



NORTHERN TERRITORY RUGBY UNION INC
Junior Darwin Competition Rules 2018

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RULES GOVERNING THE 2017 SENIOR DARWIN RUGBY COMPETITION

RULE 1 MEANING AND DEFINITIONS OF TERMS.

In these rules:-

“**Appointments Board**” means the Referees Appointments Board appointed by the NT Referees’ Selection Panel.

“**Board/Executive**” means the NTRU Executive Committee or any Committee to which it has delegated its authority.

“**Club**” means one of the clubs approved by the Board to participate in the Darwin Club Rugby Competition,

“**Under 18**” an under 18 player, means a player that turns the age of (18) in the year of the competition.

“**Under 17**” an under 17 player, means a player that turns the age of (17) in the year of the competition.

“**Committee**” means the NTRU Competition Committee, comprised of the Chief Executive Officer, NTRU nominated staff members and NTRU Executive Member.

“**Junior Competition**” means the Junior Rugby Competitions conducted by the Union.

“**Chief Executive Officer**” means the Chief Executive Officer (CEO) of the Northern Territory Rugby Union Inc or his nominee.

“**WR**” means the World Rugby.

“**Judicial Committee**” means the Judicial Committee appointed by the Executive Committee of the Northern Territory Rugby Union.

“**Match Day Controller**” means the person appointed by the NTRU for matches at Land Rover Rugby Park, or the club official notified by each Club to the Union for matches at venues other than Land Rover Rugby Park pursuant to the “Operations Manual”.

“**Minor Premiership Series**” means the rounds of the Competition to in Rule 8.

“**Operations Manual**” means the Premiership Operations Manual that is provided for all competing clubs of the Darwin competition. This operation manual is available to all clubs and on the NTRU website in the resource library at www.ntrugby.com.au.

“**Indebted**” as legally defined and supported by appropriate documentation.

“**Premiership Committee**” means the NTRU Competition Committee.

“**NTRRA**” means the Northern Territory Rugby Referees Association.

“**The Union**” means the Northern Territory Rugby Union Inc.

“**Major Premiership Series**” means the Semi Final, Preliminary Final or Grand Final rounds of the Darwin Junior Club Rugby Competitions;

“**Representative Match**” means any match involving those teams listed in Annexure B, played between the date of the first round of the Darwin Club Rugby Competition and the date of the Darwin Club Rugby Competition Grand Final.

“**U17 Grade**” means U17 Grade competition

“**U15 Grade**” means U15 Grade competition

“**U13 Grade**” means U13 Grade competition

“**U11 Grade**” means U11 Grade competition

“**U9 Grade**” means U9 Grade competition

“**Walla**” means U7 & U5 competitions

“**Girls**” means U13/15 & 17 Girls 7s competitions

“**President**” means the President of Clubs or his nominee (as listed in Annexure A)

RULE 2 LAWS OF THE GAME

- 2.1** Darwin Junior Grade matches will be played in accordance with the Laws of the Game of Rugby Football and the rulings there on as recognised by World Rugby (WR) Australian Rugby Football Union Ltd (Rugby AU).

RULE 3 THE COMPETITION AND ADMISSION

- 3.1** The Board in its absolute discretion may invite Clubs to apply for admission and in its absolute discretion may admit Clubs to Competition. Any application for admission must be lodged with the Union by such date and in the form and supported by such information as may be prescribed from time to time by the Board.
- 3.2** A Club entering teams in the Junior Competition conducted by the Union in one Season shall not be entitled as of right to enter teams in this Competition in the following Season and the Board is entitled in its absolute discretion to refuse the application of any Club to enter teams in any competition conducted by the Union without assigning any reason.
- 3.3** The Board is entitled to approve the application of a Club and admit the Club to the Competition on specified terms and conditions as determined by the Board in its absolute

discretion and may by resolution cancel the right of a Club to participate in the Competition if in the opinion of the Board a Club has not complied with any of such terms and conditions. Provided always that the President of the relevant Club must be given at least seven days written notice of a meeting of the Board at which a resolution pursuant to this rule is proposed to be put, and such Club shall have the opportunity to give either orally or in writing, an explanation or produce such evidence as may be relevant.

RULE 4 JUNIOR PLAYERS ELIGIBLE FOR THE SENIOR COMPETITION

- 4.1** A Junior player registered with a Union other than “**the**” Union is not permitted to play in the Competition unless he/she produces the written consent of the union with whom he/she is registered.
- 4.2** Any junior player, being under the age of eighteen (18) years, shall only be permitted to play senior rugby in accordance with Rugby AU Senior Rugby Policy
- 4.2.1** Clubs entering junior players in the grades listed in 4.2 (Under 18) must prove to their satisfaction the eligibility of the players to participate. Failure to confirm the eligibility will make the club and/or player subject to suspension and/or penalty.
- 4.2.2** Junior players who are registered to play and Under 18 years of age can play senior grade matches provided all Rugby AU policy is adhered too.
- 4.2.3** Junior players being under the age of eighteen (18) years shall be ineligible to play First or Reserve Grade, unless dispensation has been granted as per the policy regulations set by Rugby AU.

RULE 5 TRANSFER PLAYERS

- 5.1** A junior player may change clubs prior to Round 10 of the competition provided online clearance is received and approved by the Union.
- 5.2** After Round 10 a junior player may not change clubs without the permission of the Chief Executive Officer and/or Competition Manager. Applications for permission to change clubs must be in writing stating the reasons for requesting a transfer, and must be accompanied by a written advice from his present club stating that they have no objection.
- 5.3** A player may not participate in the junior competition if indebted to the union.
- 5.4** A match as a replacement will be recorded as a match for the purposes of this rule.
- 5.5** The Club that initially signs up a transfer player is solely responsible for that players financial obligation to both the Member Union (NTRU) and Gow Gates (Insurance) and is not transferable to that players new Club.

5.5.1 In any one Darwin Junior Club Rugby Competition Round, the penalty for unregistered players will be the loss of competition points earned.

5.5.2 In the Major Premiership Series the penalty for unregistered players shall be automatic forfeiture of the match participated in.

5.6 Exemptions from Player Transfer Rule

5.6.1 In exercising its power to grant an exemption from Rule 5 the Union shall have regard to?

Whether the application of the rule is reasonable and necessary having regard to:

- the best interests of the game of rugby and of the NTRU to not have a forfeit in any junior game if one team has excessively more players than the opposition team
- the maintenance of a well balanced competition;
- the special needs of the individual clubs;
- the public interest.

5.6.2 Every decision of the Union under this Rule shall be final unless there is an appeal to the Appeals Tribunal within seven (7) days of the decision appealed against.

RULE 6 REGISTRATION OF PLAYER

6.1 Each Club shall ensure that all its junior players are properly registered through the online registration portal, "RugbyLink", as prescribed by the Australian Rugby Union, and that the Club's Junior Coordinator ensures all junior players are fully and financially registered.

6.2 Each Club is responsible to the Board to ensure that all particulars stated in the RugbyLink registration shall be true and correct. It if can be proved to the satisfaction of the Board that any material statement is incorrect, the junior player and/or Club concerned shall be liable to suspension and/or penalty at the Board's discretion.

6.3 The registration files shall be available for inspection for approved purposes at the offices of the Union during regular office hours.

RULE 7 METHOD OF CONDUCTING JUNIOR COMPETITION

7.1 Any U13/15/17 girls' games will be conducted as **7-a-side** matches and are not be eligible for points awarded towards Club Championships.

7.2 The position in the junior competition table shall be determined by competition points, allocated as follows:

Win	4	Loss by more than seven	0
Draw	2	Bonus point - 4 tries or more	1
Loss by seven or less	1	Forfeit (28 For - 0 against)	4+1
Bye	0	Double Forfeit	2

7.3 In the event of two or more Clubs being equal on competition points for any position in the respective competition table, final position shall be initially determined on the basis of the team that has registered the highest number of wins throughout the minor premiership will be considered to be the leading team.

Should the competition points and number of wins be equal, position will then be on the basis of the ratio of points scored for and against (i.e. points for divided by points against) the team with the highest ratio of points scored for and against being considered the leading team in the respective position.

7.4 There will be an NTRU Club Championship run throughout the 2018 Senior & Junior Darwin Club Rugby Competition;

7.5 NTRU Club Championship shall consist of up to First, Reserve & Womens Grades, Under 17 through Under 9. (where clubs do not compete in these grades they accrue 0 points). The NTRU Club Championship shall be determined by multiplying the total competition points (as per RULE 7.2 above) secured by each team by the following number of Club Championship points:

	Win	Draw	Loss < than 7	4 tries
First Grade by	100 pts	50 pts	25 pts	25 pts
Reserve Grade by	80 pts	40 pts	20 pts	20 pts
Womens Grade by	80 pts	40 pts	20 pts	20 pts
Under 17 by	60 pts	30 pts	15 pts	15 pts
Under 15 by	40 pts	20 pts	10 pts	10 pts
Under 13 by	20 pts	10 pts	5 pts	5 pts
Under 11 by	20 pts	10 pts	5 pts	5 pts
Under 9 by	8 pts	4 pts	2 pts	2 pts

In the event of two or more Clubs being equal in points, they shall be declared Joint Club Champions.

RULE 8 ALLOTMENT OF GROUNDS

8.1 All junior matches, will be played at Land Rover Rugby Park, on both a Wednesday Night and Friday Night between February and June unless otherwise advised.

RULE 9 PLAYERS UNIFORM

- 9.1 All junior players must appear and play in their Clubs proper football uniform as approved by the Executive which will consist of jersey and knee length socks of the Club's registered colours, football shorts, boots or shoes and any NTRU approved sponsor's logos.
- 9.2 Each jersey shall be numbered clearly in accordance with the player's position on his/her match team sheet.
- 9.3 No player must appear in anklet socks during competition matches and socks must be that of the Clubs and not of any other team.
- 9.4 Shorts must be of current Club requirements and colour and must not be anything other than rugby playing shorts approved by the Union.
- 9.5 Skins or similar garments that go past the knee are not permitted to be worn whilst participating in Rugby.

RULE 10 MOUTHGUARDS

- 10.1 All junior players from U9 to U17 must wear a fitted mouthguard for all junior games including any representative fixture matches or seven-a-side games.
- 10.2 The NTRRA match official must check every player is wearing a correctly fitted mouthguard in the above (see RULE 10.1) before a junior player can take the field.
 - 10.2.1 Mouthguards can be either custom-made (Dentist) or boil-and-bite (Sports Store).
- 10.3 Failure to have a fitted mouthguard inserted properly will result in the match official referee asking that player to leave the field until such time as a fitted mouthguard has been supplied.
- 10.4 Clubs should supply all juniors within their Club, a letter, requesting a mouthguard fitting.
 - 10.4.1 The NTG has a fact sheet regarding mouthguards and where to make appointments for the fitting of a mouthguard.
http://ntrugby.com.au/uploads/files/228/nt_govt_oral_health_services.pdf

RULE 11 WORKING WITH CHILDREN – OCHRE CARD

- 11.1 It is a **requirement by law that** all adults (18+) who work or volunteer with children must apply for or currently hold an OCHRE card in the Northern Territory.
 - 11.1.1 The NTRU requires all Junior Referees & Officials, Coaches, Managers and Sports Trainers to have a current Working with Children Card (Volunteer or Employee)

11.1.2 Link to Working with Children application website:

<https://nt.gov.au/emergency/community-safety/apply-for-a-working-with-children-clearance>

11.2 All Clubs must supply the Competition Committee with copies of all OCHRE cards as per RULE 11.1. competition@ntrugby.com.au by no later than week 3 of the commencement of the Junior Competition.

11.3 Failure to supply a Working with Children card with the Competition Committee will result in that person being removed from that Club until the Competition Committee receive confirmation of compliance.

RULE 12 PLAY BY THE RULES (Coaches/Managers)

12.1 The NTRU requires all Junior Coaches and Managers to complete the **Child Protection** and Harassment **and Discrimination** portions of Play by the Rules (free online training): <http://www.playbytherules.net.au/interactive-scenarios/free-online-training>

12.2 The NTRU and or Competition Committee reserves the right to remove any junior coach or manager from a team until both sections are completed.

12.2.1 The Completion Certificate (copy) must be sent to the Competition Committee upon completion. competition@ntrugby.com.au

RULE 13 MATCH FOOTBALLS

13.1 The match ball for all grades will be as per the “laws of the game”.

13.1.1 Size 5 - U17, U15 & U13

13.1.2 Size 4 - U11

13.1.3 Size 3 - U9

13.1.4 Size 2 - U7 & U5

13.2 The NTRU reserves the right to issue sponsored footballs for use in any match as directed by the Union.

RULE 14 AGE GRADE TWO YEAR WINDOW

14.1 A player shall not be eligible to participate in an age grade competition more than two (2) years above his/her age on 1 January in the year of the competition. This policy will be referred to as a “two year window” (Annexure C {a})

http://www.ntrugby.com.au/uploads/files/14/australian_rugby_age_dispensation_procedure_package.pdf

- 14.2 Any player seeking to play up in a higher age group must have their Club complete a two year window assessment via Rugby AU Two Year Window Policy.
- 14.3 Two year window consent form must be completed by a registered current Level 2 coach and submitted to the Competition Committee **no less than 48 hours prior** to their intended match for approval.
- 14.4 Failure to give 48 hours' notice may result in the player having to remain in his age group competition for that week until the next available competition match in which he/she can play, provided Competition Committee approve the consent form.
- 14.5 **NOTE:** Having a Level 2 sign off is not an automatic two year window. Applicant will only be able to play in a higher age group only when the Competition Committee approve the application.
- 14.6 At any time during the season a player cleared to play in a higher grade may return to their grade of eligibility.

RULE 15 DISPENSATION TO PLAY DOWN

- 15.1 A player seeking to play down in an age group must be assessed by a registered current Level 2 coach and must meet the criteria of the Dispensation Form (Annexure C {d})
http://ntrugby.com.au/uploads/files/17/ntru_dispensation_form_to_play_down_an_age.pdf
- 15.2 The player's weight is used in conjunction with information provided on NTRU's Dispensation Form to determine whether dispensation will be given for the player to compete in the age group below their correct age group. If the player does not meet either the BMI of 20% or weight in under the information provided for each age group, he or she will not be permitted to play below their actual age.
- 15.3 Taking into account **15.2**, all requests will be assessed on their merits.
- 15.4 At any time the competition reserves the right to rescind dispensation.

RULE 16 SENIOR RUGBY POLICY

- 16.1 The age for which male or female players are eligible to participate in senior rugby shall be eighteen (18) years of age.
- 16.2 Any player seeking to play up in the senior competition who is under the age of 18 and turning 16 in the year of the competition must have their respective Club complete a **Senior Rugby – Consent Form** which must be completed by a registered current Level 2 coach and submitted to the Competition Committee **no less than 48 hours prior** to their intended match for approval.

http://www.ntrugby.com.au/uploads/files/14/australian_rugby_senior_rugby_dispensation_procedure_package.pdf

RULE 17 APPOINTMENT OF REFEREES

- 17.1** In the event of the Referee appointed not attending within fifteen minutes before the time set down for the match to commence, an alternate referee shall be appointed by the appointments board.
- 17.2** Provided that, in the case of any Referee appointed under Rule 14.1, upon the Captains of the opposing teams so agreeing, another Referee may be substituted at any time during the progress of the game.
- 17.3** In the event of the Referee appointed being unable to continue through illness or injury a substitute **SHALL** be appointed for the remainder of the game by such Referee, if his injury or illness is of a nature as will enable him to do so.
- 17.4** In the event of the Referee not being appointed for a match due to available numbers, a referee will need to be appointed by the home team and in conciltation with the opposing team, so the match may commence.
- 17.5** The Union has the power to annul a match and order it to be replayed on the grounds of misconduct of the Referee.

RULE 18 APPOINTMENT OF TOUCH JUDGES

- 18.1** In Junior Grade matches, touch judges will not be supplied by the NTRRA unless otherwise advised.
- 18.1.1** For all junior matches where a Club(s) supplies touch judges they shall appear in a uniform that does not conflict with the teams playing. The touch judge must wear boots or shoes. (bare feet or thongs are unacceptable)
- 18.1.2** Clubs providing Touch Judges shall ensure that no alcohol has or is consumed prior or during the match being officiated.
- 18.3** For all Major Premiership matches, the NTRRA shall where possible, carry out the appointment of touch judges to junior matches.

RULE 19 DURATION OF COMPETITION MATCHES

- 19.1** All U17, U15 & U13 Grade matches shall be played 30 minutes each half. The interval between halves shall be no longer than five (5) minutes.
- 19.2** All U17, U15 & U13 Grade matches shall be played 7 minutes each half. The interval between halves shall be no longer than two (2) minutes.

- 19.3** All U11 & U9 Grade matches shall be played 20 minutes each half. The interval between halves shall be no longer than five (5) minutes.
- 19.4** All U7 & U5 Grade matches shall be played 15 minutes each half. The interval between halves shall be no greater than five (5) minutes unless otherwise advised by the board
- 19.5** There will be no time off in any junior grade match.
- 19.6** Any team not prepared to commence a match at the designated time shall be given a maximum of five (5) minutes to do so by the referee. Should the five minutes elapse without the game commencing, the team who has not taken the field will have a penalty awarded against them at the halfway instead of a kick off.
- 19.7** Any time lost in commencing a game for whatever reason will be deducted from the first half of that match to ensure subsequent matches may commence at the scheduled time.
- 19.8** Commencement times of Matches will be set by the Competition Manager at the commencement of each season. Times may change but must be endorsed by Competition Manager and the participating clubs.
- 19.9** In the event of a match in progress being terminated prior to the scheduled duration of a match, the following outcome will occur.
- 19.9.1** If play cease during the first half of the match, it will be recorded as a nil all draw.
- 19.9.2** If play cease during the second half of the match, the recorded score stands.

RULE 20 TEAM SIZES

- 20.1** U17/U15/U13's have a maximum of 15 players on the field at any one time
- 20.1.1** If one team has fewer than 15 players during play, then the opposition team shall match numbers + 1 until both teams have 15 players each.
- Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.
- 20.2** U11's have a maximum of 12 players on the field at any one time
- 20.2.1** Teams must match numbers on the field during play. If either team has fewer than 12 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.
- If a team has few or no reserve players, the coach or manager should inform the opposing team **before the game starts** that they may be required to share players at some point during the game.

Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.

20.3 U9's have a maximum of 10 players on the field at any one time

20.3.1 Teams must match numbers on the field during play. If either team has fewer than 10 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.

If a team has few or no reserve players, the coach or manager should inform the opposing team **before the game starts** that they may be required to share players at some point during the game.

Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.

20.4 U7'/U5s have a maximum of 7 players on the field at any one time

20.4.1 Teams must match numbers on the field during play. If either team has fewer than 7 players during play, then teams **must** share players to get the maximum number of players on the field, while maintaining equal numbers.

If a team has few or no reserve players, the coach or manager should inform the opposing team **before the game starts** that they may be required to share players at some point during the game.

Rolling substitutions are allowed and these are unlimited in number, but can only be made when the ball is dead.

20.5 A union may authorise matches to be played with fewer than fifteen players in each team. When that happens, all the Laws of the Game apply except that each team must have at least five players in the scrum at all times. (Refer to Law 3.3 of World Rugby Laws of the Game)

RULE 21 CLUBS WITH MORE THAN ONE TEAM

21.1 When a Club enters more than one team in any one Age Division there will be unrestricted movement of players between those teams up to and Round 4.

Round 5 onwards there will be restricted movements. The players that play Round 5 in the Club teams nominated on that round, is where they remain for the season.

RULE 22 COMMENCEMENT OF GAMES

22.1 Due to the field restrictions it is requested that all games start as programmed. All U5, U7 & U9 games must commence by 6:00pm and be concluded by no later than 6:40pm

RULE 23 FORFEITS

- 23.1** Each match which is forfeited by a Club shall be regarded as having been won by the opposing Club on the day on which the match would have been played.
- 23.2** In the case of a Club withdrawing a team or teams from the Competition, the Competition Committee will determine the results of previously played matches.
- 23.3** Teams shall be withdrawn from the competition after three (3) successive forfeits or four (4) forfeits in total during any one (1) season.
- 23.4** A club withdrawing a team or teams from a Competition can be subject to action by the Board as per Rule 3.3

RULE 24 REPLACEMENT OF PLAYERS / RESERVES

A REPLACEMENT/SUBSTITUTE PLAYER OR A PLAYER RETURNING FROM THE BLOOD BIN, MAY NOT TAKE THE FIELD UNTIL THE BALL IS DEAD AND THE REFEREE SIGNALS HIS PERMISSION. SUCH A PLAYER MUST REPORT TO THE TOUCH JUDGE BEFORE TAKING THE PLAYING FIELD.

- 24.1** As per the Laws of the game, all junior teams who have starting XV plus reserves (U17/15/13) should include suitably trained / experienced players as follows:
- (a) If a team nominates 23 players (or more) it must have a minimum of six (6) players who can play in the front row. Each position in the front row must have replacement cover - i.e. loose head prop, hooker and tight head prop must have suitably trained replacements.
- (b) If a team nominates 19, 20 or 21 players, it must have a minimum of five (5) players who can play in the front row and must be able to cover either prop or hooker.
- (c) If a team nominates 16, 17 or 18 players it must have a minimum of four (4) players who can play in the front row and must be able to cover either prop or hooker.
- (d) If a team nominates 15 players or less it must have a minimum of three (3) players who can play in the front row.
- 24.2** Failure to comply with the procedures will result in the offending club losing **four** competition points for that grade match.
- 24.3** During playing time of any match the only people permitted into the playing enclosure are the Officials, two teams of players, club runners and medical staff.
- 24.4** Coaches and Management must remain behind the fence.

- 24.5** Reserves are only permitted inside the fence when they are doing a warm up exercise of about to enter the field as a replacement.
- 24.6** Replaced players must leave the playing enclosure immediately.

RULE 25 FRONT ROW REPLACEMENT

- 25.1** It is the team's responsibility to ensure that all front row players and potential front row replacements are suitably trained. It is not for the referee to determine whether any player is suitably trained to play in the front row.
- 25.2** The NTRU may, having taken player welfare into account, amend the minimum number of front row players in the squad and the minimum replacement obligations at defined levels of the Game within its jurisdiction.
- 25.3** Prior to the match, each team must advise the referee of their front row players and potential front row replacements and only these players may play in the front row when the scrum is contested.
- 25.4** A replacement front row player may start the match in another position.

RULE 26 UNCONTESTED SCRUMS

- 26.1** If a team (U17/15/13 boys) starts a match with uncontested scrums as confirmed by the referee and or the Competition Committee, then that team is penalised with a Free Kick being awarded to the opposition team whenever an infringement that results as a scrum occurs.
- If a front row player for that team arrives to the match in progress this rule can be rescinded at the referee's discretion.*

RULE 27 STOPPAGES OF PLAY & ON FIELD ATTENDANTS

- 27.1** In all Junior games there is no time off for injury or other stoppages regardless of the injury or time off to attend.

27.2 INJURED PLAYER

This rule applies when a player is injured. Such injured player shall, wherever possible, except if his injury prevents, be immediately taken to the touch line for attention and the game shall continue in his absence.

- 27.2.1** The Referee shall allow first aid attendants to enter the playing enclosure and field of play without halting play. **Such attendants may not go on the field for any other purpose.**

27.2.2 If the attendant considers that the player's condition is such that the game shall be halted, he should claim the attention of the Referee immediately.

27.2.4 Replacement of Players with bleeding wounds.

"A player who has an open or bleeding wound must immediately leave the playing area until the bleeding is controlled. He may be temporarily replaced each time he leaves the field. There is no limit either to the time he spends off the field having treatment or the frequency with which he leaves the field."

27.2.5 Concussion. Any junior player deemed to be concussed by either the referee, medical staff or sport trainer shall not be allowed to take the field for the remainder of the match. It is the Clubs responsibility to flag the concussion ruling with the Competition Committee and submit it in the match report on RugbyLink

Physical rest of no contact or training shall be enforced for a minimum of two (2) weeks (14 days) for any child or adolescent under 18 years of age with concussion or suspected concussion with a further five (5) days where the player can attend training with their Club before his or her next match. Therefore a junior player must not play any contact Rugby for nineteen (19) days from being concussed or suspected of being concussed.

A player will remain ineligible to play any further contact rugby after the nineteen (19) days if the Member Union (NTRU) has NOT received a signed clearance from their Doctor or a medical practitioner. Depending on the assessment this period can be extended upon medical advisement.

For further information on Concussion Management visit <http://playerwelfare.worldrugby.org/concussion>.

27.3 TEAM ATTENDANTS

NT Rugby Union will endeavour to provide suitably qualified medical personnel for matches at Rugby Park, however the underlying responsibility will be for Clubs to assume responsibility for the Medical requirements of their players.

27.3.1 Attendants shall be permitted use electronic communication devices.

27.3.2 An attendant may go on to the field during stoppages in play when play has been halted, to dispense drinks or sponge down players.

RULE 28 TEMPORARY SUSPENSION

28.1 If a junior player is sent off as a temporary suspension he/she shall be allowed to remain with his Coach behind the field of play fence until his/her suspension time has elapsed and the referee calls that player back into the field of play. Suspension periods are as follows: **TEN (10)** minutes for U13/U15 & U17 and **FIVE (5)** minutes for U9 & U11.

- 28.1.1** The suspension period will begin as soon as the player has left the field of play. The player must move swiftly to the sideline and take his/her position with the coaching staff.
- 28.1.2** The Referee or Touch Judge will be the sole keeper the time period.
- 28.1.3** The temporary suspension of a player must be recorded on the teamsheet prior to the opposition official and the referee signing off on the teamsheet.
- 28.1.4** The referee is to ensure that the Competition Committee is informed of any temporary suspended player by midday of the first business day after the match.
- 28.2** The temporarily suspended player may be replaced by another player in U9 and U11 only.
- 28.3** The temporary suspension of a player must be reported on the Result Sheet (refer: 20.1.5). Failure to do so will leave the player and the Club liable to suspension and/or penalty by the Executive.
- 28.4** Should a player incur three (3) temporary suspensions (i.e. sin bins) in any one season they will automatically be suspended from playing for One (1) Round. Should the suspended players' club play against a club which does not field a team in the suspended players' grade then the suspension will be incurred for the next round in which the suspended players' grade has a match. Finals matches are included. Temporary suspensions do not transfer to the next season.
- 28.5** Clubs may receive from the Competition Committee, notification once a player receives two (2) temporary suspensions.
- 28.6** Clubs will receive notification from the Competition Committee once a player receives three (3) temporary suspensions together with the resulting suspension.

RULE 29 SEND OFF's (YELLOW & RED CARDS)

29.1 Yellow Cards

The following Penalties will be imposed in junior matches:

(a) 2 yellow cards:

1st & 2nd: Neither involving dangerous play

Send off constitutes penalty (No Further Action)

(b) 2 yellow cards:

If one offence was for dangerous play.

Send off constitutes team penalty & player attends Judiciary

- 29.2 Any junior player ordered from the field with a **Red Card** will be suspended from playing any further games until his/her case has been decided by the judicial committee.
- 29.3 Any junior player ordered from the field with a **Red Card** can be replaced for the remainder of the match for U9 & U11 only.
- 29.4 Match Officials must, by midday on the first day of business after the match, report in writing to the Competition Committee competition@ntrugby.com.au on the approved form a detailed report of the send-off offence.
- 29.5 The judicial panel will meet as directed by the Competition Committee throughout the season as deemed necessary to hear cases. The Competition Committee will inform the Club President and that Clubs Junior Coordinator of the time and location of where the player will be required to attend the judicial hearing which will be (generally) on the first Wednesday after the send off, unless otherwise advised. The Competition Committee will forward the referees report (and any AR report submitted) to the Club by COB on the first business day prior to the Wednesday judicial hearing.
- 29.6 A player should make every effort to attend a judicial hearing, however, should a player not be able to attend due to work, family or other related commitments, then he/she may give written permission to be represented by a Club official at the hearing.
- 29.7 In the event of a match official(s) report not being submitted to the Competition Committee before the arranged judicial hearing commences, then that player will be permitted to play without suspension until a written report is received from the referee and a new judicial hearing is convened.
- 29.8 Subject to any junior player ordered off the field can be replaced. Should such player refuse to comply with the order of the Referee forthwith, the match shall be awarded to the opposing team.
- 29.9 Should a player ordered off the field be a front row forward, then a front row forward must replace the sent off player.
- 29.10 When there is no other front row forward available due to a sequence of players ordered off or injured or both, then the game will continue with uncontested scrums as per the laws of the game.

RULE 30 MAJOR JUNIOR PREMIERSHIP SERIES

30.1 At the conclusion of the Junior Minor Premiership, teams one to four of the respective competition table in U17/15/13/11 Grade proceed to the Major Premiership Series which will be conducted as follows:

Major Semi Final	Team 1 v Team 4 (loser eliminated)
Minor Semi Final	Team 2 v Team 3 (loser eliminated)
Grand Final	Winner Major Semi Final v Winner Minor Semi Final

RULE 31 MAJOR PREMIERSHIP SERIES PLAYER ELIGIBILITY.

31.1 A player will be eligible to compete in the Major Premiership series provided:-

- (a) The player has played a minimum of four (4) matches in the Minor Premiership series for their club.

31.2 A representative match (as defined in annexure B) shall count as a match for the club the player is registered too.

31.3 Where any Club provides false information either via the teamsheet or Rugbylink or in any other manner that brings the game into disrepute the Premiership Committee may at its discretion:

- (a) Fine the Club;
- (b) Disqualify and/or suspend the Club;
- (c) Disqualify and/or suspend the ineligible player(s);
- (d) Alter the result of the match or matches.

THE NTRU'S DECISION ON ELIGIBILITY OF NOMINATED PLAYERS AND DISPENSATIONS BASED ON RUGBYLINK REGISTRATIONS AND GAMES IS FINAL

RULE 32 METHOD OF CONDUCTING MAJOR PREMIERSHIP SERIES

32.1 In any Junior Major or Minor Semi Final Premiership match if the scores are equal at fulltime the Club which occupied the higher position in the Competition Table at the conclusion of the Minor Premiership Series shall be deemed to have won the match.

32.2 In any Junior Grand Final match, if the scores are equal at full time, both teams shall be declared Joint Premiers.

(NOTE: Joint Winners: Premiership Shield will be presented to both teams as joint winners, however, medals will be presented at a time to be determined by the NTRU)

RULE 33 MATCH RESULTS AND TEAM LISTS

33.1 It shall be the duty of **EACH** Club to submit, an official match report, to the Competition Committee, the results and team lists for all matches.

33.2 Signed Match Results Sheets showing team lists and scores and scorers, and any players given a temporary suspension, in each grade must be completed by each Club for all matches and placed in the "Team sheet Box" located at the NTRU bar at the conclusion of each match. The form is to be counter signed by the match referee in the space provided.

- 33.3** Match Result Sheets can also be copied and scanned at the NTRU Bar.
- 33.4** It shall be the responsibility of **EACH** Club to ensure that all match day team sheets are entered in to RugbyLink and that all information is true and correct by 5pm of the first business day after a match. www.rugbylink.com.au
- 33.5** Any Club that fails to lodge a properly completed Match Results Sheet on time in RugbyLink shall incur a penalty as determined by the Competition Committee, which may include loss of competition points or monetary fine.
- 33.6** All Match Result Sheets must be filled out in clear and concise printed hand writing or electronic print. All Match Result Sheets must have both full given and surnames on the sheet matching that in RugbyLink. If the names do not match that of RugbyLink such as nic names, initials or shortened names then the player(s) will be deemed to be an unregistered player.

RULE 34 ADDITIONAL COMPETITIONS.

- 34.1** The Executive may at its discretion implement or sanction additional competitions or tournaments before, during and after the Darwin Junior Club Rugby Competition.

RULE 35 GROUND SET UP.

- 35.1** All modified fields will be set up in accordance to Australian Rugby's Kids Pathway Laws. NTRU will be responsible for field set up. Parents, coaches and managers of clubs are to responsible to ensure the field is packed up and all removable goal posts are secured in the store room in an orderly fashion.

ANNEXURE A

Casuarina RUFC
Darwin Dragons RUFC
Palmerston RUFC
South Darwin RUFC
Swampdogs RUFC
University RUFC

ANNEXURE C

- a. Age Grade Two Year Window Policy
- b. Age Grade Two Year Window Consent Form
- c. Schedule B – Exception for Front Row (Prop or Hooker)
- d. Dispensation to Play Down
- e. Senior Rugby – Consent Form

ANNEXURE B

NT Under 12s
NT Under 14s
NT Under 16s
NT Schoolboys