

**SYDNEY JUNIOR RUGBY UNION (SJRU)  
2018 MATCH DAY MANUAL**



**Under 10 to Opens (Under 17 / Under 18)  
Version 2**

**Issued 29/03/2018**



**Sydney Junior Rugby  
Union**



**All SJRU Players, Coaches, Officials, Parents and Spectators must  
comply with Rugby Australia's (ARU's)  
Expectations of Behaviour Guidelines which include the following:-**

### ***Do's***

- *Encourage the players to abide by the Laws of the Game.*
- *Applaud all good play whether it is by your team or your opponents.*
- *Treat everyone as you yourself would like to be treated.*
- *Display exemplary behaviour and accept responsibility for your actions.*
- *Support all efforts to remove verbal and physical abuse from the game.*
- *Most importantly have fun and enjoy "the game they play in heaven".*

### ***Don'ts***

- *Abuse, criticise, threaten, ridicule or intimidate a player, coach, Match Official or spectator while attending the venue.*
- *Question the decisions of the Referee or Assistant Referees and never question their honesty or integrity.*
- *Enter the field of play unless invited to do so by the Referee.*
- *Discriminate because of a person's sex, disability, ethnicity or religion.*
- *Swear, use bad language or harass anyone at the venue.*

***ABUSE OF PLAYERS OR MATCH OFFICIALS WILL NOT BE  
TOLERATED UNDER ANY CIRCUMSTANCES!***

**Failure to comply with these Expectations of Behaviour Guidelines will result in your expulsion from the venue and being reported to the Sydney Junior Rugby Union Competition Manager.**

Go to [Rugby Australia Code of Conduct](#) for more information.

***Enjoy your Rugby experience.***

## SJRU MATCH DAY MANUAL

This Match Day Manual has been prepared to assist Coaches and Managers of Teams competing in SJRU Competitions and to ensure that the SJRU Competition Rules are understood and upheld for the benefit of all.

This Match Day Manual is only a summary and a guide and does not replace the SJRU Competition Rules.

### MATCH DAY APP

Download the Rugby Link '[Match Day](#)' App via [iTunes](#) and [Google Play](#) stores for match day management tasks pre, during and post the fixture. The Match Day app self-help guide is available in the Rugby Link [resources library](#).

The Match Day App is recommended by SJRU for use on game day.

### COMMUNICATION

All communication to SJRU, whether by email or telephone, must be via your Club / District President.

### THE COMPETITIONS

Under 10 / Under 11	12 a side	Size 4 ball	20 minute halves
Under 12	15 a side	Size 4 ball	25 minute halves
Under 13 / Under 14	15 a side	Size 5 ball	25 minute halves
Under 15 / Under 16	15 a side	Size 5 ball	30 minute halves
Under 17 / Opens	15 a side	Size 5 ball	35 minute halves
<b>There is no time off for injury in any Age Group.</b>			

## PRE GAME

- The SJRU on line competition management system is Rugby Link
- All players must complete a Rugby AU Registration form, be registered in Rugby Link and allocated to a team in their Club prior to taking the field.
- Once the draw has been completed it is loaded into Rugby Link so that Match times and Results are easily accessible through the [SJRU website](#).
- Managers will be given access by their Club for Match Day sheets for each Match.
- Managers must print off and take to their Match the Match Day sheet from Rugby Link.
- Photo sheets should be printed off and taken to every game.
- Signing-on occurs at the Sign-on Table where:-
  - The Team Manager must have the photo sheet for their Team;
  - View the photo sheet of the opposition Team as their players Sign-on;
  - Players must sign/initial next to their name noting their jersey number;
  - All players must sign on before taking the field;
  - At the commencement of the Match the Team Managers exchange Sign-on Sheets or take a photo of the opposition Match Day sheet;
  - A player can Sign-on at any time during the Match by presenting themselves at the Sign-on Table and signing the Match Day Sheet.
- In the event that the teams have identical or similar colours to the Home Team, or in Finals Matches, the lower placed Team shall supply and wear alternative jerseys.
- **Each game must have a Qualified First Aid Attendant, Ground Marshall and an accredited Assistant Referee for each Match.**
- Parents must be aware of the Expectations of Behaviour Guidelines included in this Match Day Manual.
- Ground Layout must be in accordance with Appendix A of the Match Day Manual.
- Matches must commence on time and Teams must be ready to take the field two (2) minutes prior to the Scheduled Game Time (refer to Competition Rule 6.3).
- The Team Managers and NOT the referee are responsible for interpreting the Competition Rules. If there is a dispute then the opinion of the Home Team will prevail and, if required, a protest may be lodged at the end of the Match and the Competition Manager will adjudicate on the matter on the first business day following the match.
- **No one is to take action on a player in regards to 'size for age' pre, during or post game. All reports must go through your Club.**

## DURING THE GAME

- The Team Manager must ensure that an accurate record is kept on the Sign-on Sheet and/or Match Day App of all points scored, Temporary Suspensions, Send Offs and any other incidents.
- Any player who is Sent Off (Yellow/Red Card) during a Match is automatically suspended from taking part in any further matches including any Regular Season, Finals Series, trial, school, representative or premierships matches, until a decision has been handed down by the Judiciary or where an early plea has been entered then a decision has been handed down by the Competition Manager.
- Likewise any player who is Sent Off (Yellow/Red Card) during a school match, or in a match for another code (eg Rugby League), is automatically suspended from taking part in any further SJRU matches including any Regular Season, Finals Series, trial or representative matches, until a decision has been handed down by the relevant Judiciary.

- Players removed from the field with a **Blue Card** must get assessed by a doctor within 72 hours, providing a [Concussion Referral and Return Form](#). Refer to the: [Rugby Australia Head Injury Fact Sheet](#).

## POST GAME

At the end of the Match the Team Manger should:-

- Draw a line through the name of any player who did not Sign-on.
- Tick the name of their players who signed the Sign-on Sheet.
- Ensure that any incidents such as Temporary Suspensions, Send Offs, serious injuries, use of Game Management Cards etc. have been recorded on the Sign-on Sheet.
- Note if uncontested scrums were played and the Team that called for uncontested scrums.
- Have the Referee, Assistant Referees, Ground Marshalls and opposition Manager sign the Sign-on Sheet.
- If there is any discrepancy between the Sign-on Sheets then the Sign-on Sheet of the Home Team will prevail.
- Within 48 hours the home team must enter the score from the Match into Rugby Link. The opposition team must confirm the score.
- Upload into Rugby Link the players in your Team who signed the Match Day sheet by 5:00 pm on the 2nd business day after the Match.
- Upload in to Rugby Link details of all Injuries and Incidents.
- Complete a Serious Injury Report (online form) for:-
  - any player with a head or neck injury that results in treatment at a hospital or medical centre; and
  - any player admitted to hospital as a patient but NOT players treated at an Emergency Department and allowed to go home. Refer Appendix C - Australian Rugby Union Medical and Safety Recommendations.

## IMPORTANT SJRU COMPETITION RULES

**Numbers of Players** (refer SJRU Competition Rule 6.5)

Age Group	Minimum No. of Players on the Field	Maximum No. of Players on the Field	Maximum No. of Players that can Sign-on	Number of Non-Transferable Players (3.6)
Under 10 and Under 11	9 Players	12 Players	18 Players	8 Players
Under 12 to Opens	11 Players	15 Players	23 Players	12 Players

- If your team has less than the Minimum Number of Players on the field then the Match is an automatic loss. The Match should proceed on “friendly game” initiatives.
- If your Team does not have the maximum of players permitted on the field then:-
  - For the Under 10, Under 11 and Under 12 Age Groups the opposition **MUST** share players so that the Match can proceed with each Team having an equal number of players on each Team.

- For the Under 13 to Opens Age Groups the Team which is short of players may ask the opposition to share players. After sharing players the Team playing short may also request the opposition to match player numbers. Opposition teams must share if requested and will be deemed to have forfeited if they refuse. Teams must share players before they match player numbers so that the maximum number of players are involved in the Match.

## IMPORTANT SJRU COMPETITION RULES (continued)

### Non Transferable Players (refer SJRU Competition Rule 3.6)

All Clubs with 2 or more teams in an Age Group must identify their Non-Transferable (NT) players.

- A Non-Transferable player cannot play in a lower Graded Team in their nominated Age Group. The Non-Transferable Player may play in a higher Graded Team in their Age Group or in a Team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.
- A Non-Transferable Representative Player is permitted to play up in the Age Group above in the same or higher graded team than the one in which he is registered. Each Representative Player is only allowed to play up an Age Group twice during Regular Season Matches and Finals Series Matches and if they play up an Age Group in a third match then they will be deemed to have moved up an Age Group permanently and is no longer eligible to play in the lower Age Group.
- A Transferable Player is one who is permitted to play in a lower Graded Team in their nominated Age Group or in a Team up an Age Group whose Grade is no more than one Grade below their nominated Grade in their Age Group.
- Each Under 10 and Under 11 Team has eight (8) Non-Transferable Players.
- Each Under 12 to Opens Team has twelve (12) Non-Transferable Players.

### Replacements and Substitutions (refer SJRU Competition Rule 6.6)

- Replacements and / or Substitutions can be made when the ball is dead. That is at a scrum, lineout or after a try has been scored.
- Replacements and / or substitutions can NOT be made when a penalty kick or free kick has been awarded.
- Substitutions in the Under 10 to Under 14 Age Groups are unlimited and can be made when the ball is dead.
- Substitutions for the Under 15 and Under 16 Age Groups are unlimited but can only be made when the ball is dead at approximately the 10 and 20 minute mark of each half and at half time.
- Substitutions for the Under 17 and Opens Groups are unlimited but can only be made when the ball is dead at approximately the 12 and 24 minute mark of each half and at half time.
- In Under 15, Under 16, Under 17 and Opens matches a player that has been tactically substituted may return to the field to replace a player who has been injured as a result of foul play.
- In Under 15, Under 16, Under 17 and Opens matches a player that has been tactically substituted may return to the field to replace a front row player that has been injured so as to ensure that contested scrums can continue to be played.
- Temporary replacements for blood bin are permitted.
- **Injured players may NOT return to play.**
- Please refer to the Rugby Australia Medical Guidelines in Appendix C for the treatment of players suffering from concussion or other serious injury.

## IMPORTANT SJRU COMPETITION RULES (continued)

### **Mercy Rule** (refer SJRU Competition Rules 6.11 and 6.12)

- The maximum differential in scores recorded for a match is 50.
- For Teams in the Under 10 to Under 12 Age Groups once the difference in scores is 50 or more the losing team may call a stop to the Match and it is expected that the Match is completed on “friendly game” initiatives.
- For Teams in the Under 13 to Opens Age Groups when the difference in scores is 40 or more then the winning team MUST take a player from the field. If the difference in scores is 50 or more then another player must leave the field. If the difference in the scores reduces (ie becomes less than 50), then 1 player may return to the field and if the difference in the scores becomes less than 40 then the other player may return to the field.
- Teams required to remove players MUST NOT remove front rowers so as to cause uncontested scrums.

### **Uncontested Scrums** (refer SJRU Competition Rules 6.9 and 6.10)

- Safety is of prime concern and all players in the scrum must know the Mayday Call.
- There must be sufficiently trained front row players so that on the first occasion that a replacement prop is required, and on the first occasion that a replacement hooker is required, the team can continue to play safely with contested scrums.
- Teams playing uncontested scrums in more than two (2) Matches during the season shall be ineligible for the Finals.
- In the Under 10 to Under 12 Age Groups if a team does not have three (3) suitably trained front rowers at the commencement of the Match, or during the Match, then uncontested scrums will be played.
- In the Under 13 to Opens Age Groups if a Team does not have three (3) suitably trained front rowers at the commencement of the Match, or during the Match, then that Team will play with one less player and uncontested scrums will be played.
- If a Team calls uncontested scrums and then subsequently a suitably qualified front rower becomes available then scrums may then be contested and the normal playing numbers restored.

### **Eligibility for Finals** (refer SJRU Competition Rule 7.3)

To be eligible to play in the Finals a Registered Player must have:-

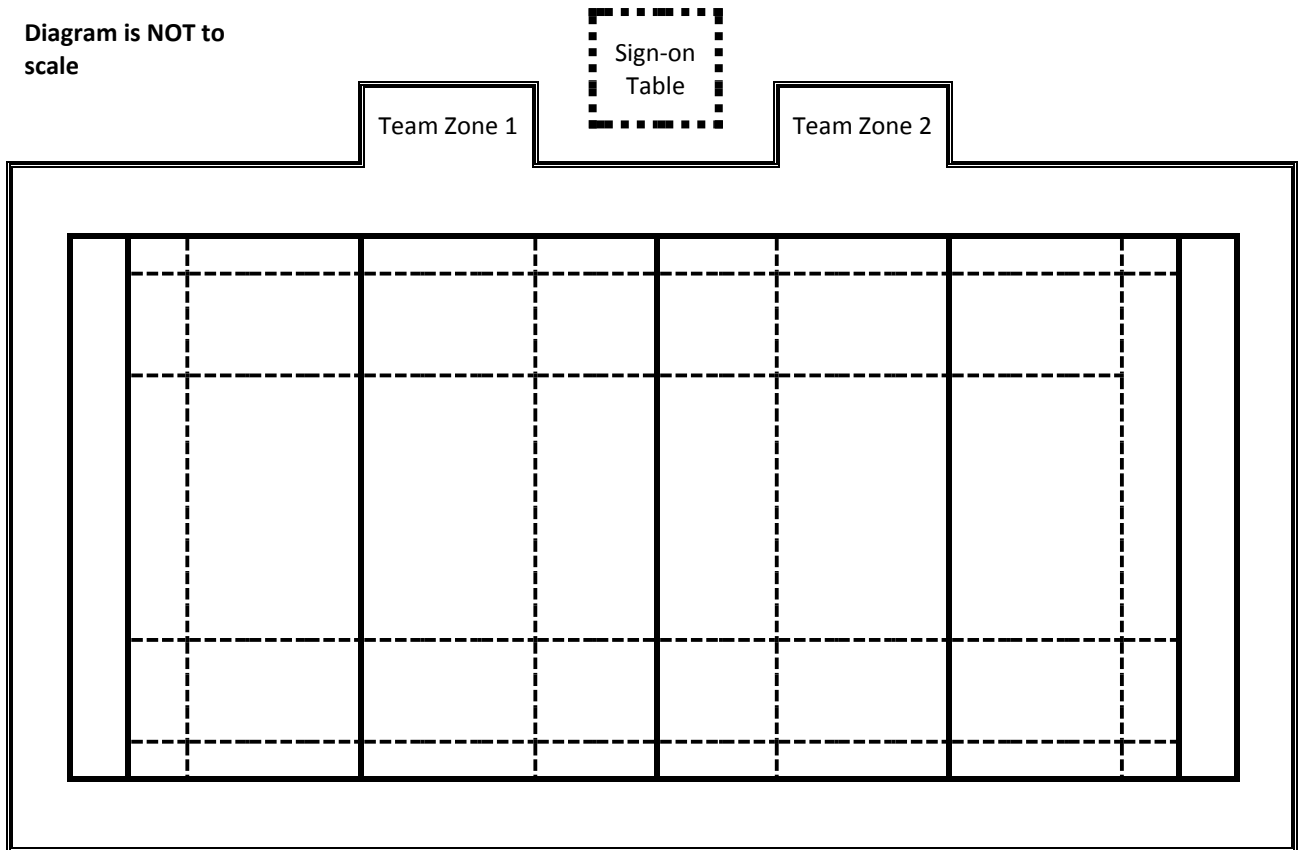
- Played 50% or more of all Matches played by the Team during the season (including byes, wins on forfeit and wet weather if registered prior); OR
- Qualified in a lower Graded Team in the same Age Group or a lower graded team in the Age Group below (games played in a higher Grade or Age Group do not count for eligibility).

### **Deferment / Amendment of a Match** (refer SJRU Competition Rule 5.10)

- If a deferment / amendment of a Match is required you must contact the Manager / Club of the opposition Team and organise to send in a Game Deferment Form before 9:00 am on the Monday prior to the Scheduled Game Time (refer to SJRU Competition Rule 5.10).

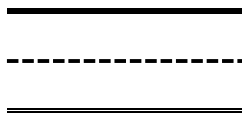
**Appendix A: Ground Layout**

Diagram is NOT to scale



Team Zone (mandatory)

Trainers, Medical  
Personnel Reserves and  
Team Officials



Minimum 5m from Half Way Line and 5m from Touch Line. Maximum of 15m long and 5m wide

Trainers and Medical Personnel are not allowed to move along the touch line and are to remain in the Team Zone when not completing their duties. Reserves and Team Officials are to be in the Team Zone.

Half Way, 22m, Touch, In Goal, Touch In Goal and Dead Ball Lines

5m, 10m and 15m Lines

Ropes or Barriers



**Appendix B: Summary of Laws of Rugby and SJRU Competition Rules - Referees Summary**

This Appendix B is a guide to the Laws of Rugby and the SJRU Competition Rules. If there is any conflict then the SJRU Competition Rules will have priority over Appendix B.

Age Group	Laws	Minutes per Half	Injury Time	Field Size	Number of Players	Minimum Number of Players	Maximum Number of Players to Sign-on	Sharing and Matching Player Numbers	Substitutions / Replacements	Yellow Card (Minutes)	Replace Yellow or Red Carded Player	Ball Size	Lineout Numbers	Lineout Receiver Required	Lifting in Lineouts	Scrum Formation	Scrum - No. 8 Moves	Comments
Under 10	Pathway	20	No	100 x 60	12	9	18	Yes	Unlimited	5	Yes	4	5	Yes	No	3-2-1	No	2nd Kick / Throw then scrum. Conversion no further than 15m line and no charging. No penalty or field goals. 6 man scrum and 1m push. 1/2 can't trail. 5 man lineout plus receiver. No lifting. See also Additional Notes.
Under 11	Pathway	20	No	100 x 60	12	9	18	Yes	Unlimited	5	Yes	4	5	Yes	No	3-2-1	No	2nd Kick / Throw then scrum. Conversion no further than 15m line and no charging. No penalty or field goals. 6 man scrum and 1m push. 1/2 can't trail. 5 man lineout plus receiver. No lifting. See also Additional Notes.
Under 12	Pathway	25	No	100 x 70	15	11	23	Yes	Unlimited	5	Yes	4	7	Yes	No	3-4-1	Yes	Conversion no further than 15m line and no charging. No penalty or field goals. 8 man scrum and 1m push. 1/2 can't trail. 7 man lineout plus receiver. No lifting. See also Additional Notes.
Under 13	Under 19	25	No	100 x 70	15	11	23	See Note	Unlimited	10	No	5	2+	No	Shorts	3-4-1	Yes	See also Additional Notes
Under 14	Under 19	25	No	100 x 70	15	11	23	See Note	Unlimited	10	No	5	2+	No	Shorts	3-4-1	Yes	See also Additional Notes
Under 15	Under 19	30	No	100 x 70	15	11	23	See Note	10 and 20	10	No	5	2+	No	Shorts	3-4-1	Yes	See also Additional Notes
Under 16	Under 19	30	No	100 x 70	15	11	23	See Note	10 and 20	10	No	5	2+	No	Thighs	3-4-1	Yes	See also Additional Notes
Under 17	Under 19	35	No	100 x 70	15	11	23	See Note	12 and 24	10	No	5	2+	No	Thighs	3-4-1	Yes	See also Additional Notes
Opens	Under 19	35	No	100 x 70	15	11	23	See Note	12 and 24	10	No	5	2+	No	Thighs	3-4-1	Yes	See also Additional Notes

**Appendix B: Summary of Laws of Rugby and SJRU Competition Rules - Referees Summary (continued)**

<b>Additional Notes</b>	
<b>Matches Should be Played</b>	Unless it is unsafe to do so, the Match should proceed – it is not the place of a referee to adjudicate on the detail in the Competition Rules. That is for the SJRU Competition Manager to decide on the first business day following the Match. If either Team claims a forfeit, still facilitate a Match on “friendly game” initiatives and note concerns on the Sign-on Sheet.
<b>Sign-on Sheets</b>	The referee should verify and sign the Sign-on Sheet ensuring that any Temporary Suspensions, Send Offs, use of GMC, serious injuries, the name and ARU number of the Assistant Referees, whether or not uncontested scrums were called and by which Team and any other incidents are noted on the Sign-on Sheet. The Sign-on Sheet is finally verified and signed by both Team Officials [Competition Rule 5.4 (A)].
<b>Reportable Incidents by a Referee</b>	A Referee is required to notify a “reportable incident” on the Sign-on Sheet by indicating any incident which resulted in a player being Temporarily Suspended, Sent Off or the Game Management Card (GMC) was used.
<b>Field Setup and Conditions</b>	All objects such as cricket pitches or in-ground watering systems are to be properly covered for the safety of the players. Ropes or barriers are to be erected a minimum distance of 5 metres back from the touch line or where this is not possible, as far back from the touch line as is practicable. If there is any doubt by the referee as to the safety of the ground, the referee will not allow the Match to begin until the ground has been made safe. The referee may elect not to start or to abandon a Match where, in the referee’s opinion, the ground safety standards are not met [Competition Rule 9.3]
<b>Serious Injury or Other Unforeseen Circumstance</b>	If in a prior Match there is a serious injury or other unforeseen circumstance that prevents a Match starting on time then the start time of the Match may be varied with the agreement of both Teams, a Club / District Official of the Home Team and the referee [Competition Rule 6.3 (G)]. If a Match is stopped due to a serious injury or other unforeseen circumstance and an adjacent venue is available then the Match may be moved to the adjacent venue with the agreement of both Teams, a Club / District Official of the Home Team and the referee [Competition Rule 6.3 (H)].
<b>Mayday</b>	All Teams are required to know and understand the ARU’s mayday call and procedures. If a Team does not know and understand the ARU’s mayday call and procedures at the commencement of the Match then they are deemed to have forfeited the Match and the Match cannot be played on “friendly game” initiatives [Competition Rule 6.8].
<b>Uniforms</b>	Each jersey is to be identified uniquely by a number, a letter or no letter or no number with no two (2) players in the one Team displaying the same number or letter or no letter or no number [Competition Rule 5.11 (C)].
<b>Attire of Players</b>	Skins, compression garments etc that have legs that go past the knees are not permitted to be worn by players. It is <b>recommended</b> that a mouthguard be worn by players [Competition Rule 5.12].
<b>Ground Marshals</b>	Both Teams are to provide a Ground Marshal. If a Team does not provide a Ground Marshal then the Team will be deemed to have forfeited the Match [Competition Rule 9.2.1 (A) and (B)].
<b>Assistant Referees</b>	All Teams are to provide an Assistant Referee for each Match [Competition Rule 10.2.1)].
<b>Start Time</b>	Teams shall be ready to take the field two (2) minutes prior to their Scheduled Game Time [Competition Rule 6.3 (A)]. Teams lose the match if unable to field minimum number of players by 10 minutes after their Scheduled Game Time [Competition Rule 6.3 (C)].
<b>Finish Times</b>	All Matches must finish two (2) minutes before the scheduled starting time of the next Match [Competition Rule 6.4 (D)]. If a conversion kick is taken or declined before time expires then there will be a restart and the match will finish when the ball is next dead.

**Sharing and Matching Player Numbers**

In Under 13's to Opens (Under 17 / Under 18) if a Team cannot field a full Team of 15 players during Regular Season Matches (but NOT Final Series Matches), then the Team playing short MAY request additional players from the opposition Team so as to share players and, if also requested, to match player numbers [Competition Rule 6.7 (C)]. If a Team is sharing players then the number of players being shared MAY be adjusted if a player is injured or replaced due to an open or bleeding wound but not if a player is Temporarily Suspended or Sent Off.

**Appendix B: Summary of Laws of Rugby and SJRU Competition Rules - Referees Summary (continued)**

<b>Additional Notes</b>	
<b>Lift or Support a Team Mate Jumping</b>	<p>In Under 10's to Under 12's there is no lifting in the lineouts.                      In Under 13's to Under 15's support players may only lift on the shorts.                      In Under 16's to Opens (Under 17 / Under 18) support players may lift on the thighs.</p>
<b>Scrum</b>	<p>The Team with the least number of trained players determines the number of players in the scrum.                      It is illegal for the locks (ie second row) to crutch bind.                      A team must be ready for the referee to call "crouch" within 30 seconds from the time the referee makes the mark for the scrum (FK).</p>
<b>Scrum Half</b>	<p>Scrum half of the Team that has not won the ball may not stand in the space between the flanker and No. 8.</p>
<b>Uncontested Scrums</b>	<p><b>Under 10's to Under 12's</b> no sanctions [Competition Rule 6.9].  <b>Under 13's to Opens (Under 17 / Under 18)</b>. There must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement prop is required, and on the first occasion a replacement hooker is required, the Team can continue to play safely with contested scrums. Should a Team not be able to meet this obligation for any reason during a Match, then at the point in the Match when the front row replacement is required, this Team must play with one player fewer than would otherwise be allowed [Competition Rule 6.10].</p>
<b>Mercy Rule</b>	<p><b>Under 10's to Under 12's</b>. If the difference in score between the two Teams reaches 50 points or more then the losing Team may call to stop the Match and the Match should be completed on "friendly game" initiatives [Competition Rule 6.11].  <b>Under 13's to Opens (Under 17 / Under 18)</b> [Competition Rule 6.12].</p> <p>(A) If the difference in score between two Teams reaches 40 points or more then the winning Team must reduce the number of players on the field by one (1). However if the difference reduces to less than 40 points then the player can return to the field.                      (B) If the difference in score between two Teams reaches 50 points or more then the winning Team must reduce the number of players on the field by a total of two (2). However if the difference reduces to less than 50 points then one (1) of the players can return to the field.                      (C) In applying this Competition Rule when a Team has less than fifteen (15) players then the Team with the least number of suitably trained players determines the number of players in the scrum.                      (D) Teams who are required to reduce players in accordance with this Competition Rule must not remove front row players so as to cause the Team to play uncontested scrums.                      (E) Competition Rule 6.5 in relation to minimum player numbers is waived when applying the Mercy Rule.</p>
<b>Lightning Safety Code</b>	<p>(A) The Australian Standard on Lightning Protection is based on the 30 / 30 rule which recommends that:-                      i. Play is stopped when the lightning / thunder ratio reaches 30 seconds or less.                      ii. Play should not commence until 30 minutes after the last time lightning is observed or thunder is heard.                      (B) If there is thunder and lightning the Referee and Team Officials must:-                      i. ensure that the safety of the players, Team Officials, Match Officials and Team Affiliates is paramount at all times; and                      ii. not recommence a Match until it is safe to do so taking into account the 30 / 30 rule, the weather conditions and the condition of the ground and venue. [Competition Rule 6.4 (D)]</p>