



**DARWIN CLUB
JUNIOR
COMPETITION RULES
2019**

Version 1	Endorsed by Junior Coordinators	27 th March 2019	Due for review December 2019

PREAMBLE

The Darwin Club Junior Competition follows all rules, policies and procedures of the Darwin Club Competition (**Rules**) that are issued by authority of the NTRU Board (**Board**). There are, however, variations required pending the age of Players and these are outlined in this document. The Rules are found at <http://ntrugby.com.au/competitions/darwin-club-rugby/2018-competition-manuals/>. A list of policies and procedures is also found here and are listed in this document.

The Rules apply to all Junior Players and Officials of all Darwin Clubs affiliated with the Union and the Northern Territory Rugby Referees Association (**NTRRA**).

These Rules supersede all previous competition Rules of the Union and should be read in conjunction with the NTRU Policies, Laws of Rugby Football and the Constitution of the Union.

The Union acknowledges that these Rules have been modelled on the Competition Rules of South Australian Rugby Union 2018.

RULE VARIATIONS FOR CONDUCT OF COMPETITION

Rule 5.4 (Conduct of Competition) applies ONLY to under 12 division and above (ie under 14, under 16 and under 18). Under 10 division is played with a winner decided by 'first past the post'. Under 6 and Under 8 divisions do not play for premiership points or awards. If two (2) or more Teams in any Grade have the same number of points at the end of the Minor Round, the Teams will be awarded a joint Premiership. If the Grand Final is a draw, no extra time will be played and the Premiership will be joint. Youth Girls u16 division will be played under 7-a-side rules.

Playing time

Coaches should ensure that throughout a season, each player starts in at least half of their fixtures. Coaches should ensure that in every game a player is on the field for at least half of the game (unless injured; or the player indicates they are happy with reduced game time or the player is in their 1st season of rugby and for safety and player confidence it is more appropriate to gradually increase their game time throughout the season.) Participation in Junior Rugby is more important than winning.

Substitutions

- a) Unlimited rolling replacements applies for all ages U16 and below (pending Rugby Australia approval)
- b) Rolling replacements with a maximum of 12 movements applies for all U19 rugby.

Scrum

When a team elects to have uncontested scrums the minimum numbers for each team are as follows:

- a) 14 + 15 players = 8 in scrum
- b) 12 + 13 players = 7 in scrum
- c) 10 + 11 players = 6 in scrum
- d) 8 + 9 + 10 players = 5 in scrum
- e) 7 players or less = 3 in scrum

Both teams must match numbers in the scrum when they are uncontested.

Players U15 and above may crutch bind as stated in Rugby AU U19 Law variations. Players aged U14 and below are not permitted to crutch bind.

Rule 6.2 (Withdrawal from Competition) is modified to read 'Any Notice to withdraw a Team may be for any junior team of the Club.'

Rules 29.1 to 29.7 (Duration of Competition Matches) inclusive DO NOT apply. All Junior Matches will be played as per Rugby Australia Pathway Laws for U6 to U12 and Australian U19 Law Variations found at <http://www.rugbyau.com/participate/referee/laws> and on page 4 of this document.

There are ONLY three Local Law Variations in place in 2019 that have been approved by Rugby Australia:

1. Under 8 games will be played in a ¼ sized field.
2. Under 10 games will be played in a ½ sized field.
3. Under 10 games will be played with 10 players per side.

No time off for injury will be played in any division.

Player Numbers and Participation

All matches from u6 to u12 will be played with matched numbers between teams. U14 and above can be played with matched numbers plus 1. If a team doesn't have the player numbers required for a regulation fixture, the opposing team must share the minimum players to facilitate a fixture. Example Team A 17 players Team B 7. Team A must share 5 players to facilitate a 12 v 12 or 10's (with 2 reserves) fixture. While winning is important, participation at the junior level is crucial to supporting clubs and ensuring juniors have a pathway to lifelong involvement in rugby. Even if the game is a forfeit, a match should occur; even if it requires playing in the format of 7s or 10s.

Team Forfeit Procedure

Procedure as per Darwin Club Competition applies however notification of a forfeit by a Junior team should be made to the Competition Manager (Phone: 8945 1444) no later than 24 hours prior to the fixture.

LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
Ball size	Size 2		Size 3		Size 4		Size 4
Conversions	No		Optional In front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
Kick-off	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
Restart after score	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
Lineout	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout receiver		Must pass		Must pass		All options	
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half		Must pass		Must pass		All options #8 moves illegal	
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

COMMON PATHWAY LAWS FOR U6 TO U12

Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling replacements.		
Scrum	Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. Defending scrum-half can't go past midline and cannot leave scrum.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Slinging tackles, fending to the head and squeeze ball illegal
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	Foul Play	Yellow card = 5 minutes A player given a Yellow card or Red card may be replaced

RULE 30.1 (90 Minute Rule) applies to conduct of the Darwin Club Junior Competition but is highlighted here:

Rule 30.1 Irrespective of any dispensation sought or granted by NTRU, no Junior and Youth Player under the age of 18 is permitted to play for a combined total of greater than ninety (90) minutes in any consecutive twenty four (24) hour period.

Darwin Club Competition Procedures and Policies

Subject	Date of Issue/Last Amendment
Team Forfeit Procedure	January 2019 – Version 2
Match Day Procedure	January 2019 – Version 2
Citing Procedure	November 2018 – Version 1
Appeals Procedure	November 2018 – Version 1
Replacement & Uncontested Scrum Policy	January 2019 – Version 2
Send Off Policy	January 2019 – Version 2
Judicial Committee Policy	January 2019 – Version 2
Code of Conduct	November 2018 – Version 1
Player Uniform Policy	November 2018 – Version 1
Player Eligibility Policy	January 2019 – Version 2
Wet Weather and Lightening Policy	January 2019 – Version 1