

Under 10 and Under 11



Tournament Eric Tweedale Stadium

2024

Competition Rules

Issued February 2024



NSWJRU STATE CHAMPIONSHIP COMPETITION RULES

1. INTRODUCTION

- (A) For the Under 10 to Under 12 age groups, all matches will be played using the Laws of the Game Pathway Under 6 to Under 12. The Under 10 and Under 11 age groups will be participating in a 2-day development carnival with **no semis or final**.
- (B) These Rules shall be read in conjunction with NSWJRU Constitution, NSWJRU and Rugby Australia Code of Conduct and relevant NSWRU / Rugby Au Policies.

2. TEAM REQUIREMENTS

- (A) Each Under 10 and Under 11 team nomination shall comprise no more than 18 players.
- (B) Where a District/Zone enters multiple teams in the Under 10 and Under 11 age groups the teams are to be graded.
- (C) Players may be replaced during the tournament. Once a player has been replaced in the team list the replaced player will no longer be able to participate for the remainder of the tournament. All new team members must comply with player qualification and eligibility requirements in these rules.
- (D) The nominated team must comply with World Rugby Law 3 referring to the number of suitably trained and experienced players in the front row. Where teams enter a squad of 18 or more players, they must include in their team nomination and identify 4 players who can play in the front row.
- (E) The competing Sydney District / Country Zone team is required to verify that each player is registered and qualified under Rule 3 of the JSC Competition Rules.
- (F) Team lists are to be submitted **via online portal** provided by the JSC Administrator by the due date indicating the qualification status of each player. Team lists should be submitted in jumper and position order (e.g. #1 is a prop, #15 is a fullback and so on). This team list will be printed in the 2024 NSWJRU State Championships Online Program.
- (G) Players must play in the same numbered jersey as nominated on the team lists for each match of the entire JSC.



- (H) Teams will NOT be required to sign on in 2024. The Manager of each team is to report to the Official table a minimum of 20 minutes before the first match and collect the programs and match ball. The Manager will also sign off that all players are eligible and are playing in the correct designated jersey as per team lists previously submitted. A team that is found to have played an ineligible player will receive a forfeit result for any match that an ineligible player has participated in and the District/Zones entry to further tournaments may be refused.
- (I) Each team will score via RX and the Managers/designated scorer must record the score and any cards that may be given ie Red, Yellow, Blue. The score must be signed off by the referee and finalized in RX.

3. PLAYER QUALIFICATION

- (A) A player is qualified to compete in the JSC if:
He / she has played, in 2024, at least four (4) club competition matches for a Sydney club or country town or interstate Union / team, within the Sydney District / Country Zone / Interstate Union / team he / she is seeking to play for (Under 10 to Under 16).
- (B) Each participant in the JSC must be a registered club player and must have completed the requirements of Rugby Au registration in 2024 with a club, country town, Sydney District or Country Zone affiliated with NSWJRU.
- (C) There shall be no age dispensation however the Rugby Au 2024 Safety Policy must be adhered to and assessments may be made by NSWJRU appointed personnel if it is deemed there is a safety issue with a player participating in their age group.
- (D) No player shall participate in a match above his or her chronological age group except in accordance with the Rugby Au two (2) year window policy.
- (E) If a player wishes to play UP an age group for the JSC, once the tournament starts, they cannot return to their chronological age group for the remainder of the JSC.

4. REFEREES / ASSISTANT REFEREES

- (A) The NSWJRU has final determination over any referee appointments.
- (B) Referees must report to the Match Day Official's table at the conclusion of the match, complete the Match Result Form and lodge a written report for any player Sent Off.



- (C) If a player has been Sent Off as a result of an Assistant Referee's report then the Assistant Referee will report to the Match Day Officials table at the conclusion of the match and complete a report.
- (D) All Assistant Referees (AR) must be qualified and have completed the Level 1 Rugby AU Assistant Referee course in the Learning Centre.

5. GAME REQUIREMENTS

- (A) **All** teams are required to supply a Ground Marshall (GM) to assist with game management. The Ground Marshall must report to the Match Day officials table prior to the match commencing and follow the protocol listed in JSC Competition Rule 17.
 - i. All Ground Marshalls must be identifiable in an Orange Vest
 - ii. All Ground Marshalls must have completed the Ground Marshall module in the Learning Centre prior to the JSC.
- (B) **For all age groups each team must also nominate to the officials an Assistant Referee (AR) available to be rostered on during the tournament as required.**
- (C) All grounds are marked / designated with Team Zones (refer JSC Competition Rule 18) outside the playing area and all trainers are to remain in the Team Zone unless administering water during a stoppage in play.
- (D) Ground Marshalls are to ensure that there are only two (2) trainers within the Team Zone.
- (E) Except at half time all Team Officials must remain in the Team Zone.
- (F) All trainers **MUST** wear high vis vests.

6. SUBSTITUTIONS

- (A) Unlimited substitutions in Under 10 to Under 14 matches shall be allowed at any stoppage during pool matches, except that a player replaced due to injury may not return to that match.
- (B) All substitutions are to be conducted through the Assistant Referees or designated official.
- (C) **Players replaced due to concussion/blue card protocol shall take no further part in the Tournament.**



- (D) Penalty or conversion kicks must be taken by a player who was participating in the match at the time when the penalty or try was awarded.

7. PLAYER'S DRESS, EQUIPMENT AND SAFETY

As per the World Rugby Laws of the Game the player's dress, equipment and safety are determined by the Referee.

8. DRAW

- (A) All matches will be played according to the draw.
- (B) The only person with the authority to change the draws is the JSC Manager.

9. PLAYING TIMES / CONDITIONS

- (A) Ball sizes and playing times shall be as follows or as stated in the final draw. NSWJRU reserves the right to amend the times below if the draw structure requires it.

Age Group	Pool Matches / Semi Finals	Finals	Ball Size
Under 10	15 minutes each way	(no semis or final)	4
Under 11	15 minutes each way	(no semis or final)	4

- (A) The JSC Manager reserves the right to vary playing times if required.
- (B) Half time in all matches shall be 5 minutes.
- (C) Injury time shall be at the discretion of the JSC Manager and will be advised when draws are released.
- (D) The playing enclosure is the playing area and a space around it bordered by the fence or the rope or barrier. It includes the space behind the in-goal area.
- (E) Where the playing enclosure is not fully fenced the host Club shall provide ropes or barriers for the control of spectators, erected a minimum distance of five (5) metres back from the touch line, or where this is not possible, as far back from the touch line as possible.



- (F) Reserve players are to be seated in the Team Zone.
- (G) During matches a maximum of two (2) trainers (wearing high vis vests) per team shall be permitted within the field of play and only at a break in play to administer water and see to any injury, etc. When not performing this function, trainers must remain off the field and in the Team Zone.
- (H) Team Officials must be in the Team Zone and may only enter the playing enclosure at half time.
- (I) Anyone who refuses to stay outside the playing enclosure will be in direct violation of the JSC Competition Rules and may result in their team forfeiting the match or a penalty to be determined by the NSWJRU Committee.

(J) No coaching is to take place within the playing enclosure or Team Zone.

- (K) The ethos of the JSD is that all players in the gameday 18 should be given the minimum of 50% of available gametime for each and every pool game. This does not have to be consecutive.
 - i. Any team found to be deliberately/negligently breaching this minimum gametime ethos may be deemed in breach of the Spirit of the Competition and subject to sanctions (which may include loss of competition points).
- (L) Any team forfeiting a match will take no further part in the tournament. All games that the team has played will be declared a forfeit to the opposition.
- (M) All teams should be ready to play Contested Scrums at the start of the tournament.

10. CODE OF CONDUCT

- (A) The Rugby Australia Code of Conduct defines the expected behaviour of all participants of the game and sets out the consequences when there has been a breach. Each Sydney District / Country Zone / interstate Union / team is responsible for the distribution and education of the Rugby Australia Code of Conduct to players, coaches and officials and parents within their jurisdiction. The Rugby Australia Code of Conduct is available on the NSWJRU website at www.nswjuniors.com.au
- (B) Any player, parent, guardian, coach, official or any other Sydney District / Country Zone / interstate Union / team affiliate shall not at any time act in a manner detrimental towards the game or the spirit of Rugby Union.



- (C) All Sydney Districts / Country Zones / interstate Union / team must take all reasonable steps to ensure that their affiliates do not act in a manner detrimental towards the game or the spirit of Rugby Union.
- (D) Each team shall be responsible for the control and behaviour of its players, members and affiliates, and ensure they comply with the Rugby Australia Code of Conduct.
- (E) During, or after a match under the jurisdiction of the Union, a member, player, coach, official, or other affiliate shall not abuse or address a Referee or Assistant Referee in insulting terms, or act in an intimidating manner towards a Referee or Assistant Referee. NSWJRU will not tolerate abuse or intimidation of Match Officials.
- (F) Coaches and / or Managers are **NOT** to seek conversation with referees until thirty (30) minutes has elapsed from the end of the match.

11. SIN BINS AND SEND OFFS

- (A) Any player ordered from the field in the Under 10 to Under 12 age groups can be immediately replaced.
- (B) Any player ordered from the field shall be reported on the official 'Result Sheet'. The report should include the player's name, number, offence and whether the incident was a Sin Bin or a Send Off.
- (C) If a player is Sin Binned, the player shall sit at the official designated area (separated from their team with no contact with Team Officials) for a period of **5 minutes for the Under 10 and U11 age groups** and shall not enter the playing area until permitted to do so by the Ground Marshall, Assistant Referee and the Referee. The JSC Manager reserves the right to vary Sin Bin times if required.
- (D) Sin Bins (5 minutes) for the Under 10 to Under 12 age groups expire at half time (ie actual time).
- (E) The time period for a Sin Bin shall be kept by the Match Official. Under no circumstances shall the Sin Binned player take the field until given permission to do so by the Referee.
- (F) Any player Sin Binned twice or more during a tournament will be reviewed by the JSC Manager or his nominee, and where appropriate, the Competition Judiciary will be convened and decide what penalty, if any, should be imposed.



- (G) Any player Sent Off (Red card) shall take no further part in the match.
- (H) **A red card is an automatic one match suspension unless deemed extremely serious in which case a Judiciary may be convened by the JSC Manager.**

12. COMPLAINTS

- (A) The Team Manager must lodge any complaint / dispute in writing with the Ground Manager on the official form. Complaints arising out of a match must be lodged within forty-five (45) minutes of the completion of the match in question. The required form is available from the Venue manager
- (B) The Venue Manager shall forward the dispute form to the JSC Manager or his nominee who will issue a ruling on the dispute. The JSC Manager is to seek direction from the NSWJRU Executive before dealing with the matter in question.
- (C) All rulings of the JSC Manager shall be final.

13. COMPETITION JUDICIARY

- (A) Where required a Competition Judiciary will be convened at each JSC venue.
- (B) A Competition Judiciary will comprise at least two (2) persons and they are to be appointed by the JSC Manager or his nominee.
- (C) The Competition Judiciary may conduct and allow the hearing to proceed as it, in its absolute discretion may determine, provided procedural fairness and rules of natural justice shall exist or be allowed.

14. GROUND MARSHALLS (GM) DUTIES FOR JSC MATCHES

- (A) Be correctly attired in a GM fluorescent vest.
- (B) Make yourself known to the other GM, the Ground Manager and the Referee and Assistant Referees.
- (C) Ensure spectators maintain the Code of Conduct and remain behind the ropes.
- (D) Manage the behaviour of the participants within the Team Zone.
- (E) Report any breaches of the Code of Conduct to the Ground Manager.
- (F) Ensure that the perimeter of the playing enclosure is traversed at least once each half.



15. TEAM ZONE

- (A) An area for the seating of reserve players will be supplied by the Host club. The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure. If within the playing enclosure it must be as far from the sideline as possible.
- (B) Trainers / water runners are to remain in the Team Zone unless administering water during a designated stoppage in play or at a conversion kick. Water runners are not permitted in the playing enclosure during a penalty kick. **All trainers/water runners MUST wear high vis vests.**
- (C) Reserve players should remain seated unless warming up prior to taking the field.
- (D) Warm up should be carried out in a designated warm up area or if not available then in the opposition in-goal area but without rugby balls and equipment.
- (E) Reserve players and their Team Officials must not heckle, harass or abuse Match Officials, spectators or the opposition players.