



NORTHERN TERRITORY
JUNIOR
COMPETITION RULES
2020

Version 1	Endorsed by Junior Coordinators, Presidents	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 6, 8 there will be no Premiership. U10s there will be no finals, a premiership is awarded by highest points tally.

If:

- a) two (2) or more Teams in any Grade have the same number of points at the end of the Minor Round, the following process will be applied
 - a. Most wins from all matches
 - b. Aggregate points for and against
 - c. Coin toss
- b) If teams in the same grade have played a different number of games in the Minor Round, the affected team/s will be awarded 4 points per BYE until the number of games (including BYES) is even.
- c) If a finals Match is tied, then an extra 5 minutes each way will be played (total 10 minutes) with a 1-minute half time. If the score is tied at the end of extra time then the rules outlined above in section a) apply to determine the winner.

Youth Girls u16 division will be played under 7-a-side rules.

Substitutions & Playing Time

World Rugby Law 3.34

- a) Unlimited rolling replacements applies for all ages U14 and below
- b) Rolling replacements with a maximum of 12 movements applies for all U19 rugby aged U15 and above.

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). Participation in Junior Rugby is more important than winning.

Matches should be stopped at "quarter time" to allow coaches to make substitutions; thus provides 4 clear time periods to allow teams to manage player time.

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

If a team elects to have uncontested scrums after round 5, they must notify their Club Junior Coordinator and Competition Manager with details. NTRU will work with the club and team to ensure that the participants are provided with regular training throughout the season to ensure the team can complete contest scrums. Coaches and Clubs should identify teams at risk and notify NTRU immediately to develop a training plan.

If a team starts a match uncontested in a finals fixture, the team electing to go uncontested must drop 1 player. Example 14 v 15. This doesn't affect a team's ability to use that player as a substitute. This rule applies only for ages U14 & above and applies only to finals fixtures.

Both teams must match numbers in the scrum when they are uncontested. The Referee will nominate player numbers in the scrum for consistency utilising the system outlined above. 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.

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 in finals only.

If a team doesn't have the player numbers required for a 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.

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.

Finals Eligibility

A player should play 3 matches prior to Finals to be eligible for Junior Finals. Exceptions may be granted based on:

- A) Safety (to facilitate contested scrums)
- B) Didn't meet the minimum games required due to injury
- C) Other unforeseen circumstances.

Clubs requesting ineligible players to be granted finals eligibility should write to the Competition Manager PRIOR to the last round of fixtures being played.

Registration & Dispensation

Teams must ensure their players are correctly registered & if required, granted dispensation. If not followed sanctions WILL be enforced as outlined below.

If a team plays an unregistered player, then the team will be deducted 2 competition points per player for each game that player has participated in.

If a team plays an ineligible player for their age-group without dispensation, then that team will be deducted 2 competition points per player for each game that ineligible player has participated in.

The Competition Manager may also direct further sanctions be imposed on the club including the whole clubs coaching & management staff (Junior & Senior) to retrain in SMART Rugby & other courses to avoid further breaches of the Code of Conduct.

Scoring

Should a team be trailing at half time by 35 points (or near) the referee can enforce the "competitive rule" if they deem that it is likely the 2nd half will continue to be significantly one sided. The half time score will be entered as the competition result. Alternately the referee can begin the second half as normal and if the trend continues, the referee can enforce the rules outline below.

The leading team must enforce "player rules" whereby those who have scored tries cannot score again in the match. Tape can be used to mark players who have scored to assist the referee. Being unable to score in the second half encourages players who normally are passive in attack to become more involved. If a player who has already scored, scores again – a 22m drop out will be awarded.

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: Review for 2020

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 – Time off may be played during finals under direction of the Competition Manager with consideration to – field availability, match schedule and other circumstances.

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 or youth team of players under the age of 18 is permitted to play for a combined total of greater than ninety (90) minutes on any Day. Individual players standing by as a replacement for another team may play more than 90 minutes on one day, so long as a proper duty of care is exercised by his or her coaches in relation to the position they play, the environmental conditions, the age group played, and common sense is exercised in regard to total playing time.

Darwin Club Competition Procedures and Policies

Subject	Date of Issue/Last Amendment
Team Forfeit Procedure	February 2020 – Version 3
Match Day Procedure	February 2020 – Version 3
Citing Procedure	February 2020 – Version 2
Appeals Procedure	February 2020 – Version 2
Replacement & Uncontested Scrum Policy	February 2020 – Version 3
Send Off Policy	February 2020 – Version 3
Judicial Committee Policy	February 2020 – Version 3
Code of Conduct	February 2020 – Version 2
Player Uniform Policy	February 2020 – Version 2
Player Eligibility Policy	May 2020 – Version 3
Wet Weather and Lightening Policy	February 2020 – Version 2