

Under 12 to Under 18



**State
Championships (JSC)**

2024

Competition Rules

Issued February 2024



NSWJRU STATE CHAMPIONSHIP COMPETITION RULES

1. INTRODUCTION

- (A) The NSWJRU State Championships form part of the representative pathway for Junior Club rugby players across NSW. The underlying principle for participation in these Championships requires participants to be genuine Junior Club rugby players participating in club competitions from the metropolitan and country areas of NSW and in interstate Unions where applicable.
- (B) Matches in the Junior State Championships (JSC) shall be played in accordance with the Rugby Australia Pathway / Under 19 Law Variations and NSWJRU State Championship Competition Rules. These documents are located at www.nswjuniors.com.au
- (C) For the Under 10 to Under 12 age groups, all matches will be played using the Laws of the Game 2024 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**.
- (D) 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 or the Under 14 Girls the teams are to be graded.
- (C) Under 12 to Under 18 teams will comprise no more than 25 nominated players. (Teams do not have to nominate 25 players.)
Only 23 players can sign on for each match.
- (D) One team may be entered for each age group except for the Under 10 and Under 11 age groups where Sydney Districts / Country Zones / interstate Unions / teams are permitted to enter two (2) teams. If a Sydney District / Country Zone / interstate Union / team enters two (2) teams in the Under 10 or Under 11 age groups then no transfer of players between the two (2) teams will be permitted once the tournament has commenced.



- (E) 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 JSC. All new team members must comply with player qualification and eligibility requirements in these rules.
- (F) 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 23 or more players they must include in their team nomination and identify 6 players who can play in the front row. At sign-on before each match, team managers will have to confirm their 6 front rowers. Teams not able to field 6 front rowers will have their squad reduced for that match on the following basis:-
 - (i) if only 5 front rowers sign-on then the squad will be reduced to 22;
 - (ii) if only 4 front rowers sign-on then the squad will be reduced to 21;
 - (iii) if only 3 front rowers sign-on then the squad will be reduced to 20;
- (G) The competing Sydney District / Country Zone / interstate Union / team is required to verify that each player is registered and qualified under Rule 3 of the JSC Competition Rules.
- (H) Team lists are to be submitted **via email** to the JSC Administrator by the due date indicating the qualification status of each player. Team lists must be submitted in jumper and position order (e.g. #1 is a prop, #15 is a fullback and so on). This team list will make up the Sign-on Sheet and will be printed in the 2024 NSWJRU State Championships Program.
- (I) Players must play in the same numbered jersey as nominated on the team lists for each match of the entire JSC.
- (J) **All teams (U12-Opens only)** shall attend the Match Day Official's table prior to their first match on the first day to indicate the players who intend to play and have playing numbers verified no later than 45 MINUTES before kick-off. For all subsequent matches in the tournament the Manager only must attend the Match Day Officials table at least 30 minutes before kick-off and sign for the playing squad for that match. Any player not present for his teams first match on the first day must present themselves with their Manager to the sign-on table prior to their first match.
- (K) Players must be registered in Rugby Xplorer and be adequately identified
- (L) When the team signs-on , the manager of the team must sign the Sign-on Sheet to verify that all the players signed on are eligible to play in accordance with JSC Competition Rules 3 and 4.



- (M) If the manager fails to sign the Sign-on Sheet or signs the Sign-on Sheet and there is found to be a player or players ineligible then all matches that the ineligible player participated in will be deemed a forfeit.

3. PLAYER QUALIFICATION

- (A) A player is qualified to compete in the JSC if:
- (i) 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 18).
 - (ii) Or if there are not four (4) competition games available to be played in a particular zone then playing 50% of the available matches will apply.
 - (iii) In the Under 17/18 age group, he/she played at the 2023 JSC then they shall be deemed to meet the 'Grandfather clause' and be exempt from the section 3(A)(i).
- (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. Interstate competitors must be registered under the Rugby Au registration system.
- (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. ELIGIBILITY TO PLAY WITH A NON-HOME UNION

A player is eligible to compete for a Union (ie Sydney District or Country Zone or interstate Union / team) other than their Home Union if they meet the requirements of JSC Competition Rule 3 and:-

- (A) Should there be no team entered by the player's Home Union in a particular age group, players in that age group may apply for selection with any other Union.



- (B) Where the Home Union enters a team in a particular age group, the player
 - (i) has made themselves available for selection by their Home Union; and
 - (ii) is not selected by their Home Union; and
 - (iii) furnishes evidence of (i) and (ii) to NSWJRU.
- (C) Player Pool - Players.
 - I. Any player that nominates to be eligible for selection by a Non-Home Union must comply with section 4 (B).
- (D) Player Pool – Zones & Districts
 - I. Any Team that wishes to utilize the Player Pool must firstly take any players nominated that come from their Home Union before considering any other players.
 - II. Any team that chooses not to accept players from their Home Union first shall be deemed ineligible to accept other players from the Player Pool.
 - III. Players in the player pool from any NSW Unions shall be utilized first before any external players may be considered to be added to any teams.

5. TEAM ENTRY REQUIREMENTS

- (A) All Joint Venture teams must be approved by the NSWJRU Executive.
- (B) All Joint Venture teams must ensure that the players are eligible under JSC Competition Rule 3.

6. REFEREES / ASSISTANT REFEREES

- (A) The NSWJRU has final determination over any referee appointments.
- (B) The appointing body for each age group is responsible for selecting the best three (3) officials to officiate in that age group's Grand Final.
- (C) 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.
- (D) 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.
- (E) All Assistant Referees (AR) must be qualified and have completed the Level 1 Rugby AU Assistant Referee course in the Learning Centre.



- (F) Failure for a team to provide a qualified AR for the match prior to their own match (on same field – same day) may result in the loss of one (1) competition point for every match that a qualified AR is not provided.

7. 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 on their team entry form an Assistant Referee (AR) available to be rostered on during the tournament as required.** See section 6(E) & 6(F)
- (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.

8. SUBSTITUTIONS

- (A) Unlimited substitutions in Under 10 to Under 18 matches shall be allowed at any stoppage during pool matches, semi-finals and finals, 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) 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.



9. 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.

10. DRAW

- (A) The JSC Manager will release the draws approximately one week prior to the Tournament. The draws will be available to download from www.nswjuniors.com.au
- (B) All matches will be played according to the draw. Pools and semi-finals will be allocated depending on the number of teams in each age group and will be decided by the JSC Manager.
- (C) The only person with the authority to change the draws is the JSC Manager.

11. 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
Under 12	15 / 25 minutes each way	20 / 25 minutes each way	4
Under 13	15 / 25 minutes each way	20 / 25 minutes each way	5
Under 14	15 / 25 minutes each way	20 / 25 minutes each way	5
Under 15	TBA	TBC	5
Under 16	TBA	TBC	5
Under 17	TBA	TBC	5

- (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 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 from the playing enclosure or Team Zone.
- (K) The ethos of the JSD is that all players in the gameday 23 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 must be ready to play Contested Scrums at the start of the tournament. If a team is to call for uncontested scrums then;



- i. The team calling uncontested shall drop a player from the field for the duration of the game
 - a. Unless it is due to injury of their starting AND reserve front row options or the referee calls uncontested as a safety matter.
- ii. If a team calls uncontested scrums at the start of a finals or qualifying match then the match shall be deemed to be a forfeit.
- iii. The tournament organizer can waive such requirements if deemed necessary.

12. POINTS

- (A) Where the competition contains pools with the same number of teams and all teams in each pool play each other bonus points will operate:

• Win:	4 Points
• Bye:	4 Points (with 28 - 0 score)*
• Forfeit:	4 Points (with 28 - 0 score)*
• Draw:	2 Points
• Loss:	0 Points
• Team scores 4 or more tries in a match	1 bonus point
• Team loses by 7 or less points in a match	1 bonus point

* 28 - 0 due to bonus points being awarded in pool matches

- (B) In all other situations the following points system shall apply for each match unless further indicated on the draw:

• Win:	4 Points
• Bye:	4 Points (with 20 - 0 score)
• Forfeit:	4 Points (with 20 - 0 score)
• Draw:	2 Points
• Loss:	0 Points

- (C) In the event that teams in a pool finish on equal points after the completion of the preliminary rounds of the competition the highest qualifier will be determined by the following:-

- (i) In a competition where all teams have played each other in their pool the team deemed to finish higher will be:
 - (a) The winner of the match in the pool round;
 - (b) If still equal the team which has the best differential between points scored for and points scored against in all pool matches;



- (c) Should the teams still be equal then that team who scored the most tries during the pool matches shall be deemed to finish higher on the ladder;
 - (d) Should the teams still be equal the highest seeded team will be declared the highest qualifier.
- (ii) In pools where teams have not played all the other teams in that pool the team deemed to finish higher will be the highest seeded team.
- (iii) For draws that require teams to be ranked for qualifying positions then if teams are equal on competition points the highest seeded team will take the higher qualifying position.
- (iv) Should a semi-final or quarter-final result in a draw, the winning team will be decided by:-
 - (a) Who scored the most tries in the match;
 - (b) If still even, then the team who scored the first try;
 - (c) If no tries, then the team who scored first;
 - (d) If there is no score, then the team that finished highest in the pool placing (assuming from same side of draw);
 - (e) If still equal by Goal Kicking Challenge
 - i. Each team nominates three kickers who will attempt to slot the ball through posts from six designated positions on the 10 and 22-metre lines. If the scores are tied after the six kicks for each team, it will go to “sudden death” from the middle of the 10-metre line. The three kickers must have been playing at the final whistle of extra time.
- (v) Where numbers of teams do not allow semi-finals the winners of each Pool will progress to the Final.
- (vi) Should the scores be equal at full time in the Final no extra time shall be played and both teams shall be declared Joint State Champions.

13. 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 the course of, 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.

14. 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. In the Under 13 to Under 17/18 age groups players cannot be replaced.
- (B) Any player ordered from the field shall be reported on the official 'Team Sign-on and 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 to Under 17/18 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) Sin Bins for the Under 13 to Under 17/18 age groups is game time and does not expire at half time.



- (F) 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.
- (G) 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.
- (H) Any player Sent Off shall take no further part in the match.
- (I) All Referee reports for Send Offs 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.

15. 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 thirty (30) minutes of the completion of the match in question.
- (B) The Ground 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.

16. 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.

17. 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.

18. 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.
- (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.