches not played will be deemed to have been won by the higher placed team as at the completion of the home and away season.

For a three (3) week finals series, the format will be as follows:

- Week 1 – 1st v 2nd (A)and 3rd v 4th (B)
- Week 2 – Loser A v Winner B (C)
- Week 3 – Winner A v Winner C

The format of semi final for each competition will be determined before the commencement of the season.

All matches are to be played in accordance with the Laws of the Game, specifically Law 5 and the appropriate Under 19 Variations:

.Grade	Time	Injury Time	Half Time
Open	2 x 40 minutes	Yes	5 minutes
Under 19	2 x 35 minutes	Yes	5 minutes

- In the event of the scores being equal at full time in open men's semi-final, preliminary final and grand final matches, the following shall apply
  i) Two (2) x ten (10) minute periods plus injury time to be played – with a one (1) minute interval – each ten (10) minute period plus injury time will commence with a kick-off i.e. first period by the team that originally commenced the match etc.; **then if no result**
  ii) One (1) x maximum ten (10) minute plus injury time golden point period – coin toss to be conducted by referee to determine which team kicks off; **then if no result**
  iii) Higher placed team from the regular season; **then if no result**
  iv) Most tries in the actual game; **then if no result**
  v) First try in the game: **then if no result**
  vi) Coin Toss
- In the event of the scores being equal at full time in Under 19 semi-final, preliminary final and grand final matches, the following shall apply
  i) Most tries in the actual game; **then if no result**
  ii) First try in the game: **then if no result**
  iii) The team that finished highest on the minor premiership ladder will be declared the winner **then if no result**
  iv) Coin Toss

8.11 Finals Series Player Eligibility

- Management Committee requirements for players to be eligible to participate in the finals.
  - A player must have been properly registered with the club ***no later than six (6) weeks prior to the commencement of the finals***
  - All ARU / QRU contracted players are eligible
  - All non-contracted players must have played in at least six (6) separate fixture rounds with the club in any grade in any QRU affiliated competition
- Dispensation
  - Management Committee requirements for applications of dispensation for players to participate in the finals.
    - Dispensation is at the discretion of the management committee
    - All applications, in the prescribed format must be received in writing by the competition manager fourteen (14) days before the first finals match.

8.12 Wet Weather Policy

As the top QRU Competition, Premier Matches (Open and Colts) – should be given every opportunity to be played.

Dependant upon the Draw, there may be no spare weekends available for “catch up” games.

Procedure:

a) By no later than 1000 on game day, the Host Club contacts the Competition Manager (RSM) to advise their ground is unplayable[1]
b) Home Club advised they have access to an alternative venue:
    a. Home Club advises its participants that the match will be played at the Home Club’s alternate venue
    b. RSM advises Away Club that the match will be played at the Home Club’s alternate venue – the Away Club advises its participants
    c. RSM advises QRRA (Brisbane) Inc.,(QRRA) that the match will be played at the Home Club’s alternate venue – QRRA advises its participants
    d. RSM advises QRU Head of Media and Communications to alert the Media
c) Home Club advise they do not have access to an alternative venue
    a. RSM then contacts the Away Club to ascertain the availability of its ground
    b. If Away Club’s Ground is available then:
    c. Away Club advises its participants that the match will be played at the Away Club’s ground
    d. RSM advises Home Club that the match will be played at the Away Club’s ground – the Home Club advises its participants
    e. RSM advises QRRA (Brisbane) Inc.,(QRRA) that the match will be played at the Away Club’s ground – QRRA advises its participants
    f. RSM advises QRU Head of Media and Communications to alert the Media

d) If Away Club’s Ground is unavailable then:
    a. RSM in consultation with Community Rugby Manager and Stadium Manager, will ascertain the availability of Ballymore 2[2]; and if Ballymore No. 2 is available
    b. RSM advises Home Club that the match will be played at Ballymore No. 2 – the Home Club advises its participants
    c. RSM advise Away Club that the match will be played at Ballymore No. 2 – the Away Club advises its participants
    d. RSM advises QRRA (Brisbane) Inc.,(QRRA) that the match will be played at Ballymore No. 2 – QRRA advises its participants
    e. RSM advises QRU Head of Media and Communications to alert the Media
e) If Ballymore is unavailable then:
    a. The above process is repeated for firstly for the next day i.e. Sunday; and if not resolved
    b. The above process is repeated for the immediate Tuesday following the weekend – this may then involve the utilisation of Ballymore No. 1[3]
f) If none of the above is not achieved, then
    a. The process will continue for the following Tuesdays up to and including the Tuesday immediately prior to the last fixture round; and if this is not achieved, then

[1] It should also be noted that in terms of Law 1.6 (a) and (b), the declaring of an unplayable ground may occur a lot closer to the scheduled kick off time.
[2] Ballymore 1,would be unavailable due to the “knock-on” effect re staffing of Medical Room and access / availability of Changing Rooms Dependant upon available forecasts, it may be advisable to have Ballymore # 2 marked for a game each Friday during the season
[3] Only RGC; Sunnybank; and SCRU currently have grounds that meet the minimum 200 lux average. The Ballymore ladies / Match Day Doctor would also need to be available

b. Match will be declared a draw with each Club receiving two (2) Competition Points. No points will be awarded for “for / against” totals.

If a number of matches on the same weekend are like affected, then this may involve a number of matches needing to be re-scheduled.

The RSM shall be the sole arbiter in the event of a dispute under any aspect of the wet weather rule. The decision of the RSM shall not be subject to appeal. The RSM must make a decision on the basis of common sense on the information available to him at the time.

In all cases, the Home Club retains the responsibility of the Match Day requirements e.g. Medical, Ball Boys etc. Arrangements may be made with the Away Club should the match be played at the Away Club’s venue.

In the event that matches are required to be played at Ballymore, RSM would need to be on-site to act as the co-ordinator.

8.13 Official Team List Template

OFFICIAL TEAM LIST TEMPLATE

Official Team List

DATE: _____ TEAM: _____

(HOME TEAM) _____ v **_____ (AWAY TEAM)**

Players: (Please see Notes 1 and 2)

NO.	**POSITION**	**NAME**
1	Loosehead Prop	
2	Hooker	
3	Tighthead Prop	
4	Left Lock	
5	Right Lock	
6	Left Flanker	
7	Right Flanker	
8	Number Eight	
9	Scrumhalf	
10	Flyhalf	
11	Left Wing	
12	Inside Centre	
13	Outside Centre	
14	Right Wing	
15	Fullback	
REPLACEMENTS:		
In order from Loose head to Full Back - Please see note 2		
16. LH	Reserve	
17. H	Reserve	
18. TH	Reserve	
19. L U19	Reserve	
20.	Reserve	
21.	Reserve	
22.	Reserve	
23.	Reserve	

Note (1) Please indicate Captain with a "(C)" in front of his name.

Note (2) Please indicate with LH; H and TH which players can play in the respective front row positions. For Under 19 only, please also indicate the third lock.

Team Manager's Signature: _____

Date: _____ Time: _____

To be handed to the Opposition Team Management and No. 4 Match Official prior to commencement of the match.

QUEENSLAND RUGBY UNION POLICY

QRU Functional Area	Community Rugby
Policy Title	Exception to 1102 – SPSSTDTDC – Sanctions for Punching or striking; Stamping or trampling; Dangerous tackling; and Dangerous charging
Policy Reference	1102a - ESPSSTDTDC – Exception to Policy 1011 – SPSSTDTDC – Sanctions for Punching or striking; Stamping or trampling; Dangerous tackling; and Dangerous charging Policy
Policy	That an exception to 1011 – SPSSTDTDC – Sanctions for Punching or striking; Stamping or trampling; Dangerous tackling; and Dangerous charging be approved by QRU's Board (Board) to the effect that the minimum mandatory sanction for Punching or striking **only**, be changed from Send Off (Red Card) to Temporary Suspension (Yellow Card).
Policy Objective and Rationale	Policy 1011 – SPSSTDTDC – Sanctions for Punching or striking; Stamping or trampling; Dangerous tackling; and Dangerous charging has in some ways taken away from the Referee any discretion that is available to the Referee under Law 6.A.4 for all other sections of Law 10 i.e. a) penalty; b) penalty and admonishment; c) penalty and Temporary Suspension (Yellow Card); and d) penalty and Send Off (Red Card). It is considered that for Senior Competitions where a Referee and two (2) Assistant Referees are appointed by either QRU's State Referees' Committee (SRC) or Queensland Rugby Referees' Association (Brisbane) Inc. that they be excepted so that for a transgression of Law 10(4)(a) – Punching or striking **ONLY** that the minimum mandatory sanction be a Temporary Suspension (Yellow Card).

	The competitions concerned are: a) Premier – all season; and b) Brisbane (Senior) – three (3) week finals series only • This in no way effects any competition for Under 19 and downwards as ARU's Policy of 2007 is in place for all competition Under 19 and downwards in Australia • Referees for the Competitions proposed are the most senior and experienced Match Officials in Queensland and additionally, have the assistance of two (2) Assistant Referees • It allows the Referee to have some discretion in terms of Law 6.A.4 for the management of this area of the game • That this change does not in any way affect QRU's goal of eliminating foul play and sending a clear message to the community that Rugby is serious about countering this sort of behaviour • QRU's Citing Procedures in their current form cater for any instances that are missed / not deemed to have been dealt with appropriately by the Match Officials
Impacted Parties	Affiliates who have Premier Rugby Teams Affiliates who have teams in the Brisbane Rugby Competition QSRU and its Affiliated Clubs QRRA (Brisbane) Inc. QRU Judicial Committee QRU Judicial Appeals Committee QRU State Referees' Committee
Contributors	QRU Community Rugby QRU Judicial Committee QRU Judicial Appeals Committee QRU State Referees' Committee

Communications Strategy Outline	• ARU / QRU SmartRugby Course and Content • General Manager – Community Rugby to communicate to all affected affiliates
Related Policies	• ARU Safety Directives – "Punch or Stomp Send Offs" • iRB Regulation 3 Domestic Regulations • QRU Citing Procedures • 1102 – SPSSTDTDC – Sanctions for Punching or striking; Stamping or trampling; Dangerous tackling; and Dangerous charging
Approved By	QRU Board – 10 February 2011