



AIM OF THE INFORMATION PROVIDED AT THE CLUB FORUMS

1. Give an understanding of what is expected in your role of Coach/Manager.
2. Give some tips on getting the best out of your players (positive reinforcement).
3. Clarify expectations of the BJR U for Coaches and Managers.
4. Overview of a number of the rules, laws, policies and procedures, that are new this year or have been misinterpreted or misunderstood in the past.

BJRU OBJECTIVE FOR JUNIOR RUGBY

ENJOYMENT

&

DEVELOPMENT

(Developing a lifelong enjoyment of Rugby)

DEVELOPMENT

Parents entrust their children to us to participate in a sport that will develop a wide range of skills; not just Rugby – but social skills, such as being part of a team, sportsmanship, conforming to community standards to name a few.

FEEDBACK IS IMPORTANT:

Positive & Constructive

**** FACETS THAT MAY AFFECT PLAYER EXPERIENCE ****

Coach's/Parent's expectations versus Age

Always remember that age group you are dealing with and what are the expected outcomes, eg:

U6 Catch, Pass (hand off really), run & tag

U7 As above, correcting techniques, form a defensive line, understanding of the facets of Walla.

U8 As per previous. Basic Scrum & Lineout, TACKLE, Pick Up & Drive, Mauling opposition ball, defence at all times, Kick – Off, for Line, Conversion. Attack is natural at this age if they are able to form a defensive line.

U9 All the above to a reasonable high standard, push communication on the field especially in defence, Maul own ball. Attack should still be natural – let them work it out; basic pointers only.

U10 All the above. Contested Scrum & Lineout, positional play and attack.

Each age group – more emphasis on fitness, discipline and the teams goals continuing from U12.

Each year more emphasis should be placed on these facets.

Balancing Goals and Fun

Don't push them too hard. Put some fun into each training session (the days of the 2 mile "fitness" run are long gone).

Recognise achievements, for example U6 carrying the ball in two hands; U7 a number of passes that result in a try;

U8 long pass, never giving up the chase, correct tackling technique; And so on.....

Yelling

Yelling at children achieves nothing of any lasting effect. It distracts their train of thought and is not acceptable. This includes yelling from the sideline. From a development point of view, the players will not develop their own skills of reading the game and taking opportunities, but will continually look for direction from you for fear of further "trouble".

Furthermore, it is not acceptable behaviour, of a coach, manager or parent and should not be tolerated.

Feedback

Above all end training or the game with feedback: both Positive & Constructive – not negative and ALWAYS end on a positive note. No matter how you may have considered them to have played – there would have been positives for the team and each player throughout the game.

REMEMBER – in all age groups you should be encouraging communication and the ability to think.

Advice / Ideas

Quite often advice / ideas are exchanged between coaches/managers/parents, with the end result being the broadening your knowledge of all aspects of Junior Rugby.

We would encourage this exchange. However, it is important that you evaluate the applicability of this exchange to ensure it is appropriate to apply at that time.

**** CHAIN OF COMMAND ****

The aim of the Chain of Command is to:

- Ensure that matters are directed in the first instance to the most appropriate person; and
- That it is resolved at the lowest level possible

Resolving the Problem

Most problems that arise fall into two categories:

- Lack of Organization - such things as field set up, lack of officials. These can be resolved by bringing the matter to the attention of the Opposition Manager / Coach, or to Hosting Club Officials. Provide advice and / or assistance, help set up and in the case of Officials, i.e. Referee or Touch Judge provide one if you are able to, even Medical.
- Honest Mistakes / Lack of Knowledge - similar to above and if brought to their attention it is normally corrected immediately.
- Avoid Confrontation

Don't be accusatory when approaching others, reconcile the matter calmly and if this is not possible then follow the diagram. Do not get into arguments.

Always Remember

- Almost all persons involved in Junior Rugby are volunteers and the rugby community needs them involved, not sitting on the sideline because someone has soured the experience.
- We are there for the Players' (of both Teams) enjoyment and development, not your or your supporters perceived interpretations or goals.

Competition Rules / Laws Of The Game / Club Procedures

Reference should always be made to the Competition Rules, appropriate Laws of the Game and any Club Procedures before proceeding with any complaint.

Passage of Information / Recording

As the procedure below is followed, ensure that:

- a. All are kept informed and that outcomes are communicated to all concerned; and
- b. A record is kept for future information, i.e. re-occurrence of problem with same team.

Following is a diagram showing the Recommended Procedures to be followed for Enquiries and Complaints.

Playing Times & Ball Sizes

Date	Age	Start Time	Each Half	Half Time	Ball Size
FRIDAY	GIRLS	7:30pm	25/30 minutes	5 minutes	5
SATURDAY	Under 6	08:30am	15 minutes	5 minutes	2
	Under 7	09:10am	15 minutes	5 minutes	2
		09:50am	Reset Fields		
	Under 8	10:00am	20 minutes	5 minutes	3
	Under 9	10:50am	20 minutes	5 minutes	3
SUNDAY	Under 10	08:30am	20 minutes	5 minutes	4
	Under 11	09:20am	20 minutes	5 minutes	4
		10:10am	Reset Fields		
	Under 12	10:20am	25 minutes	5 minutes	5
	Under 13	11:20am	25 minutes	5 minutes	5
	Under 14	12:20pm	25 minutes	5 minutes	5
	Under 15	01:20pm	25 minutes	5 minutes	5
	Under 16	02:20pm	30 minutes	5 minutes	5
	Under 17	03:30pm	30 minutes	5 minutes	5

ELV'S Implementation in 2009 Brisbane Junior Rugby Union Competition

- Assistant referee able to assist Referee in any way which the referee requires
- The corner posts are no longer considered to be in touch in-goal except when the ball is grounded against the post.
- If a team puts the ball back into their own 22 and the ball is subsequently kicked directly into touch there is no gain in ground.
- A quick line-out throw may be thrown in straight or towards the throwing team's goal line.
- There is no restriction on the number of players who can participate in the Lineout from either side (U12 up).
- The receiver at the Lineout must be 2 metres back away from the Lineout.
- The player who is in opposition to the player throwing the ball in the Lineout may stand in the area between the 5 metre line and touch line but must be two metres away from the Lineout.
- Lineout players may pre-grip a jumper before the ball is thrown in (U13 up).
- The lifting of the Lineout jumpers is permitted (U13 up).
- If the ball becomes unplayable at the Tackle or Ruck the team not in possession is awarded a free kick.
- There are two penalty kicks awarded at the Tackle and Ruck – Offside and Foul Play.
- In maul, reference removed to heads and shoulders not to be lower than hips.
- If the ball becomes unplayable at the Maul a free kick is awarded to the team not in possession.
- Introduction of an offside line five metres behind the hindmost feet of the scrum.

SIN BIN

Rule Change from 2008 (Rule 6.9)

6.9.1

(a) Under 6 – Under 11 - Time is Five (5) Minutes

In Under 6 – Under 11 matches the maximum period of a temporary suspension shall not exceed five (5) minutes in any circumstances and time is to be accounted from when the player leaves the playing area and does not include injury time when it is being applied. Period of temporary suspension includes halftime break.

(b) Under 12 – U17 - Time is Ten (10) Minutes

In Under 19 matches the maximum period of a temporary suspension shall not exceed ten (10) minutes in any circumstances and time is to be accounted from when the player leaves the playing area. Suspension time does not include injury time and does not include half time break. The player may attend the half time talk, however, he must return to the prescribed Temporary Suspended Player Area after half time to complete the period of temporary suspension. (Australian Under 19 Law Variations Law 10 Foul Play)

6.9.2 (a) Under 6 – U11 – Player is Replaced

For the duration of each temporary suspension, the player shall be replaced (Australian Under 19 Law Variations Law 10 Foul Play), providing there are replacements available.

(b) Under 12 – U17 – Player is NOT Replaced

For the duration of each temporary suspension, the player will not be replaced (Australian Under 19 Law Variations Law 10 Foul Play).

6.9.3 (a) Under 6 – U11 – Place Served & Return to Play

A player sent off as a temporary suspension, shall remain with his team coach or manager and shall not enter the playing area until the time has expired. The player is then to report to the Touch Judge and at the next break in play the Touch Judge is to inform the Referee, who will then direct when the player can re-join play.

(b) Under 12 – U17 – Place Served & Return to Play

A player sent off as a temporary suspension, shall sit in the prescribed Temporary Suspended Player Area. This area is to be located at the half way line, just inside the players' enclosure, between the co-located managers. The player is then to report to the Touch Judge and at the next break in play the Touch Judge is to inform the Referee, who will then direct when the player can re-join play.

SEND OFFS

Rule Change from 2008 (Rule 6.10)

6.10 PLAYER ORDERED OFF FOR MISCONDUCT

(a) Under 6 – U11

Any player ordered off shall be replaced. (Australian Under 19 Law Variations Law 10 Foul Play), providing there are replacements available

(b) Under 12 – U17

Any player ordered off WILL NOT be replaced. (Australian Under 19 Law Variations Law 10 Foul Play).

POST MATCH PROCEDURE AFTER SEND OFFS

Coach & Manager

BEFORE leaving location of game speak to the player & parents and after reading this summary discern course of action to be taken. The Manager or the Coach of any team that has a player ordered from the field by a referee must report the incident to the Club by 6:00pm on Sunday of the weekend in which the incident occurred, or if a weekday by 10:00am the following day.

Club President

Or a member of the Club Committee must advise the BJRU Secretary by 12:00 noon, the following Monday, or day in the case of a weekday, that a player has been sent from the field, including, the name of the player, age group and name of the teams in the match.

Start preparing any submissions if necessary, and on receiving a copy of the report from the BJRU Secretary decide on final course of action. The sooner you notify the BJRU Secretary what option you are taking the quicker the matter can be expedited.

Report Submitted

Referee to submit Referees Report by Monday 12 Noon or the day following the match (for mid week games) a report in writing to the Union Secretary/Administrator on the approved form of any player or players ordered off the field of play for any reason or any misconduct.

Represent the Player

All notifications to the player will be via the Club and it is the Club's responsibility to advise the player, convey the player's options to the secretary and ensure that a Club Representative attends any subsequent Judiciary, including Appeals.

Automatic Suspension

There is an automatic one (1) week suspension for any player sent from the field by a referee. This may be increased or amended at the discretion of the Judicial Committee.

Suspended

Every person reported shall be deemed suspended from all activities of the Junior Union from the time of the alleged offence until the Judicial Committee considers the report. This includes where a player cannot be contacted.

BJRU Judiciary (sits)

Shall meet, when required, each Tuesday at 6.15pm, at the place notified by the BJRU Secretary or as a Committee meeting acting on the Secretaries behalf.

****** LAW CLARIFICATION ******

PLAYER NUMBERS

As per the Junior Player Pathway Laws:

Walla – 7 a side. If a match starts with fewer than 7 players per team, or during the match the numbers falls to less than 7 players in one team then the opposition team must play with equal numbers.

Mini – 10 a side. If a match starts with fewer than 10 players per team, or during the match the numbers falls to less than 10 players in one team then the opposition team must play with equal numbers.

Midi – 12 a side. If a match starts with fewer than 12 players per team, or during the match the numbers falls to less than 12 players in one team then the opposition team must play with equal numbers.

U12 - U17 – 15 a side. Numbers do not have to match except in the scrum

ENJOYMENT / DEVELOPMENT / PARTICIPATION

****** RULE CLARIFICATION ******

CONDITION OF ENTRY IN COMPETITION (Rule 4.3)

As a condition of entry into the competition:

- i. Clubs are to appoint a Manager for each team and ensure that the Coach is accredited in accordance with Annex K or undergoing the accreditation process, and
- ii. A Team must accept the obligation to ensure that one (1) accredited Touch Judge (where required) is available for all Club matches played by that team.

TEAM LISTS (Rule 4.4 (i))

4.4 TEAM LISTS

Team Lists nominate players to a particular Team at the beginning of each competition and are used for eligibility purposes. The criteria for submitting Team Lists are:

Team List Forms (Format at Annex B) are to be submitted by the advertised date for each competition and must list contact and accreditation information for the coach/s and manager, sports trainer/s (if any medical qualifications are held) and touch judge/s, followed by in Last Name alphabetical order, all registered Club players nominated for that team, in that age group, and provide all other information requested by the Committee on the form.

Penalties Breach of Rule 4.1, 4.2 & 4.4

A breach of any of these rules shall result in the team nomination being withdrawn. The MC may accept a further nomination if it is satisfied that the Team and / or Club, has complied with the Rules

CODE OF CONDUCT

Setting An Example – Bad language, abusing Referees, Touch Judge's etc, yelling is not acceptable – your players are young and impressionable. How you behave and what you allow your parents and players to do is a direct reflection on you, your team, your club and junior rugby.

In undertaking a coaching or manager role you are required to sign the BJRU Coaches and Team Officials Agreement form every year. Part of this agreement is that you have read and will abide by the Code of Conduct.

The BJRU will not condone any form of racial vilification and sanctions for not abiding by this rule will be harsh.

PLAYING OVER AGE / UNDER AGE / UNREGISTERED PLAYERS

DON'T DO IT! There are consequences – including potential litigation and insurance liability.

Age Determination (Rule 4.6.2) The age they turn this year – 1st Jan – 31 Dec.

eg: If a player turns 7 on 31 December 2008 – they are an Under 7. They are NOT an Under 6. They cannot play down an age group.

Players must have turned 5 years of age before taking the playing field regardless of the 2 year window.

There are NO EXEMPTIONS.

TWO YEAR AGE WINDOW (Rule 4.6.3)

In all under 19 competitions players are restricted to an age restriction of not more than two years.

This means that a player can ONLY play against players who are NOT MORE THAN 1 year older than they are.

Eg. The player who turns 7 on the 31 Dec 2008 is an Under 7 however, he can play in the Under 8 competition BUT NOT Under 9 or higher.

THERE IS NO EXCEPTION TO THE 2 YEAR WINDOW

FEMALES PLAYING IN MIXED TEAMS (Rule 4.7)

It is an ARU Directive that due to safety reasons, the boys and girls must not play together after the age of 12 years. This means girls can rugby in mixed rugby teams up to and including the Under 12 s.

Females cannot play in the boys teams from Under 13. there now is an U14, U16 and U18 girls competition for 2009.

PENALTIES FOR BREACH:

Breach of Rule 4.5 to 4.7

- (i) Any breach of these rules, by any official, team or player, may result in penalties, including financial, being imposed by the Committee. The minimum penalty that shall apply is: The offending team shall lose (forfeit) the match and in addition be penalised a further four (4) competition points for each match. Example – if the team had been accredited with a win for the***

match, this would mean a loss of eight (8) competition Points, (four (4) competition points as the match was declared a forfeit and Additional penalty of four (4) competition points).

- (ii) *the other, non offending team will be awarded competition points for the match with a 0-0 score or actual match score, whichever is better for the non-offending team.*

CURRENCY OF REGISTRATION (Rule 5.2)

BEFORE a player takes the field, they MUST have completed and have a parent/guardian SIGN the ARU/Buddha REGISTRATION form AND provide proof of age (*if they are a new player*) and the Club satisfied that the player is not currently registered with another team/Club and are eligible to play.

Once a player has played or been shown as available on a Team sheet for 3 matches for U6 – 15 or 2 matches for U16 & 17, or they play on the Representative Selection Day, they remain current for that season and are NOT to be removed from the Clubs Team List or the BJRU designated database, unless they have transferred to another Club or Union.

Rule Change from 2008 (Rule 5.2.3)

Once a player has played or been shown as available on a Team Sheet for three (3) matches (for Under 16 and 17s two (2) matches), or they play on Representative Selection Day (including Under 12 Skills Development selection day), they remain current for that season and are not to be removed from a Clubs Team List, or the BJRU designated database, unless they have transferred to another Club or Union.

PLAYING PLAYERS UP & DOWN (Rule 5.9)

This refers to playing a player up a division within an age group or playing a player up an age group as a reserve or for a team that is short of players for that week....

1. PLAYING A PLAYER UP – A player who is registered in a lower division team in the same age group or is registered in a team one year younger than the team they wish to fill in for CAN PLAY UP.

HOWEVER, once the player plays 50% of their games up (even as reserve on the team sheet) they are deemed to be in the higher division or age team and cannot play down in their original team again. (Rule 7.6.3)

REMEMBER THAT THE TWO YEAR WINDOW STILL APPLIES

2. PLAYING A PLAYER DOWN (across Divisions not age groups) (Rule 5.9). This can only be done with written permission of the Club President and only after consultation with and approval of the BJRU Competition Manager.

THIS IS NOT TO BE USED TO GAIN AN UNFAIR ADVANTAGE OVER ANOTHER TEAM

FORFEITS (Rule 6.4)

6.4.1 Time

Any team that is not in a position to commence a match at the allocated venue within twenty (20) minutes of the prescribed commencement time will automatically forfeit the match.

6.4.2 Minimum Numbers Before The Match

A team will claim a forfeit where the opposition team does not have the minimum numbers to commence a match. In such cases – teams should be balanced in numbers and the match proceeds without recording the score. Minimum number where a forfeit is claimed are less than:

Under 6 – 7	5 players;
Under 8 & 9	7 players;
Under 10 & 11	9 players; and
Under 12 – 17	12 players.

6.4.3 Minimum Numbers After A Match Has Commenced

For Under 12 upwards, if numbers fall below the minimum numbers to play AFTER the match has commenced, the match may proceed, however if disparity is so great that safety of the players is a concern, the Coach of the team with the lesser numbers should do the following:

- Have the Referee STOP the match; and
- FORFEIT to the opposition; and

In conjunction with the other coach, even up the numbers and give the players a game.

6.4.4 Finals

For any final, semi final or Grand Final. If a team is not ready to take the field by the scheduled start time as notified by the competition manager that team shall forfeit the match and the non offending team will be declared the winner.

STARTING ON TIME

Managers need to ensure that the coach has the team waiting to go on at the appointed time. This means checking with the Field Marshall that the game prior should finish on time.

Any delays and the referee is obligated if there is a game following to shorten the game and no spare field. Eg if play starts 10 mins late in an U11 game, playing times will be reduced to 15 minutes each way.

If injury delays a game, it is worthwhile setting up another field if available. Opposition should assist so that time is not lost and players get the maximum playing time.

CO-LOCATION OF MANAGERS AND RESERVES

Both Team Managers and reserves MUST be co-located on the same side of the field whilst the match is in progress, preferably near the medical. The managers are to be close enough that they can without delay consult each other when necessary. The Coach and other Team Management are not restricted on their location, except when one of them is performing the role of the Manager or during finals.

****** TEAM RESPONSIBILITIES ******

IDENTIFICATION OF TEAM OFFICIAL (TO)

- At all matches one of the team management is at all times to wear the unions approved Arm band or vest – Red with TO (Team official) marked in yellow. The Team official is the contact to which all officials can go to with any problems/ questions in relation to their team, including the enforcement of the Code of Conduct. This role is normally filled by the team manager.

COACHES

- Coaches must hold the required coaching accreditation for their age group; and
- Read and sign the Coaches and Team Management Agreement form (Annex E in competition rules) each season before they commence coaching.

MANAGERS

- Read and sign the Coaches and Team Management Agreement form each season before they take up the position as a team manager;
- Be conversant with the competition rules.

COACHES & MANAGERS – REFEREE etc

- Coaches and managers must not referee their own team without prior approval of opposition coach. Preference would be for the another person at the ground to referee (if accredited) but if agreement is not reached and there is no alternate referee, the teams are to appoint a referee for each half and record it on the team sheet.

SPORTS TRAINER / TRAINER

- Coaches CAN NOT act as sports trainers for their team. Managers ARE NOT TO ACT as sport trainers for their teams except in exceptional circumstances where no other person is available.
- Where a nominated team management member is required to fulfil this role, whilst fulfilling that role, no coaching or technical instruction can take place.

****** REFEREE MATTERS ******

TOUCH JUDGES

- Clubs are required to appoint a touch judge for every match played (except finals) and must be accredited for U8 and older age games.
- Coaches CAN NOT act as touch judge for their team. Managers ARE NOT TO ACT as touch judge for their teams except in exceptional circumstances where no other person is available. The opposition must first be asked if they can provide a non-team management person to fill this role before a manager can take on this task.
- Where a nominated team management member is required to fulfil this role, whilst fulfilling that role, no coaching or technical instruction can take place.

- Every accredited Touch Judge must be distinguishable as a Touch Judge by wearing either a sky blue TJ vest or a QRRA referees or TJ vest. They shall be equipped with a flag and be appropriately dressed including suitable footwear.
- All Touch Judges shall report to the referee prior to the start of the match, stating whether they are accredited or not and ask the referee if he/she has any special requirements of them.

WHO IS ALLOWED INSIDE THE BARRIER (Rule 6.7.6)

Entry into the playing enclosure must be restricted by a fence, barricade or rope, a minimum of five (5) metres from the playing perimeter; this includes the dead ball line.

Persons authorised to enter the playing enclosure for all age groups are:

- (i) The Club Official
- (ii) Field Marshall
- (iii) Medical Person/s
- (iv) Teams x 2, Reserve Players behind the barrier
- (v) Referee
- (vi) Fourth Referee (if appointed)
- (vii) Touch Judges x 2

NOTE: NONE OF THE ABOVE PERSONS ARE TO BARRACK OR COACH FROM INSIDE THE BARRIER.

RESTRICTIONS FOR COACHES, MANAGERS & SPORTS TRAINERS TO ENTER PLAYING ENCLOSURE (Rule 6.7.7)

Restrictions on Coaches and Sports Trainer/s to enter the enclosure are outlined below:

- (i) Under 6, 7:
 - a. Coach: On the field
 - b. Manager: Behind the barrier
 - c. Sports Trainer x 1: Seated or kneeling just inside the barrier.
- (ii) Under 8 & 9:
 - a. Coach: On the field for 7 matches scheduled by the committee, otherwise behind the barrier
 - b. Manager: Behind the barrier
 - c. Sports Trainer x 2: Seated or kneeling just inside the barrier.
- (iii) Under 10 & Older:
 - a. Coach: Behind the barrier
 - b. Manager: Behind the barrier
 - c. Sports Trainer x 2: Seated or kneeling just inside the barrier.

Coaches (except as shown previously), Managers, Team Officials & Trainers:

May only be permitted to enter the playing field upon the invitation of the Referee except at half time when the coach, manager and team official may enter. Where the nominated Coach or Manager is required to fulfil one of the authorised persons to enter the playing field roles eg referee or Touch judge, whilst fulfilling that role, no coaching or technical instruction can take place.

Sports Trainer/s:

Is a person or persons from each team who is or are responsible for attending to a player who may appear injured, and who provides water to the players. They are not to coach from inside the barrier.

UNCONTESTED SCRUMS (Rule 6.8.4)

Coaches are to convey to the opposition as soon as they know they are going uncontested.

DO NOT use uncontested scrums to gain an unfair advantage, it is unethical, teaches the players incorrect standards and if you are caught the penalties will be severe.

If a player can be replaced in a scrum, you as coach have a responsibility to do so as soon as possible.

Rule Change from 2008 (Rule 6.8.4)

The period/s of play during which uncontested scrums occurred must be noted on the teams' score sheet and be signed by the referee. The reason and team that called uncontested scrums are also be noted on team sheet.

POSTPONED MATCHES, WET WEATHER PROCEDURES & ABANDONED MATCHES (Rule 6.3)

All information relating to wet weather procedures, postponed and abandoned matches can be found in section 6.3 of the BJRU Competition Rules.

Wet Weather procedures can also be found on the web site – www.bjru.com.au

GRADING (Rules 6.1.3 & 6.1.4)

BJRU Competition grading rounds ARE NOT to be used for clubs to grade their teams.

The grading rounds determine the divisions each team will play in for the year. Chopping and changing teams and pulling players to gain placement in a lower division to help ensure a “premiership” is NOT in the spirit of the game.

Let the Competition Manager know via the Team Sheet if your team differs in any way from what it will be for the competition eg missing key players, weaker due to player loss, awaiting players return from summer sport, injury etc.

SPORTS TRAINER AND MEDIC PROCEDURE (Rule 13.8)

As per the BJRU competition rules, each home club is to appoint a suitably qualified medic to each full sized field being used. The appointed medic is to be clearly visible and identifiable in the green/yellow medics vests or Sports Med shirt.

Sports trainers appointed by teams who hold as a minimum a current senior first aid certificate or its equivalent can run as medical for their teams. They must be clearly identified by wearing the sports trainers vest. However, the procedure is as follows:

1. Prior to the commencement of the game, the sports trainer must notify the home clubs appointed medic that they will attend their teams injuries for that game AND will call for assistance if required.
2. A sports trainer or medic is to enter the field of play to attend an injured player when it is safe to do so and at an entry point that does not interfere with the run of play.
3. During the course of the game, if more than one player becomes injured at the same time, the home club appointed medic will attend to one of the players. This places the decision regarding injury into the medics' hands.
4. Where assistance has been called for, by the sports trainer, the higher medically qualified person makes the call on the player treatment. If this means that the player is called injured, this CANNOT BE OVERRULED BY THE TEAM MANAGEMENT and/or REFEREES.
5. Parents are NOT TO ENTER the field of play for an injury unless invited by the referee (who should check with the medical attendees prior to making this call).
6. Sports Trainers who DO NOT HAVE MEDICAL QUALIFICATIONS ARE NOT TO ATTEND AND TREAT INJURED PLAYERS. They are to call for medical assistance immediately.
7. The QRRA referees have been advised of the following:

If possible, all referees should advise medical attendants / team runners / team management (depending on availability of those personnel at any particular game) prior to the game of the situation to apply in the event of an injury to a player.

If they (*medics/sports trainers*) note that a player is down with an apparent injury, they should immediately go to the player to assess the injury - they should not wait to get the permission of the referee to enter the field of play.

If the injury appears to be serious or play is continuing in reasonably close proximity to the injured player, they (*medics/sports trainers*) should then get the attention of the referee to stop the play so that the injury can be dealt with. All referees should be aware that the safety of the injured player is paramount in these circumstances (particularly in comparison to game continuity).

The referee should act in such a manner that the trainer or medical attendant is enabled to carry out their role safely and efficiently. The referee should not offer medical advice under any circumstances, but simply facilitate the treatment of the injured player.

REPLACEMENTS (Rule 6.8.1)

The number of replacements at any one break in play are restricted to:

- (i) One player only from each of the following:
 - a. Front Row
 - b. Locks
 - c. Loose Forwards (includes No 8); and
 - d. Any two backs
- (ii) This means the maximum numbers of players that can be changed at any one break in play including half time per age group are:
 - a. Under 6 to 7 – three (3) players
 - b. Under 8 to 9 – four (4) players; and
 - c. Under 10 upwards – five (5) players.

PLAYER MOVEMENT DOCKETS (Rule 6.8.3)

U12s and up ARE to use Player Movement Dockets in ALL games.

Every time a player is substituted or replaced a docket is to be filled out and handed to the opposition Manager or Team Official or person acting in this role, or 4th Referee when being used. Clubs are to have a quantity available for emergencies.

Penalty for failure to use player movement dockets may result in penalties, including financial, being imposed at the Committee’s discretion. The minimum penalty that can be imposed is the offending clubs team/s loss of one (1) or more competition points.

This should be the most commonly ticked box. This allows a player to return to the field for an: injured, deemed injured, or blood bin player.

When dealing with blood make sure your time is correct as it is 15 mins from this time that a player has to return to the field.

Once a player is indicated as injured, they cannot take the field again.

BJRU Player Movement Docket

Under _____ *Team* _____

No Player Off No Player On

Reason Player Off: *Tick one ONLY*

<input type="checkbox"/> Substitution	<input type="checkbox"/> Send Off
<input type="checkbox"/> Sin Bin	<input type="checkbox"/> Sin Bin Player Returning
<input type="checkbox"/> Blood	<input type="checkbox"/> Blood Player Returning
<input type="checkbox"/> Injury	<input type="checkbox"/> Deemed Injured

Date: _____ Time: _____

Signature Team Official _____

Notes:

1. Time for Blood expires, the player is Deemed Injured & a new docket is to be filled out showing the player as such.
2. Time for the Sin Bin has expired - player does not return, a new docket is to be filled reflecting such.

Remember: A Player who has come off as a Substitution can only go back on for Blood or for an Injured Player or Deemed Injured Player (who cannot return to the game).

Dockets should be handed to the opposition team manager at the time of the replacement so that any issues can be sorted prior to the player taking the field.

Once a player is indicated as deemed injured, they cannot take the field again.

Changes made at half time still require player movement dockets to be completed.

FINALS ELIGIBILITY & DISPENSATION (Rule 7.6)

(Rule 7.6.2)

The criteria necessary for a player to play in a final series is:

- (i) Be registered with the team and appear on the Team List Form or Supplementary Team List Form and have been available to play in at least 50% of all premierships matches scheduled for that team in that competition:
- (ii) For Under 16 & 17 competition that have five or less games excluding the finals be registered with the team and appear on the Team List Form or Supplementary Team List Form and have been available to play in at least two of the premierships matches scheduled for that team in that competition; or:
- (iii) Have received dispensation from the Committee.

SUPPLEMENTARY TEAM LISTS

- These are required to be submitted by the club for EACH team whenever there is a change in the team ie a new player starts or an existing player leaves the team.
- Players not submitted by team list due date are required to have played 50% or more of games

****** REGION REPRESENTATIVE TEAMS (Rule 13.2.2) ******

UNDER 12 SKILLS DEVELOPMENT ELIGIBILITY

Program aimed at exposing Under 12 players, team management and selectors to the requirements of a representative team.

Priority for players is development of skills.

Due to short time frame and large pool from which to select, the priority when selecting is “potential”. This means that some of the “best” regarded players may not be selected.

UNDER 12 REGION TEAMS SELECTION CRITERIA

- (i) Any player who is playing in an U12 team WILL be eligible for selection regardless of whether they are turning 11 or 12 years of age in that year.
- (ii) Where a club has players turning 12 years of age playing in an U13 team because there is no U12 team available for them to play in and who wish their 12 year olds to be considered for the U12 Development Carnival, the President MUST:
 - a) Notify the Competition Manager by email – no later than Friday 9 days before the selection day.
 - b) List the Club name, Team name and Colour, Players Name, Date of Birth; number player will be

Note: The Competition Manager is to then organise one of the selectors for that region to view that game.

- (iii) Only players actually playing in the U12 selection trial or nominated as above will be eligible for selection.

U13 – 17 REGION TEAMS FOR QJRU STATE CHAMPIONSHIPS AND CARNIVAL

Teams compete against teams from throughout Queensland.

U17s are competing in carnival, not State Champs, but at same venue and under same rules. These teams will be competing against U18 teams, ie consisting of 17 and 18 year olds. As a result, there are to be no U16s in these teams.

UNDER 13 – 17 SELECTION CRITERIA

ALL PLAYERS are eligible for the selection FOR THE AGE GROUP THEY ARE PLAYING IN even if they are a year younger eg (U13 playing in an U14 side).

- (ii) This DOES NOT MEAN that a 12 year old is eligible for both U12 and U13. They are only eligible for one age group. 12's will be as above.
- (iii) A 12 year old playing in U13's where an U12 side is available in his club will only be eligible for U13 selections.
- (iv) Where a club has players playing a year above their age because there is no team in their correct age available for them to play in (eg 13's playing in 14's) and who wish their players be considered for their correct age Rep Team, the President MUST:
 - a. Notify the Competition Manager by email – no later than Friday 9 days before the selection day.
 - b. List the Club name, Team name and Colour, Players Name, Date of Birth; number player will be wearing, plus the game Location for the Sunday before Selection Day.

Note: The Competition Manager is to then organise one of the selectors for that region to view that game.

UNDER 16s

Are eligible for selection from both the pre season competition and/or midseason competition as long as they have played 2 games.

Players do not need to play in both competitions to be eligible for rep.

UNDER 17s

Are eligible for selection from both the pre season competition and/or mid season competition as long as they have played 2 games. Players do not need to play in both competitions to be eligible for rep.

Note: A player who has met all the eligibility criteria (including registration criteria) but is injured on the selection trial games is still eligible for selection.

Any player aged 12 – 17 who plays on the weekend of the selection trial will be charged the BJRU players levy.

***** POLICY & PROCEDURES ******

- **BILLETING – BJRJ will not sanction**
- **CLUB ORGANISED GAMES, TOURS & VISITS**
 - *If the game is not sanctioned:*
 - No Referees will be appointed
 - No Insurance Cover for anyone involved

****** RULE CHANGES ******

3. LAWS OF THE GAME

3.1 Under 12 & Above

Matches in the Unions competitions for Under 12 and above, shall be played in accordance with the Laws of the Game of Rugby Football and the rulings thereon, as published by the IRB including, Under 19 and 7 a-side variations, together with all by-laws and directives of both the ARU, QRU, QJRU and BJRJ including IRB Under 19 variations and Australian Under 19 variations.

U12 Law Variation: Lineouts – No lifting or supporting.

3.2 UNDER 11 AND BELOW

Matches in the Unions competitions for Under 11 and below, shall be played in accordance with the current ARU Pathway Laws for WALLA, MINI and MIDI rugby, with the exception of:

Walla Rugby - played at Under 6 and 7 years.

Mini Rugby - played at Under 8 and 9 years.

Midi Rugby - played at Under 10 and 11 years, with 12 a side and reduced field size (maximum of 120m x 60m wide).....

6.2 Premierships & Competition Points

U6 to U7 – no premierships and no points tables

U8 to U12 – premierships based on first past the post

U13 and older – premierships awarded after a finals series

6.5 Playing Times and Ball Sizes changes

6.5.6 Extra Time in finals (clarification of injured and deemed injured players going into extra time in a final series)

6.6.2 Footwear

Footwear is to be worn whilst playing and the following restrictions are not negotiable:

Under 6 to 9 - players in these age groups shall play in either sports shoes (joggers/runners), moulded football boots, or blades. Under no circumstances is any type of screw in boot tags permitted. Referees are instructed to check boots before each game for sharp edges and tags.

Under 10 and Older - football boots should be worn in age groups Under10 and older.

Boot Tags - shall be no more than 18mm in length and be of such composition that no sharp cutting surfaces exist.

6.7.2 (iii) Suitably Qualified Medical Person/s. (Added SMA shirts as acceptable attire and have read the BJRU medical policy

6.7.7 (v) Trainer/s - is a person or persons from each team who is, or are responsible for attending to a player who may appear injured, and who provides water to the players. They are not to Coach from inside the barrier and must remain seated or kneeling just inside the barrier unless attending to players.

6.9 Sin Bin

6.10 Player Ordered Off For Misconduct

6.11 Match Results

7.1.(ii) 5 team final series

8.1 - 8.3 Team Management

9.1 Appointment of Referees

9.5.1 &. 2 Touch Judges – Club and Age Requirements

13.4 Presidents Trophy

13.8 Medical Policy – Sports Trainer and Medic Procedure

Annexure B Team List Form – Team Management details added

Annexure E Coaches & Team Management Agreement Form

Annexure J Player Movement Docket

Annexure K Minimum Accreditation Requirements – Coaching & Officiating

Annexure L Pathway & Junior Rugby Summary

Annexure M ELV's

****** FINALLY ******

- *BE SURE OF YOUR RULES & LAWS BEFORE COMMENTING*
- *EACH CLUB HAS A COPY OF THE CLUB HANDBOOK WHICH CONTAINS THE RULES AND LAWS, THIS IS A REFERENCE TOOL FOR YOU, PLEASE USE IT!*

**ENJOY YOUR ROLE IN JUNIOR RUGBY AND
THANKYOU FOR YOUR TIME AND EFFORT!**

