

# CENTRAL COAST RUGBY UNION REFEREES ASSOCIATION



## HANDBOOK 2021

The Central Coast Rugby Union Referees Association (CCRURA) will aim to provide the best possible referees at all age/grade levels with pathways to representative appointments.

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## CONTACTS

### CCRURA EXECUTIVE

President:	Tony Rudd	0459881443	<a href="mailto:tonyrudd58@gmail.com">tonyrudd58@gmail.com</a>
Vice President:	Anthony Furey	0409329105	<a href="mailto:acfurey@bigpond.net.au">acfurey@bigpond.net.au</a>
Vice President:	Gary Scholes	0414466976	<a href="mailto:wattletree1@gmail.com">wattletree1@gmail.com</a>
Secretary:	Kate Thomson	0411094859	<a href="mailto:stompson34@hotmail.com">stompson34@hotmail.com</a>
Asst Secretary:	Malcolm Hunt	0439963193	<a href="mailto:malhunt2@bigpond.com">malhunt2@bigpond.com</a>
Treasurer:	Owen Clark	0412457764	<a href="mailto:owen.clark18@hotmail.com">owen.clark18@hotmail.com</a>

### COACHING AND GRADING BOARD

Anthony Furey	0409329105	<a href="mailto:acfurey@bigpond.net.au">acfurey@bigpond.net.au</a>
Malcolm Hunt	0439963193	<a href="mailto:malhunt2@bigpond.com">malhunt2@bigpond.com</a>
Gary Scholes	0414466976	<a href="mailto:wattletree1@gmail.com">wattletree1@gmail.com</a>

### APPOINTMENTS OFFICER

Anthony Furey	0409329105	<a href="mailto:acfurey@bigpond.net.au">acfurey@bigpond.net.au</a>
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### REFEREE COACHES

Numerous senior, experienced referees will be appointed by the Coaching and Grading Board to act as Referee Coaches and/or mentors who, throughout the season, will attend matches to assess and complete reports on referee's performances in games.

**Central Coast Rugby Union (CCRU)**

**CCRU Administration Officer:**

Kate Thomson

[ccruadmin@gmail.com](mailto:ccruadmin@gmail.com)

**Central Coast Junior Rugby Union (CCJRU)**

Secretary: Marc Bookallil

[ccjrusec@gmail.com](mailto:ccjrusec@gmail.com)

## **HOW TO GET STARTED IN REFEREEING**

Talk to a referee at your local rugby union match and he/she will help point you in the right direction. He/she will give you the name of the relevant CCRURA officer who can help get you started.

Referees are needed from Under 7s to Seniors. To be eligible to referee, certain requirements need to be met depending on the age group you wish to referee.

### **Age Group Requirements To Be Able To Referee**

#### **Smart Rugby**

It is a requirement of the CCRURA that to be able to referee under the auspices of the CCRURA that all referees must have current Smart Rugby accreditation. Where Smart Rugby is not included in the course attended, Smart Rugby will need to be completed as a stand alone course.

To become a referee you must complete the accredited Smart Rugby Course conducted by Rugby Australia. For those enrolled in the Referee Ready program, Smart Rugby is completed as a stand alone course and is done online.

Smart Rugby is Rugby Australia's flagship course for building match official understanding of safety considerations both on and off the field.

Smart Rugby is done online as follows:-

- go to [myaccount.rugby.com.au](http://myaccount.rugby.com.au)
- login with either your email or your myrugby i.d. number
- if you do not have a login for the Rugby Portal click on "create a new account"
- click on "Rugby Learning Centre"
- Click on "Browse Learning"
- Click on "Smart Rugby"
- Follow instructions

There are four Smart Rugby modules designed to help you build your understanding of the theory and application of Smart Rugby principles:

- Introduction to Smart Rugby
- Playing Smart - Tackle, Ruck and Maul
- Playing Smart - Set Pieces
- Blue Card

The Introduction to Smart Rugby module provides up-to-date information on your due diligence and code of conduct responsibilities as well as common injury and injury prevention measures you need to be familiar with if you're involved in the game. This includes the Rugby AU serious injury and concussion management protocols. You'll hear from coaches, match officials, players and club officials about what Smart Rugby means to their role.

### **Under 8 to 12**

Course – Refereeing Kids Rugby 8-12 (RKR)

Post Course Accreditation – Optional Exam

You must be 13 years old to referee these age groups. Anyone who completes the RKR course can be a Referee or Assistant Referee (AR) up to Under 12's.

These referees can also be appointed to matches by their club through the Club To Appoint (CTA) mechanism.

Smart Rugby will need to be completed separately to this course.

### **Under 13 to Senior**

Course – Referee Ready

Post Course Accreditation – On Field Competency Assessment

You must be 15 years old to referee Under 13 matches or older and for junior referees who are 15/16/17 years of age you can only referee to an age group 2 years younger than your own age. Adults that do this course can referee at any level.

### **Senior Referees**

Senior referees are encouraged to:

- Mentor junior and RKR referees
- Be actively involved in the running of the Association
- Complete their Level 2 referee course
- Complete the AR Level 2 course
- Train regularly
- Attend monthly association meetings
- Ensure their qualifications are up to date
- AR for Premier 1 matches

## **REFEREE REGISTRATIONS**

Once new referees have attended the relevant refereeing course, referees need to register with our association through Rugby Australia.

Current referees that are members of the CCRURA need to register with Rugby Australia by 1st April 2021.

In order to register, new referees and current members will either need to download the "Rugby Xplorer" app (iOS and Android) and follow the prompts, or complete registration online starting here: <https://myaccount.rugby.com.au>

You will need to set a new password for your existing rugby account or create a new rugby account if you don't have one. Use your MyRugby ID, or the email you have been using to log in to the Rugby Portal, and you will be able to set a new password. In order to register, you'll need to search for this Association. The name in the system is: Central Coast Referees.

For those seeking to actively referee or referee coach, please choose 'Referee/Referee Coach/Asst Referee'. For a non-active membership, select 'Non-Appointed Referee Association Member'.

Working With Children Check (WWCC) – Please note that NSW Rugby do not require that their referees have a WWCC. If you have a WWCC number you may enter it in the registration process but if you don't have one you can ignore that question.

Below is the link to Rugby Australia's Help Resources page, which includes a registration guide.

<http://www.rugbyau.com/participate/rugby-administration/club-administration/resource-library>

Any referee registration inquiries can be made with the CCRURA Assistant Secretary Malcolm Hunt

## **MATCH APPOINTMENTS**

Once the relevant course and referee registration are completed, the referee can place their name with the Association's match appointments officer.

Match Appointments Officer – Anthony Furey  
Mobile: 0409 329 105

Email: [acfurey@bigpond.net.au](mailto:acfurey@bigpond.net.au)

### **What do I do if I can't referee?**

In the first instance, log on to the Rugby Portal ([myaccount.rugby.com.au](http://myaccount.rugby.com.au)) and lodge your unavailability dates on the RAS section of the portal. This will automatically make you unavailable on the Referee Appointment System software package. In addition, contact the Match Appointments Officer preferably the week before by either phone call or text message and let him know that you are unable to referee that weekend. The sooner the better as he can put someone else in your place.

### **How do I know what game I have been appointed to?**

The referee will receive an email during the week stating what game he/she has been appointed to, where it is and what time it starts.

### **What matches will I be appointed to?**

New junior referees will get appointed to matches at least 2 years younger than their current age. Older new referees will probably start in the juniors & can work their way up through the age groups and senior grades.

You will regularly be coached by members of the coaching and grading board or appointed referee coaches/mentors to ascertain the level of games appropriate for you. Referees will be notified on the appointments sheet each week who will be with them to coach and assess their performance.

### **Referee Appointments & Selection**

Before and during the season you will need to be fit enough to keep up with the players you are going to referee. Attendance at training, availability for matches and fitness are considerations in the appointments process.

The CGB will set benchmarks to be achieved for certain grades. To be eligible to referee Premier 1 games, a minimum of 6 minutes must be achieved doing the Bronco test at training.

Anthony Furey from the CGB is responsible for referee appointments for matches. Anthony is the referee's first point of contact regarding appointments, including match details and any considerations the referee may have or anything Anthony needs to be informed of.



## **Training**

Training is on Tuesday nights at 6.15pm for a 6.30pm start. Venues will vary during the year depending on availability. All junior and senior referees are encouraged and are welcome to train. Training includes games, fitness and a law discussion and is an excellent place to discuss any issues you've had whilst refereeing.

## **REFEREE PAYMENTS**

Referees who are members of the CCRURA are paid for senior, junior and women's matches that they are appointed to by the CCRURA. The amount of money paid changes according to what age group you are refereeing.

You get paid twice per season, through internet banking for all senior games. Referees appointed to junior games, will be paid on the day, per match, and collect their money from the ground canteen.

Referee's banking details need to be provided as soon as you start refereeing to the CCRURA Treasurer, Owen Clarke.

Referees will only be paid by the CCRURA for matches where the referee has been appointed by a Match Appointments Officer of the CCRURA. To help ensure payment is made for the match a referee is appointed to, the referee must sign the team sheet after the match, otherwise payment for that match may not go through.

If you make yourself available for a CTA game on game day, please inform our Appointments Officer, Anthony Furey on the evening of that game.

### **Referee Payment Amounts per game**

<b>TEAM / AGE GROUP</b>	<b>PAYMENT</b>
Premier 1	\$70
Premier 2	\$60
Presidents Cup	\$40
Under 19	\$50
Women's 10s	\$20
Under 16 and 17	\$30
Under 11 to 15	\$20
Under 9 and 10	\$15
Under 7 and 8	TBA
Appointed Assistant Referee (P1)	\$15
CCRU Referee Coach	\$30 (per Sideline report)
CCJRU Coach	\$10 (per Sideline report)

## **Match Official Reward Scheme (MORS)**

In addition, the CCRU has agreed to pay a Match Officials Reward Scheme (MORS) on top of match payments for all CCRU (not CCJRU) games.

This incentive applies to all referees involved in all matches from Under 19 to Premier 1. The incentive payment is equal for all referees of all grades.

Referees will receive a bonus payment of \$50 for every 5 games they officiate depending on the following conditions:

- all games are sanctioned by CCRURA
- any additional game that is requested for appointment by CCRU
- all match officials in Finals Series games including ARs and No. 4s.

To be eligible, a referee must:

- be registered with RA (and therefore CCRURA)
- be a financial member of CCRURA
- hold current RA referee qualification of Level 1 Referee or above
- wear the correct uniform of CCRURA in all appointed matches
- attend at least 50% of referee meetings during the calendar year.

## **REFEREE ASSOCIATION FEES**

Association fees for each referee for the 2021 season will be \$100 for senior referees, \$50 for full time student referees with Level 1 accreditation (aged 15 to 18) and \$20 for those holding RKR (Refereeing Kids Rugby) accreditation. RKR Referees do not need to be members of the CCRURA but are encouraged to be so. These fees will be required to be paid by the start of competition games in 2021.

## **WHAT GEAR DO I NEED**

The CCRURA will provide Level 1 referees and those with higher accreditation with a jersey, shorts and socks, an Association polo shirt and cap once you have joined the Association, completed your accreditation and refereed an additional 3 competition games following the meeting of the accreditation process.

The recommended whistle to use is the Acme Thunderer no. 4

## **INACTIVE REFEREES**

If you have decided not to referee this year please inform the CCRURA Assistant Secretary Malcolm Hunt as soon as possible, so that we can update our member list.

## **CCRURA SOCIAL MEDIA PAGES**

If you are a social media user, you can 'Like' the CCRURA's pages, where details regarding training, games, events and other related information will be posted and discussed.

Facebook – Central Coast Rugby Union Referees [@ccrura](#)

Instagram - [CoastRefs](#)

Twitter - [@CoastRefs](#)

## **CCRURA WEBSITE**

The CCRURA website is [www.ccrura.com.au](http://www.ccrura.com.au)

## **GUY GRINHAM MEMORIAL SCHOLARSHIP PROGRAM**

The CCRURA has a scholarship program, named in memory of our late member Guy Grinham, aimed at developing the refereeing skills of young, identified referees who, having met set criteria, have the potential to develop further as referees.

This scholarship provides to cover out of pocket expenses for young referees appointed to NSW Country representative appointments or higher.

## **PRE MATCH TALK TO PLAYERS & COACHES**

Always introduce yourself to the coach first & ask him or her when it would be ok to talk to his or her players. (Best time for this is when the players go out to warm up – at least 30 minutes before kick-off).

Ask the coach who the captain is and introduce yourself to him or her.

Tell the coach and captain you would like to check all players' boots.

Talk to all players

- Go through your scrum engagement calls – Couch – bind – set and that you are looking for stability at each stage before going on to the next call.
- Ask if the team knows the 'May Day' sequence.
- Explain to the team the tackle protocol

Tackler to release the player with the ball

Player with the ball to play it immediately

That incoming players must come through the gate

Within all of that, there will be a contest at the breakdown if you're on your feet; coming in from the right direction and a ruck has not formed.

Once the ruck is formed keep your hands off the ball.

Tell the captain that he or she is the only person that you will talk to and that we will only talk at the next stoppage. If I award a penalty, don't come up to me & question the penalty, both sides will be able to play on quickly. Tell the captain that he or she is responsible for their side and that as the captain they need to work with you to keep the penalties down.

Ask the team if they have any questions. (The usual one you will get is, when is the ball out of a ruck).

Wish the side good luck & that kick off time is in approximately whatever minutes.

Then go to the other side and say exactly the same.

Warm up your body and mind ready to referee the game.

## **CCRURA PROCEDURES FOR REFEREES, ASSISTANT REFEREES, REFEREE COACHES, PLAYERS, PLAYER COACHES & MANAGERS, GROUND MANAGERS**

### **BEFORE THE MATCH STARTS:**

- The Ground Manager is to introduce themselves to the referee. The Ground Manager is to be easily identified (Fluoro vest or similar) and one from each team is needed.
- Ensure fields are safe to play on and if needed properly roped off. We highly recommend spectator boundaries with ropes/markers at all grounds.
- The Ground Manager should have a thorough understanding of the Code of Conduct (see NSWJRU document).
- The ground manager is to be positioned between the playing field and fence (if fence is there)
- The ground manager is there to make sure the only people inside the fence are:
  - Match officials including the referee coach
  - 2 ball boys each side of playing area
  - 2 trainers per club to be seated until players are injured
  - All reserve players and coaches are to be behind the fence

### **DURING THE MATCH**

If the referee or assistant referee is being abused by anyone (club officials, spectators), they are to speak directly with the Ground Manager.

The referee stops the match and calls for the ground manager, who goes onto the field and speaks with the referee in the middle of the field. The Ground Manager is to then inform the team manager (of the offending person/s) and together they are to approach the offending person/s.

They are to warn the person/s about their behaviour and inform them that if they have reason to speak to them or anyone from the same crowd again, the match may be called off and their team will be deemed to have forfeited the match regardless of the current score.

One warning, second time for the same team means the match is called off. **THE REFEREE IS THE ONLY ONE WHO CAN CALL OFF THE MATCH**

## **REFEREE PROTOCOL**

Club officials cannot speak to match officials for 30 minutes after the game. (This is a cool off period) for both referee & club officials.

Match officials need to be available to speak to club officials after the 30 minute cool down period & need to be in the presence of the referee coach (if available) or responsible adult.

Referees may only be approached at half time by a badged assistant referee, referee coaches or by the captain of the respective sides. Player officials are not to approach match officials at any stage during the match.

Referees should only call captains by their Christian name. All other players should be referred to by using their number.

Referees should only talk to captains during the match at stoppages. This should be pointed out at the pre match talk.

## **CCRU SENIORS MATCH TIMES, HALF TIME AND INJURY TIME**

(not including final series)

Premier 1:	40 minute halves, injury time allowed
Premier 2:	35 minute halves, no injury time allowed
President's Cup:	30 minute halves, no injury time allowed
Colts (Under 19s):	35 minute halves, no injury time allowed
Women's:	10 minute halves, no injury time allowed

### **Notes**

- All matches have a 5 minute maximum half time
- President's Cup match must finish 5 minutes before Premier 2 starting time
- Premier 2 match must finish 5 minutes before Premier 1 starting time
- Where colts play at a ground where Premier matches are to follow, the colts match must finish 5 minutes before the Premier match starts
- Where Women's 10s games are played at a ground, Premier 2 games must finish 5 minutes before the scheduled start time of those games.

### **CCJRU JUNIORS MATCH TIMES**

Under 17:	30 minutes each half
Under 16:	30 minutes each half
Under 15:	25 minutes each half
Under 14:	25 minutes each half
Under 13:	25 minutes each half
Under 12:	25 minutes each half
Under 11:	20 minutes each half
Under 10:	20 minutes each half
Under 9:	20 minutes each half on half field
Under 8:	15 minutes each half on half field
Under 7:	15 minutes each half on quarter field

### **Notes**

- If any match is late in commencing the time lost shall, where necessary be taken off the time allowed for the full duration of the match.
- Referees must be aware of the start time of the game following theirs and ensure they are off the field 5 minutes before the scheduled start time of the following game.
- For a match to be declared official, 50% of the match (one full half) must be played.

## SEND OFF REPORTS

The CCRU Judiciary meets on Wednesday nights at 7:00pm at the Bateau Bay Bowling Club.

At the venue of your game, ensure that you get the correct name and jersey number of the player you have sent from the field.

Inform the player, and/or his coach, that s/he will be required to appear before the judiciary at the above time and place.

On Saturday evening, after your game, you will need to contact Malcolm Hunt (0439 963 193) advising him of your send off. Malcolm will inform the Judiciary Chairperson of the send off(s) for that weekend.

Before 12:00 noon on the Sunday, or immediately after the match if possible, you should:

- log on to the rugby portal - <https://myaccount.rugby.com.au/>
- click onto the RAS link on the left of screen
- click on Send Off link on top of screen
- click on Add New Report
- complete details of Send Off
- click on Add Report

The report details will be emailed to [malhunt2@bigpond.com](mailto:malhunt2@bigpond.com)  
Malcolm will forward all details necessary to the Judiciary Chairperson, the CCRU Administration Officer and the Secretary of the player's club.

NOTE: It is important that the details on the Send Off Report are clear and the correct Law is applied and cited. If you need support in completing your report, please speak with your mentor, coach, or a member of the Association executive.

Citing Reports and Incident Reports are processed differently to Send Off reports.

For Citing Reports, refer to the CCRU By Laws at:  
<http://www.centralcoastrugby.com.au/resource-library.html>

For other reports, see following pages.



## **REPORTING ABUSE**

For abuse coming from outside the playing area that is serious enough for it to be reported, the home ground marshal has primary responsibility to submit an electronic report. This does not prevent the referee from submitting their own report on abuse coming from outside the playing area. Other people that witnessed the incident can also submit a report on abuse.

Reporting abuse should be done as soon as possible after it occurs and is done online as follows:-

go to <http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister.aspx>

- click on Report a Concern
- follow the instructions.

Note: When filling out the description of what happened, use as much detail as possible, especially write in your report all the bad language (If used) as it was said to you or others on the field.

## **INCIDENT REPORTS**

The Respect Rugby program covers other incidents, apart from abuse, that may need to be reported. Respect Rugby upholds the values, behaviours and mandatory practices of Rugby Union.

Any incidents that occur that are serious enough to be reported and fall within the Respect Rugby program need to be reported as soon as possible after the incident. There is no time limit on sending in an incident report, but dealing with it as quick as possible is the ideal way.

Incident Reports are done online as follows:-

go to <http://www.rugbyaustralia.com.au/runningrugby/PolicyRegister.aspx>

- the page will redirect you to Rugby Australia's list of All Codes and Policies
- find the relevant policy and click on it
- follow the instructions

## **CCJRU UNCONTESTED SCRUMS**

Referees cannot force players to continue with contested scrums if any player in any age group calls for uncontested scrums. The default position is that the referee needs to go to uncontested scrums. The referee has the ability to clarify this through the team captain and the coach where necessary.

## **CCJRU AGE BASED BY-LAWS**

These By-Laws were copied from

<http://www.ccjru.com.au/uploads/9/7/0/1/97017460/b - ccjru local rules age appropriate .pdf> on 12 February, 2020.

### **Under 7s**

1. 7 players per team maximum on the field. No minimum
2. If a team does not have 7 players their opponents must lend players to ensure equal on field numbers at all times. Eg team A has 10 players, team B has 5 players. Team A lends 2 players to team B so that a 7 a side game can be played. If Team A has 7 and team B has 5, team A lends one player and the game is played 6 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field.
5. There is no minimum number to trigger a forfeit. If a team is short, players are shared and a game is played. (as this is a non-competition age a forfeit has no meaning and does not apply)

### **Under 8s**

1. 7 players per team maximum on the field. No minimum
2. If a team does not have 7 players their opponents must lend players to ensure equal on field numbers at all times. Eg team A has 10 players, team B has 5 players. Team A lends 2 players to team B so that a 7 a side game can be played. If Team A has 7 and team B has 5, team A lends one player and the game is played 6 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field.
5. There is no minimum number to trigger a forfeit. If a team is short, players are shared and a game is played. (as this is a non-competition age a forfeit has no meaning and does not apply)

### **Under 9s**

1. 10 players per team maximum on the field. No minimum.
2. If a team does not have 10 players their opponents must lend players to ensure equal on field numbers at all times. Eg team A has 15 players, team B has 8 players. Team A lends 2 players to team B so that a 10 a side game can be played. If Team A has 9 and team B has 7, team A lends one player and the game is played 8 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. There is no minimum number to trigger a forfeit. If a team is short, players are shared and a game is played. (as this is a non-competition age a forfeit has no meaning and does not apply)

### **Under 10s**

1. 12 players per team maximum on the field. The minimum number for a team to commence a game is 8 players.
2. If a team does not have 12 players their opponents must lend players to ensure equal on field numbers at all times. Eg team A has 15 players, team B has 10 players. Team A lends 2 players to team B so that a 12 a side game can be played. If Team A has 11 and team B has 9, team A lends one player and the game is played 10 a side.
3. If a player receives a red or yellow card(5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. If a team has fewer than 8 players, the result is a forfeit. Players should then be shared and a trial game played.

### **Under 11s**

1. 12 players per team maximum on the field. The minimum number for a team to commence a game is 8 players.
2. If a team does not have 12 players their opponents must lend players to ensure equal on field numbers at all times. Eg team A has 15 players, team B has 10 players. Team A lends 2 players to team B so that a 12 a side game can be played. If Team A has 11 and team B has 9, team A lends one player and the game is played 10 a side.
3. If a player receives a red or yellow card (5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. If a team has fewer than 8 players, the result is a forfeit. Players should then be shared and a trial game played.

## **Under 12s**

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents must lend players to ensure equal on field numbers at all times. Eg team A has 18 players, team B has 13 players. Team A lends 2 players to team B so that a 15 a side game can be played. If Team A has 16 and team B has 12, team A lends one player and the game is played 14 a side.
3. If a player receives a red or yellow card, (5min), they can be replaced.
4. At no time can any team have a numerical advantage on the field, thus the mercy rule does not apply.
5. If a team has fewer than 10 players, the result is a forfeit. Players should then be shared and a trial game played.

## **Under 13s**

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents must match numbers. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scrum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
4. If a front row player leaves the field through injury, and uncontested scrums are required as there is no suitably trained replacement, then that team continues the match with one less player on the field. Should a referee determine that scrums are unsafe and call for uncontested scrums, there is no requirement to drop a player. Apart from no pushing there are no additional restrictions on the conduct of an uncontested scrum (see 9. below)
5. If a player receives a red or yellow card (5 min), they may not be replaced and are still counted as being onfield when calculating onfield players in a matched numbers game.
6. The mercy rule applies and the leading team must remove a player from the field when their lead reaches 40 points. Additional players are removed each time the difference reaches a multiple of 10 past the initial 40 points. Players return to the field if the difference reduces to below each trigger point. If a team is claiming a player advantage due to their opponents not being able to form a competitive scrum, they may not remove players in a manner that would mean they are no longer fielding a competitive scrum. If they do so, the one player advantage due to scrums is no longer applied.
7. The home team manager has responsibility for ensuring correct player numbers are on the field. In any dispute between teams the home team manager's opinion shall be applied. Should that determination be later found to be incorrect, the home team will lose any ladder points gained in the match. Any disputes are to be noted on the match sheet for later examination.
8. If a team has fewer than 10 players, the result is a forfeit. Players may then be shared and a trial game played.
9. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away.

## **Under 14s**

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents must match numbers. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scrum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
4. If a front row player leaves the field through injury, and uncontested scrums are required as there is no suitably trained replacement, then that team continues the match with one less player on the field. Should a referee determine that scrums are unsafe and call for uncontested scrums, there is no requirement to drop a player. Apart from no pushing there are no additional restrictions on the conduct of an uncontested scrum (see 9. Below)
5. If a player receives a red or yellow card (5 min), they may not be replaced and are still counted as being onfield when calculating onfield players in a matched numbers game.
6. The mercy rule applies and the leading team must remove a player from the field when their lead reaches 40 points. Additional players are removed each time the difference reaches a multiple of 10 past the initial 40 points. Players return to the field if the difference reduces to below each trigger point. If a team is claiming a player advantage due to their opponents not being able to form a competitive scrum, they may not remove players in a manner that would mean they are no longer fielding a competitive scrum. If they do so, the one player advantage due to scrums is no longer applied.
7. The home team manager has responsibility for ensuring correct player numbers are on the field. In any dispute between teams the home team manager's opinion shall be applied. Should that determination be later found to be incorrect, the home team will lose any ladder points gained in the match. Any disputes are to be noted on the match sheet for later examination.
8. If a team has fewer than 10 players, the result is a forfeit. Players may then be shared and a trial game played.
9. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away

## **Under 15s**

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents must match numbers. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scrum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
4. If a front row player leaves the field through injury, and uncontested scrums are required as there is no suitably trained replacement, then that team continues the match with one less player on the field. Should a referee determine that scrums are unsafe and call for uncontested scrums, there is no requirement to drop a player. Apart from no pushing there are no additional restrictions on the conduct of an uncontested scrum (see 9. below)
5. If a player receives a red or yellow card (10 min), they may not be replaced and are still counted as being onfield when calculating onfield players in a matched numbers game.
6. The mercy rule applies and the leading team must remove a player from the field when their lead reaches 40 points. Additional players are removed each time the difference reaches a multiple of 10 past the initial 40 points. Players return to the field if the difference reduces to below each trigger point. If a team is claiming a player advantage due to their opponents not being able to form a competitive scrum, they may not remove players in a manner that would mean they are no longer fielding a competitive scrum. If they do so, the one player advantage due to scrums is no longer applied.
7. The home team manager has responsibility for ensuring correct player numbers are on the field. In any dispute between teams the home team manager's opinion shall be applied. Should that determination be later found to be incorrect, the home team will lose any ladder points gained in the match. Any disputes are to be noted on the match sheet for later examination.
8. If a team has fewer than 10 players, the result is a forfeit. Players may then be shared and a trial game played.
9. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away

## **Under 16s**

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players
2. If a team does not have 15 players their opponents must match numbers down to 12 a side. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players. Or if team A has 18 players and team B has 10 or 11 players. Team a starts with 12 and team B starts with 10 or 11.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
4. If a front row player leaves the field through injury, and uncontested scrums are required as there is no suitably trained replacement, then that team continues the match with one less player on the field. Should a referee determine that scrums are unsafe and call for uncontested scrums, there is no requirement to drop a player. Apart from no pushing there are no additional restrictions on the conduct of an uncontested scrum (see 9. below)
5. If a player receives a red or yellow card (10 min), they may not be replaced and are still counted as being onfield when calculating onfield players in a matched numbers game.
6. The mercy rule applies and the leading team must remove a player from the field when their lead reaches 40 points. Additional players are removed each time the difference reaches a multiple of 10 past the initial 40 points. Players return to the field if the difference reduces to below each trigger point. If a team is claiming a player advantage due to their opponents not being able to form a competitive scrum, they may not remove players in a manner that would mean they are no longer fielding a competitive scrum. If they do so, the one player advantage due to scrums is no longer applied.
7. The home team manager has responsibility for ensuring correct player numbers are on the field. In any dispute between teams the home team manager's opinion shall be applied. Should that determination be later found to be incorrect, the home team will lose any ladder points gained in the match. Any disputes are to be noted on the match sheet for later examination.
8. If a team has fewer than 10 players, the result is a forfeit. Players may then be shared and a trial game played.
9. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away



## **Under 17s**

1. 15 players per team maximum on the field. The minimum number for a team to commence a game is 10 players.
2. If a team does not have 15 players their opponents must match numbers down to 12 a side. eg team A has 18 players, team B has 13 players. Team A also commences with 13 players. Or if team A has 18 players and team B has i-10 or ii-11 players. Team a starts with 12 and team B starts with i-10 or ii-11.
3. If a team cannot field sufficient qualified players to form a contested scrum, their opponents may claim a one player advantage. The one player difference is applied after the playing numbers have been established in a matched numbers game. This entitlement may be waived by the team who is able to contest scrums. In a matched numbers game, where the team with fewer players cannot field a competitive scrum, they field all of their available players and their opponents may field an additional player. Eg team A has 17 and a competitive scum, team B has 12 and no competitive scrum. Match numbers would be 12 a side, as team B cannot form a competitive scrum, team A may field 13 players.
4. If a front row player leaves the field through injury, and uncontested scrums are required as there is no suitably trained replacement, then that team continues the match with one less player on the field. Should a referee determine that scrums are unsafe and call for uncontested scrums, there is no requirement to drop a player. Apart from no pushing there are no additional restrictions on the conduct of an uncontested scrum (see 9. below)
- 5.
6. If a player receives a red or yellow card (10 min), they may not be replaced and are still counted as being onfield when calculating onfield players in a matched numbers game.
7. The mercy rule applies and the leading team must remove a player from the field when their lead reaches 40 points. Additional players are removed each time the difference reaches a multiple of 10 past the initial 40 points. Players return to the field if the difference reduces to below each trigger point. If a team is claiming a player advantage due to their opponents not being able to form a competitive scrum, they may not remove players in a manner that would mean they are no longer fielding a competitive scrum. If they do so, the one player advantage due to scrums is no longer applied.
8. The home team manager has responsibility for ensuring correct player numbers are on the field. In any dispute between teams the home team manager's opinion shall be applied. Should that determination be later found to be incorrect, the home team will lose any ladder points gained in the match. Any disputes are to be noted on the match sheet for later examination.
9. If a team has fewer than 10 players, the result is a forfeit. Players may then be shared and a trial game played.
10. A reminder on u19 scrums: maximum 1.5m push. scrum reset if wheels more than 45 degrees. half back from team not winning ball cannot be in space between breakaway and #8. Ball must be released from scrum as soon as available. #8 can take the ball away.

## **CCRU By-Laws**

The competition By-Laws for the CCRU senior competition is a document too large to include in our handbook.

The By-Laws can be found at:

<http://www.centralcoastrugby.com.au/resource-library.html>

## CCRU TEAMS

CLUB	GROUND	GROUND ADDRESS
Avoca Beach	Heazlett Park	Avoca Drive, Avoca
Bay Vikings	Sir Joseph Banks Oval	Sir Joseph Banks Drive, Bateau Bay
Gosford	Showground Road Oval	Showground Road, Gosford
Hornsby	Waitara Oval	Waitara Avenue, Waitara
Kariong	Kariong Oval	Mitchell Drive, Kariong
Ourimbah	Ourimbah Rugby Park	Chittaway Road, Ourimbah
The Lakes	Slade Park	Budgewoi Road, Budgewoi
Terrigal	The Haven	Terrigal Drive, Terrigal
Warnervale	Woongarra Sports Facility	Hakone Road, Warnervale
Woy Woy	Woy Woy Oval	Oval Avenue, Woy Woy

# **RUGBY AUSTRALIA CODE OF CONDUCT**

## **CODE OF CONDUCT – FOR MATCH OFFICIALS**

- 4.1 The safety, health and welfare of players comes first. Be aware of, and always comply with, the Rugby AU Safety Policies and Guidelines.
- 4.2 Treat everyone equally regardless of gender or gender identity, sexual orientation, ethnicity, cultural or religious background, age or disability. Any form of bullying, harassment or discrimination has no place in Rugby.
- 4.3 Be impartial, consistent and courteous. Always set the example in the way you communicate with players, coaches, officials, parents or spectators.
- 4.4 Condemn any unsporting behaviour and promote respect for all Participants.
- 4.5 Actively discourage foul play and/or unsportsmanlike behaviour of players.
- 4.6 Maintain appropriate, professional relationships with players at all times.
- 4.7 Obtain and maintain all required match official accreditation/s and complete all training and education associated with such accreditation.
- 4.8 Maintain a thorough knowledge of the Laws of the Game and current match officiating methods and best practice.
- 4.9 Do not make any public comment that is critical of the performance of another match official, player, team official, coach or employee/officer/volunteer of any club or a Union; or on any matter that is, or is likely to be, the subject of an investigation or disciplinary process; or otherwise make any public comment that would likely be detrimental to the best interests, image and welfare of the Game, a team, a club, competition or a Union.
- 4.10 Use Social Media appropriately. By all means share your positive experiences of Rugby but do not use Social Media as a means to breach any of the above expectations and requirements of you as a match official.
- 4.11 Do not to encourage, promote or turn a blind eye to any fixing or attempt to achieve a contrived outcome in a match or any moment or aspect of a match. If you notice something, you must report it immediately.
- 4.12 Do not otherwise act in a way that may adversely affect or reflect on, or bring you, a team, a club, a Union or Rugby into disrepute or discredit. If you commit a criminal offence, this is likely to adversely reflect on you and Rugby.
- 4.13 You must assist in any investigation or disciplinary proceedings and ensure that no inaccurate and/or misleading information is provided by you during the course of an investigation or hearing under this Code or in relation to any other disciplinary proceedings.
- 4.14 You must disclose any incident, matter or set of circumstances (irrespective of when it occurred) that does, or has the potential to, render you an unfit or improper person to be a Participant in Australian Rugby. This includes any incident, matter or set of circumstances that could damage the game of Rugby or bring into question the integrity and good character of its Participants.

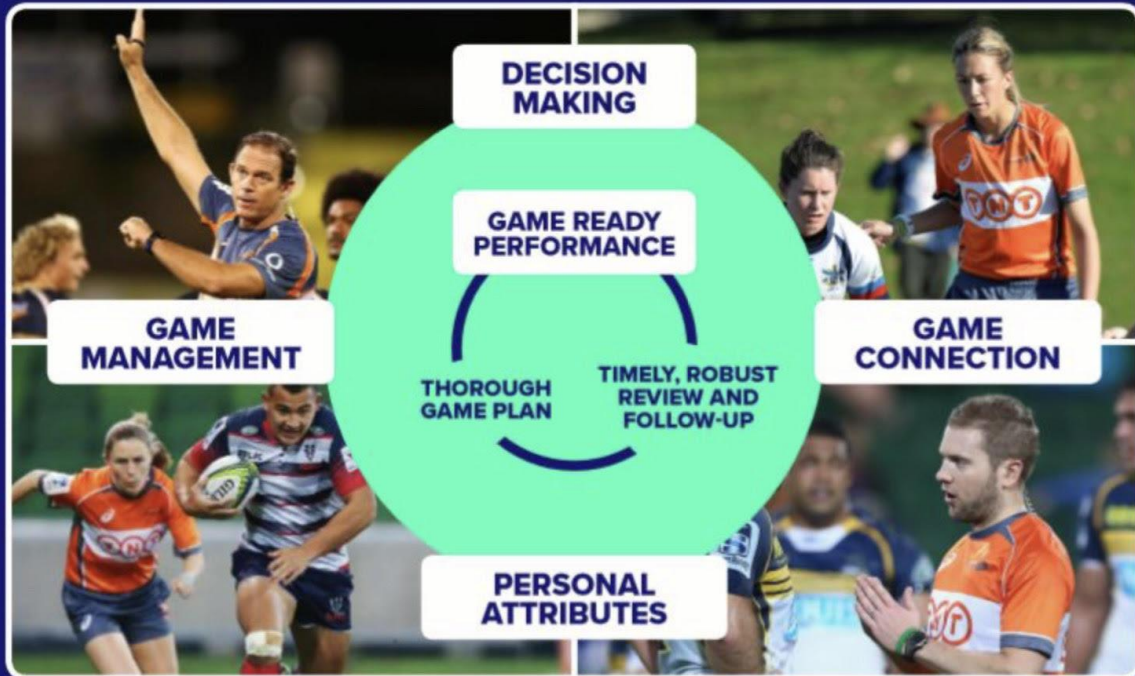
## REFEREEING WITH CCRURA – Finding Your Level To Referee

	<b>Refereeing Kids Rugby</b>	<b>Junior Referee</b>	<b>Senior Referee</b>	<b>Coach</b>
<b>Age</b>	13 years of age, no upper limit	Under 18 Referee Ready course 15 years of age	Minimum age 17 (must be with coach/mentor) Otherwise 18 or older.	18 years or older
<b>Validity</b>	6 yrs	4 years	4 years	4 years
<b>Minimum qualification</b>	Smart Rugby Refereeing Kids Rugby	Smart Rugby Level 1 Referee (Foundation Course)	Smart Rugby Level 1 Referee	Smart Rugby Level 1 Coach
<b>Officiate to</b>	AR all games – subject to appointment Referee to under 12	AR all games – subject to appointment Referee to age group up to 2 years younger than current age	No limit	No limit
<b>Qualification needed</b>	Smart Rugby Refereeing Kids Rugby	Smart Rugby Level 1 Referee AR Course	Smart Rugby Level 2 Referee AR course	Smart Rugby Level 2 Coach
<b>Affiliation fee</b>	\$20 first year, then fee relevant to age	\$50	\$100	\$100
<b>Cost of Course</b>	\$30 RKR; \$15ARKR	AR1 \$20	AR2 \$125 Level 2 \$110	Level 1 \$45
<b>Expectations</b>	Continue development, attain Level 1 Referee junior games up to under 12	Train Attend general meetings	Train Attend general meeting AR for games before or after their game eg P3 AR's for P2 Mentor new referees	Maintain qualifications Attend general meetings Mentor other coaches
<b>Gear/Equipment</b>	RKR T-shirt after officiating at 3 games	Shorts, socks, shirt, Ass'n polo shirt. Extra gear available for purchase.	Shorts, socks, shirt, Ass'n polo shirt. Extra gear available for purchase.	Ass'n shell jacket and polo shirt. Extra gear available for purchase.

# REFEREE PROFILE



## REFEREE PROFILE



### DECISION MAKING

- Tackle - clear release, tackler roll, players on feet
- Scrum - set up, stability, pushing straight
- Lineout to Maul - legal sack, transfer, obstruction, entry
- Space - pillars, set piece offside, kicks in general play
- Foul Play - applies appropriate sanctions

### GAME CONNECTION

- Understands game situations and adapts appropriately
- Credibility - earns respect through decision making
- Gets what matters - relevance vs technical
- Makes logical decisions in game context

### GAME MANAGEMENT

- On-field presence and body language
- Effective timing of interventions/trends (warnings, YC)
- Effective captain management (timing and clarity of messages)
- Does not compromise standards in pressure situations
- Strong and accurate in high impact moments

### PERSONAL ATTRIBUTES

- Physical preparation non-negotiable
- Game ready - match preparation non-negotiable
- Demonstrates team values (accountable, authentic, professional)
- Respects and is respected by game stakeholders
- OWN IT - drives own development
- Ability to perform in a range of environments

1.



### CROUCH

Front rowers should adopt a **CROUCH** position with their head and shoulders at or above the level of the hips, feet square, and knees bent sufficiently to make a simple forward movement into engagement. Players should keep their head straight, in order to maintain the normal and safe alignment of the cervical spine.

Once all front-rowers are crouched, there must be a non-verbal pause, during which time the referee should be checking that:

- the distance between opposing front rows should be close enough that players' heads are interlinked (approximately ear to ear)
- the height of the two packs is the same
- all players are balanced, and are set up straight (not at an angle)

2.



### BIND

The **BIND** call requires each prop to bind on the side or back of their opposing prop (not on the arm or shoulder). Props should grab onto the jersey, not just rest their hand in place.

Once all front-rowers are bound, there must be a non-verbal pause, during which time the referee should check that all players are balanced and stationary.

3.



### SET

On the **SET** call, and not before, the front rows should engage the opposition firmly with a short horizontal movement and the props should draw with their outside binds. In this position, all players must be able to maintain body shape and pressure on the opposition scrum.

4.

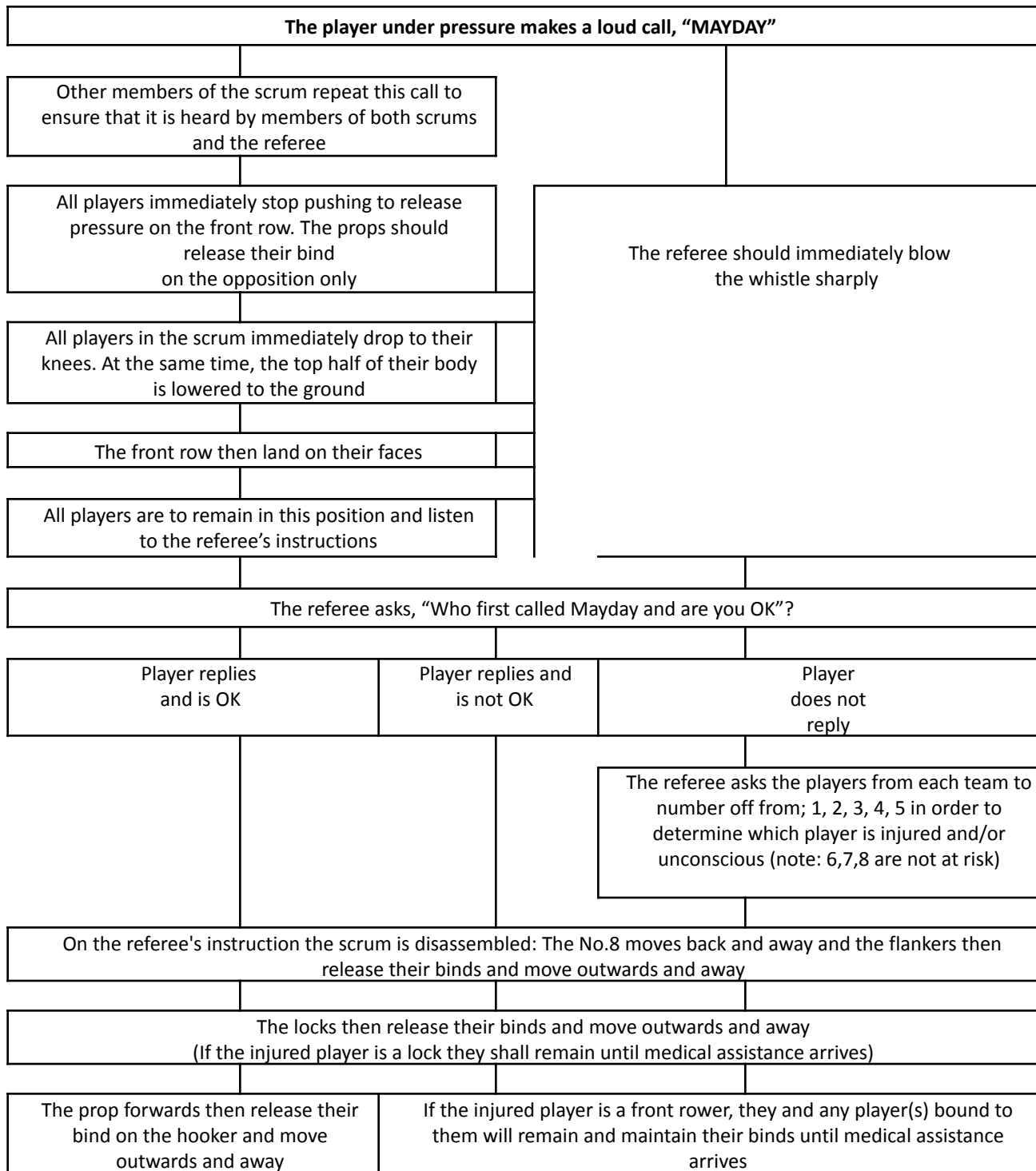
### FEED

The scrum must be stationary and stable before the feed – no hit and chase off the mark allowed (FK). There will be **NO SIGNAL** from the referee to the scrum-half to feed the ball. There must be no delay of feed from the scrum-half once the ball has been presented (FK). One player from the team who put the ball in must strike for the ball (FK).

# MAYDAY CALL AND PROCEDURE FLOWCHART

**PLAYER ACTIONS**

**REFEREE ACTIONS**



## LAW SUMMARY FOR U6 TO U12

	U6	u7	U8	U9 U10	U11	U12
Player Numbers	7		7	10	12	15
Playing Area	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m	Full field L:100m, W:70m
Playing Time	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins	2 x 25mins
Ball size	Size 2		Size 3		Size 4	Size 4
Conversions	No		Optional In front, 10m back		Yes Not past 15m-line	Yes Not past 15m-line
Kick-off	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop	Drop
Restart after score	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team	Kick-off by non-scoring team
Kicking	No		No		Yes	Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes	Yes
Lineout	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting	7 players Contested No lifting
Lineout receiver		Must pass	Must pass		All options	All options
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push	8 players Contested 1m push
Scrum half		Must pass	Must pass		All options #8 moves illegal	All options
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out	Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back	All options Opp 10m back



## COMMON PATHWAY LAWS FOR U6 TO U12

Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.		
Scrum	Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. Defending scrum-half can't go past midline and cannot leave scrum.		
Scoring	No Drop Goals. No Penalty Goals.	Tackle	Slinging tackles, fending to the head and squeeze ball illegal.
Lineout	No Quick Throw-ins. No variation in numbers allowed. Must have a lineout receiver.	Foul Play	Yellow card = 5 minutes. A player given a Yellow card or Red card may be replaced.

## LAW SUMMARY FOR UNDER 10s TO UNDER 12s

	Under 10s	Under 11s	Under 12s
Playing Numbers	12	12	15
Playing area	full field less 10m wide	full field less 10m wide	full field
Playing time	2 x 20 mins no injury time	2 x 20 mins no injury time	2 x 25 mins no injury time
Ball Size	Size 4	Size 4	Size 4
Conversions	Yes. Not past 15m line. Players cannot charge at conversion	Yes. Not past 15m line. Players cannot charge at conversion	Yes. Not past 15m line. Players cannot charge at conversion
Kick off	Drop kick. Rekick if wrong kick, not 10m, goes dead etc, If 2nd kick off wrong. - scrum	Drop kick. Rekick if wrong kick, not 10m, goes dead etc, If 2nd kick off wrong. - scrum	Drop Kick. No 2nd chances
Restart after score	Kick off by non scoring team	Kick off by non scoring team	Kick off by non scoring team
Kicking	yes	yes	yes
Tackling	yes	yes	yes
Illegal tackles	Slingshot tackles Fending to the head Squeeze ball	Slingshot tackles Fending to the head Squeeze ball	Slingshot tackles Fending to the head Squeeze ball
Illegal tackles	Any tackle above armpits No arm tackles No advantage to be played unless try to be scored	Any tackle above armpits No arm tackles No advantage to be played unless try to be scored	Any tackle above armpits No arm tackles No advantage to be played unless try to be scored
Lineout	5 Players. Contested. No Lifting. No quick throw ins. No variations in numbers allowed. Must have a receiver. If set up not right or throw not straight, re set same side to throw ball in. 2nd time scrum opposition feed.	5 Players. Contested. No Lifting. No quick throw ins. No variations in numbers allowed. Must have a receiver. If set up not right or throw not straight, re set same side to throw ball in. 2nd time scrum opposition feed.	7 Players. Contested. No Lifting. No quick throw ins. No variations in numbers allowed. Must have a receiver. If set up not right, re set same side to throw ball in. No 2nd chance if ball not in straight etc
Lineout receiver	All options	All options	All options
Scrum	6 Players Contested 1 metre push Defending scrum half can't go past the midline & cannot leave the scrum	6 Players Contested 1 metre push Defending scrum half can't go past the midline & cannot leave the scrum	8 Players Contested 1 metre push Defending scrum half can't go past the midline & cannot leave the scrum
Scrum Moves	Number 8 moves illegal	Number 8 moves illegal	All options

	Under 10	Under 11	Under12
Playing Numbers	12	12	15
Uncontested Scrums	Numbers must be equal. No push in scrum. Team that feeds must win ball.	Numbers must be equal. No push in scrum Team that feeds must win ball.	Numbers must be equal. No push in scrum Team that feeds must win ball
Repack Scrums if	Scrum Collapses. Front rows are lifted. Scrum goes 45° No Advantage to be played. Safety to be top priority.	Scrum Collapses. Front rows are lifted. Scrum goes 45° No Advantage to be played. Safety to be top priority.	Scrum Collapses. Front rows are lifted. Scrum goes 45° No Advantage to be played. Safety to be top priority.
When is the lineout or scrum over?	Ball out	Ball out	Ball out
Penalty Kicks & Free kicks	Opposition 10 metres back No Flying wedge or Calvary charge. No penalty Goals No drop goals	Opposition 10 metres back No Flying wedge or Calvary charge. No penalty Goals No drop goals	Opposition 10 metres back No Flying wedge or Calvary charge. No penalty Goals No drop goals
Scoring	No Drop goals. No Penalty Goals.	No Drop goals. No Penalty Goals.	No Drop goals. No Penalty Goal.
Foul Play	Yellow card = 5 minutes A player given a Yellow card or a Red card may be replaced	Yellow card = 5 minutes A player given a Yellow card or a Red card may be replaced	Yellow card = 5 minutes A player given a Yellow card or a Red card may be replaced
Injured Player	An injured player may not return to the field under any circumstances	An injured player may not return to the field under any circumstances	An injured player may not return to the field under any circumstances
Safety of Players	Safety of all players is to be number 1 priority of all referees especially at Scrums. No advantage to be played	Safety of all players is to be number 1 Priority of all referees especially at Scrums No advantage to be played	Safety of all players is to be number 1 Priority of all referees especially at Scrums. No advantage to be played

## LAW SUMMARY FOR UNDER 13s TO UNDER 18s

	U13	U14	U15	U16	U17
Player Numbers	15	15	15	15	15
Playing Area	Full Field	Full Field	Full Field	Full Field	Full Field
Playing Time	2 x 25 mins	2 x 25 mins	2 x 25 mins	2 x 30mins	2 x 30mins
Ball Size	Full Size	Full Size	Full Size	Full Size	Full Size
Conversions	Yes	Yes	Yes	Yes	Yes
Kick Off	Drop Kick	Drop Kick	Drop Kick	Drop Kick	Drop Kick
Restart after score	kick off by non scoring team	kick off by non scoring team	kick off by non scoring team	kick off by non scoring team	kick off by non scoring team
Lineout	U 19 Law - no lifting or supporting below the shorts	U 19 Law - no lifting or supporting below the shorts	U 19 Law - no lifting or supporting below the shorts	Senior law - can lift on legs	Senior law - can lift on legs
Lineout receiver	All Options	All Options	All Options	All Options	All Options
Scrum	8 Players Contested 1.5m Push Sanction - Free Kick	8 Players Contested 1.5m Push Sanction - Free Kick	8 Players Contested 1.5m Push Sanction - Free Kick	8 Players Contested 1.5m Push Sanction - Free Kick	8 Players Contested 1.5m Push Sanction - Free Kick
Scrum Binding	Binding between the legs of either prop is illegal Sanction Pen Kick	Binding between the legs of either prop is illegal Sanction Pen Kick	Binding between the legs of either prop is illegal Sanction Pen Kick	Crutch binding by locks on Props is Legal	Crutch binding by locks on Props is Legal
Uncontested Scrums	No 8 can pick up ball No free kick option	No 8 can pick up ball No free kick option	No 8 can pick up ball No free kick option	No 8 can pick up ball No free kick option	No 8 can pick up ball No free kick option
Scrum half	Non feeding half back may not stand in the space between the flanker & Number 8	Non feeding half back may not stand in the space between the flanker & Number 8	Non feeding half back may not stand in the space between the flanker & Number 8	Non feeding half back may not stand in the space between the flanker & Number 8	Non feeding half back may not stand in the space between the flanker & Number 8
Yellow Card	Sanction 10 minutes of playing time no replacement	Sanction 10 minutes of playing time no replacement	Sanction 10 minutes of playing time no replacement	Sanction 10 minutes of playing time no replacement	Sanction 10 minutes of playing time no replacement

	U13	U14	U15	U16	U17
Red Card	Sanction Sent Off No Replacement	Sanction Sent Off No Replacement	Sanction Sent Off No Replacement	Sanction Sent Off No Replacement	Sanction Sent Off No Replacement
Red Card	Player who Punch or stamp other players	Player who Punch or stamp other players	Player who Punch or stamp other players	Player who Punch or stamp other players	Player who Punch or stamp other players
Injured Player	an injured player may not return to the field under any circumstances	an injured player may not return to the field under any circumstances	an injured player may not return to the field under any circumstances	an injured player may not return to the field under any circumstances	an injured player may not return to the field under any circumstances
Injured Player Blood Bin	Blood Bin 15 mins actual time Can be Replaced	Blood Bin 15 mins actual time Can be Replaced	Blood Bin 15 mins actual time Can be Replaced	Blood Bin 15 mins actual time Can be Replaced	Blood Bin 15 mins actual time Can be Replaced