



By-Laws (Competitions Rules) of the Newcastle & Hunter Rugby Union Inc.

Version 07_2023 Season

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PART 1.0 OPERATION OF THESE BY-LAWS

- 1.1. These are the **By-Laws** of the NHRU pursuant to Rule 18(1) of the **Rules**.
- 1.2. These By-Laws should be read in conjunction with the **Rules**.
- 1.3. Pursuant, to Rule 18(7), these **By-Laws** may be altered by the **Board** following consultation and are effective from the time they are so altered.
- 1.4. The interpretation of these **By-Laws** shall be by the Board, Judiciary Committee, Appeals Committee, Fixtures/Operations Committee, Regrade Committee or consultation with the General Manager and/or Competition Manager as may be applicable from time to time.
- 1.5. Contravention of these, **By-Laws**, match day and or commercial requirements or Protests made under Part 10 will be dealt with by the Board or its Committees or General Manager or Competition Manager as may be applicable. Club/s and or Participant/s in contravention are liable, but not limited, to any of or a combination of the following:
 - a) Be fined and/or placed on a bond/s;
 - b) Suffer loss of competition points and/or club championship points;
 - c) Suffer any other penalty that the Board, Fixtures Committee, Operations Committee, General Manager or Competition Manager may see fit to impose; and
 - d) In the most serious of matters and as a last resort, be expelled or suspended from the Union and its competitions.
- 1.6. The process for breaches under Part 1.5 is as follows:
 - a) Notification to Club/s of breach and particulars involved;
 - b) Afford Clubs the opportunity of up to 2 business days to respond and to provide representations or relevant material and/or submissions;
 - c) The information in Part 1.6(b) to be tabled when the Board or its Committees, General Manager, or Competition Manager are contemplating the applicable decision.
- 1.7. Guidelines to sanctions under Part 1.5 are shown in Schedule B.
- 1.8. Schedules A to K form part of these By-Laws.
- 1.9. In these By-Laws the following terms have the following meanings:

Club/s means an affiliated club that is participating in a NHRU competition/s.

Club Participant means any club member or club volunteer such as coaches, managers, medical staff, water runners, strappers, team officials, match officials, committee member etc.

Code of Conduct means RA Code of Conduct contained in Schedule E of these By-Laws.

Final Series Game/Fixture/Match means final series matches scheduled by the NHRU.

Final Series Guidelines means the NHRU information document covering the rugby operations and details of the Final Series that is circulated before the Final Series each season. See Schedule I.

Ground Marshals means the club appointed or the NHRU official appointed as Ground Marshal, role & duties as per Schedule J

Laws of the Game means the latest published edition of the World Rugby Laws of the Game of Rugby Union and the rulings thereon by Rugby Australia.

MDA means Rugby Xplorer Match Day App

Minor Premiership Game/Round/Fixture means pre final series matches scheduled by the NHRU.

NHRU or Union means the Newcastle & Hunter Rugby Union Inc, also referred to as Hunter Rugby

Participant means player, spectator, referee, touch judge, or other match official, selector, coach, trainer, manager, or other team official, or an individual involved in the organisation, administration or promotion of Rugby including a director, other officer, or employee of Rugby Australia, of Member Union or Affiliated Union or of any Rugby Union Club or other body of membership with or affiliated to a Member Union or Affiliated Union.

Points Declaration Form or PDF means the form provided to Premier Clubs for declaring their Player's points category for the player points system.

PPS means the Player Point System applicable to Premier Rugby.

RA means Rugby Australia the governing body for Rugby Union in Australia.

RX means Rugby Xplorer the online registration and administration management system used throughout the NHRU competitions.

Team Declarations means the lodgement of teamlists before each minor premiership and finals series match

These By Laws are to be read in conjunction with and consistent with the 'Laws of the Game' and any other rules and regulations as outlined by World Rugby or Rugby AU. These By Laws replace and supersede World Rugby and Rugby AU laws, rules and regulations only where expressly permitted by World Rugby and/or Rugby AU. Where any other inconsistencies arise between these By Laws and World Rugby or Rugby AU laws, rules, policies, and regulations, then the World Rugby or Rugby AU will take precedence. For matters not covered by these By Laws, World Rugby and Rugby AU laws, rules, policies, and regulations shall apply.

PART 2.0 COMPETITIONS AND ADMISSION

- 2.1 All fixtures shall be played in accordance with the **Laws of the Game** and the rulings thereon as recognised by RA including annually released Game Management Guidelines.
- 2.2 Competitions will be conducted over such grades and divisions as the **NHRU** determine for each forthcoming season.
- 2.3 The NHRU will communicate the upcoming season's Competition Structure, including PPS caps (for Premier Rugby), prior to calling for **Team Nominations**.
- 2.4 The NHRU shall provide an adequate notice period for clubs to complete and lodge **Team Nominations** for the forthcoming season. Team Nominations are to be received in the prescribed NHRU format on or before the due date.
- 2.5 **Team Nominations** will not be accepted until completed and a Club is fully financial with the NSWRU, NSWCRU, RA (Insurer), NRURA and the NHRU.
- 2.6 **Team Nominations** will be considered by NHRU using the Club Criteria.
- 2.7 The allocation of Clubs and their teams to Competitions shall be at the discretion of the NHRU.
- 2.8 NHRU will notify Clubs of the allocation of their teams to Competitions for the forthcoming season.
- 2.9 Each season, Official Draws will be circulated setting out the matches, venues, and dates of each of the respective competitions. Draws may be varied at the discretion of the NHRU (subject to adequate and reasonable notice to participating Clubs)
- 2.10 Clubs must ensure that their volunteers designated and performing roles within the Club for all NHRU Competitions meet the minimum Accreditation Requirements shown in Schedule H of these By-Laws

PART 3.0 METHOD OF CONDUCTING COMPETITIONS

- 3.1 Ladder points will be awarded in a competition table for each grade on the following basis:

Win	4
Draw	2
Bonus point (4+ tries)	1
Bonus point (lose by less than 7 pts)	1
Forfeit (28 Pts For – 0 Against)	5
Bye	0

- 3.2 In the event that two or more Clubs being equal in competition points at the conclusion of the Minor Premiership competition, any position on the ladder will be finalised by applying the following hierarchy:

- a) most number of wins;
- b) least number of losses;
- c) highest for and against points differential
- d) highest points for
- e) highest number of tries
- f) least number of proven offences as determined by the Judiciary for that grade in that season

- 3.3 There will be a Club Championship for Clubs participating in the Premier Rugby competition.

- 3.4 The Club Championship shall be determined by multiplying the total ladder points secured by each team by the following numbers:

Premier 1	5
Premier 2	4
Premier 3	2
Colts	2
Women 15s	4

- 3.5 If a Club has two (2) or more sides accepted into a competition, the Club will need to nominate which side will accumulate the Club Championship points for that grade.

PART 4.0 REGISTRATIONS

- 4.1 Players must be registered via RX per RA Registration Regulations to participate in any NHRU sanctioned match/es (trials and competition games).
- 4.2 Club Participants must also be registered via RX.

- 4.3 A player or Club Participant does not become insured until they are registered therefore, players and Club Participants need to be registered during pre-season before attending training sessions and/or rugby grounds.

NOTE: Refer to the RA Registration Regulations and Terms & Conditions(Schedule C & D).

NOTE: RA insurance from the previous season expires at RX season rollover (usually mid-December) annually.

- 4.4 If a player takes the field unregistered sanctions will apply.
- 4.5 Unless the NHRU has approved dual registration for a player, players shall not be registered with more than one senior club at a time.
- 4.6 Between seasons, online clearances between Clubs are not required (i.e. players are free agents subject to individual agreements they may have with Clubs). An automated RX clearance **will not** be initiated for players moving Clubs between seasons.

4.7 PLAYER CLEARANCES

- 4.7.1 During the season, if a player registers with a Club via RX but then moves to register with another Club also via the RX system within the same season, RX will initiate an automated player clearance process. The player will not be able to complete the second registration until the player clearance has been approved by their former club and the Association. The player may not play for the 'new' club until the clearance process and registration to the 'new' Club is complete.
- 4.7.2 For players registered with a Club that is not on RX in the current season and they wish to register with a Newcastle/Hunter Zone Club, a player clearance in writing from the previous club must be received and approved by NHRU before the player can play in any NHRU Competition. It is the responsibility of the new club to obtain the written clearance.
- 4.8 In the event of a dispute in regard to 4.6, 4.7.1 or 4.7.2 above (clearances between clubs), proof of a written player agreement must be supplied to the NHRU within 2 business days of the request. Failure to do so will result in the clearance being endorsed/approved by the NHRU.

4.9 PLAYER POINTS SYSTEM (PREMIER RUGBY ONLY)

- 4.9.1 The Player Points System applies to Premier 1 & Premier 2 competitions.
- 4.9.2 The points cap applies to and accumulates for starting players and (plus) reserves who take the field in each Premier 1 & 2 grades. The permitted points cap (accumulated player points total per grade per game) will be set by the NHRU and communicated each season prior to calling for **Team Nominations**.

- 4.9.3 Applications for points cap relief to those clubs who are having trouble with competitiveness, based on previous season's performance and ladder position and/or geographic/demographic issues may be lodged during the **Team Nominations** process for consideration by the NHRU Board.
- 4.9.4 Each player is to be classified as one only PPS category prior to each season's competition commencing or upon registering to a club after the season commences.
- 4.9.5 If a player moves or is cleared to another Club/s during a season, they will be maximum PPS points until official PPS grading is complete.
- 4.9.6 Players recruited or registering after a season commences, will be considered maximum PPS points until official PPS grading is complete.
- 4.9.7 When Premier Clubs are registering players for the season, they should complete a Points Declaration Form (PDF) incorporating all players from their Club. Substantiation and documentation for each player's declared category is each Club's responsibility.
- 4.9.8 The 'base' points cap per Premier grade for the 2023 Season:

Grade	2023 PPS Cap	2024 PPS Cap
P1	16	TBC
P2	16	TBC

- 4.9.9 The 'base' points cap may be adjusted by the NHRU for the following:
- a) Points cap relief per 4.9.3; or
 - b) If a Club's associated junior Club has less than 5 junior teams competing in the age group's from under 7s (loss of 1 PPS point from their season cap per premier grade); and
 - c) Part 4.9.9(b) above does not apply to the University of Newcastle Rugby Club while they have no affiliated Junior Club.
- 4.9.10 PPS caps per Club per Premier grade will be published by the NHRU before the commencement of the season.
- 4.9.11 Clubs can query a player's PPS category with the NHRU up until 4 weeks after the initial publication of their PPS category.
- 4.9.12 NHRU will enter each player's official PPS category into RX.
- 4.9.13 Player Points Categories are shown in the table below:

Cat	CATEGORY CRITERIA	POINTS
A	LOCAL PLAYER STATUS	
A1	Any player who has played at your Club for at least three (3) Senior Seasons	Nil
A2	Any player who has played at least three (3) Junior Seasons	Nil
A3	A player new to the Club with no Senior registration history	Nil
A4	For the University of Newcastle Rugby Club (only), any player who is undertaking their undergraduate degree or postgraduate study at the University of Newcastle	Nil
A5	A player that has played their last two (2) consecutive seasons for a Club in a designated Country Rugby Zone	Nil
B	NON-LOCAL PLAYER STATUS TO YOUR CLUB	
B0	A player with no senior registration history for the past four (4) seasons	Nil
B1	Any player who has not achieved Local Status but has played at your Club for two (2) Senior Seasons	1
B2	Any player who has not achieved Local Status but has played at your Club for one (1) Senior Season	2
B3	Any player who has not achieved Category A, other Category B or Category D0 or other	3
	OTHER	
D0	Any player who has not achieved Local Status but is employed by the Australian Defence Forces, living within NHRU Zone. They become A1 Category after playing two (2) Senior Seasons	Nil
V1	Any player who has not achieved Local Status but that has a current 403 Visa (Pacific Labour Scheme), have no previous registration history in Australia, must live in same LGA as club and played at the club for one (1) senior season. They become A1 Category after playing two (2) Senior Seasons. Letter from Employer with required information must be submitted	1
V2	Any player who has not achieved Local Status but that has a current 403 Visa (Pacific Labour Scheme), have no previous registration history in Australia, must live in same LGA as club. Letter from Employer with required information must be submitted.	2
	DEFINITIONS	
	Senior Season means a season where the player has played at least 60% of separate match days for the season for that Club	
	Junior Season means a season where the player has played at least 60% of game days for your affiliated Junior Club	
	Designated Country Rugby Zone means a Club outside of the Hunter Rugby Zone that comes under the auspice of a Country Zone (Australia)	

PART 5.0 PLAYER ELIGIBILITY FOR COMPETITIONS

5.1 GENERAL

- 5.1.1 A player is eligible to participate in NHRU Competitions once a player registration, and for Premier Rugby PPS conditions set out in Part 4.9, has been completed in RX
- 5.1.2 In order to play in NHRU competitions a player must be of 18 years of age. Exceptions to this rule will only apply in line with the requirements and procedures outlined in the RA Senior Consent & Dispensation Procedure.
- 5.1.3 To be eligible to play in the Colts Competition, players must be turning 19 years of age in the calendar year during the year of the competition
- 5.1.4 No player, who registers with a Club after 30 June annually, shall be permitted to play in any Final Series fixture/s for that season (see Part 5.3.9 for process to seek dispensation).

5.2 MINOR PREMIERSHIP COMPETITION ROUNDS

- 5.2.1 In the event of a Clubs lower team playing on a day on which the higher teams do not play, the eligibility of a player for the lower grade teams on that day is:
 - a) A maximum of 4 players who have played their previous match in the next higher grade of the Club.
 - b) All other players must have played for that particular grade team or a lower grade team in their previous game.
 - c) No other player is eligible unless it is their first game for the season.
- 5.2.2 For the purpose of 5.2.1(a) a player is not deemed to have played a previous match if ~~he~~ they were used as a replacement only.
- 5.2.3 A fixture containing more than one match, which has the approval of the NHRU to be played over separate days shall be deemed to be a fixture played on the same day. Any player who plays in a higher grade on the first day of the fixture shall be ineligible to play in a lower grade on the second day unless they were only used as a replacement player on the first day.

5.3 FINALS SERIES FIXTURES

- 5.3.1 A player shall not be eligible to play in a Finals Series fixture unless they have played at least six (6) games on different match days for the Club during minor premierships competition rounds and meet Part 5.1.4 (See Part 5.3.9 for application for dispensation to the Regrade Committee).
- 5.3.2 A player shall not be eligible to play in a Final Series fixture in any grade lower than the grade in which they have played the majority of their last 8 match days during the minor

premiership.

5.3.3 If a player does not qualify for a particular grade under Rule 5.3.2, dispensation may be granted by the Regrade Committee if the player has played at least 70% of their season in the grade in which they wish to play.

5.3.4 Player eligibility history will be determined by records in RX.

5.3.5 Finals Series fixtures are structured as

Week 1	Saturday	1 v 2 (G1)
	Sunday	3 v 4 (G2)
Week 2	Saturday	Loser G1 v Winner G2 (G3)
Week 3	Saturday	Winner G1 v Winner G3

5.3.6 If a Club qualifies for the Final Series in consecutive grades then open selection may apply. The hierarchy of grading order for Premier Rugby is P1,P2, P3 and then Colts. The hierarchy of grading order for Divisional Rugby is President's Cup and then Patron's Shield.

- a) Open selection may be applied to Clubs with teams playing on different days in week 1 of the Finals Series
- b) For open selection to apply in week 2 and/or 3 of Finals Series consecutive grade must be playing on the same day

5.3.7 Open selection means the club can select its teams for the Final Series 'on merit' provided;

- a) All selected players are registered per NHRU By-Laws;
- b) Once open selection is broken during the finals, a player can continue to play in the grade they last played in, or higher. They may be selected for a lower grade if they have played the majority of their last 8 minor premiership competition matches in that lower grade as per Part 5.3.2 and 5.3.3

5.3.8 If a player plays two (2) or more matches on the same match day, the highest grade shall be considered their playing grade for that day, except when a player starts in one grade, then takes the field in a higher grade as a replacement or substitute. If a player takes the field as a reserve only in one or more matches in the same round, the highest grade match in which they participated shall be considered their playing grade for that day.

5.3.9 A Club may apply to the Regrade Committee for dispensation for a player if they do not meet the finals series fixture/s eligibility requirements in Part 5.3. Application to the Regrade committee must be in writing and sent to the NHRU by no later than 3.00pm on the Monday of the week that Final Series commences. Decisions of the Regrade Committee are final.

Final Series matches will be governed, in addition to these By-Laws, by the **Final Series Guidelines** (Schedule I) circulated by the NHRU annually prior to the commencement of each final series

PART 6.0 PRE-MATCH REQUIREMENTS

6.1 TEAM LISTS

- 6.1.1 For all minor premiership and finals series fixtures, Clubs shall provide the NHRU with **Team Declarations (TD)**, via RX team lists, by 10.00am on the Wednesday before each fixture.

6.2 FORFEITS

- 6.2.1 If a Club has to forfeit a match, it shall be the lowest grade(s) representing that Club which shall be forfeited.
- 6.2.2 If a Club forfeits a grade higher than a grade already played on that day, that club shall be deemed to have forfeited all grades previously played on that day. However, any points differential in favour of the non- forfeiting club greater than 28 will be preserved, or if less score will be adjusted to 28-0
- 6.2.3 Each match forfeited by a Club shall be regarded as having been won by the opposing Club on the day which the match, but for such forfeit, would have been played. The opposition will receive a forfeit result of 28 to 0 and 5 competition points.
- 6.2.4 Players of Clubs receiving a forfeit shall be deemed to have taken part in the match if a team declaration is submitted in RX one (1) working day prior to the intended fixture. Only a starting team of 15 and 8 reserves will be accepted.
- 6.2.5 Clubs must advise the NHRU of their intention or possible intention to forfeit by 4.00pm on the Thursday prior to the scheduled fixture. Please see Schedule B for applicable fines
- 6.2.6 For men's 15 a side rugby, a minimum of 12 players is needed to constitute a team for NHRU competition matches. Any team unable to field 12 players within 10 minutes of the official kick- off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 15 players are not required to match opposition team numbers.
- 6.2.7 For Womens 15 a side rugby for fixtures prior to and including up to 50% of total playable rounds to that date, a minimum of 10 players is needed to constitute a team for NHRU competition matches. All following regular season fixtures a minimum of 12 players is needed to constitute a team for NHRU competition matches. All Finals fixtures a minimum of 15 players is needed to constitute a team for NHRU competition matches (Finals eligibility applies).
- 6.2.8 For Womens 15 a side rugby any team unable to field the minimum requirement of players as per 6.2.7 within 10 minutes of the official kick-off time, or at any stage during the match, for whatever reason, including temporary suspensions or send-offs, shall forfeit the match. Teams playing against an opposition with less than 15 players are required to match

opposition team numbers.

- 6.2.9 For Womens 15 a side rugby where a team fields less than 15 players all available players must take the field and no tactical substitutions will be permitted

6.3 MATCH TIMES & VENUE

- 6.3.1 Official NHRU Draws show the venues that each fixture has been formally scheduled at. All fixtures will be played on the date and at the time and venue as determined by the Official NHRU Draws.
- 6.3.2 Match times, days and venues, except in the event of wet weather (see Part 7.5), will not be altered less than 10 days prior to the match unless under exceptional circumstances. Any alterations must be with the prior written approval of both the opposition club and the endorsement of the NHRU. Submissions must be made on the prescribed Match Reschedule Form

6.4 PLAYING ENCLOSURES

- 6.4.1 Where a fully enclosed playing enclosure is being used for a match, the host club shall ensure that the spectators remain outside the playing enclosure.
- 6.4.2 Where the playing enclosure is not fully enclosed, the host club shall provide ropes or barriers to control spectators, erected a minimum 5 metres from each touch line, or where not possible, as far from the touch line as practical
- 6.4.3 To further ensure effectiveness of ropes, clubs shall set supporting stakes on both sides of the playing field to avoid spectators encroaching onto the field of play. These stakes should be erected a minimum of 5 metres from each touch line, or where not possible, as far from the touchline as practical
- 6.4.4 During normal minor premiership fixtures, host clubs and their Ground Marshall/s shall ensure that, except for the four (4) persons attending to players on the field as allowed in Part 8.6, all other persons including coaches, shall remain outside the playing area bounded by the ropes or enclosure.
- 6.4.5 During final series fixtures the NHRU and appointed Ground Marshall shall ensure that, except for the four (4) persons attending to players on the field as allowed in Part 8.6, all other persons including coaches, shall remain outside the playing area bounded by the ropes or enclosure.
- 6.4.6 Each team's coaches are permitted onto the playing enclosure during half-time.

6.4.7 The Referee may elect to abandon or not start a match where the above criteria have not been met. In the event of such action being taken by the referee, the host club shall be deemed to have forfeited the match.

6.4.8 Any participant inside the playing enclosure during the match should refrain from coaching or barracking. Failure to comply shall lead to expulsion from the playing enclosure by the Ground Marshall, Referee or NHRU official

6.5 GROUND CONDITIONS

6.5.1 The ground shall be dressed in accordance with the Laws of Rugby and all four goal post uprights shall be fitted with protective pads.

6.5.2 The goal line, 22 metre and halfway lines shall be identified with flags or markers on both sides of the field.

6.5.3 Host clubs shall ensure objects such as cricket pitches or in-ground watering systems are properly covered for the safety of players.

6.5.4 Grounds should have adequate toilet, change room and shower facilities in close proximity to the playing field.

6.5.5 Any objection by either team about the ground or the way in which it is marked out must be made to the referee before the match starts. If teams cannot agree as to the safety of the ground the Referee will decide whether the game may begin. If there is any doubt as to the safety of the ground the Referee will not allow the game to begin until the ground has been made safe.

6.6 FIRST AID

6.6.1 The host club shall supply and make available at the ground:

- a) a scoop stretcher
- b) fully equipped first aid kit
- c) a person with at least RA first aid attendant accreditation certification, see below
- d) emergency contacts for nearest hospital, doctor, dentist etc.
- e) emergency vehicle access

6.6.2 All Clubs/teams are required to have in attendance at all matches a person with RA First Aid Attendance accreditation with knowledge of first aid skills and procedures

6.6.3 For the purposes of player safety all sideline equipment such as buckets, water bottles & carriers and first aid equipment shall be placed no closer to the sideline than adjacent to the ropes

PART 7.0 GROUND MARSHALS

- 7.1.1 At each minor premierships competition fixture both the home and away clubs shall supply a clearly identifiable Ground Marshal who is wearing a clearly identifying coloured bib/vest. By mutual agreement between Clubs, the Clubs may opt for the home Club to supply both ground marshals for a fixture.
- 7.1.2 The home Ground Marshal shall be the primary Ground Marshal for the day.
- 7.1.3 NHRU will appoint the Ground Marshals for all Finals Series Fixtures.
- 7.1.4 Ground Marshal duties and role description is summarised in Schedule J of these By-Laws. Ground Marshals shall also have accreditation as per Schedule H.

7.2 BALLS

- 7.2.1 Host clubs shall provide at least 3 serviceable match quality footballs for each match in progress.
- 7.2.2 The extra footballs shall be on each touch line for the duration of the match to avoid time loss when the match ball goes out of play.
- 7.2.3 NHRU will provide match quality footballs for all Final Series fixtures.

7.3 PLAYING UNIFORMS

- 7.3.1 It is the responsibility of each club to ensure that players appear in its club's uniform, that is, jersey, shorts, long socks of club colours, and boots.
- 7.3.2 Jerseys shall be numbered with no duplication within a team for any fixture, this includes players on the field and on the bench at anytime.
- 7.3.3 When a clash of colours occurs during a normal minor premierships fixture the away club shall adopt alternative jerseys.
- 7.3.4 When a clash of colours occurs during a final series fixture the team finishing lower on the competition ladder will adopt alternative jerseys.
- 7.3.5 NHRU requires the naming rights sponsor's logo to appear alone on each Club's jersey sleeve.

- 7.3.6 Any significant changes to club uniforms are required to be endorsed by NHRU prior to apparel ordering

7.4 FILMING

- 7.4.1 The NHRU shall organise to film Premier Rugby fixtures, footage will be available for coaching and Judiciary purposes through the BarTV Coach Grover platform. Where possible NHRU will additionally organise Womens & Colts fixtures to also be filmed by BarTV and made available for coaching purposes through the Coach Grover platform.
- 7.4.2 Premier Clubs will be invoiced a share of the filming costs via a Filming Fee per Schedule A.

7.5 GROUNDS UNFIT FOR PLAY

- 7.5.1 If the scheduled venue for a fixture is likely to be found to be unfit for play in the week leading up to the match, the host team shall notify the NHRU and the visiting Club no later than 12.00pm on the day preceding the match.
- 7.5.2 The host Club is to arrange a suitable alternative venue or if one cannot be found, play the fixture at a nominated ground of the opposing club or if that ground is unfit for play, the match will be played within 3 weeks of the postponed round. Should the final minor premiership competition round be deferred then these must be played prior to the commencement of the Final Series.
- 7.5.3 Matches not played in the timeframe referred to above in Part 7.5.2 will be declared void by the NHRU and no competition points (including Club Championship points and For & Against points) will be awarded to either participating club.
- 7.5.4 If a Club, who is endeavouring to make up a match under Part 7.5.2 is being impeded in organising the match by the other participant Club, the NHRU shall sanction the impeding Club under Part 1.5 which may include the NHRU scheduling the fixture on both participating Club's behalf.
- 7.5.5 The NHRU can cancel any complete competition round in the event of bad weather. In this instance the round will be declared a wash-out and no competition points (including Club Championship points and For & Against points) will be awarded to any team in that competition for that round.

7.6 ABANDONMENT OF MATCHES

- 7.6.1 The referee may not start a match, or may call full-time at any time before a game's designated playing time has expired, in any of the following circumstances:
- a) In the opinion of the referee, the treatment of or attention to an injured player may make it impossible for the match to continue to its allocated time because of subsequent safety reasons, lack of light, or the prevention of any subsequent

matches being played at their allocated time.

- b) The ground has become unplayable as determined by any authority, such as council, or due to its condition being considered, in the opinion of the referee, dangerous in the interests of player safety.
- c) In the opinion of the referee, there has been a disruption that may jeopardise the continuing safe conduct of a match.
- d) Where a match is shortened to ensure the following match starts on time.
- e) Any other reason covered by the Laws of the Game, Rules, or By-Laws.

7.6.2 If a minor premiership game is affected by the circumstances in Part 7.6.1, the following will be applied by the NHRU:

- a) If full-time is called during half-time or when the game is in the second half of the match, the result of the match stands.
- b) If a match is not started, or full-time is called when the game is still in the first half the match shall be deemed abandoned (see Part 7.6.4 below).

7.6.3 There are 2 exceptions to Part 7.6.2:

- a) In the case of 7.6.1(c), when disruption to a match has been deemed to have been caused by actions contrary to Rules, By-Laws or Code of Conduct by one team or another, or both, or by their officials and supporters, in which case the NHRU shall investigate and determine the necessary action.
- b) In the case of Part 6.2.6, 6.2.7 & 6.2.8, where regardless of how much of the game has been played, a team who is unable to field at least 12 players (excluding sin bins) at any stage during the match shall forfeit the match.

7.6.4 If a minor premiership match is abandoned, the match shall be replayed at a future time and place according to Part 7.5.

7.6.5 If a final series match (other than the grand final match) is abandoned, the team which finished highest on the competition ladder of the minor premiership shall be declared the winner.

7.6.6 If a grand final match is abandoned the teams shall be declared joint premiers.

7.7 AUTHORISATION & SANCTIONING OF GAMES

7.7.1 Clubs must seek prior written authorisation on the prescribed Trial Match Form from the NHRU to play any trial matches (including touring teams)

7.7.2 Clubs must seek prior authorisation and approval through Rugby Xplorer to convene tournaments, exhibition matches or any other matches that are 'Rugby Events' under the RA Rugby Event Sanctioning Guidelines

PART 8.0 PLAYING REQUIRMENTS

8.1 MATCH DURATION & KICK OFF

- 8.1.1 In all matches except Final Series matches, the duration of each half of each grade shall be as follows:

Grade	Mins
Premier 1	40
Premier 2	35
Premier 3	30
Colts	35
Division 1	30
Division 2	30
Women XVs	30
Women 7s	7

- 8.1.2 For 15 a side rugby, matches shall be played in 2 equal halves with an interval of not more than 5 minutes between halves.

- 8.1.3 For 7 a side rugby, matches shall be played in 2 equal halves with an interval of not more than 3 minutes between halves.

- 8.1.4 In all matches except Final Series matches, injury time off for each grade shall be as follows:

Premier 1	For all injuries
Premier 2	Only in last 5 mins of match
Premier 3	Only in last 5 mins of match
Colts	Only in last 5 mins of match
Division 1	Only in last 5 mins of match
Division 2	Only in last 5 mins of match
Women XVs	Only in last 5 mins of match

- 8.1.5 The match duration times, kick off times and injury time for Final Series matches will be governed by the **Final Series Guidelines** contained in Schedule I.

8.2 REPLACEMENT OF PLAYERS/RESERVES

- 8.2.1 For Premier 1, Premier 2, minor premierships and final series fixtures, a maximum number of 8 players may be replaced/substituted for any reason throughout a match.

- 8.2.2 In Premier 3 and Divisional minor premierships and final series fixtures a maximum number of 10 players may be replaced/substituted for any reason throughout a match.

- 8.2.3 For Women's and Colts minor premierships and final series fixtures, a maximum of 10 rolling substitutions may be utilised throughout a match.

8.3 DISQUALIFIED, SUSPENDED OR UNQUALIFIED PERSONS

- 8.3.1 It is the responsibility of each Club to ensure that no disqualified, unqualified, or suspended participant or team takes part in any match/es.
- 8.3.2 Where an opposing team or club believes that prior to the commencement of a match a team is in breach of Part 8.3.1, it shall be their responsibility to bring the matter to the attention of the opposing captain.
- 8.3.3 Where an opposing team or club believes there has been a breach of Part 8.3.1 they shall take appropriate action available in regard to protest after the match as detailed in Part 10.1.
- 8.3.4 Clubs, Participants or Players found guilty of contravening Part 8.3.1 will be sanctioned under the RA Code of Conduct and possibly Part 1.5.

8.4 REFEREES

- 8.4.1 The Newcastle Rugby Union Referees Association (NRURA) is responsible for the appointment of referees to NHRU matches.
- 8.4.2 In the event of the appointed Referee not attending within 10 minutes before the time set down for the match to commence, the Referee from the previous match is the reserve Referee and shall officiate.
- 8.4.3 In the event that a reserve Referee is not available per Part 8.4.2, a Smart Rugby qualified referee may be appointed by mutual agreement between the participating clubs
- 8.4.4 If the appointed Referee or reserve Referee become available, they shall be substituted into the match at the first available opportunity.
- 8.4.5 Should, for any reason, a match cannot proceed under Part 8.4.3 the match will be declared void by the NHRU and no competition points (including Club Championship points and For & Against points) will be awarded to either participating club.
- 8.4.6 If, after a match has commenced, a Referee is unable to continue due to injury or illness, a substitute shall be appointed for the remainder of the match as laid down by Part 8.4.2 to 8.4.4

8.5 ASSISTANT REFEREES

- 8.5.1 Each club shall have as registered Club Participants the following number of Smart Rugby accredited Assistant Referees:

Premier	5*
Division	3*
Women	2*

*minimum requirement, please see Club Criteria document for minimum requirements with additional teams

8.5.2 In all matches except Final Series matches, each club shall appoint an Assistant Referee (one touch judge per club per match). Clubs shall not be required to supply Assistant Referees in matches where the NRURA has appointed Assistant Referees (at least all Premier 1 matches per round). Clubs can make requests to NRURA to appoint Assistant Referees to other matches, this cost would be invoiced to the Club.

8.5.3 The NRURA will appoint Assistant Referees for all Final Series matches.

8.6 ATTENDANTS

8.6.1 No more than 2 medically trained persons (certified first aid officer or doctor or physiotherapist) and 2 water carriers (who must not be a coach or assistant coach or rugby director for the club concerned) from each participating club are allowed inside the playing enclosure. ALL medical personnel are required to complete the First Aid Attendant Level 1 Accreditation in the Rugby Learning Centre.

8.6.2 During all matches medical attendants and water carriers will be required to wear clearly identifying coloured bibs.

8.6.3 The Referee or Ground Marshal has the right to refuse entry to the field of play to any personnel not wearing the appropriate bib.

8.6.4 Medical attendants may go onto the field as allowed in the Laws of the Game and must retire to the sideline and allocated areas after rendering assistance to a player(s).

8.6.5 Attendants shall be permitted to use communication devices per Part 8.7.

8.6.6 Two ball persons from each Club are allowed inside the playing enclosure. Ball persons should wear easily identifiable coloured vests. Ball persons are preferably to be associated with your Club's affiliated junior club. Ball persons are not permitted to be coaches, rugby directors or other officials of Clubs.

8.7 COMMUNICATION DEVICES

8.7.1 The use of 2-way radios is permitted by the Attendants as per Part 8.6 of these By-Laws.

- 8.7.2 At no time during a match must an active player or reserve player be given a communication device whilst inside the playing enclosure, temporarily suspended or sent off.

8.8 TEMPORARY SUSPENSION

- 8.8.1 If a player is sent from the field as a temporary suspension, they shall leave the playing enclosure and remain with the Ground Marshal (sin bin) for a period of 10 minutes and shall not re-enter the playing area until permitted to do so by the Referee. Through the Finals Series a temporary suspended player must remain with the Fourth Match Official (sin bin) until permitted to re-enter the playing area.
- 8.8.2 The suspension time only commences once the player leaves the field of play, and the referee blows the whistle to indicate 'time on'.
- 8.8.3 The suspension time does not include half time, or any injury time and the player/s cannot leave the sin bin area. The player/s must remain in the sin bin area during half time and not re-enter the playing area if their temporary suspension commences in the first half and is due to cease in the second half
- 8.8.4 The temporary suspended player may not be replaced by another player except should the player be a front row forward. In this case the suspended player is to be replaced by a suitably trained front row replacement. The captain of the team will direct another of their players to leave the field for the duration of the temporary suspension.
- 8.8.5 If such a replacement referred to in Part 8.8.4 is not available and this team commits a playing error which leads to a scrum which it is consequently unable to contest, the opposing team will have the choice of either a free kick or an uncontested scrum. Uncontested scrums will be played when the team not capable of fielding a suitably trained front row is awarded a scrum as per the Laws of the Game.
- 8.8.6 Under no circumstances shall the temporary suspended player take the field until given permission by the Referee.
- 8.8.7 The temporary suspension of a player shall be accurately reported in the Match Day App.
- 8.8.8 A player who incurs 2 temporary suspensions in one match is deemed to have been sent off for the remainder of the match and should leave the playing enclosure immediately. Such a player may be required to appear before the Judiciary.
- 8.8.9 Players who receive 3 yellow cards, including CC Warnings, within the one season shall be suspended from the next competition match

- 8.8.10 Players who receive 5 yellow cards, including CC Warnings, within one season shall be suspended from the next 2 competition matches. This suspension is additional to the suspension in Part 8.8.9. The player is also required to attend a hearing before the next convened Judicial Committee.
- 8.8.11 Players who receive an additional yellow card within one season after they have incurred the number of yellow cards referred to in Part 8.8.10 are required to appear before the Judiciary.
- 8.8.12 For the purposes of Part 8.8.8, a player receiving 2 yellows during a game and therefore subsequently ordered off the field with a red card will count as 1 yellow card.

8.9 PLAYERS SENT FROM THE FIELD

- 8.9.1 Any player sent off the field shall be suspended until such time as their case has been heard by the Judiciary or dealt with under the early admission of breach process from the RA Disciplinary Rules.
- 8.9.2 Clubs of Player/s sent off the field will be supplied a copy of a Judiciary Appearance Notice including a copy of any Referee's and/or Assistant Referee's report/s as soon as practicable following receipt by the NHRU.
- 8.9.3 Players who receive a suspension/s from Judiciary Hearings, accumulation of yellow cards, Early Admissions of Breach and/or Appeals or receive other sanctions from the NHRU under Part 1.5 and/or the RA Code of Conduct will become immediately ineligible for best and fairest awards of the NHRU.

8.10 UNCONTESTED SCRUMS

- 8.10.1 All teams must have 5 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 is required, the team can continue to play safely with contested scrums.
- 8.10.2 Should a team not be able to meet the obligation in 8.10.1 for any reason during a match, then at that point in the match when the front row replacement is required, this team must play with one player fewer than would otherwise be allowed.
- 8.10.3 Should a team not have 3 suitably trained front row players to commence a game with contested scrums, this team must play with one player fewer than would otherwise be allowed.
- 8.10.4 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.

- 8.10.5 If neither team has suitably trained front row players to start a match with contested scrums, the arrangements in 8.10.4 do not apply to the match, even if qualified front rowers subsequently become available.
- 8.10.6 Any Club which plays uncontested scrums in 2 or more matches in a particular grade during a season will be sanctioned under Part 1.5.
- 8.10.7 For Womens matches, where a team is not able to meet its obligation in OR where the match referee identifies that scrums should be uncontested for safety reasons, both teams may retain a full complement of players on the field. In uncontested scrums, both teams must commit an even number of players to the scrum. The ball must be cleared from the base of the scrum as soon as it is presented by the person playing in the scrum half position and no other player.
- 8.10.8 ALL uncontested scrums must be recorded in Match Day App by the team manager, failure to do so may result in a fine as per schedule B

PART 9.0 MATCH RESULTS & TEAM SHEETS

- 9.1 Match scores, team lists, infringement cards (yellow and red), blue cards/concussion, uncontested scrums, substitutions (player movement) and serious injuries shall be recorded directly into RX via the Match Day App.
- 9.2 During the minor premiership rounds, each Club needs to enter their results (players, replacements, score, scorers, cards – red & yellow, blue cards/concussions, player movements, uncontested scrums) into RX via Match Day App by 6.00pm of the match day. Failure to do so will result in a fine as per schedule B. PLEASE NOTE Recording accurate and timely information in the Match Day App is crucial for all NHRU competitions
- 9.3 The NHRU will be responsible for entry of all Final Series results into RX. Clubs are required to leave a copy of their signed off and completed team sheet with the NHRU Officials as per the Finals Series Guidelines

PART 10.0 PROTESTS

- 10.1 All protests arising from Competition Matches shall be lodged in writing with the NHRU by the Club wishing to protest and signed by the Club President no later than 4.00pm on the second business day following the date of the match from which the protest arises.
- 10.2 If the protest has been lodged by the Club within the time allowed under Part 10.1 the protesting Club must also within that time supply a copy to the club being protested against.
- 10.3 The NHRU may extend the time for lodging a protest provided the NHRU is satisfied there are reasonable grounds for doing so.

- 10.4 Where a club protesting does not fulfil the Part 10 requirements, then that club shall have no further right of protest.
- 10.5 Protests will primarily be dealt with by the General Manager and/or Competition Manager in consultation with the Operations Committee. Please see Part 1.5 of By Laws.

PART 11 JUDICIARY

See schedule E & F (RA Code of Conduct & RA Disciplinary Rules) for Judiciary procedures

- 11.1 The Judiciary shall deal with Code of Conduct matters, on field foul play incidents, citing or incidents lodged through the Rugby Australia Report a Concern platform. Please note that the Code/Policy each matter falls under will determine its process.
- 11.2 The Judiciary shall meet each Wednesday at 6.00pm, at the NHRU Offices, unless otherwise notified by the NHRU.
- 11.3 Clubs will be invoiced a Judiciary Appearance fee per Schedule A for each player/participant found guilty during a Judiciary Hearing.

PART 12.0 CITINGS

See Schedule F (RA Disciplinary Rules) for Citing procedures.

- 12.1 A **Club** or **Participant** with the written approval of their Club, or the NHRU have the authority to lodge a Citing Complaint Referral with the Citing Commissioner with respect to an alleged act of foul play that is in breach of the Laws of the Game.
- 12.2 Citing/s must be lodged in writing on the prescribed form to the NHRU within 48 hours of the fixture game date in which the incident occurred. The responsibility for obtaining information, reports and video recordings in relation to the Citing Complaint rests with the Club referring the Citing Complaint
- 12.3 If in the opinion of the Citing Commissioner the alleged act(s) of foul play should have warranted the player concerned being ordered off (i.e., the 'Red Card Test' has been met), then the cited Participant or Club will be required to appear before the Judiciary.
- 12.4 When a Citing Complaint Referral is received in accordance with Part 12 the Club will promptly be invoiced a Citing Lodgement Fee for each Citing Complaint Referral lodged with the Citing Commissioner per Schedule A requiring immediate payment

PART 13.0 APPEALS

See Schedule F (RA Disciplinary Rules) for Appeal procedures.

- 13.1 The Appeals Committee shall deal with all Club or Participant appeals arising from Judiciary decisions.

- 13.2 Appeals must be lodged in writing to the NHRU by 5.00pm of the first business day following the Judiciary Hearing Date that handed down the decision wishing to be appealed.
- 13.3 When an appeal is received in accordance with Part 13 the Club will promptly be invoiced an Appeal Lodgement Fee for each Judiciary Committee decision appealed to the Appeals Committee per Schedule A requiring immediate payment

SCHEDULES

Schedule A	NHRU Schedule of Fees	Appendix 1
Schedule B	NHRU Sanctions Guidelines	Appendix 2
Schedule C	RA Registration Regulations	Appendix 3
Schedule D	RA Registration Terms & Conditions	Appendix 4
Schedule E	RA Code of Conduct	Appendix 5
Schedule F	RA Disciplinary Rules	Appendix 6
Schedule G	RA Concussion Guidelines	Appendix 7
Schedule H	NHRU Mandatory Accreditation	Appendix 8
Schedule I	NHRU Final Series Guidelines	Appendix 9
Schedule J	Ground Marshal Role & Duties	Appendix 10
Schedule K	RA Age Dispensation Procedures	Appendix 11

SCHEDULE A

Item (alphabetical order)	Details	Amount (\$)		
		Amount	GST	Total
Appeal Lodgement Fee	per application lodged that is rebated^ if successful	\$250.00	\$25.00	\$275.00
Citing Lodgement Fee	per lodgement with Citing Commissioner that is rebated^ if successful	\$250.00	\$25.00	\$275.00
Filming Fee (Premier Rugby)*	per Minor Premiership Season	\$5,000.00	\$500.00	\$5,500.00
Judiciary Appearance Fee	per guilty verdict	\$75.00	\$7.50	\$82.50
Fine Penalty Point	per penalty point	\$100.00	\$0.00	\$100.00
Player Registration Fee & NSWCRU Development Levy**	per player payable online during the RX registration process	\$81.82	\$8.18	\$90.00

*Any Club participating in the Finals Series where filming occurs will be invoiced

**HRU has been instructed by NSWCRU to collect the annually set fee, 'NSWCRU Development Levy' from each player registration. NSWCRU then invoice HRU based on registrations recorded in Rugby Xplorer for the applicable season

^Clubs will be given the choice of a refund or a credit note

SCHEDULE B

Part 1.5 of the By-Laws provides fines and/or sanctioning ability. This schedule B provides guidelines in regard to Fines and Sanctions that the NHRU shall consider. Repeated offences would see fines and sanctions increased for each subsequent offence above the levels recommended in these guidelines. These are guidelines only as does not limit the scope under Part 1.5 available to the NHRU.

Description	Sanction	Other Possible Sanction
Withdrawal of team after allocation to NHRU competition official draws	5 Penalty points	Other Teams can't make finals
Playing unregistered players	Loss of 5 comp points in game/s affected	2 Penalty points per player per incident
Breach of PPS Cap	Loss of 5 comp points for game/s affected	2 Penalty points per incident
Wrongful declaration of PPS category	Loss of 5 comp points for game/s affected	2 Penalty points per incident
Forfeit – Clubs must notify NHRU in writing by	Premier 1 – 4 penalty points	Loss of competition points for any

Thursday 4pm of their forfeit. Failure to notify by the specified time will result in an additional penalty point	Premier 2 – 3 penalty points Premier 3 – 1 penalty points Divisional – 1 penalty points Women – 1 penalty points Colts – 1 penalty points	team at the club Loss of Championship points
More than 3 Forfeits in a Grade	Team removed from Comp	Other Teams can't make finals
Playing disqualified players	Loss of 5 comp points for game/s affected	2 Penalty points per player per incident
Incorrect MDA entry (including, team lists yellow, red, or blue cards, substitution movements) late or no input of results	1.5 penalty points	

SCHEDULE C

[Rugby Australia Registration Regulations](#)

SCHEDULE D

[Rugby Australia Registration Terms & Conditions](#)

SCHEDULE E

[Rugby Australia Code of Conduct](#)

SCHEDULE F

Rugby Australia Disciplinary Rules (2023 version TBC)

SCHEDULE G

[Rugby Australia Concussion Guidelines](#)

SCHEDULE H

ROLE	ACCREDITATION REQUIRED	NUMBER OF PEOPLE REQUIRED
Ground Marshal	<ul style="list-style-type: none"> Ground Marshal Program 	Premier = 5 <ul style="list-style-type: none"> If one additional team = 6 If two additional teams = 7 If three additional teams = 8 Divisional = 2 <ul style="list-style-type: none"> If one additional team = 3 If two additional teams = 4 If three additional teams = 5 Women = 2 for standalone team
Team Manager	<ul style="list-style-type: none"> Rugby Xplorer Team Manager Program 	Premier = 5 <ul style="list-style-type: none"> If one additional team = 6 If two additional teams = 7 If three additional teams = 8 Divisional = 2 <ul style="list-style-type: none"> If one additional team = 3 If two additional teams = 4 If three additional teams = 5 Women = 2 for standalone team
Member Protection Contact	<ul style="list-style-type: none"> Member Protection & Inclusion Code of Conduct 	All Clubs = 1 per Club (minimum)
First Aid Personnel	<ul style="list-style-type: none"> First Aid Attendant Level 1 Program 	An adequate number to cover all teams
Assistant Referees	<ul style="list-style-type: none"> Smart Rugby 	Premier = 5 <ul style="list-style-type: none"> If one additional team = 6 If two additional teams = 7 If three additional teams = 8 Divisional = 2 <ul style="list-style-type: none"> If one additional team = 3 If two additional teams = 4 If three additional teams = 5 Women = 2 for standalone team
Coach	<ul style="list-style-type: none"> Smart Rugby (minimum) Concussion & Serious Injury Management (recommended) 	At least one (1) per team entered in any NHRU competition
Concussion & Serious Injury Officer	<ul style="list-style-type: none"> Concussion & Serious Injury Management 	All Clubs = 1 per Club (minimum)
Club Admin/Registrar	<ul style="list-style-type: none"> Rugby Xplorer Club Admin Program 	All Clubs = 2 per Club (minimum)

SCHEDULE I

Finals Series Guidelines

To be distributed to Clubs prior to Finals Series

SCHEDULE J

GROUND MARSHAL

A Ground Marshal for each team and for each match is appointed by the Club and must have the mandatory accreditation of Ground Marshal Program in the Learning Centre. The responsibilities of the Ground Manager are set out below.

A Ground Marshal must be present at all NHRU sanctioned games (Trials matches & Competition matches)

- No Ground Marshal, NO GAME. Referees will be instructed to sight the Ground
- Marshal prior to the commencement of each game
- The Ground Marshal is not to act as a touch judge during any game
- Each Club must supply a Ground Marshal for each fixture
- Clubs will be fined four (4) penalty units for each occasion there is no Ground Marshal

Ground Marshal Duties

1. For the duration of the allocated game your sole responsibility is being the Ground Marshal
2. Ensure before each game:
 - a. Crowd Control rope is in place
 - b. Team Zones are marked out
 - c. 'Conditions of Entry' signage is visible
3. Introduce yourself to both Match Referee and other club's Ground Marshal prior to the game commencement
4. Each Ground Marshal must wear the Ground Marshal fluorescent vest as an outer garment for the entire game
5. Each Ground Marshal must ensure spectators maintain Codes of Conduct by identifying and dealing with any breaches
6. Each Ground Marshal must keep everyone except the referee and any authorised additional persons behind the ropes
7. Each Ground Marshal must manage the behaviour of participants within the team zone
8. Report any breaches of the Codes of Conduct via correct incident reporting (online)
9. Each Ground Marshal must ensure surveillance of the venue for the duration of the match. This includes, at a minimum, meeting the other club's Ground Marshal and completing two laps of the playing enclosure at the following intervals:
 - i. 10 mins into the 1st half
 - ii. 10 mins into the 2nd half
10. Shake hands with match officials and the other club's Ground Marshal at the conclusion of the game

SCHEDULE K

[Rugby Australia Age Dispensation Procedure](#)