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biennial masters games.



RUGBY UNION – Competition Rules & Information

NB: There will be a compulsory managers / Captains / Referees Meeting at 2:00pm on Sunday 4th Nov, in the Surfers Paradise Rugby Club Rooms to cover the Rules of Competition, the Draw and Administration.

Competition Structure

The PPMG will be run over three days, Sunday 4th, Wednesday 7th and Saturday 10th of November. Matches will commence at 4pm Sunday and Wednesday, and from 2pm Saturday with wrap-up by 7:00pm to allow participation in the PPMG festivities at the convention centre.

All matches will be conducted at the Surfers Paradise RUC, which is situated in Albert Park, Fremar Street, Broadbeach waters.

The competition will be conducted in two Age Divisions: 35 years and over and VETS (45 years and over). Note that IRB U19 Laws of the Games are applicable.

35 Years and over

Player under the accepted Masters Rules. Each team shall be entitled to have up to a maximum of one (1) player on the field at any one time, who is under 35, but not less than 31 years of age and shall be newcomers to the game, or have genuinely retired from Competition Play. The underage players shall require a dispensation from Sports Convenors to play.

VETS (45 Years and over)

Player under the accepted Masters Rules. This group may have two players only on the field at any one time who is under 45 years, but not less than 40 years of age. Unlimited interchange is accepted at the discretion of the referee.

Contested scrums 35s

These are expected, in accordance with U19 Laws, but should a team be unable to meet this requirement, they are asked to inform the Competition Manager, prior to the match commencing. No penalty will apply.

All players

All participants in the PPMG Rugby matches MUST be registered with both the PPMG Registration system and the Australian Rugby Union players (35s) taking the field in contravention of this requirement may invite exclusion from further participation, or team expulsion from the Games.

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Matches

These may commence with a minimum of 12 (12) players and with the express permission of both Captains. Forfeits shall apply for less than 12 (12) players.

Rules of Competition

For both 35+ and VETS (45+) are available at the venue and Team copies will be distributed at, or prior to, the pre-Competition briefing.

On the final day there will be play-offs to determine final placings and these will be decided by pool matches on Day 1, 2 and 3.

The major requirement for player appearance in the PPMGs is that he enters into the “spirit” of the Competition and the “game they play in Heaven”.

The Aims: enjoyment of the context;
Enjoyment of the game; and
Make new friends.

Please note: unsportsmanlike behaviour cannot be allowed. Unduly rough play, stomping and referee abuse etc. are not part of PPMG and will be dealt with by the sitting Judiciary Panel.

Additional Competition Notes

Players may be substituted without limit, but only at the appropriate break in play at the referee’s direction;

Backlines at the scrums, must be back five (5) metres;

VETS- no cleaning out or counter-rucking at the breakdown.

Coloured Shorts Dispensation for 45+ Red shorts – over 60 years of age

Yellow shorts – over 65 years

Purple shorts – over 70 years

The following restrictions on Coloured Shorts players shall apply; i) once they have run through a gap, they are to pass the ball or offload to a support player; ii) they may only score one (1) try per game; iii) it is preferable that they do not play in the No. 8, 9 or 10 position (discretion of both Captains), and if he does play No. 8, he is not run from the back of the scrum.

Draw Structure

Competing Teams

35+ Division and VETS (45+) Division

Matches will consist of two 20-minute halves with a 5 minute break.

Each team will play two matches each day, with all teams playing each other.

This may be re-adjusted due to late registrations.

Points allocation:	Win	4 points
	Lose	0 points
	Draw	2 points
	Lose by 7 or less	1 point
	4 tries	1 point

Wet Weather Policy: All matches will proceed regardless of weather conditions (Cyclones notwithstanding)

A) LAWS OF TOURNAMENT

The over 35s Tournament shall be played under the Laws of the Game of Rugby Football with the 15-a-side Variations.

Please refer to the Pan Pacific Masters Games website for additional information: mastergames.com.au

1. Each side shall comprise 15 players selected from a maximum of 23 players registered before the start of play.
2. In the event that due to injuries, a Team is unable to field a full complement of players derived from their own squad of 23 registered players such Team may approach any other Team that has been eliminated from the Tournament to borrow no more than 2 substitute players. A Team which borrows a player or players must take the field with all their own available players before using replacement players. These substitute players shall not be permitted to represent any other team during the remaining rounds of the Tournament.

Pan Pacific Masters Games 2018 TEAM SHEET



Club Name: _____

Grade: **35s** or **45s** (circle one)

Contact Name: _____ Ph No: _____

Opposition team: _____ Full time score: _____ Referee sign: _____

No	First Name	Surname	ARU Number	Pan Pac rego
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
Manager				

I, _____ (Team Manager) do declare that all person on the above team sheet are currently registered for the 2016 rugby year comply with the RA Rulings. PLEASE HAND TO CONVENOR 30 MIN PRIOR TO KICK OFF

Competition Rules

Pan Pacific Masters Games 2018



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1. DEFINITION OF TERMS

- (a) RA is the Australian Rugby Union Ltd.
- (b) QRU is the Queensland Rugby Union Ltd.
- (c) 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 PPMG18 sport convenor, Rugby Manager, Development Manager and Administration Manager.
- (h) The Competition Manager is the PPMG sport convenor.

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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 variations, together with all by-laws and directives of both the RA and QRU.

3. TEAM NOMINATIONS

- i) Participation in the tournament shall be initiated by the calling of nominations and will close on Team entries close: Wednesday 31 October 2018 (5pm AEST) & Individual entries into existing teams close: Wednesday 7 November 2018 (5pm AEST).

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.

- 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 in the over 35s unless that player has signed the 2018 RA 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 wished 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

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 ration, then by tried scored.

5.3. POSTPONED/ABANDONED MATCHES

- i) In the event that the venue is unavailable for any reason (e.g. 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.

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- 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.
- iv) Regulation 12 – Provisions Relating to the Players Dress – RA has directed that this applies to Under 15 and above (and does not apply to women’s rugby of any age)

(a) Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.

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 clarifications.
- 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 sport 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 do not include a coach with the following exceptions:
 - (a) Where it is permitted under the RA 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 Games 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 sheet 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 three (3) 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 this case has been decided by the Judicial Committee.
- iii) The Judicial Committee will meet as directed by the Management Committee 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 Competitions Manager, the results and team lists for all matches played.
- ii) Match result 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. FINAL 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. PENALTIES

- (a) 1st Breach of any Competition Rule may include any or all of the following:

- 1. Warning

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2. Loss of competition point(s)
3. Issue of show cause notice
4. Monetary Fine
5. Expulsion from the competition

(b) 2nd or any Subsequent Breach of the same Competition Rule may include any of the following:

1. Warning
2. Loss of competition point(s)
3. Issue of show cause notice
4. Monetary Fine
5. Expulsion from the competition

8. PROTESTS

All protests must be made in writing.

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

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

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

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