

Central West Rugby Union

Senior Competition Rules

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1. Definitions

In these Rules, the following words have the corresponding meaning:

Affiliated Union means a body so named in, or admitted pursuant to, the Rugby Australia Constitution as being an affiliated union.

Association means an organisation that administers a group of clubs for the purposes of governance and regulatory requirements with respect to competitions, events, tournaments, and rugby programs.

Clearance means the requirement for a currently registered player wishing to register at another Club on the same registration type during the season.

Codes, Policies and Procedures means the codes, policies and procedures of Rugby Australia published and amended from time to time.

Game means rugby union.

Insurer means the insurance provider of the Rugby Australia National Risk Management and Insurance Programme.

International Union means a Rugby Union, Rugby Club, or other body based in a foreign nation and affiliated with the National Rugby Union of that nation.

Competition means any match played as part of a structured competition, series, or sanctioned event including a trial match, friendly match, or representative match involving a Rugby Body.

Competition Manager means the person deemed responsible by the Union for the day-to-day operational management of the competition.

CWRU means Central West Rugby Union.

Event Organiser means an organisation authorised to conduct Rugby Union programs, events, tournaments, and/or matches in Australia, pursuant to the Rugby Australia *Event Sanctioning Guidelines*,

Judicial Committee means a tribunal convened under the Rugby Australia Disciplinary Rules.

Laws of the Game means the laws of the Game published and amended by World Rugby from time to time, including any variations authorised by World Rugby or Rugby Australia.

CWRU Board means the committee appointed by the Union to oversee the management of the competition.

Member Union means an Australian State or Territory union in membership of Rugby Australia.

Participant means:

- (a) **Players** that are registered with or entitled to participate with a Relevant Organisation or in a rugby Activity;
- (b) **Coaches** appointed to train a Player or Team in a Relevant Organisation or in a rugby Activity;
- (c) **Administrators** that have a role in the administration or operation of a Relevant Organisation or in a rugby Activity, including owners, directors, committee members, employees, or other persons;

- (d) **Officials** including referees, citing commissioners, television match officials, or other officials appointed by a Relevant Organisation, or any league, competition, series, Club or Team sanctioned by a Relevant Organisation;
- (e) **Support Personnel** that are appointed in a professional or voluntary capacity by a Relevant Organisation including, but not limited to, sports science / sport medicine personnel, Team managers, agents, selectors, and Team staff members; and
- (f) **Other individuals** that attend rugby Activities or facilities, including but not limited to, parents, guardians, spectators, and sponsors.

Player means an individual that plays the Game.

Registered means a Player and/or non-playing Participant who has completed effective registration and paid all applicable fees and levies.

Regulations means the regulations published and amended by World Rugby and Rugby Australia from time to time.

Rugby Australia or **Rugby AU** or **RA** means Rugby Australia Ltd (ACN 002 898 544).

Rugby Body means Rugby Australia, any Member Union or Affiliated Union of Rugby Australia, or any Rugby Union, Club, or other body in membership with or affiliated with Rugby Australia, a Member Union, or an Affiliated Union.

Rugby Club or **Club** means any club affiliated with a Member Union or an affiliated Rugby Body, that is a participant of the Competition.

Rugby Xplorer means Rugby Australia's online registration and competition management system.

Rules means the National Model Competition Rules and the Competition Rules of the Specific Union.

Sanctioned Event means an event, tournament, and/or matches conducted by an authorised Event Organiser that has received formal approval.

Specific Union means the governing body of the competition.

WR means World Rugby.

2. Preamble

These Rules set out the minimum standards and procedures that apply to Competitions conducted under the jurisdiction of Rugby Australia and its Member Unions.

This Competition, as with all competitions played under the auspices of New South Wales Rugby Union), are community competitions. All Participants in the Competition are to be made aware of the [WR Playing Charter](#); which includes the:

- (a) [Principles of the Game](#)
- (b) [Principles of the Laws](#)

All Participants are to be made aware that by virtue of the acceptance of a team into this competition the match organiser Central West Rugby Union and their respective Participants subject themselves and agree to be bound by the Rules of the Competition.

3. Laws of the Game

All games will be played in terms of the [WR Laws of the Game](#), including any of the following variations:

3.1. Tackle Height Law Variation (as part of 2024/2025 World Rugby Global Law Trial)

Law 9.13 A player must not tackle an opponent early, late, or dangerous. Dangerous tackling includes, but is not limited to, tackling, or attempting to tackle an opponent **above the line of the sternum** even if the tackle starts below the line of the sternum.

3.2. [WR Under 19 Variations](#)

(a) [Rugby AU Under 19 Variations](#)

3.3. [WR Sevens \(7-a-side\) Variations](#)

3.4. [WR 10s \(10-a-side\) Variations](#)

3.5. [WR Game On Variations](#)

(a) see later section in this document Game On Variations applied in a specific Competition.

3.6. [Rugby AU Veterans Rugby Laws](#)

Competitions may submit a request to a specific law variation to the *Law Advisory Group* by filling in the [Rugby Australia Law Variation Submission Form](#)

4. Governance of the Competition

All matches in the Competition shall be played in accordance with the [WR Regulations of the Game](#) and Rugby Australia Regulations, Codes and Policies etc. (see section 4 below).

In addition, Rugby AU publishes '[Game Management Guidelines](#)' annually that have been prepared to assist Unions in the administration and playing of the game in domestic competitions within Australia.

5. Rugby AU Codes and Policies

The effective governance and administration of rugby requires adherence to a wide range of codes and policies around safety & welfare, integrity, inclusion, member protection & child safety and privacy etc. Therefore, all matches shall be played in accordance with all [Rugby AU Codes, Policies and Procedures](#):

5.1. [Safety & Welfare](#)

Rugby must be as safe, inclusive, and fair as possible. Rugby Australia has several policies and initiatives aimed at ensuring that rugby is safe to play and is enjoyable for all participants.

- (a) Concussion Management;
- (b) Serious Injuries;
- (c) Welfare Initiatives;
- (d) Player Dispensation;
- (e) Match Day Safety; and
- (f) First Aid medical.

5.2. [Child Safety](#)

Rugby Australia is committed to ensuring that rugby is a safe environment for children and young people.

- (a) Child Safe Framework and Guidelines;
- (b) Reporting;
- (c) Working with Children Checks.

5.3. [Integrity](#)

Rugby Australia's Codes, Policies and Procedures have been developed to provide a safe, fair, and inclusive sporting environment for all rugby participants in Australia. This includes the following:

- (a) *Rugby Australia Disciplinary Rules* - these have been developed to ensure a consistent approach to foul play, citing and judicial hearings;
- (b) *Anti-Doping Code* – all participants are bound by the Anti-Doping Code and must be aware of the requirements;
- (c) *Supplement Policy*;
- (d) *Code of Conduct* – provides a set of standards that everyone involved in rugby is required to comply with to ensure that the image and integrity of the sport is protected. The Code also outlines the procedures for reporting, complaint handling and investigations of any alleged breaches;
- (e) *Medical Policy* – provides information on the use of medications, medical procedures, and measures to protect the health and welfare for semi-professional and professional players;
- (f) *Member Protection Policy* – ensures that all Participants feel included and safe in rugby; and
- (g) *Anti-Corruption and Betting Policy* – applies to all Participants and they need to be aware of its requirements.

5.4. Additionally, the following documents are included as part of these Competition Rules:

- (a) Inclusion Policy;
- (b) Safety & Participation Policy;
- (c) Registration Regulations;
- (d) Registration Terms and Conditions; and
- (e) Smart Rugby Policy.

Any concerns that arise as a result of an alleged breach of any of the above provisions can be reported at [Reporting a Concern](#).

6. National Standard Competition Rules

6.1. Registration in Rugby Xplorer

- (a) All Players, Non-Playing Members and Match Officials are to be registered via Rugby Australia's [Rugby Xplorer System](#);

6.2. Draw

- (a) The Competition will be conducted in accordance with a schedule of matches drawn up prior to the start of the playing season and varied as necessary from time to time.
- (b) Where possible, all matches in a "round" are to be played in an ascending order i.e. lowest grade to highest grade. Where this is not possible, no player who has started in a higher grade is permitted to participate (i.e. start / reserve) for a lower grade.
- (c) In the event of matches in the same round being played on different days (e.g. rescheduled matches due to wet weather or semi-final matches) the selection of players must be the same as if all matches in the same round were being played on the same day.

6.3. Match Team Lists, Scoring and Stats

- (a) In the Rugby Xplorer Match Day App, it is the responsibility of both teams to ensure that:
 - (i) All players and team officials (where required by the Competition) are selected in their respective team list for the match;
 - (ii) All details of point scorers are recorded;
 - (iii) All players who have been either temporarily suspended (yellow card), sent from the field of play (red card) or have a suspected concussion (blue card) must have all their details recorded; and
 - (iv) All movements of players following an injury (blood or otherwise) or for tactical reasons shall be recorded.
- (b) The match day scoring, and stats can be entered by ONE team manager for BOTH teams, or EACH team manager for their OWN team.
- (c) It is permissible to have an independently appointed person that does the scoring for both teams.
- (d) The referee is to confirm the result of the match (including Red, Yellow and Blue Cards) by confirming this on the Match Day App in the presence of both teams.
- (e) All clubs must enter the team list, scoring and stats of all matches online via the Match Day App by 6pm on the day the match is completed. Or at the completion of the match if it is a night match.
- (f) Clubs/Teams failing to follow the procedures are liable to receive penalties as per CWRU Competition Laws 2024 6.11.

6.4. Competition Points

- (a) Competition points are awarded as below:
 - (i) Points for a win – **four (4) points.**
 - (ii) Points for a loss – **zero (0) points.**
 - (iii) Points for a draw – **two (2) points.**
 - (iv) Points for a bye – **five (5) points.**
 - (v) Points for a no result during and after halftime - **two (2) points.**
- (b) Bonus points to be awarded in the following circumstances:
 - (i) Points for the losing team for loss by seven points or less – **one (1) point.**
 - (ii) Points for any team for scoring four tries or more in a match – **one (1) point.**

6.5. Ladder Positions

- (a) Positions in the ladder are determined on the ladder sorting options applicable for the Competition.
- (b) In the event of two or more teams being equal on Competition points (total match points) for any ladder position, the higher placed team will be determined on the ladder sorting options below;
 - (i) Total Match Points (if equal)
 - (ii) Points difference (if equal)
 - (iii) Points for (if equal)
 - (iv) Points against (if equal)
 - (v) Matches Won
 - (vi) Try difference.

6.6. Forfeits

- (a) A forfeit in any higher grade will result in an automatic forfeit in the lower grade(s) in the same round.
- (b) Each match forfeited by a Club will be regarded as having been won by the opposing Club on the day on which the match, but for such forfeit, would have been played.
- (c) The result for a forfeit will be:
 - (i) Match score of 28 – 0 (28 points awarded to the non-forfeiting team);
 - (ii) Five (5) Competition Points for a win (including Bonus Point) awarded to the non-forfeiting team;
 - (iii) Zero (0) Competition Points awarded to the forfeiting team.
 - (iv) If the match is forfeited due to a team falling below the required team numbers during a match then the non-offending team will be awarded the match score of 28-0 or the match score at the time of the forfeit, whichever is greater and five (5) competition points.
- (d) Teams that forfeit twice in the same competition will be served with a “*Show Cause Notice*” on why they should remain in the competition.
- (e) In Blowes Cup and New Holland Cup where 2nd grade is forfeited, the club being forfeited to receives two (2) competition points for the 1st grade match. The other two (2) competition points are then played for. Bonus Points are to be awarded as per CWRU Competition Laws 2024 6.4 b (i) and (ii).
- (f) In Blowes Cup (1st and 2nd grade), New Holland Cup (1st and 2nd Grade), OilsPlus North Cup and South West Fuels Cup where a team forfeits a match, a fine of \$250.00, per match will be payable by the forfeiting team to the non-forfeiting team. This will be invoiced by the CWRU and transferred to the non-forfeiting club upon receipt.

6.7. Postponed / Abandoned Matches

- (a) If the venue of a match or matches is unavailable for any reason, it shall be the responsibility of the home club to advise the Competition Manager immediately that the ground is considered unplayable or doubtful of being playable. The CWRU Board, after consultation with the clubs involved, shall direct how the match will be dealt with.
- (b) In the event of a match having to be abandoned for any reason the following procedure shall apply:
 - (i) Where a match has been abandoned during the first half, the result will be declared a draw with 0 match points and 0 for and against points awarded to each team (regardless of if any points had been scored at the time) and Competition Points awarded for a Draw, or the match may be replayed at a time and venue as determined by the Competition Manager in his/her absolute discretion.

- (ii) Where a match has been abandoned during half time or during the second half, the result will be declared as the match score at the time of the abandonment and Competition Points awarded accordingly.
- (c) Any match abandonment action taken under these Rules shall not prevent (and may run in parallel with) other action that is deemed necessary under the Disciplinary Rules, Code of Conduct or other relevant WR or Rugby Australia regulations, codes, policies, or rules etc.

6.8. Playing Field

- (a) Clubs/Teams hosting matches shall be responsible for ensuring the [RA Medical and First Aid Requirements are met](#).
- (b) With respect to medical requirements, both teams are responsible for ensuring that matches are not played if the all the requirements relating to medical care are not in place. Reference the *Rugby Australia Medical and Safety Recommendations* for further information.
- (c) The host club shall be responsible for ensuring that the field of play is correctly marked in accordance with the WR Laws of the Game ([Law 1 – The Ground](#)).
- (d) The host club shall be responsible for ensuring the venue (including playing field) is free from hazards, and will complete the [Match Day Inspection Checklist](#) prior to matches.
- (e) All Goal posts within the playing enclosure must be sufficiently padded.

6.9. Playing Enclosure

- (a) Entry to the playing enclosure must be restricted by a fence, barricade, or rope at a minimum of five metres, where practicable, from the playing area perimeter.
- (b) Persons authorised to enter the Playing Enclosure (“authorised persons”) are as follows:
 - (i) Medically Qualified Persons/Sports Trainer – maximum two per team
 - (ii) The Teams
 - (iii) Appointed match officials.
 - (iv) Ground Marshalls
 - (v) Water carriers – maximum two per team
 - (vi) A maximum of 4 ball persons
- (c) All Authorised Persons permitted to enter the playing enclosure should have some distinguishing mark/bib e.g. high vis vest.
- (d) For the avoidance of doubt, Coaching Staff, Team Management and Reserve Players should be positioned outside of the playing enclosure.
- (e) For the avoidance of doubt, the Head Coach cannot also occupy a role within the playing enclosure (e.g. medical or water carrier).
- (f) Where there is no room for Reserve Players to warm up outside the playing enclosure, they are permitted to warm up in the opposition in-goal area provided no equipment is used (e.g. balls, hit shields) and players retreat from in-goal when play is in the closest 22m area.

6.10. Technical Zones

- (a) Two Technical Zones will be provided within the playing enclosure on the same side of the pitch, on either side of the halfway line and outside the field of play. Refer to [Law 1 – The Ground](#) for dimensions and position.
- (b) A Maximum of four persons (two medically qualified persons and two water carriers) are allowed in each respective technical zone.
- (c) Roles of personnel in the technical zones.
 - (i) Persons permitted in the technical zones may only communicate as required in their specific role. There must be no coaching or commentary to Match Officials or Players.
 - (ii) Medical Personnel must remain in the technical zone unless they
 - enter the field of play in accordance with the Laws of the Game at any time a player is injured to tend to the injured player;

- are roaming the sideline (maximum 1 per sideline), but must stay back from the touch line and clear of the Assistant Referee;
- (iii) Water Carriers must remain in the technical zone unless they
 - are taking water to players during stoppages in play for injuries or when a try has been scored.
 - one of the water carriers provides a kicking tee and one water bottle to the kicker for a penalty kick at goal (no water can be taken on for other players during a penalty kick).
- (iv) Players may come to the touchline adjacent to the technical zone to receive water.
- (v) Water bottles must not be thrown on the field of play.

6.11. Schedule of Penalties

- (a) A first breach of any of the Competition Rule may include any or all the following:
 - (i) Warning;
 - (ii) Loss of Competition points;
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.

- (b) A second or subsequent breach of the Competition Rules may include any or all the following:
 - (i) Warning;
 - (ii) Loss of Competition point(s);
 - (iii) Issue of a *Show Cause Notice*;
 - (iv) Monetary Fine; and
 - (v) Expulsion from the Competition.

6.12. Protests

- (a) All protests must be made in writing and signed by either the club President or club Secretary;
- (b) Protests must be received by the Competition Manager by the close of business the next business day after the alleged breach of the Competition Rules.
- (c) All protests must specify the particular Competition Rule(s) that has been allegedly breached;
- (d) The decision on the protests shall be determined by the Competition Manager and such decision will be notified to the parties as soon as reasonably practicable after the alleged breach of the Competition Rules.
- (e) The Competition Manager shall determine if a club has breached the competition rules on the civil standard of proof (i.e. more likely than not). The Competition Manager will then recommend to the CWRU Board the penalties that should be imposed. The CWRU Board shall make the final determination in this regard.
- (f) If the offending club is not satisfied with this decision, it has the right to appeal to an Appeals Committee of the Competition (typically made up of members of the Judicial Committee). Appeals from the decision of the CWRU Board must be received by the Competition Manager by no later than 7 days after the decision of the CWRU Board is advised to the relevant club. The Appeals Committee shall be entitled to consider whether a breach of the Rules has occurred and/or the appropriateness of the penalty and shall have the discretion to vary the decision if they see fit and impose any other penalty as set on in the Rules. The Appeals Committee has the sole discretion as to how it will deal with any appeal. There are no appeals to a decision of an Appeals Committee.

6.13. Extension of Time

- (a) Not with standing any of the time limits stated in these Rules, the Competition Manager may in special circumstances exercise their sole discretion to allow reasonable extensions of time if considered to be in the interests of justice to do so.

6.14. Disqualified, unqualified or suspended person(s)

- (a) It shall be the responsibility of each club to ensure that no disqualified, unqualified, or suspended person(s) take part in any match.

7. Law and Regulation Clarifications

7.1. Law 3 – Team - Numbers

- (a) Rolling Replacements
- (i) Unlimited rolling replacements applies to the following competitions.
- Blowes Cup Colts,
 - Blowes Cup 3rd Grade,
 - Blowes Cup 2nd Grade
 - New Holland Cup 2nd Grade
 - OilsPlus North Cup
 - South West Fuels Cup
 - Westfund Ferguson Cup
 - Westfund North Cup
 - Westfund South Cup
- (ii) Rolling replacements, with a maximum of 8 movements applies to the following competitions,
- Blowes Cup 1st grade
 - New Holland Cup 1st Grade
- (b) Squad size is 23 players for the following competitions.
- Blowes Cup 1st grade
 - Blowes Cup 2nd Grade
 - New Holland Cup 1st Grade
 - New Holland Cup 2nd Grade
- (c) Squad size is 27 players for the following competitions.
- Blowes Cup Colts,
 - Blowes Cup 3rd Grade,
 - OilsPlus North Cup
 - South West Fuels Cup
 - Westfund Ferguson Cup
 - Westfund North Cup
 - Westfund South Cup
- (d) Temporary Replacement – Head Injury Assessment (HIA), **DOES NOT APPLY AT ANY LEVEL OF THE COMMUNITY GAME** (including representative tournaments).
- (e) Replacements due to blood injury, concussion, or injury as a result of foul play do not count in the designated number of movements.
- (f) The minimum number of players on a field are listed in 7.1 (g). Should the numbers fall below the numbers listed below the match shall be deemed a forfeit and a score of
- (g) The minimum number of players on a field are the following.
- Blowes Cup Colts - See Appendix 1
 - Blowes Cup Third Grade – 10 Players
 - Blowes Cup Second Grade – 10 Players
 - Blowes Cup First Grade – 10 Players
 - New Holland Cup 2nd Grade – See appendix 3
 - New Holland Cup 1st Grade – 10 Players
 - OilsPlus North Cup – See Appendix 3
 - South West Fuels Cup – See Appendix 3
 - Westfund Ferguson Cup – See Appendix 2
 - Westfund North Cup – See Appendix 2
 - Westfund South Cup – See Appendix 2

7.2. Uncontested Scrums

- (a) It is recognised that on occasion and due to circumstances, such as unavailability of players starting the match, or that an injury or incident during a match may make contested scrums not possible. Therefore, the following Laws are applicable:
 - (i) Law 3.13 – 3.20 (inclusive)
- (b) World Rugby allows Rugby Australia to implement, at its discretion, a mechanism to discourage uncontested scrums by having a team play short of players if they cause uncontested scrums.

There must be sufficient players to play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward 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 game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with one player fewer than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

7.3. Regulation 4 – Player Status, Player Contracts and Player Movement

- (a) International Clearance
 - (i) A Player leaving their current Union to play in another Union shall not be registered or eligible to participate in competitions organised, recognised, or sanctioned by that new Union until they have an endorsed International Clearance.
 - (ii) Players coming into Australia are to contact their Home Union to understand their International Clearance process and obtain, complete, and return an International Clearance.
- (b) Domestic Clearance
 - (i) This relates to Club-to-Club player movements for currently registered players.
 - (ii) It is a requirement for a currently registered Player registering in the same season to another club for the same or different registration type.
 - (iii) The player cannot register unless clearance approval is granted by their 'from' Club and Association.
 - (iv) Players who do not have an active registration do not require clearance.

8. CWRU Rules

8.1. Penalties for playing Ineligible Players

- (a) This includes unregistered players, players without dispensation, players without international clearance or others as deemed ineligible by competition rules or Member Union/RA codes and policies.
- (b) During Regular Season – 5 competition point deduction for offending team, to be imposed at an appropriate time by the competition manager. Result of game does not change under this ruling.
- (c) During Finals – Offending team to be deemed to have forfeited fixture in which offending player participated. Competition Manager to determine impact and next steps on remaining finals series (i.e. team that lost to offending teams progresses or a bye is inserted into the finals series).
- (d) Code of Conduct breaches to be considered for non-playing staff involved.

8.2. Breach of Playing Enclosure and/or Technical Zone

- (a) This applies to any person/s who breach the Playing Enclosure or Technical Zone rules.
- (b) During Regular Season or Finals – 1st Instance – Warning Minimum (either given in person at time of breach and followed up formally, or formal post the event/match in question)
- (c) During Regular Season or Finals – 2nd Instance – 2 game suspension from all rugby activity for participants. 2 game exclusion order from rugby venues for spectators.

8.3. Failure to Provide Visible Ground Marshal

- (a) Both clubs must provide a minimum of one (1) Ground Marshal per field in operation. These Grounds Marshals must be always clearly identifiable whilst on duty and within close proximity to their field of responsibility.
- (b) Failure to meet this standard will result in the below sanctions:
 - (i) 1st Breach - \$250 fine to club that failed to provide a Ground Marshal
 - (ii) 2nd Breach - \$500 fine to club that failed to provide a Ground Marshal
 - (iii) 3rd Breach – Show Cause Notice to be issued.

8.4. Non-Smart Rugby Accredited Coaches Participating

- (a) It is a requirement for all coaches to hold a current Smart Rugby before participating in a match.
- (b) Smart Rugby is an integral part of keeping the game safe and whilst already mandatory, many coaches and clubs still fail to meet this standard.
- (c) A breach of this mandatory requirement will see the below sanctions imposed:
 - (i) 1st Breach - 2 match suspension for coach that is imposed immediately but can only be served post them showing a completed and current Smart Rugby Accreditation to the competition manager.
 - (ii) Notification should be made to the offending coach's club to ensure they also follow-up with the coach to complete their Smart Rugby
 - (iii) 2nd Breach - Code of Conduct hearing for a breach of the expected standards and behaviours by the coach.
 - (iv) Potential to issue Code of Conduct breach to Coach's club if notification was made to them after the 1st breach.

9. Specific Competition Rules

9.1. Player Requirements

- (a) The minimum number of players for a team to commence a game shall be twelve (12) and for the Westfund North Cup and Westfund South Cup Competitions is six (6). Any team unable to supply the minimum number of players for a game at the scheduled kick off time is considered to have forfeited that game.

9.2 Finals eligibility

- (a) No player may play in a Semi-Final, Preliminary Final or Grand-Final in any CWRU competition unless they have taken part in the listed CWRU competition matches below for the team that has qualified for the finals in the current season. Matches played in different grades must be played in different rounds, not the same round to be considered.
- (b) Blowes Cup 1st Grade – 5 Matches
- (c) Blowes Cup 2nd Grade – 5 Matches
- (d) Blowes Cup 3rd Grade- 3 Matches
- (e) Blowes Cup Colts – 4 Matches
- (f) New Holland Cup 1st Grade - 4 Matches
- (g) New Holland Cup 2nd Grade – 4 Matches
- (h) OilsPlus North Cup – 4 Matches
- (i) South West Fuels Cup – 4 Matches
- (j) Westfund Ferguson Cup – 5 Matches
- (k) Westfund North Cup – 4 Matches
- (l) Westfund South Cup – 4 Matches
- (m) When determining the number of matches played by a player in the CWRU competition and a player's eligibility to play in the CWRU Semi-Finals, Preliminary Final or Grand-Final the competition manager may consider CWRU competition matches not played in due to:
 - (n) injury, and/or
 - (o) Representative rugby commitments.
 - (p) To be considered for dispensation from the qualification requirement on medical grounds a player must provide a medical certificate to the competition manager no later than 5:00pm on the Monday prior to the Saturday on which the Semi-Final, Final or Grand-Final match is to be played.
 - (q) To be considered for dispensation from the qualification requirement due to representative rugby commitments a player must provide all relevant documentation to the registrar no later than 5:00pm on the Monday prior to the Saturday on which the relevant Semi-Final, Final or Grand-Final match is to be played.
 - (r) The competition manager is authorised to decide player eligibility to play in a Semi-Final, Final or Grand- Final.
 - (s) Players requesting to be considered for dispensation due to not playing the required matches to play in Semi-Finals, Finals and Grand-Finals must be registered to their club on the first occasion prior to the 01/07/2024, unless they have a medical clearance per CWRU Competition Laws 2024 9.2 (p).

- (t) Player transfers between CWRU clubs will not be authorised after 30/06/2024.
- (u) If players play for more than one CWRU team through out the season they are unable to play in multiple CWRU competition finals series and are only able to qualify for one (1) CWRU competition final series.
- (v) No player may play for more than one club in CWRU finals series.
- (w) Any breach of eligibility of players in Semi-Finals, Finals and Grand-Finals will result in the loss of the Semi-Final, Final and/or Grand-Final match and the match will be awarded to the non-offending team.

9.3 Citings (refer [Rugby Au Disciplinary Rules](#) and World Rugby Regulation 17)

- (a) Each participating Club (a designated official thereof), may cite for alleged breaches of the Laws of the Game, Code of Conduct or CWRU Competition Rules 2024.
- (b) Teams (Clubs) wishing to cite are to provide full details to the Competition Manager by 5pm on the second day following the match.
- (c) Details to include: date and time of alleged incident; jersey number and name of alleged offender; full details of the incident and video evidence with any witness statements in the form of a statutory declaration.
- (d) The Competition Manager in their absolute discretion may extend the time frame.
- (e) The Unions Board, Competition Manager or Match Officials may at their discretion cite a Club or Club member for an alleged breach of the Laws of the Game and/or Code of Conduct and/or Competition Rules at any time.
- (f) The offending Club is notified if the citing proceeds to Judiciary or Board appearance.
- (g) The Competition Manager will expeditiously convene a Judicial hearing. The Club and player will be advised of the time, date, and venue for the Judicial hearing.
- (h) As per Rugby Au Disciplinary Rules players that are the subject of a Citing by a Citing Commissioner are provisionally suspended and cannot participate in Rugby activities until they attend a Judicial hearing.
- (i) Clubs initiating a citing will be charged an amount of \$300.00. This amount is non-refundable and arrangements must be made to pay this amount to CWRU prior to the citing being accepted.

9.4 Team Nominations

- (a) The Competitions shall be conducted among such affiliated Clubs and in such grades as is determined by the Board.
- (b) The allocation of team entries by Clubs to grades shall be at the discretion of the Board.
- (c) Entry of teams for the Competitions to be conducted each season shall be lodged with the Competition Manager at a date as is determined by the Board from time to time.
- (d) No team nominations can be accepted from a Club for any coming season unless and until a Club has discharged all financial obligations to CWRU from any previous season.

9.5 Finals Series

- (a) The four highest competition point scoring teams in each competition will contest the Semi Finals. The highest team on the competition table at the completion of the competition rounds will be ranked as;
 - (i) Highest placed team is Team 1,
 - (ii) 2nd highest placed team is Team 2,

- (iii) 3rd highest placed team is Team 3,
- (iv) 4th highest placed team is Team 4,

- (b) The finals will be played utilising the following match structure.

Week 1 Minor and Major Semi-Final

Team 1 will play Team 2 in the Major Semi Final (Team 1 v Team 2)

Team 3 will play Team 4 in the Minor Semi Final (Team 3 v Team 4)

Week 2 Preliminary Finals

The winner of the Minor Semi Final (Team 3 vs Team 4) and the loser of the Major Semi Final (Team 1 vs Team 2) will play in the Preliminary Final in each competition.

Week 3 Grand-Final

The winner of the Major Semi Final and the winner of the Preliminary Final in each competition will play in the Grand Final.

- (c) When both semi-finals in a competition are played on the same weekend:

- (i) In Blowes Cup, Westfund Ferguson, New Holland Cup and the Westfund North Cup the major semi-final shall be played on Saturday and the minor semi-final on Sunday; and
- (ii) In Oilsplus North and South West Fuels Cup and the Westfund South Cup, the major and minor semi-final shall be played on Saturday.

- (d) The major semi-final in any competition shall be hosted by the team placed first at the completion of the regular season in 1st grade and will be played against the team placed second. The minor semi-final shall be hosted by the third placed team at the conclusion of the regular season and will be played against the team ranked fourth at the completion of the regular season.
- (e) The venue for the Grand Final will be awarded to the Club winning the 1st grade major semi- final and will be played against the winner of the final.
- (f) Notwithstanding the above provisions the Board may in its absolute discretion determine the venues of semi-finals, finals, and grand finals in any competition where it determines that special circumstances exist, and any such decision of the Board shall be final.
- (g) All finals matches shall be played under a fifteen (15) a side format. Teams are not required to match numbers as per appendixes 1,2 and 3.

9.5.1 Extra Time in Finals

- (a) In any Semi-Final or Final, if the score is equal at full time two extra periods of five minutes each way with no half time interval shall be played. If the score is still equal after such extra time, the team occupying the higher position in the competition as determined in accordance with this CWRU Competition Laws 2024 shall be deemed the winner.
- (i) In the 1st Grand Final, if the score is equal at full time two extra periods of ten minutes each way with a 2-minute interval will be played. All other Grand Finals will play 5 minutes each way with a 2-minute interval. If the score is still equal after extra time, the teams shall be declared Joint Premiers.
 - (ii) As per CWRU Competition Rule 2024 7.1 (a) (ii) Rolling replacements, with a maximum of eight (8) movements applies to the following competitions. There is no extra replacements if a match enter extra time in the grades listed below.
 - Blowes Cup 1st grade
 - New Holland Cup 1st Grade

9.6 Venues and ground suitability

- (a) All matches in any competition shall be played at such times on such days and at such venues as the Board may determine when approving the draw for that competition, where:
 - (i) with the Competition Manager's permission, opposing Clubs agree to play on an alternate date or venue. For such permission to be granted, a written agreement from both clubs must be received by the Competition Manager, at least five (5) days before the proposed fixture.

9.7 Appointment of Referees

- (a) The CWRURA shall, where possible, appoint a Referee to each match under the control of the Union.
- (b) In the event of a Referee so appointed not attending within 15 minutes after the time set down for the game to commence a qualified Referee shall be appointed by the captain of the opposing team, or failing appointment by the captain, by the captain of the home team, and the game shall proceed.
- (c) The match shall be forfeited by the home team if a qualified referee is unable to be appointed as per clause (1) or (2),
- (d) In the event of the Referee appointed as per clauses (1) and (2) being unable to act through illness or injury, a substitute shall be appointed for the remainder of the match as laid down in clause (2) hereof, except that in case of the Captains not agreeing the retiring Referee shall appoint a substitute or, if he is unable to do so, the Captain of the home team shall do so subject to that referee being suitably qualified.
- (e) The Competition Manager shall refer any complaints on the grounds of incompetence or misconduct of a Referee to the CWRURA.

9.8 Appointment of assistant referees and ball boys

- (a) In all matches except Final Series Matches, each Club shall appoint Assistant Referees – one by each Club and ball persons – two by each Club. Clubs shall not be required to supply Assistant Referees in matches where the CWRURA has appointed the Assistant Referees.
- (b) For Final Series Matches in all grades, the CWRURA shall appoint Assistant Referees and such appointment shall be made from members of that Association and/or accredited Assistant Referees from the clubs.
- (c) All Assistant Referees appointed pursuant to this clause of the CWRU Competition Laws 2024 shall have at least a Level 1 Referee or Assistant Referee accreditation. Clubs are strongly recommended to make all attempts to have appropriately qualified Assistant Referees.

9.9 Footballs

- (a) In all competition matches, arrangements must be made by the Home Club to supply and maintain 3 Gilbert brand footballs. One to be used as the match ball and an extra football is to be available on each touch line and may be brought into play unless the Referee otherwise directs.
- (b) In Grand Final Matches CWRU will provide Gilbert Dimension footballs for each match.

9.10 Time and commencement of matches

- (a) Matches in the competition rounds shall commence at such time(s) determined by the Board from year to year.
- (b) Semi-Finals, Finals and Grand Finals will commence at times determined by the Board of CWRU.
- (c) Any team which does not take the field to commence a match within 15 minutes of the time officially directed shall be deemed to have forfeited such match.

9.11 Duration of matches

- (a) Matches shall be played in two periods as set out below with an interval of not more than five minutes. Women`s Competition will be played with a 2-minute interval at quarter and three-quarter time, and a five-minute interval at half time.

- (i) First Grade: 40 x 40 Minutes – Time off for injury
- (ii) Second Grade: 35 x 35 Minutes – No time off
- (iii) Third Grade: 30 x 30 Minutes – No time off
- (iv) Colts: 30 x 30 Minutes – No time off
- (v) 1st Tier Women`s: 30 x 30 Minutes – No time off
- (vi) 2nd Tier Women`s: 20 x 20 Minute – No time off

- (b) In all semi-finals, finals, and grand finals the duration for matches will be as in 9.7 (1) with the addition of time off for injury in all grades.
- (c) Blowes, WestFund Ferguson and New Holland Cup Start Times
 - First Grade: 3:15 pm
 - Second Grade: 1:55 pm
 - Third Grade: 12:45 pm
 - Women`s: 11:40 am
 - Colts: 10:30 am
- (d) OilsPlus North and Westfund North Competition Start Times
 - Men`s 2:00pm
 - Women`s: 1:00 pm
- (e) South West Fuels and Westfund South Competition Start Times
 - Men`s 3:15pm
 - Women`s: 2:15 pm
- (f) Games may move to the later timeslot if both teams do not have a team in that competition.

9.12 Substitutions

- (a) Any player substituted due to injury (except temporarily for blood) may not for any reason return to that match or any subsequent matches played on that day. The Referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.
- (b) After the maximum number of substitutions has been made, no other substitutions will be allowed for any reason, except for an **injury to a front-row player** where a suitably trained front-row replacement is available to ensure the game can continue with contested scrums. In this situation only, an additional substitution may be made.
- (c) Any substitute who takes the field of play immediately following the awarding of a penalty kick to their team or after a try has been scored **shall not be permitted to kick at goal until after the relevant kick has been taken.**

9.13 Temporary Suspension

- (a) Any player who is given a Temporary Suspension by the Referee shall sit with his/her team manager at the match day desk for a period of ten (10) minutes and shall not enter the playing area until permitted to do so by the Referee.
- (b) The ten (10) minutes suspension time only commences when the player leaves the playing enclosure.

- (c) The ten minutes suspension time shall be actual playing time and does not include injury time or half time.
- (d) The temporarily suspended player may not be replaced by another player, nor be available to replace an injured player. The exception to this is if the player is a front rower, in which case the suspended player is to be replaced by a suitably trained replacement, and the team captain must direct another of his players to leave the field for the duration of the temporary suspension. If a suitably trained front row replacement is not available, the match will continue with uncontested scrummages as per the Laws of the Game.

9.14 Correspondence

Club Presidents or club representative need to correspond with each other before the Wednesday prior to the match being held. Issues to be discussed are;

- (i) Team Numbers
- (ii) Game times (if any change from CWRU Competition Laws 2024)
- (iii) Change room allocations.
- (iv) Uncontested scrums (if possibly occurring)
- (v) Warm up area's
- (vi) Notifying Referees re game times
- (vii) Medical arrangements
- (viii) Toilet and baby change facilities
- (ix) Post match arrangements

9.15 Streaming

- (a) Blowes Cup 1st Grade and New Holland Cup 1st grade matches must be live streamed by clubs in those competitions.
- (b) In Blowes Cup 1st Grade and New Holland Cup 1st Grade, clubs that are using their own streaming services (not Sideline Sports) are required to live stream their home matches.
- (c) Matches that have been Livestreamed must be uploaded, unedited from commencement to completion of the game, to a publicly available online video sharing platform (such as YouTube) by 12.00 pm on the day after the completion of the match.
- (d) Failure to comply with law 9.15 (a) will result in sanction of the club utilising CWRU Competition Laws 2024 6.11.
- (e) CWRU will be the only organisation responsible for streaming semi-final, preliminary final and Grand finals in Blowes and New Holland Cups and Grand finals in South West Fuels, Westfund South, OilPlus North Cup and Westfund North Competition. Failure to comply with law 9.15 (c) will result in sanction of the club utilising CWRU Competition Laws 2024 6.11.

APPENDIX 1

CWRU 2024 COLTS COMPETITION GAME DAY GUIDELINES

Both team Coaches must ensure that any decision made between them is in the best interests of ALL Players and in accordance with the Spirit of Rugby.

Note: The terms "offending team" and "non-offending team" are used below in order to neutrally and accurately describe certain situations which may arise in games and are not intended to be critical or derogatory of any club or team.

Pursuant to the CWRU INC COMPETITION BY-LAWS 2024 all Colt's aged games are played as normal matches, however, where ONE team has less than fifteen (15) players, the following Competition Rules will determine the conduct of each match.

CWRU Colts Competition 2024 Game Guidelines

1. Under 19 age limit applies at all times. (*i.e., to be eligible, any player must turn 19 In, or remain under the age of 19 in the calendar year.*)
2. Subject to the conditions set out below, a club may play with 10 or more players.
3. In the event that a club ("the offending team") has 10 or more players, but less than 15 players, available to start a game, the offending team may:
 - a. Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions.
 - i. If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 10 players, the referee will call full time and the non- offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game.
 - ii. If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 6 as set out below will apply.
 - iii. If at any stage during the agreed time of the game a team is reduced to less than 14 players but still has at least 10 players, the game will continue.

OR

- b. Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:
 - i. Reduce the number of players on the field at any one time to the same number as the number of players for the offending team, subject to the

following:

- the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).
- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
- the offending team must play all available players.

OR

ii. Lend the offending team a sufficient number of players to enable 15 players to participate for each team in the game, subject to the following:

- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
- the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).

4. The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game
5. The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 15 players.

Front Row / Scrum

6. In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
7. Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
 - i. a minimum of 5 players from each team shall be required in any scrum.
 - ii. a minimum of 8 players will be required from each team in a scrum when the offending team consists of 14 or 15 players:
and

- iii. a minimum of 6 players will be required from each team in a scrum when the offending team consists of 13 players.

Rolling Substitutions

8. There is no limit to the number of substitutions which can be made by a team during a game, subject to the requirement that a team cannot nominate more than 27 players for any game.

APPENDIX 2

CWRU 2024 WOMEN'S COMPETITION GAME DAY GUIDELINES

Guiding Principles

The principles and goals of these guidelines are to:

- encourage competitive games each weekend.
- foster rugby within the Central West zone.
- promote good sportsmanship.
- minimise forfeits; and
- appropriately manage player welfare at all times.

Unless otherwise mutually agreed, Westfund North Cup & Westfund South Cup Women's Competition games will be 10 a side but played under 15-a-side Laws. The Westfund Ferguson Cup Competition will be 15 a side.

Note: The terms "offending team" and "non-offending team" are used below in order to neutrally and accurately describe certain situations which may arise in games and are not intended to be critical or derogatory of any club or team.

A standard Westfund Ferguson Cup Competition game will be 15 players per team with rolling substitutions.

In the event that a club ("the offending team") has 10 or more players, but less than 15 players, available to start a game, the offending team may:

- a. Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions.
 - i. If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 10 players, the referee will call full time and the non-offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game.
 - ii. If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 6 as set out below will apply.
 - iii. If at any stage during the agreed time of the game a team is reduced to less than 14 players but still has at least 10 players, the game will continue.

OR

- b. Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:
 - i. Reduce the number of players on the field at any one time to the same

number as the number of players for the offending team, subject to the following:

- the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).
- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
- the offending team must play all available players.

OR

ii. Lend the offending team a sufficient number of players to enable 15 players to participate for each team in the game, subject to the following:

- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
- the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).

9. The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game
10. The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 15 players.

Front Row / Scrum

11. In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
12. Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
 - i. a minimum of 5 players from each team shall be required in any scrum.
 - ii. a minimum of 8 players will be required from each team in a scrum when the offending team consists of 14 or 15 players: and
 - iii. a minimum of 6 players will be required from each team

in a scrum when the offending team consists of 13 players.

Rolling Substitutions

13. There is no limit to the number of substitutions which can be made by a team during a game, subject to the requirement that a team cannot nominate more than 27 players for any game.

A standard Westfund North Cup & Westfund South Cup Competition game will be 10 players per team with rolling substitutions, however, subject to the conditions set out below, a club may play a competition game with 6 or more players.

- (1) In the event that a club ("the offending team") has 6 or more players, but less than 10 players, available to start a game, the offending team may:

Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions.

If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 6 players, the referee will call full time and the non-offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game.

If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 4 as set out below will apply.

If at any stage during the agreed time of the game a team is reduced to less than 10 players but still has at least 6 players, the game will continue.

OR

- (2) Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:

- i. Reduce the number of players on the field at any one time to the same number as the number of players for the offending team, subject to the following:
 - the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 6 below).
 - the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
 - the offending team must play all available players.

OR

- ii. Lend the offending team a sufficient number of players to enable 10

players to participate for each team in the game, subject to the following:

- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
 - the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 6 below).
- (3) The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game.
- (4) The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 10 players.

More than 10 Players

- (1) In the event that both Clubs have a high number of players available, provided both Clubs are in complete agreeance, both Clubs can elect to play with more than 10 players per team on the field. The number of players on the field at any one time must be agreed upon and maintained for the period of the entire game. I.e. – If both Clubs agree, the game can go ahead with 12 v 12 for the entire course of the game. In this example you expect that both clubs have a match day squad (more than 12 players) that will cover any injuries thus ensuring the game is played as 12 v 12 for the total 40 minutes.

Front Row / Scrum

- (1) In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
- (2) Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
- i. a minimum of 5 players from each team shall be required in any scrum.
 - ii. a minimum of 5 players will be required from each team in a scrum when the offending team consists of 8 or 9 players:
and
 - iii. a minimum of 3 players will be required from each team in a scrum when the offending team consists of 6 or 7 players.

Rolling Substitutions

- (3) There is no limit to the number of substitutions which can be made by a team during a game.

APPENDIX 3

**CWRU 2024 SOUTH WEST FUELS MENS , OILPLUS NORTH MENS & NEW HOLLAND SECOND GRADE
COMPETITIONS GAME DAY GUIDELINES**

Both team Coaches must ensure that any decision made between them is in the best interests of ALL Players and in accordance with the Spirit of Rugby.

Note: The terms "offending team" and "non-offending team" are used below in order to neutrally and accurately describe certain situations which may arise in games and are not intended to be critical or derogatory of any club or team.

Pursuant to the CWRU INC COMPETITION BY-LAWS 2024 all games are played as normal matches, however, where ONE team has less than fifteen (15) players, the following Competition Rules will determine the conduct of each match.

**CWRU South-West Fuels Men's and OilsPlus North Competition
2024 Game Guidelines**

- 1) Subject to the conditions set out below, a club may play with 10 or more players.

- 2) In the event that a club ("the offending team") has 10 or more players, but less than 15 players, available to start a game, the offending team may:
 - (a) Elect to start the game with the number of players available and play for the full 5 points on offer, upon the following conditions.
 - (i) If at any stage and for any reason (which may include injury, temporary suspension or send off) during the agreed time of the game, the offending team is reduced for any reason to less than 10 players, the referee will call full time and the non-offending team will be awarded a forfeit and will be awarded the full 5 competition points for the game.
 - (ii) If at any stage during the agreed time of the game, or prior to the game commencing, a team cannot field a suitably trained front row, Guideline 6 as set out below will apply.
 - (iii) If at any stage during the agreed time of the game a team is reduced to less than 14 players but still has at least 10 players, the game will continue.

OR

- b. Elect to request the non-offending team to take either of the steps as set out below, but upon the condition that the non-offending team shall not be obliged to take either of these steps:
 - (i) Reduce the number of players on the field at any one time to the same number as the number of players for the offending team, subject to the following:

- the non-offending team may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).
- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
- the offending team must play all available players.

OR

i. Lend the offending team a sufficient number of players to enable 15 players to participate for each team in the game, subject to the following:

- the non-offending team will automatically receive 2 competition points, with the remaining 3 points to be competed for: and
 - the non-offending team club may retain any remaining players on the bench to be used as rolling substitutions (see Guideline 8 below).
- 4) The respective coach and manager of the offending team and of the non-offending team may by agreement determine a shortened playing time and must inform the referee of the agreed playing time prior to commencement of the game
 - 5) The referee shall have absolute discretion to include additional stoppages during the course of the game in order to manage fatigue or any other issues which may arise due to a team fielding less than 15 players.
 - 6) All final series matches in the South-West Fuels Men's Cup will be played as 15 players per side matches. There is no option for 10 players a side matches in final series matches.

Front Row / Scrum

- 7) In the event of a team not having suitably qualified players for the front row, either at any time during the game or prior to commencement of the game, the game will proceed with uncontested scrums.
- 8) Teams shall each have equal numbers in the scrum, regardless of whether that scrum is contested or not. The number of players of the non-offending team in the scrum shall be the same number of players as are in the scrum of the offending team, but subject to the following requirements:
 - I. a minimum of 5 players from each team shall be required in any scrum.
 - II. a minimum of 8 players will be required from each team in a scrum when the offending team consists of 14 or 15 players: and
 - III. a minimum of 6 players will be required from each team in a scrum when the offending team consists of 13 players.

Rolling Substitutions

- 9) There is no limit to the number of substitutions which can be made by a team during a game, subject to the requirement that a team cannot nominate more than 27 players for any game.