



RUGBYWA

2016 COMPETITION RULES

SENIOR MEN'S/WOMEN'S (METROPOLITAN) COMPETITION

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1. CITATION

These rules may be cited as the *2016 Senior Men's (Metropolitan) Competition Rules*.

2. MEANINGS AND DEFINITIONS OF TERMS

In these rules the following interpretations shall apply, unless the context otherwise clearly requires:

- (a) "ARU" means the Australian Rugby Union.
- (b) "Best Endeavours" means *'prompt and diligent action using all reasonably available resources and powers, in order to achieve the intended outcome'*.
- (c) "Board" means the Board of Directors of RugbyWA or any Committee thereof or any individual director or employee of RugbyWA to which the Board has delegated its authority.
- (d) "Club" means a club approved by the Board to participate in the Competition and "Clubs" shall have an equivalent meaning.
- (e) "Competition" means the 2016 Senior Men's (Metropolitan) Competition between Clubs, to which these Competition Rules shall apply.
- (f) "Competition Administrator" means a person who assists the Competition Manager in the day to day administration of the Competition.
- (g) "Competition Manager" means the employee of RugbyWA who has been nominated by the Board to be responsible for the day to day operational management of the Competition.
- (h) "Ground Marshall" means a club official whom that person's Club has notified to RugbyWA as being responsible for performing the duties prescribed pursuant to Rule 10(g).
- (i) "IRB" means International Rugby Board.
- (j) "Judicial Committee" means the Judicial Committee that has in any given year been duly appointed by the Board.
- (k) "Match Official" means Referee, Assistant Referee, Touch Judge, and the Sideline Referees (the latter officials are also known as "4's" and "5's").
- (l) "Participant" means any player, coach, official or volunteer registered as such with the Australian Rugby Union.
- (m) "Official" means a Club Committee Member or other club official.
- (n) "Union" means the Western Australian Rugby Union operating as RugbyWA.
- (o) "WARURA" means the Western Australian Rugby Union Referees Association.
- (p) "Western Force (WF) Contracted Player" WF Contracted Player. Is a player who is formally contracted on any level of contract termed as any of; Standard Player contract (30 players), Extended Player contract (5 players), or Supplementary player contract (3 players). This definition **does not** include any player on a scholarship with the Future Force.

3. APPLICABLE LAWS FOR COMPETITION MATCHES

All competition matches shall be played in accordance with the Laws of the Game, Law Rulings and Regulations as published by the IRB (including Under 20 and Seven a side variations if applicable) together with all relevant by-laws, directives and judicial procedures of both the ARU and RugbyWA. Matches shall also be played and refereed in accordance with the ARU's 2016 Community Rugby Game Management Guidelines (**See: Annexure A**) and these Competition Rules.

4. CONFIRMATION AND GRADING OF TEAMS

(a) In order to participate in the Competition a Club must, by the date nominated by the Competition Manager, submit online forms (as communicated by RWA staff) in respect of each team that Club wishes to enter. For the 2016 competition, the date nominated by the Competition Manager is **Friday 11th March 2016**.

(b) **Coaching Staff.** Prior to the start of the regular season the Club must provide:

- 1) Full written details of all of that team's coaching staff including their contact details and details of their coaching or other relevant accreditations and/or certificates.
- 2) If a team has only one coach then, for the purposes of these Rules, that coach will be considered to be the Head Coach of that team. But, if a team has more than one coach, then the club must specify who the Head Coach of that team is.
- 3) Each team nominated by a Club should have a different individual as its Head Coach.

(c) **Club Referee.** All Clubs playing in the senior competition are encouraged to develop at least one new individual to take up refereeing in the 2016 season. To encourage this any club wishing to conduct a "Home Carnival" which includes a club day with Juniors through seniors playing at Club ground on any one day, must be able to supply a minimum of one (1) Club Referee to enable this to occur. Without the additional referees from clubs these home carnival rounds are unable to be supported. Qualification for this Referee are as follows:

- 1) New Referee must undertake a Referee Foundation course as conducted by RWA.
- 2) Course must be completed prior to the 3rd May 2016.
- 3) Referee then must complete the process to become an accredited referee – (club nominated referee).
- 4) Upon becoming accredited this person or persons will need to be available for at least the remainder of the season to assist with ensuring there are sufficient

referees available to officiate at all required junior and senior matches held in metropolitan WA.

- 5) To become an accredited referee, the individual will generally need to officiate in at least five (5) games during the season.
- 6) Any club failing to comply with this clause will be unable to nominate or host for the conduct of a "Home Carnival" in season 2016.

(d) **Governance.** By submitting a Team nomination a Club shall, for the purposes of these Rules, be deemed to have agreed that, for the duration of the 2016 Competition, it will be contractually bound to abide by and accept both the Constitution of RugbyWA and these Competition Rules, or such amended Competition Rules as may, from time to time, be substituted for them by the Board.

(e) **Club Affiliation.** The Board may, in its absolute discretion, invite Clubs to apply for admission to the competition and may, in its absolute discretion decide to admit Clubs to or exclude Clubs from the competition.

(f) **Team Grading.** The Competition Manager shall (at his or her absolute discretion) determine the grade or grades in which all nominated teams may compete in the competition, taking into account all relevant matters and considerations including (but not limited to) the competition structure that has been approved by the Board for use in the 2016 Competition.

(g) **Grading appeal.** A Club wishing to appeal to the Board against a grading decision made by the Competition Manager pursuant to Rule 4(e) must lodge a Notice of Appeal with the Competition Manager. That Notice must set out fully and completely all the Grounds of Appeal and must be lodged within seven (7) days of the date on which the Club in question received notification of the grading decision that is the subject of the appeal. Upon receipt, the Notice of Appeal shall be immediately referred to the Board for a decision and the Board must consider and decide upon the matter promptly. The decision of the Board shall thereafter be communicated to the Club and, once communicated, that decision shall be final.

(h) After expiration of the seven (7) day appeal period, or after the Board has decided any Appeal against a grading decision and notified that decision to the team or Club concerned, that decision and that grading will become binding and although a team or Club that later decides to withdraw from a grade to which it has been allocated may still do so, that team or Club will nonetheless continue to be liable for any fees for that team unless the Competition Manager, after due consideration of all of the relevant circumstances, exercises his or her discretion (which discretion is hereby expressly granted) to waive those fees.

5. REGISTRATION OF PLAYERS, COACHES AND CLUB OFFICIALS

(a) Each Club must ensure that all its players, coaches and club officials are properly registered with the Australian Rugby Union and entered into RugbyLink. Each Club must also ensure that a person who is not so registered is not permitted to take part in any rugby related activity. Any Club which, contrary to this Rule, does permit a person who is not so registered to take part in any rugby related activity will, in addition to any other penalty that may be imposed on the Club or the person pursuant to any other provision of these Rules, be liable to pay a fine in the amount which has been prescribed by the Board.

(b) A person may play for a Club in a competition match only if he is registered in RugbyLink as a playing member of that Club for 2016.

(c) A person may coach for a Club in a competition match only if he or she is registered in RugbyLink as a coach of that Club for 2016.

(d) Clubs must ensure that all of their registrations are entered into RugbyLink no later than five (5) working days after the participants concerned have completed the relevant registration forms (if they have not been entered online).

(e) Any Club that fails to promptly enter (as required by these Competition Rules) the registration for any player or coach, into RugbyLink may be, at the discretion of the Competition Manager, fined such an amount as may from time to time be prescribed by the Board.

(f) The Competition Administrator shall keep and maintain a register containing the details of all duly registered players, coaches and club officials including the name of the Club for which they are registered. Each Club must:

- 1) Ensure that not later than two weeks prior to the first competition match for the season, a completed registration for each playing and coaching member and club official that has, by that date, registered for that Club, is entered into RugbyLink;
- 2) Thereafter, whenever a new playing or coaching member or club official has joined a Club, that Club must ensure that completed registration for that person, is entered into RugbyLink prior to that player playing in a competition match.
- 3) Ensure ALL players have paid or are in the process of paying their registration fees including both levies and club fees.

(h) Should the Competition Manager object to any proposed player or coach's registration the Competition Manager must, without undue delay, advise the Club concerned that the player must not play, or the coach must not coach, (as the case may be) until that objection has been resolved.

(i) If, subsequent to receipt of an advice from the Competition Manager pursuant to Rule 5(h), the Club allows the player to play or the coach to coach before the Competition Manager's objection has been resolved, then the Club concerned will be considered as having permitted an unregistered coach or player to take part in a game and shall be liable to the penalties provided for by Rule 5(j).

(j) In the event of a club permitting an unregistered coach or player to take part in any competition game, the club will be subject to the following:

- 1) fined such an amount as may from time to time be set by the Board and shall, in addition,
- 2) deemed to have forfeited the match or matches in which the ineligible player or coach participated, with the consequence that the competition points for that match or those matches shall be awarded to the other team or teams involved in that match or those matches (as the case may be) and
- 3) that team or those teams will, in respect of each such match, be entitled to (4) competition points plus one (1) bonus point and shall also have a score of (25) points for and zero (0) points against awarded to it or them (as the case may be).

(k) Each Club must ensure that the information supplied in RugbyLink is correct. If it can be proved, to the satisfaction of the Board, that any material statement entered into RugbyLink, the player and/or the Club concerned shall be liable to suspension from the competition and/or such other fine or penalty as may be fixed by the Board from time to time.

(l) The register of information kept by RugbyWA pursuant to Rule 5(f) will be made available for inspection, for any reasonable purpose, to a duly authorised representative of any Club or Affiliated Body. However the register will only be made available for such an inspection during normal office hours and at the offices of RugbyWA and only on at least 48 hours written notice to the Competition Manager. Such a notice must be signed by the President or other responsible officer of the Club or Affiliated Body concerned and must specify both the reason(s) for the requested inspection and the identity of the person authorised to carry out the inspection.

(m) Western Force Contracted Players. No Club shall have more than 4 Western Force contracted players registered to that club in any season subject to the following exception:

- 1) A player that was playing club rugby in the RugbyWA competition without a Super rugby contract, who is then offered and accepts a Super Rugby contract shall not be included in the 4 contracted players allowed by rule 5 (m), so long as the player remains at the same club while in Western Australia.
- 2) If a player transfers to another club after becoming contracted they will be counted towards the 4 contracted player allowed by 5 (m).

6. ELIGIBILITY OF PLAYERS AND COACHES TO PARTICIPATE IN THE 2016 COMPETITION

(a) Subject to the further provisions of this Rule, a player must be at least 18 years of age to be eligible to play in any Open age grade competition or competition match.

(b) Subject to the further provisions of this Rule, a player who was under 20 years of age on January 1st 2016, but who was either 17 or 18 years of age by that date shall, upon satisfactory proof of age being provided to RugbyWA, be eligible to play in Under 20's competition matches. Such proof of age must be submitted by the player and/or the player's Club to the Competition Manager by noon on the last working day prior to the first Under 20's competition match in which the player wishes to participate, and may be provided in any of the following forms:

- 1) Photocopy of passport or driver's license showing photo and date of birth:
- 2) Certified copy of birth certificate or extract of birth certificate: or,
- 3) Original birth certificate or extract sighted and copied by RugbyWA.

(c) Notwithstanding the foregoing provisions of this Rule, the Competition Manager may allow a player, who has obtained an ARU *Senior Player Exemption*, to participate in competition matches in which that player would not otherwise, pursuant to these Competition Rules, be entitled to participate. However if such a player is considered by the Competition Manager (at his or her absolute discretion) to not be physically competent, and or to lack the skill levels required, for the player to be able to participate in the competition or competition matches in which the player wishes to participate without the safety of the player being compromised, the Competition Manager may (at his or her absolute discretion) refuse to allow that player to participate in any or all competition matches that the Competition Manager nominates.

(e) If an ARU *Senior Player Exemption* has been granted to a player and that player starts in 6 or more competition matches that they would not be entitled to play in otherwise, that player will not be entitled to play down in their eligible age group for the rest of the season.

(f) **Coach Qualifications.** In order to participate in the Competition:

- 1) All Premiership Premier Grade Head Coaches must, as a minimum, hold a current ARU Level 2 coaching accreditation or be in the process of being assessed for that accreditation.
- 2) All Under 20s and Premiership Reserve Grade Head Coaches must, as a minimum, hold a current ARU Level 1 coaching accreditation and be working towards an ARU Level 2 coaching accreditation.

- 3) All Championship A Grade Coaches must, as a minimum, have attended a Foundation Seminar and be working towards an ARU Level 1 coaching accreditation.
- 4) All other coaches must, as a minimum, have attended a Foundation Course.
- 5) All coaches must also be Smart Rugby compliant.

(g) If a Club knowingly allows a player or coach to participate in any competition or competition match or matches when that player or coach is, pursuant to any of the provisions of this Rule, ineligible to do so, the Club shall be fined such an amount as may from time to time be set by the Board and may, in addition, be deemed to have forfeited the match or matches in which the ineligible player or coach participated with the consequence that the competition points for that match or those matches shall be awarded to the other team or teams involved in that match or those matches (as the case may be) and that team or those teams will, in respect of each such match, be entitled to (4) competition points plus one (1) bonus point and shall also have a score of (25) points for and zero (0) points against awarded to it or them (as the case may be).

7. TRANSFERS BETWEEN CLUBS OR BETWEEN UNIONS

(a) No player or coach, once he or she is registered for a Club for the purposes of the 2016 competition, shall be permitted to participate in any competition matches for any other Club unless and until he or she is duly transferred to their new Club in accordance with the further provisions of this Rule.

(b) A player or coach who is registered for a Club for the purposes of the 2016 competition may only transfer to another club with the written permission of RugbyWA. An application for such permission must be made on the appropriate online form through Rugbylink.

(c) No application for permission to transfer between Clubs shall be granted after Round 9, unless that application is in respect of a player who is on a professional contract with RugbyWA and the ARU and a transfer is deemed by RugbyWA (at its sole and absolute discretion) to be in the best interest of that player.

(d) Permission to play in the competition or in any competition matches will not be granted to a player who is or was at any time registered with another Union until he produces documentary evidence to RugbyWA and makes a written statement or declaration, on the appropriate form as provided by the IRB or the ARU, that is sufficient to satisfy RugbyWA that the written consent of that other Union to the player's transfer to WA is being properly and lawfully obtained.

(e) If RugbyWA is satisfied (on reasonable grounds) that a player or coach or Club that is seeking a registration and or transfer pursuant to this Rule knowingly provided RugbyWA

with false or misleading information or documentation, then the Competition Manager shall have the power to suspend that person or that Club from participating in the 2016 competition for such period and on such terms as the Competition Manager may (in his or her absolute discretion) determine to be appropriate.

8. RULES FOR REGULAR SEASON COMPETITION MATCHES AND FOR DETERMINING THE WINNERS OF THE CLUB CHAMPIONSHIPS

8.1 Venues & Timings

(a) All competition matches shall be conducted in accordance with a schedule of matches as drawn up by the Competition Manager. That schedule shall direct the start time and the playing venue for all competition matches and shall indicate which the 'home' team is and which the 'visiting' team is.

(b) A team that is not able to start a match within five minutes of the appointed time shall forfeit the match unless the Referee is satisfied there were reasonable grounds for the failure or delay. Every effort should be made to play the game. The Competition Manager may fine a Club an amount that shall be determined by the Board if one of its teams wilfully delays the start of a game for longer than five minutes.

(c) At the direction of RugbyWA or with the agreement of the participating Clubs, Referees and RugbyWA, games may be scheduled to be played at night, under lights, under the following conditions:

- 1) The standard of lighting conforms with the approved Australian standard for football codes, namely AS 2560.2.3
- 2) A player who is in the starting XV in a night match will not be eligible to play (as a starting player) in lower grade matches that are conducted during daylight hours within the same round of fixtures, whether those matches are played on a day preceding or following that on which the night match has been played. However such a player may be used as a replacement or substitute player in such matches.

8.2 Competition Points and Championships

(a) The record of a team in the 2016 competition (not including the Finals Series) is to be calculated and compiled by the aggregation of all the competition points that team obtains in all competition matches in which it takes part (not including Finals Series matches).

This shall be an award of:

- 1) four (4) points being made for a win;
- 2) two (2) points for a draw;
- 3) one (1) bonus point for a loss within 7 points or less;

- 4) one (1) bonus point for a team scoring 3 tries more than the opposition (i.e. Team A 6 tries vs Team B 3 Tries – Difference of 3 tries or more); and
- 5) one (1) bonus point for a team awarded a match by forfeiture.
- 6) A team with a bye fixture shall (except in the case of a Competition General Bye) be awarded four (4) competition points plus one (1) bonus point and, for the purposes of that team's percentage, shall also have a final score of twenty five (25) points for and zero (0) points against awarded to it.

(b) Where, at the conclusion of all regular season home and away competition matches two or more teams of the same grade are found to have obtained an equal number of competition points, the better or best record shall be deemed to be that of the team having the higher or highest ratio of points scored by it to points scored against it across all such competition matches (but not including Finals Series matches). This aggregate shall be called the team's "percentage" and is calculated for this purpose by reference to the following formula:

$$\frac{\text{Points for}}{\text{Points against}} \times 100$$

(c) The winner of the Club Championship shall be determined by ascertaining the Club with the greatest number of club championship points earned by it across all teams in all grades (and including also for this purpose all points earned by its women's team or teams, if any) such points being calculated for this purpose by reference to the following formulae:

- Premiership Premier Grade competition points x by 8
- Premiership Reserve Grade competition points x by 6
- Under 20's competition points x by 5
- 3rd Grade / Championship A Grade competition points by x 4
- 4th Grade / Championship B Grade competition points x by 3
- Women's competition points x by 3
- 5th Grade / Championship C Grade competition points x by 2
- Any other competitions points x by 1

(d) At the completion of all regular home & away fixtures for each of the Senior Men's, Senior Women's and Junior's competitions, the winners of the Premiership Champion Club (for clubs competing in Premiership and Reserve Grade – points from all senior grades will count) and Championship Champion Club (for clubs only competing in Championship A grade and below (includes U20s and Women's points) will be determined by aggregating the club championship points earned by each Club across all three (3) competitions and shall be awarded to the Clubs with the greatest number of such points.

(e) Where a team is moved from one grade to another at the direction of the Board that team shall retain all competition points gained by it at the time of transfer. However, where a team is moved from one grade to another at the request of that team's Club, that team shall not be entitled to retain any of the competition points it had gained up to the time of transfer.

8.3 Rules for the Conduct of Competition Matches

(a) **Duration.** Every competition match shall be played in two halves with an interval not exceeding five minutes between each half.

(b) Subject to Rule 8.3(c) the duration of a half shall be:

1. Premiership Premier Grade: 40 minutes plus injury time
2. Premiership Reserve Grade: 35 minutes with no injury time
3. Under 20s: 35 minutes with no injury time
4. Championship A Grade: 40 minutes with no injury time
5. Premiership 3rd Grade: 35 minutes with no injury time
7. Premiership 4th / Championship B Grade: 30 minutes with no injury time
8. Any other competitions: 30 minutes with no injury time

(c) Where a match is scheduled to be followed, on the same pitch, by a match of a **higher** grade, the earlier match must be brought to an end five minutes prior to the time appointed for the start of the next match.

(d) Players being replaced either temporarily or for the remainder of the match must notify the referee and/or touch judge and no replacement player may enter the playing area without the permission of the referee.

(e) All player movements to and from the playing area can only be enacted when the ball is dead AND with the permission of the match referee. [NB: The ball is NOT dead during penalty and free kick activity.]

(f) For 2016, **Rolling substitutions** will be allowed in the following competitions:

- 1) For U20's, 5th Grade, Championship C grade and any other lower competitions, a maximum of 12 movements will be allowed.
- 2) For Reserve grade, 3rd Grade, Championship A grade, 4th Grade and Championship B grade competitions, a maximum of 8 movements will be allowed.

NB. For the Premiership Premier Grade competition rolling substitutions will not apply. Teams in this competition will be allowed a maximum of seven (7) tactical substitutions with substituted players not able to return (except for blood or to replace a front-row player).

(g) Up to (but not more than) two **Medical Attendants** per team may enter the playing area to attend to injured players as and when required and without the permission of any match official, even whilst the game is in progress, provided that they do not impede the conduct of the game. Medical attendants must wear clothing which is distinctive of their role and which is clearly different from the uniform of the team they are attending.

(h) **Water Attendants.** An adequate supply of fluid should be made available to players during a match, so that appropriate levels of hydration are maintained. For this purpose the following will apply:

- 1) Two water attendants only per team are permitted to enter the field of play.
- 2) Water attendants may only enter the field of play during a bona fide stoppage (i.e. a stoppage for injury or when a try is scored).
- 3) Water attendants may not enter the field of play during an attempt at penalty goal.
- 4) Water attendants must wear distinctive clothing (which must be clearly different from the uniform of the team they are attending) and must be of at least 14 years of age.

(i) **Front Row Players.** All senior teams are required to provide suitably trained and experienced players for the front row when nominating different numbers of players.

Please see table below:

Number of Players	Number of Suitably Trained & Experienced Players Required
15 or less	3 Players who can play in the front row
16, 17 or 18	4 Players who can play in the front row
20, 20, 21, 22 or 23	5 players who can play in the front row

- 1) There must be five 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 forward is required, the team can continue to play safely with contested scrums.
- 2) Should a team not be able to meet this obligation for any reason during a game, than 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.
- 3) Should a team not have three suitably trained front row players to commence a game with contested scrums, this team must play with one fewer than would otherwise be allowed.

- 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 complement of players.
- 5) If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

(j) Variations to this rule for the U/20 and Women's Competition are contained in **ANNEXURE C**.

(k) If at any time during the course of a match (including from the start of a match) at least three suitably trained front row players are not available to a team then, in the interest of safety, the referee must direct that the game shall proceed with non-contested scrums. However, if non-contested scrums are awarded due to a team's failure to provide the minimum number of suitably trained front row players as provided for in this Rule, then the result of the match may be reviewed by the Board at the instigation of the Competition Manager.

(l) In the event of uncontested scrums being awarded for any reason, it is the responsibility of the referee to record on the team sheet the elapsed match time, the score at the time of awarding uncontested scrums and the reason(s) for awarding uncontested scrums. The referee must also record whether or not, in his or her opinion, the move to uncontested scrums materially affected the outcome of the match.

(m) The Board shall decide the make and type of ball that is to be used in all competition matches.

8.4 Team Sheets and Match Results

(a) **Team Sheets.** To assist with promoting the game of Rugby within WA, all Premiership Premier Grade team lists must be submitted to RugbyWA's media department by Wednesday midday (**12pm**) prior to each scheduled match during the season.

(b) At the end of every match, each team shall give the referee an authentic list (the "team sheet") showing the names and jersey numbers of all of its players who took part in that match. Before it is presented to the referee the team sheet must have been completed, and must have been signed, by a representative of the team to which it relates.

(c) In the event that a replacement player takes the field of play as a temporary replacement, the recording of this movement shall be made on the team sheet beside the letters "T.Rep." Should this temporary replacement become a permanent replacement,

(either as a result of the original movement or a subsequent one), a further entry on the team sheet must be made beside the letters “Rep.” so that a correct record of this player’s eligibility can be maintained.

(d) The referee, on being satisfied that all the details recorded on a team sheet are correct, shall complete the team sheet by recording on it the following details:

- 1) The total points for each team, making sure that the “make-up” of each final score tallies correctly.
- 2) The details of any temporary and/or permanent suspensions occurring during the match, including all relevant details of any alleged foul play.
- 3) The particulars of and the state and condition of the playing area and of the surrounding areas including, if necessary, any comments regarding them which the referee considers should be drawn to the attention of the Competition Manager.
- 4) The names of the accredited Assistant Referee(s) or Touch Judge(s) (if any).
- 5) Upon the satisfactory completion of the above, the referee must also record his or her name and must sign the team sheet.

(e) **Match Results.** Each club shall input their completed team sheet online via RugbyLink by Monday midday (**12pm**) following the match. Each club shall keep the original team sheet in order to provide a copy to the Competition Manager if required.

(f) For each competition match the Club shown in the published competition draw as the home or hosting Club must enter all match results into RugbyLink by 6.00pm on the day of the match. Where night matches are played the results of any games, played after 6.00pm, should be entered within an hour of the last game being completed.

(g) The above Rule 8.4(f) applies also to any team or teams that is or are (for whatever reason) playing away from their home ground but are nonetheless shown as the home or hosting team in the published competition draw.

(h) If a Club contravenes any of the provisions of this Rule, the Club may, at the discretion of the Competition Manager, be fined such an amount as shall be determined from time to time by the Board.

8.5 Forfeiture of Matches

(a) If a Club decides to forfeit a competition match or matches on any particular day, it is to field the Club team or teams, not being that Club’s Under 20s teams, of the succeeding lower grade or grades to that team or those teams whose match or matches would otherwise have been forfeited, with the intent that the match or matches that is or are in fact forfeited shall be that or those of the lowest grade team or teams of the forfeiting Club, excluding that Club’s Under 20s teams. A Club that contravenes this sub-rule will, unless the Competition Manager, at his or her absolute discretion, orders otherwise, be deemed

to have forfeited every match, other than that of its Under 20s teams, played by it on that day.

(b) Where a club decides to forfeit a match the club will pay a fine to RugbyWA in such amount as may be determined by the Board from time to time.

(c) The Board may disqualify a team that forfeits three or more matches in any one grade in the same season for the remainder of that season and, upon its disqualification, the succeeding matches fixed to be played by that team during the balance of the season in question shall be deemed to have been forfeited.

(d) Where a team forfeits a match, whether by virtue of its disqualification or otherwise, the opposing team against which that match would, but for the forfeiture, have been played shall be awarded four (4) competition points plus one (1) bonus point and, for the purposes of that team's percentage, shall also have a final score of twenty five (25) points for and zero (0) points against awarded to it.

(e) Clubs must contact the Competition Manager by 10am on the Friday before a scheduled match is to take place if they are not able to field a particular team in a particular grade and a forfeit shall be recorded. Clubs who do not contact the Competition Manager within this time frame, and who subsequently forfeit the match concerned, may be required to pay a fine to RugbyWA in such amount as may be determined by the Board from time to time. This fine is additional to the fine that may be imposed for forfeiting the match as outlined in Rule 8.5(b).

8.6 Grounds Unfit For Play / Extreme Weather

(a) The coaches of the teams shall determine the fitness of the ground for play. In the event of a disagreement between the team coaches about the suitability of the ground for play, the referee will decide whether the ground is fit for play after their inspection of the field.

(b) If weather or conditions not covered by forfeit provisions require a scheduled match or matches to be postponed then these matches will be declared a draw with each Club receiving two (2) competition points. No points will be awarded for “for/against” totals.

8.7 Players Uniforms

(a) Every player taking part in a competition match shall wear the jersey, shorts and socks that have been approved by the Competition Manager for use by the team or teams of that player’s Club and shall wear on the back of their jersey a distinguishing number. Such numbers shall be of a minimum length of 150 millimetres and of such colour as to be easily discernible at a reasonable distance. Furthermore:

- 1) No two players in a team shall wear the same numbered jersey; and
- 2) The distinguishing number worn by a player must correspond with the information supplied by the club on the team sheet submitted at the conclusion of that match.

(b) A Club that contravenes Rule 8.6(a) must pay a fine to RugbyWA in such amount as may be determined by the Board from time to time.

(c) A player does not commit an offence against Rule 8.6(a) by reason only of replacing a jersey damaged during the course of play with a jersey bearing an alternative number, provided that the alternative number is not worn by any other player of his side.

9. GROUND PREPARATION AND THE OBLIGATIONS OF HOME OR HOSTING CLUBS

(a) The playing field is to be marked in accordance with the Laws of the Game. Ropes shall be placed no less than 5 metres from the touch line, **with both touch lines of the playing enclosure so roped**, unless dispensation is granted by the Competition Manager. Goal post pads and ropes must be in place prior to the commencement of each and every game played on a given field.

(b) In addition to Rule 9 (a) each club is to mark two (2) technical zones on one side of the playing field. Each team’s coaching staff and replacement players are to remain within these technical zones whilst their game is being played. The two technical zones will be set back 5 metres from the 10 metre line either side of the halfway line and shall be at least 15 metres in length towards the 22 metre lines of the playing field. Adequate seating

arrangements should be available in each technical zone to ensure at least all replacement players can be seated during any particular match.

(c) Clubs must provide adequate first aid support for their teams at all playing venues. Stretchers and a neck collar must be provided by the home or hosting team and be readily accessible to the playing area, preferably on the sideline.

(d) At all playing venues clear access to and from the playing area must be provided for emergency vehicles.

(e) Where a Club contravenes any of the provisions of this Rule, the Club shall be fined an amount to be determined from time to time by the Board.

10. THE APPOINTMENT OF MATCH OFFICIALS AND GROUND MARSHALLS

(a) There shall be a referee for every competition match:

- 1) who shall be appointed under the authority of RugbyWA by WARURA, or
- 2) where no such referee has been appointed or fails to arrive, a substitute may be agreed on by the teams, or
- 3) where agreement cannot be reached, the referee shall be arranged by the home team, preferably utilising the individual that has been nominated by the club to comply with Rule 4(c).

(b) If the referee appointed under the authority of RugbyWA by WARURA is unable to officiate for the whole match, a replacement shall be appointed either, as directed by RugbyWA or, if RugbyWA has not so directed, then as directed by the originally appointed referee, or if that referee is unable to so direct, as nominated by the home team.

(c) A referee of any competition match or matches must, as a minimum, be Smart Rugby compliant and any referee appointed under Rule 10(a)(1) must:

- 1) Have a current Australian or other recognised Rugby Union refereeing accreditation or be in the process of attaining the appropriate accreditation, and must, as a minimum, have completed the theoretical component of the referee course.
- 2) Have completed, signed and submitted an ARU registration form for that season (or in the case of a visiting referee have insurance cover from their own Union); and
- 3) Be a current member of the WARURA (or in the case of a visiting referee, be a member of the official Referees Association of their own Union).

(d) Assistant Referees/Touch Judges for Premiership Premier Grade competition matches, will be appointed under the authority of RugbyWA by WARURA.

(e) Each club must use its best endeavours to provide ARU Level 1 accredited Assistant Referees/Touch Judges for each competition match, (except Premier Grade).

(f) Each club must provide a Ground Marshall for competition matches played at its venue(s). The responsibilities of the Ground Marshall shall include, welcoming all referees

and other officials to the venue(s), assisting the officials in their preparation, ensuring that the ground or grounds is or are properly roped off and marked, organising and supervising crowd control and approaching and admonishing abusive spectators. Any Club that fails to provide a Ground Marshall to act in accordance with this sub-rule shall be liable to be fined such an amount as may from time to time be determined by the Board.

11. RULES FOR FINALS MATCHES

11.1 Matches, Times and Venues

(a) At the conclusion of all regular season home and away matches the Competition will be decided by the playing of Finals matches between such teams and in such a manner as shall be directed by the Board. Finals matches shall be conducted at such times and at such venues as shall be determined by the Competition Manager. The finals series in each competition will be contested by the top 4 ranked teams in each competition.

(b) All teams competing in any Finals match must enter into RugbyLink by 10am on the last working day prior to the match, a finalised Team List. This list must be truthful and accurate in every material detail as it will be used and relied upon by RugbyWA for the purpose of determining Player Eligibility. This RugbyLink list will be supplemented by a hard copy list that will be provided to RugbyWA at the same time.

(c) Strict compliance with this sub-rule is vital and any Club that contravenes it shall be subject to a review and pending results in the respective match may be subject to disqualification and/or fined such an amount as may from time to time be determined by the Board. In the event of an injury or change on match day replacement players may be used **only** if they are eligible subject to rule **11.2 Finals Eligibility**.

(d) Such players must be listed on a revised team sheet submitted no later than 1 hour prior to kickoff to a RugbyWA official and must update the team sheet online via RugbyLink by Monday midday (**12pm**) following the match.

(e) All teams competing in Finals matches should ideally have a total squad of 26 players including 6 suitably trained front row players. (Under 20's must have 6 suitably trained front row players and 3 locks). However, in accordance with the Laws of the Game, a maximum of 23 players only can take the field.

(f) Where, at the end of any Finals match, the scores of the teams are equal, the referee shall direct the teams immediately to change ends and play 2 periods of 10 minutes each way with a 1 minute interval between each period. If there is still no result, the match shall, except in the case of a Grand Final match, be awarded to the team that finished higher in the Competition Table. In the case of a Grand Final, the trophy shall be shared.

(g) All match officials appointed for Grand Final matches under the authority of RugbyWA by WARURA shall be subject to ratification by the Board.

11.2 Finals Eligibility

(a) **Qualification.** Subject to the other provisions of this rule, a player is not eligible to play for his Club in any particular grade in Finals matches unless:

- 1) The player is registered with that Club and has competed for that Club in at least one third of the separate home/away rounds in the regular season (i.e. If 18 rounds, then must have played in 6 matches in separate rounds);
- 2) Has played the majority of those games in a team in that grade or in a team in a lower grade; or
- 3) In the event a player has played across numerous grades the grade qualified for will be determined by RWA based on average of the total games and the grades played. Examples include:
 - a. A player plays 1st Grade – 6 matches, 2nd Grade – 6 matches, 3rd Grade – 6 matches. Player is graded average of 2nd Grade.
 - b. A player plays 9 matches 1st Grade and 9 matches 2nd Grade. Player graded 1st Grade.
 - c. A player plays 1st Grade – 7 matches, 2nd Grade – 5 matches, 3rd Grade – 4 matches. Player is graded average of 2nd Grade.
- 4) Contracted Western Force players, may qualify for finals if they have played a minimum of three (3) matches through the home and away season. Notwithstanding this clause, the availability of WF contracted players will remain the responsibility of the Western Force staff to determine.

(b) **Match Grading.** If a player plays more than one match as a starting player in any competition round, he shall be graded for the purposes of Rule 11(2)(a) according to one match only, which shall be the match of the highest grade in which he played as a starting player during that round. For this purpose the order of grading shall be:

- 1) Premiership Premier Grade or Championship A Grade
- 2) Premiership Reserve Grade or Championship B Grade
- 3) Under 20s,
- 4) Premiership 3rd Grade or Championship C Grade
- 5) Premiership 4th Grade,
- 6) Premiership 5th Grade / and any other grade.

(c) If, after having played one or more games in a competition round as a starting player in a team or teams in a lower grade or grades, a player later takes the field as a permanent replacement or substitute in a higher grade or grades, his grading for that competition round will still be determined according to the highest grade match in which he played as a starting player. However, if a player does not take the field as a starting player in any match but nonetheless takes the field in one or more matches in a competition round as

a permanent replacement or substitute, he shall be graded for the purposes of Rule 11(2)(a) according to one match only, which shall be the match of the highest grade in which he participated as a permanent replacement or substitute during that round. For this purpose the order of grading shall be:

- 1) Premiership Premier Grade,
- 2) Premiership Reserve Grade,
- 3) Under 20s,
- 4) Premiership 3rd Grade / Championship A Grade,
- 5) Premiership 4th Grade / Championship B Grade,
- 6) Premiership 5th Grade / Championship C Grade and any other grade.

(d) **“Open Selection”** - Notwithstanding any of the foregoing provisions of this Rule, a Club with teams playing in successive grades (excluding Under 20s) in Final Series matches may select starting players and reserves for each such team from all of its players that are graded as eligible to play for any of those teams, provided that, in every case, that player or those players is or are at least 18 years of age or, despite not having attained that age, has or have received an exemption under Rule 6(d) that would permit him to participate in Finals matches for an Open age team.

(e) 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 only be selected for a lower grade if he is eligible as per rule 11.2 (a),(b),(c),(f)

(f) Notwithstanding any of the foregoing provisions of this Rule, where the highest ranked Open age team of a Club that is participating in Finals Series matches is ranked lower than that Club’s Under 20 teams, the Club concerned may make an application to the Competition Manager for a dispensation so as to allow a player or players from its Under 20 teams (provided that player or those players is or are at least 18 years of age) to be selected in and to play for that Club’s highest ranked Open age team in Finals series matches. In such a case the Competition Manager may, if he or she considers it appropriate to do so, grant such a dispensation either absolutely or upon such conditions as the Competition Manager may see fit to impose. Accordingly, and without affecting the eligibility of the player or players concerned to also be selected in and to play for the Under 20 team to which that player was originally graded, a player to whom such a dispensation has been granted may be selected in and may play for the highest ranked Open age team of that player’s Club in Finals matches.

(g) **Unregistered Players.** Playing an unregistered or ineligible player in any Finals match may automatically disqualify the offending team from all Finals matches.

11.3 Dispensations

(a) Clubs seeking dispensation for players to participate in a Finals match in a team that they would, pursuant to these Competition Rules, be otherwise ineligible to play for, must apply in writing to the Competition Manager for that dispensation by 12 noon on the Wednesday prior to the match concerned. Clubs that make a timely application for such a dispensation will be advised as to the result of their application (and of the conditions (if any) on which any such dispensation have been granted) by 5pm on the Thursday prior to the match concerned. Applications for dispensation that fall outside the prescribed submission deadline will be considered by the Competition Manager only in the most exceptional circumstances.

(b) Dispensations will only be granted under Rule 11(3)(a) for the following reasons:

- 1) Purposes of safety. This is restricted to ensuring there are 6 suitably trained front rowers being available to any squad.
- 2) Through injury to players for the duration of the Finals series.
- 3) Player(s) returning from long term injury that has been suffered during the current season. Suitable medical records identifying nature of injury and necessary time out of the game to recover from such injury will be required to substantiate any possible granting of dispensation under this clause.
- 4) Where a player is graded as ineligible as a direct result of that player's involvement in representative programs including Western Force matches and any WA State Team(s) representative matches played throughout the season. *Dispensations will NOT be granted to any contracted professional player where he has played more club games with another club outside of Western Australia during the season whilst fulfilling his obligations as a contracted professional player;*

(c) Breaches of the conditions (if any) under which a dispensation has, pursuant to this rule, been granted by the Competition Manager, or the provision of false information to the Competition Manager for the purposes of securing such a dispensation will automatically disqualify the offending team from all Finals matches.

12. PROTESTS, APPEALS, COMPLAINTS AND DISPUTES

(a) Subject to the Constitution and the further provisions of this Rule, the Competition Manager shall hear and determine all protests, appeals, complaints and disputes that relate to the Competition or any match played as part of or in the course of the Competition.

(b) A member of any Club or Affiliated Body may make a complaint to the Competition Manager regarding the conduct of persons not under the control of the referee.

- (c) A Club may protest to the Competition Manager against the actions of any Club or player that is contrary to these Rules or the overarching ARU Code of Conduct Policy.
- (d) Any person or Club wishing to protest, appeal or make a complaint pursuant to this Rule must notify the Competition Manager in writing within seven (7) days of the occurrence which is to be the subject of the aforesaid protest, appeal or complaint.
- (e) All parties to such matters shall be given the opportunity to know the nature and the details of the case that is being made against them and the opportunity to speak at the hearing and/or to make a written submission.

13. APPEALS AGAINST THE COMPETITION MANAGER

- (a) A Club, Affiliated Body or person affected by any decision or act of the Competition Manager made or done by him or her pursuant to any of the powers conferred upon him or her by the Board, or under these Competition Rules, may appeal to the Board against that act or decision but must do so in writing within seven (7) days from the date on which the appellant became aware, or ought reasonably to have become aware, of the act or decision in question.
- (b) A lodgment of an appeal must be accompanied by the payment of a fee as described under Rule 21.3 of these Rules. If an appeal successfully achieves exoneration, a reduction in sentence or change of decision then this fee will be reimbursed.
- (c) Upon receipt of the Notice of Appeal the Board shall consider and decide upon the matter promptly. The decision of the Board shall thereafter be communicated to the Club or person concerned and, once communicated, that decision shall be final.

14. CONSEQUENCES OF FAILURE TO PAY FINES

If a Club, Affiliated Body or person fails to meet or pay any monetary penalty provided for or imposed under these Rules the Board may disqualify the defaulting Club, Affiliated Body or person or may exclude it or him/her from participating in the Competition either absolutely or on such terms as the Board (in its absolute discretion) sees fit.

15. APPROVAL, AMENDMENT AND NOTIFICATION OF THE COMPETITION RULES

- (a) These Competition Rules will not take effect unless and until they have been considered and approved by the Board.
- (b) A copy of the approved Competition Rules shall be sent to each Club and each Affiliated Body or Association following approval by the Board.

(c) The Board shall, in its absolute discretion, have the power to add to, vary, modify or replace the approved Competition Rules (or any of them) in such a manner and on such terms as it sees fit and, where this power is exercised by the Board, the Board must specify the date (which may be retrospective) from which the changes so made will operate.

(d) Where the Board exercises its powers under Rule 15(c) a consolidated copy of the new Competition Rules shall be sent to each Club and each Affiliated Body or Association following their approval by the Board.

16. EFFECT AND CONSEQUENCES OF A TEMPORARY SUSPENSION (YELLOW CARD)

(a) Australian Rugby Union ('ARU') Disciplinary Rules 27 to 31 inclusive, with any necessary modifications, shall apply to the Competition and all participants in it.

(a) During the course of a competition match (including a Finals match) a player may be temporarily suspended ('yellow carded'). Where this happens it shall have the following effects and consequences:

- 1) the player must remain with Team Manager for 10 minutes on the team bench.
- 2) that period DOES NOT include the half-time break
- 3) the suspension time shall be kept by the referee.

(b) The referee shall report on the Team Sheet, the name, jersey number and Club of any temporarily suspended player as well as the type of offence and the time at which it occurred.

(c) The Competition Administrator shall monitor all such temporary suspensions and following **three (3) temporary suspensions** of the same player in competition matches (including Finals matches) in the same season and unless the player has challenged one of the temporary suspensions, the Competition Administrator shall advise the player and the Club concerned that the player is suspended from playing for the Club in any match (including Finals matches) on that Club's next playing date in the 2016 season or, if no such playing date remains in the 2016 season, in the next succeeding season in which that player participates. This process is called "totting up".

(d) A participant who receives two (2) yellow cards in any competition match, including Finals matches, (whether the cards are issued for foul play or technical offences and/or both) and who is, as a result sent off/red carded after the second yellow card, must appear before the Judicial Committee as provided for in Rule 17. However, for the purpose of clarity, it is hereby expressly provided that, in such a situation, the two (2) yellow cards that were issued to the player shall be deemed to have merged into the send off/red card and therefore those two yellow cards are not eligible to be counted as temporary suspensions and "totted up" for the purposes of Rule 16(c).

17. EFFECT AND CONSEQUENCES OF AN ORDERING OFF (RED CARD)

(a) Where a Referee 'red cards' and thus orders a participant off the playing enclosure by reason of an act or acts of illegal and/or foul play, the Referee must, unless other arrangements have been made, lodge a written report on the form provided by RugbyWA of the circumstances of the ordering off with the Competition Manager by no later than 12 noon on the first working day following the match.

(b) A participant who is ordered off the playing enclosure by reason of an act or acts of illegal and/or foul play must appear before the Judicial Committee and for that purpose ARU Disciplinary Rules 12 to 26 inclusive, with any necessary modifications, shall apply to the Competition and all participants in it.

18. CITING

Where a participant commits an act or acts of illegal and/or foul play which have not been detected by match officials, ARU Disciplinary Rules 32 to 62 inclusive, with any necessary modifications, shall apply to the Competition and all participants in it.

19. APPEALS FROM THE JUDICIAL COMMITTEE

There shall be a right of appeal to an Appeals Committee from any decision of the Judicial Committee and for that purpose ARU Disciplinary Rules 116 to 141 inclusive, with any necessary modifications, apply to the Competition and all participants in it.

20. MISCONDUCT

(a) Clubs and participants must at all times conduct themselves in a disciplined and sporting manner and ensure that they do not commit an act or acts of misconduct.

(c) The ARU Disciplinary Rules 63 to 71 inclusive, with any necessary modifications, shall apply to the Competition, clubs and all participants.

21. FEES AND FINES

Unless and until the Board otherwise determines the following fees and fines have been prescribed by the Board for the purposes of the 2016 Competition and of the various provisions of these Rules to which they respectively apply:

(NB: All Fees and Fines listed here are **exclusive** of GST)

FINES FOR 2016 SEASON

- 1) Playing an unregistered and/or ineligible player \$400.00.
- 2) Failure to enter Registrations on RugbyLink \$50.00.
- 3) Incorrect material information provided in RugbyLink \$200.00.

- 4) Failure to provide Proof of Age (POA) \$25.00.
- 5) Falsifying a team sheet \$400.00.
- 6) Failure to advise match results \$50.00.
- 7) Failure to sign team sheet (referee and/or club official) \$25.00.
- 8) Failure to enter team sheet onto RUGBYLINK by specified time \$25.00.
- 9) Forfeiture of any game \$100.00.
- 10) Failure to report forfeit to RugbyWA within prescribed time frame \$100.00.
- 11) Failure to submit Premiership Premier Grade Team List by Wednesday midday prior to each scheduled match \$100.00.
- 12) Referee Abuse by a Spectator of your club \$500.00 - \$1,000.00.
- 13) Failure to provide a nominated referee - Loss of 5 competition points for each side entered in competitions and a fine of up to \$1,000.
- 14) Wilfully delaying start of match \$50.00.
- 15) Ground not or poorly marked \$50.00.
- 16) No goalpost pads \$100.00 & forfeit of match by home team.
- 17) No or inadequate roping of ground including provision of technical zones \$100.00.
- 18) Incorrect player numbers being worn including same numbered jerseys \$25.00.
- 19) Non-provision of first aid equipment including stretchers and neck collars \$500.00.
- 20) Playing venues not having clear access for emergency vehicles \$200.00.
- 21) Club not providing Ground Marshall \$50.00.
- 22) Taking/consuming of alcohol not purchased at the playing venue by any club players and/or supporters \$300.00.
- 23) Non-provision of official RugbyWA team list for Final Series match \$200.00.
- 24) Lodgement of any appeal \$250.00 - If an appeal is success then this fee will be reimbursed.
- 25) Where no penalty is expressly provided for contravention of a provision of these Competition Rules the penalty must not exceed \$1,000.00.

ANNEXURE A:

2016 Game Management Guidelines

STAND ALONE APPENDIX PROVIDED BY ARU.

ANNEXURE B:

2016 ARU Disciplinary Rules

STAND ALONE APPENDIX. ARU DISCIPLINARY RULES.

Extract from of Sanction Table of offences Reference is:

APPENDIX 1. WORLD RUGBY SANCTIONS FOR FOUL PLAY (REGULATION 17)

Law No.	Description	Entry Point Based on Scale of Seriousness of the Player's conduct, which constitutes the offending – Lower End (LE), Mid Range (MR), Top End (TE).	Maximum Sanction
10.4(s) 10.4(m)	Verbal Abuse of Match Officials	LE – 6 weeks MR – 12 weeks TE – 18+weeks	52 weeks
10.4(s) 10.4(m)	Threatening Actions or Words at Match Officials	LE – 12 weeks MR – 24 weeks TE – 48+ weeks	260 weeks
10.4(s) 10.4(m)	Physical Abuse of Match Officials	LE – 24 weeks MR – 48 weeks TE – 96+ weeks	Life
10.4(a)	Striking another Player with a hand, arm or fist	LE – 2 weeks MR – 5 weeks TE – 8+ weeks	52 weeks
10.4(a)	Striking another Player with the elbow	LE – 2 weeks MR – 5 weeks TE – 9+ weeks	52 weeks
10.4(a)	Striking with knee	LE – 3 weeks MR – 8 weeks TE – 12+ weeks	52 weeks
10.4(a)	Striking with head	LE – 4 weeks MR – 10 weeks TE – 16+ weeks	104 weeks
10.4(b)	Stamping/Trampling on an Opponent	LE – 2 weeks MR – 5 weeks TE – 9+ weeks	52 weeks
10.4(c)	Kicking an Opponent	LE – 4 weeks MR – 8 weeks TE – 12+ weeks	52 weeks
10.4(d)	Tripping an Opponent with the foot/leg	LE – 2 weeks MR – 4 weeks TE – 8+ weeks	52 weeks
10.4(e)	Dangerous tackling of an Opponent including early or late and including the action known as the "stiff arm tackle"	LE – 2 weeks MR – 6 weeks TE – 10+ weeks	52 weeks
10.4(e)	Dangerous tackling of an Opponent including a tackle or attempted tackle above the line of the shoulders even if the tackle starts below the line of the shoulders	LE – 2 weeks MR – 6 weeks TE – 10+ weeks	52 weeks
10.4(f)	Holding, pushing or obstructing an Opponent not holding the ball, by a Player who is not in possession of the ball, except in a scrum, ruck or maul	LE – 2 weeks MR – 4 weeks TE – 6+ weeks	52 weeks
10.4(f) 10.4(k)	Dangerous charging or obstructing or grabbing of Opponent without the ball, including shouldering	LE – 2 weeks MR – 5 weeks TE – 10+ weeks	52 weeks

Law No.	Description	Entry Point Based on Scale of Seriousness of the Player's conduct, which constitutes the offending – Lower End (LE), Mid Range (MR), Top End (TE).	Maximum Sanction
10.4(g)	Dangerous charging or knocking down an Opponent with the ball, including shouldering	LE – 2 weeks MR – 5 weeks TE – 10+ weeks	52 weeks
10.4(h)	A player must not charge into a ruck or maul. Charging includes any contact made without use of the arms, or without grasping a player	LE – 2 weeks MR – 5 weeks TE – 10+ weeks	52 weeks
10.4(i)	Tackling, tapping, pushing or pulling an Opponent jumping for the ball in a lineout or in open play	LE – 3 weeks MR – 6 weeks TE – 12+ weeks	52 weeks
10.4(j)	Lifting a Player from the ground and either dropping or driving that Player's head and/or upper body into the ground whilst the Player's feet are off the ground	LE – 4 weeks MR – 8 weeks TE – 12+ weeks	52 weeks
10.4(k)	Causing a scrum, ruck or maul to collapse	LE – 2 weeks MR – 4 weeks TE – 8+ weeks	52 weeks
10.4(m)	Testicle grabbing or twisting or squeezing	LE – 12 weeks MR – 18 weeks TE – 24+ weeks	208 weeks
10.4(m)	Biting	LE – 12 weeks MR – 18 weeks TE – 24+ weeks	208 weeks
10.4(m)	Contact with the Eye(s) or the Eye Area	LE – 12 weeks MR – 18 weeks TE – 24+ weeks	208 weeks
10.4(m)	Spitting at Players	LE – 4 weeks MR – 7 weeks TE – 11+ weeks	52 weeks
10.4(m)	Verbal abuse of Players based on Religion, Race, Colour, or National or Ethnic Origin, sexual orientation or otherwise	LE – 4 weeks MR – 8 weeks TE – 16+ weeks	52 weeks
10.4(m)	Any other acts (not previously referred to) which are contrary to good sportsmanship	LE – 4 weeks MR – 7 weeks TE – 11+ weeks	52 weeks
10.4(m)	Hair pulling or grabbing	LE – 2 weeks MR – 4 weeks TE – 6+ weeks	52 weeks

In respect of offences not referred to in Appendix 1 above, appropriate sanctions may be imposed at the discretion of the relevant Judicial Officer, Disciplinary Committee, Appeal Officer and/or Appeal Committee (as the case may be).

Notwithstanding the Sanctions in Appendix 1 and/or the provisions of Regulation 17.19 in cases where the player's actions constitute mid range or top end offending for any type of offence which had the potential to result and, in fact, did result in serious/gross consequences to the health of the victim, the Judicial Officers and/or Disciplinary Committees may impose any period of suspension including a suspension for life.

Alternate Procedure – Admission of Breach Suspension

1. The club and/or participant will be notified of the foul play for which he/she has been sent off through the medium of the RugbyWA Send Off Report Form on the Monday following the match;
2. He/she will also be advised at this time whether he/she qualifies for an early admission of breach suspension', and
3. If a player wishes to take an early plea, the participant or his/her Club must register this intention in writing with RugbyWA by 3.00pm on the Tuesday following the match.

CONDITIONS

1. The eligibility of a participant for an early admission of breach suspension is contingent upon the foul play falling within the 'Lower End' offence category with an entry point of two (2) weeks or less.
2. If a participant elects to take an early plea, he/she will be subject to the penalty set out in the Schedule of Pre-determined Sanctions.
3. Participants will have the opportunity to elect to take an early admission of breach suspension once every 2 seasons within RugbyWA competitions.
4. If a participant has been sent from the field or cited previously with disciplinary consequences imposed within a three (3) year period, including automatic suspensions under RugbyWA Competition Rule 11.c he/she will not have the opportunity to elect to take an early admission of breach suspension, and

Right to Judiciary Committee Appearance

A participant eligible for an early admission of breach suspension may, nevertheless, elect to appear before the RugbyWA Judicial Committee. In these cases, he/she will be liable to have imposed such sanction as the Judiciary Committee sees fit, taking into account the Schedule of Recommended Penalties.

Schedule of Pre-Determined Sanctions

OFFENCE	LAW REF	PENALTY / SANCTION
▪ Punching or striking an Opponent	Foul Play Law 10.4(a)	1 week
▪ Stamping or trampling an Opponent	Foul Play Law 10.4(b)	2 weeks
▪		
▪ Tripping an Opponent	Foul Play Law 10.4(d)	1 week
▪ Dangerous tackling	Foul Play Law 10.4(e)	1 week
▪ Other forms of foul play	Foul Play Laws 10.4(f), 10.4(g), 10.4(h), , , 10.4(k) and 10.4(m)	1 week

In respect of send offs involving two temporary suspensions, ("yellow cards") (see Foul Play Law 10.5(b), the participant is required to attend a Judicial Committee hearing. The participant may still be eligible for a pre-determined sanction if he/she comes within the penalty threshold.

ANNEXURE C

Colts U20s Competition Rule Variations

1. **Laws.** RugbyWA U/20s Colt competition will be played in accordance with World Rugby U/19 Law Variations. The specific details on this are as summarised at the end of this Annexure.
2. **Competition Structure.** The competition structure will commence with all teams playing 1 x match against each other team. At completion of this first round of matches the competition will be divided into 2 x Divisions. The number of teams in each Division will be determined according to the number of teams in the competition at that time:
 - a. Division 1 – Top half of the competition ladder.
 - b. Division 2 – Bottom half of the competition ladder.
 - c. Each Division will then compete in further rostered matches against teams in their respective divisions.
 - d. At the completion of the season the Top four teams in each Division will then compete in a Division 1 and 2 Finals series.
 - e. Finals will be played over two week period in a knock out format:
 - i. Position 1 vs position 4.
 - ii. Position 2 vs position 3.
 - f. Winners of each of these Final matches will then contest a Division Grand Final.
3. **Fixture Timing.** Due to the nature of the RugbyWA Colts competition structure crossing over between Premiership and Championship clubs, Colts teams and clubs are encouraged to negotiate between each other and to be flexible with organising match start timings. The reason for this flexibility is to assist the Away team with the opportunity to return to link up with the remainder of their Club senior grade teams in order to provide “reserve” players for higher grade senior matches. Suggestions for this for clubs to negotiate and consider include:
 - a. Friday Night Colts matches.
 - b. Earlier Start Kick Off.
 - c. Alternate days.
4. **Confirmation of Timing.** Any variations to Colts match date, start timings, or venue must be confirmed in writing to the Competition Manager and respective clubs no later than 7 days prior to the match date.
5. **Player Number Matching.** In order to continue to encourage a contest across the entire season and between teams with variable numbers, in the event that teams do not have a full complement of 15 players to start a match, then Teams **must** match playing numbers. In the event of a Matching numbers clause being applied, the match is not Forfeit, and remains a “live” contest as determined by the score at the end of the match.
6. **Exceptions.** The only exception to the Matching Numbers Clause are:
 - a. When enforcing contestable front row rule. See below.
 - b. When a player has been yellow or red carded. When a player is sent off the non-offending team is not required to match down their playing numbers.
7. **Scrum Numbers.** Notwithstanding the Matching Rule, all Under 20 teams are required to provide suitably trained and experienced players for the front row when nominating different numbers of players. Please see accompanying table:

Number of Players	Number of Suitably Trained & Experienced Players Required
15 or less	3 Players who can play in the front row
16, 17 or 18	4 Players who can play in the front row
20, 20, 21	5 players who can play in the front row

22 or 23	6 players who can play in the front row and each position in the front row to be covered by a suitably trained player
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The specific U/19 Law variations covering these are as below:

8. 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 in any front row position is required, the team can continue to play safely with contested scrums.
9. If a team calls uncontested scrums and has not satisfied the laws of the game in terms of number of players available to be suitably trained and experience to play in the front row then they must continue playing the game with one less player than the opposing team. There **must be** an equal number of players in each team's scrum throughout a match.
10. **Law 20 : Scrum. 20.1 Forming a scrum.** In an 8 person scrum the formation must be 3-4-1, with the single player (normally the Number 8) shoving on the 2 locks. The locks must pack with their heads on either side of the hooker. **Exception:** A team must have fewer than eight players in its scrum when the team cannot field eight suitably trained players in its scrum due to either:
 - a. the team not fielding a complete team, or
 - b. a forward player being sent off or temporarily suspended for foul play, or
 - c. a forward player leaving the field because of injury.
11. Even allowing for this exception, each team must always have at least five players in a scrum. If a team is incomplete and it cannot field eight suitably trained players in its scrum, the scrum formation must be as follows:
 - a. If a team is without one forward player, then both teams must use a 3-4 formation (i.e. no No.8).
 - b. If a team is without two forward players, then both teams must use a 3-2-1 formation (i.e. no flankers).
 - c. If a team is without three forward players, then both teams must use a 3-2 formation (i.e. only front rows and locks).
12. When a normal scrum takes place, the players in the three front row positions and the two lock positions must have been suitably trained for these positions. If a team cannot field such suitably trained players because:
 - a. either they are not available, or
 - b. a player in one of those five positions is injured or
 - c. has been sent off for Foul Play and no suitably trained replacement is available, then the referee must order uncontested scrums.
13. Should a team not have three suitably trained front row players to commence a game with contested scrums, this team must play with one fewer than would otherwise be allowed.
14. 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 complement of players.
15. If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.
16. In an **uncontested scrum**, the teams do not compete for the ball. The team putting in the ball must win it. Neither team is allowed to push the other team away from the mark.
17. **Binding.** For all Scrums the Locks may bind onto the Front Row Players by Crotch Binding.

18. Law 20.9 **Scrum - General restrictions.**

- a. Maximum 1.5 metres push. A team in a scrum must not push the scrum more than 1.5 metres towards their opponents' goal line. **Sanction: Free Kick**
- b. Ball must be released from scrum. A player must not intentionally keep the ball in the scrum once the player's team has heeled the ball and controls it at the base of the scrum. **Sanction: Free Kick**

19. Law 20.11 **Scrum wheeled.** No wheeling. A team must not intentionally wheel a scrum.
Sanction: Penalty kick

20. If a wheel reaches 45 degrees, the referee must stop play. If the wheel is unintentional, the referee orders another scrum at the place where the scrum is stopped. The same team throws in the ball.

21. **Rolling substitutions** can be used throughout all matches however there can only be **12** substitutions each match and a team can use no more than **23** players in any one particular match.

22. The "**mercy rule**" option will apply where if a team trails by more than 40 points in any half of a game **they can request** the referee to cease play for that half of the match.

ANNEXURE D

Women's Competition Rule Variations

Playing Numbers.

1. To play a competitive match each team must have a minimum of 10 players available to start the match at the designated kick off time. If a team does not have 10 players available they must forfeit the match. Once the game has been forfeited a non-competitive match should be played.
2. All participants must be **registered**. A 2016 ARU registration form must have been completed and signed before any player takes the field.
3. Any registered player can play for another club during the season to ensure as many matches as possible are played with 15 players a side.
4. Teams **must** match playing numbers EXCEPT:
 - a. When enforcing contestable front row rule
 - b. When a player has been yellow or red carded.
5. Rolling substitutions can be used throughout all matches however there can only be **12** substitutions each match and a team can use no more than **22** players in any one particular match.
6. Teams who have the full 15 for a match available at the commencement of the game shall receive a bonus competition point.

Playing Conditions.

1. A half is a maximum of **30** minutes with no time off for injuries. There is a "mercy rule" option. If a team trails by more than 40 points in any half of a game **they can request** the referee to cease play for that half of the match.
2. If a team calls uncontested scrums and has not satisfied the laws of the game in terms of number of players available to be suitably trained and experience to play in the front row then they must continue playing the game with one less player than the opposing team.
3. There **must be** an equal number of players in each team's scrum throughout a match. **There must be at least 5 players in each team's scrum.** If there are 11 or 12 players available, 6 must form the scrum in a 3-2-1 format. If there are 13 or 14 players available 7 must form the scrum in a 3-4 format.
4. If the away team is unable to provide a touch judge the home team **MUST** provide 2 touch judges.
5. Home teams **MUST** phone/text through result of each game played by **6.00pm** following completion of game.

ANNEXURE E:

Player Contracts

1. RugbyWA does not encourage the payment of players and in particular cash payments.
2. RugbyWA can only act where a player has been registered with your club.

RugbyWA is not in a position to investigate contracts if the player is not registered to that club.

RugbyWA will not allow a contracted player to transfer clubs if the player is in dispute with the club that he/she is registered with and:

1. The Contract has been lodged with RugbyWA within 14 days of the contract being signed
2. The player is registered with the club, in the current season, who has the contract
3. The appropriate clearance (international or Domestic) has been lodged with RWA from the club who has the contract - if applicable

Registration is an annual process, contracts cannot be supported without current registration.

If both parties agree to settle the contract then the player may be transferred to another club. Please note RugbyWA are not able to *enforce* contracts, this is a matter for both parties of the contract.

Players who will willingly break a promise or contract for a better offer are not the players that will stick around and make your club better. Let's not be complicit in allowing mercenaries to take from our clubs and give nothing back.

We encourage club presidents to enter into cordial and respectful dialogue, to resolve any dispute prior to engaging RugbyWA, for the good of our sport and competition in Western Australia.