

Play on the Gold Coast in 2014!



Pan Pacific
Masters Games
GOLD COAST | AUSTRALIA
1 - 9 November 2014

Tourism and Events
Queensland

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Australia's
Gold Coast
Premier for Life

2014 PAN PACIFIC MASTES GAMES RUGBY UNION COMPTITION RULES

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Play it, Live it, Love it!



1. DEFINITION OF TERMS

- (a) ARU is the Australian Rugby Union Ltd.
- (b) QRU is the Queensland Rugby Union Ltd.
- (c) Gold Coast & Districts Rugby Union (GCDRU) Committee is the committee that oversees the management of the tournament.
- (d) COMPETITION MANAGER is the person deemed responsible for the day to day operational management of the competition rules.
- (e) TEAM is the football team that is entered in the tournament.
- (f) JUDICIARY is the Judicial Sub Committee as appointed by the Management Committee.
- (g) The Management Committee is the GCDRU Rugby Manager, Development Manager and Administration Manager.
- (h) The Competition Manager is the GCDRU Administration Manager

2. LAWS OF THE GAME

Matches must 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 and QRU.

3. TEAM NOMINATIONS

- i) Participation in the tournament shall be initiated by the calling of nominations and will close on Friday, 10th October 2014.

Team Nominations must list the name of the team and all information requested by the Management Committee for the purpose of placing the team in the most appropriate competition.

Team Nominations must list contact information for the coach and manager nominated for that team. Team Nominations must be accompanied by any team nomination fee fixed by the Pan Pacific Masters Games Co-ordinators which is due by 10th October (\$120)

- ii) A team will be considered registered on approval of its nomination by the Management Committee.

4. REGISTRATION OF PLAYERS

- i) No person shall be eligible to play with a Team unless that player has signed the 2014 ARU Player Registration Form.

ii) A player officially registered with a club may only change teams within the tournament with the permission of the Management Committee. Applications for permission to change teams must be submitted to the Competition Manager. Such player shall not play with the team to which he wishes to transfer to until consent has been obtained.

5. THE COMPETITION

5.1. THE DRAW

The competition will be conducted in accordance with a schedule of matches drawn up by the Management Committee prior to the start of the tournament and varied as necessary from time to time.

5.2 COMPETITION POINTS

i) Position on the competition table will be determined by competition points. [4 for a Win, 2 for a Draw, 0 for a Loss]. Teams finishing on equal points will be ranked in accordance with For/Against ratio, then by tries scored.

5.3 POSTPONED/ABANDONED MATCHES

i) In the event that the venue is unavailable for any reason (eg. weather), it will be the responsibility of the Competition Manager to advise team managers.

ii) In the event of a match having to be abandoned for any reason beyond the control of match officials, the following procedure will apply:

iii) Where a match has been abandoned during the first half the result will be declared as a draw and no points for or against will be awarded. If the game is abandoned during or after half time, the score at that time shall be the result.

iv) In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any competition points will be awarded for the match.

v. It should be noted that such action should neither prejudice nor replace individual action that may be required under the citing, judicial or breaches of the code of conduct

5.4 FORFEITS

i) Each match forfeited by a team will be regarded as having been won by the opposing team.

ii) In the case of a team withdrawing from the competition, the Draw will be adjusted to take into account the loss of that team.

iii) The Management Committee may impose penalties for withdrawing teams from the competition.

Penalty: Admonishment.

5.5 DURATION OF MATCHES

i) All matches are to be played in accordance with Law 5 and the U19 Variations, but limited to 25 minutes each way.

ii) Any team not prepared to commence a match within 5 minutes must seek approval from the Competition Manager for additional time.

iii) Any time lost in commencing a game for whatever reason will be taken off that match so that the following matches may commence at the scheduled time.

iv. Injury time will be played in the Finals matches only.

5.6 PLAYERS ATTIRE AND EQUIPMENT

i) Every player taking part in a match shall wear the approved team jersey, shorts and socks. Players taking part in a match shall wear on the back of their jersey a distinguishing number. Numbers shall be of a minimum length of 150 millimetres and of such a colour as to be easily discernible within a reasonable distance of the match.

ii) No two players shall wear the same number jersey.

iii) The distinguishing number shall correspond with the information supplied by the team on the team sheet for that match.

5.7 PLAYING FIELD

i) The Management Committee hosting matches played under these rules must comply with the ARU Safety Directives with respect to Medical Requirements. Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. If teams are not satisfied they should not commence the match until it is addressed.

Reference should be made to the ARU Safety Directives when seeking any clarification.

ii) For all competition games the Management Committee shall be responsible for ensuring that the field of play is correctly marked in accordance with the "Laws of the Game".

iii) Goal Posts:

All Goal posts within the playing enclosure must be padded.

iv) Playing Enclosure:

Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres from the playing area perimeter.

Any breach of the above rules should be communicated to the Management Committee as soon as possible.

v) Persons authorised to enter Playing Enclosure:

a) Medically Qualified Person.

b) Teams (2 x)

c) Referee

d) Touch Judges (2 x).

e) Sports Trainer: Seated inside the playing enclosure (maximum 2 persons per team).

Restrictions

- The sports trainer is a person or persons from each team who is, or are, responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.

- Note that authorised persons does not include a coach with the following exceptions:

a) Where it is permitted under the ARU Pathway Laws

b) Where the nominated coach is required to fulfil one of the above listed roles. No coaching or technical instruction can take place while fulfilling one of the listed roles.

5.8 REPLACEMENTS, RESERVES, UNCONTESTED SCRUMS

i) Nominated number of players:

For a tournament played under standard conditions, the number of players allowed to take the field, as per Law 3.1, shall be fifteen (15) players.

Should the Management Committee require a nominated number of players in a squad Law 3.5 shall be adopted. Team numbers shall be twenty three (23).

ii) Replacements:

Regardless of the number of players, all Laws regarding replacements and substitutions will apply.

Reference is to be made to the Laws of the Game 3.4 and 3.6 to 3.13, and the Australian U19 Variations Laws 3 and 10.

iii) Uncontested Scrums:

If a team cannot field a suitably trained front row because players are either not available, are injured or sent off, the referee must order uncontested scrums. The period/s of play during which uncontested scrums occurred should be noted on both teams' score sheets and signed by the referee.

iv) Commencing with Uncontested Scrums:

When the number of players required in a team is nominated by the Management Committee, matches can commence with uncontested scrums. Under Law Variation applies.

When the number of players required in a team is not nominated by the Management Committee, matches are permitted to commence with uncontested scrums. NOTE – All matches played under the Under 19 Laws, even if the number of players is stipulated, can commence with uncontested scrums as per the Australian U19 Variations Law 20.1 (f)

v) In the event of a team creating the need for uncontested scrums during the tournament that team must report to the Management Committee on the reasons for the shortage of suitably trained front rowers.

5.9 TEMPORARY SUSPENSION - MANAGEMENT

i) The temporary suspension of a player must be recorded on the result sheet prior to the signing by the referee.

ii) Should a player incur two temporary suspensions during the tournament, he will automatically be suspended from playing in the next round of matches. Any subsequent temporary suspension will automatically result in exclusion from the tournament

5.10 PLAYERS ORDERED OFF FOR MISCONDUCT

i) Referees must, as soon as practicable after the game, report in writing to the Competition Manager on the approved form, any player or players ordered off the field of play for any reason or any misconduct.

ii) Any player ordered off the field will be suspended from playing until his case has been decided by the Judicial Committee.

iii) The Judicial Committee will meet as directed by the Management Committee or when the Judicial Committee deems necessary to hear cases. Any player ordered off the field will, without notice, attend the next meeting of the Judicial Committee. The team manager must check with the Competition Manager following the match in which the player was ordered off, the time and place of the hearing. Where possible, the Judicial Committee will meet at a time prior to the next allocated match for the player in question in the tournament.

iv) Should a player be unable to attend a meeting of the Judicial Committee, he may give written (signed) permission to be represented by an official of his team.

v) In the event of a referee's report not being before the Judicial Committee when a player appears before that committee, the player will be permitted to play without suspension. Consequently the Competition Manager will summon the player to appear before the next meeting of the Judicial Committee upon receipt of the referee's report.

vi) There will be a right of appeal against decisions of the Judicial Committee to the Judicial Appeals Committee.

5.11 MATCH RESULTS AND TEAM LISTS

i) It is the responsibility of each team to furnish, on official forms, to the Competition Manager, the results and team lists for all matches played.

ii) Match results sheets showing team lists, scores and scorers, and any players given a temporary suspension. The form is to be counter signed by the referee in the space provided.

6. FINALS SERIES MATCHES

6.1 TIMES AND VENUES

All finals matches will be played at the venues, and commence at such times, as determined by the Management Committee.

7. PROTESTS

All protests must be made in writing.

i) Protest must be received by the Competition Manager no later than 60 minutes after the alleged breach of the competition rules.

ii) All protests must specifically nominate the competition rule (by number) under which the breach occurred.

iii) All witness statements must be tendered on a signed statutory declaration form.

iv) Protests shall be heard by the Management Committee at their discretion.