



COMPETITION PROCESS & RULES

10 - 18 YEARS RUGBY UNION
MODIFIED COMPETITION PROCESS & RULES

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Pacific Youth Rugby Festival Process and Procedures

1. Sanctioning

- 1.1 Pacific Youth Rugby Festival is a sanctioned event via Rugby Australia and QRU
- 1.2 Pacific Youth Rugby Festival follows the Laws of Rugby outlined in the IRB Laws of the game.
 - 1.2.1 Including IRB U19 Law Variations and Referee Signals.
 - 1.2.2 This tournament follows the Australian U19 Law Variations found on Rugby AU website: www.rugbyaustralia.com.au

2. Insurance

- 2.1 Pacific Youth Rugby Festival is a Rugby AU & QRU Sanctioned Special Event. <https://australia.rugby/participate/rugby-administration/insurance>
- 2.2 Team entry fees includes Special Event Insurance coverage for all participants and team personnel.
- 2.3 What is covered? <https://ra.aon.com.au/what-is-covered>

3. Rugby AU Code of Conduct

- 3.1 Rugby AU Code of Conduct By-Laws binds all participants in attendance at Pacific Youth Rugby Festival 2024.
 - 3.1.2 <https://australia.rugby/about/codes-and-policies/integrity/code-of-conduct>
- 3.2 Reporting a Code of Conduct complaint. If a person has a complaint regarding a Code of Conduct they must complete the below and submit to the Pacific Youth Rugby Festival Competition Manager and Rugby Australia Rugby AU Code of Conduct By-Laws binds all participants in attendance at Pacific Youth Rugby Festival 2024.
- 3.3 Match Official Abuse cases are classed as a Mid-Level or High-Level breach of the Rugby Australia Code of Conduct guidelines and will be reported accordingly.
- 3.4 Pacific Youth Rugby Festival Event Director, Competition Manager and PYRF Representatives are responsible in ensuring the Code of Conduct is adhered to and respected at all times, by all participating, both on field and off field.
 - 3.4.1 Should the Event Director, Competition Manager or a PYRF Representative believe a Code of Conduct violation occurs the appropriate steps will be taken to report the incident.
 - 3.4.2 The Event Director, Competition Manager and PYRF Representatives reserve the right to remove any persons from the field/venue that are in breach of the RA or PYRF Code of Conduct.

4. Pacific Youth Code of Conduct

4.1 Each participating Nation/Team must have a nominated Code of Conduct officer.

4.2 Pacific Youth Rugby Festival must be notified in writing, of a Nation/Teams Code of Conduct Officer 4 weeks prior to the commencement of the festival. This includes officers full name, contact details and Rugby Xplorer ID

4.3 Nation committee/leadership and participating teams are responsible for behaviour and conduct of players

4.3.1 Nation committee/leadership and participating teams are responsible for behaviour and conduct of all teams staff. This includes but is not limited to Coaches, Managers, Trainers and volunteers.

4.3.2 Nation committee/leadership and participating teams are responsible for behaviour and conduct of ALL supporters.

4.4 Please ensure your teams understand the standards of behavior expected at Pacific Youth Rugby Festival 2024. If these standards are not met, then consequences will be implemented according to the competition judiciary process. (Please see judiciary process for further details)

4.5 “Ignorance is not an excuse“

4.6 Participant/s or Team/s found in breach of the Code will not be permitted to participate until the matter has been dealt with by the Competition Manager and/or Judiciary.





5. Match Officials

5.1 QRRA will provide qualified Referees for the duration of the festival.

5.2 QRRA will provide qualified Assistant Referees on all games.

5.3 Pacific Youth Rugby Festival has a zero tolerance for ANY Match Official abuse. The festival is a sanctioned event under the Rugby Australia Special Event sanctioning and therefore adhere to the Directive for all Rugby Organisations and Participants; Match Official Abuse issued by Rugby Australia in June 2023.

5.3.1 Match Official abuse is considered both onfield and off-field behaviour.

5.3.2 Match Official abuse can be described as any behaviour that is directed towards a MO which is not inline with the core values of our game: discipline, respect, integrity, passion and team work

5.3.3 Match Official abuse includes but is not limited to; harassment or verbal or physical abuse, dissent, intimidation, threatening behaviour, verbal sledging/swearing, harmful behaviour or disrespect.

5.4 Any person, on field or off field, deemed to be engaging/instigating any Match Official Abuse will be removed from the field of play and/or venue.

5.4.1 Should the person in breach not comply with this request a formal Rugby Australia breach will be made <https://australia.rugby/about/codes-and-policies/reporting-a-concern/rugby-case?nc=match-official-abuse>

5.4.2 The competition manager has the right to enforce a Competition Ban for the duration of Pacific Youth Rugby Festival should this be decided by the competition manager.

6. Injury Protocol

6.1 Each field will have a qualified medical personal in attendance for duration of the festival.

6.2 Assist First Aid is the medical providers for Pacific Youth Rugby Festival 2024.

6.2.1 Assist First Aid will have an onsite Sports Doctor to assess any Serious Injuries.

6.2.2 The onsite Sports Doctor will be located in the medical room in the Albany Creek Rugby Union club house.

6.3 ALL injuries, Minor or Serious, are to be reported to medic in attendance.

6.4 Pacific Youth Rugby Festival Head Medic will be the point of contact for ALL serious injuries.

6.4.1 A Serious Injury Report must be completed within 48hrs of the injury occurring

6.4.2 A serious injury is;

6.4.2 a) any head or neck injury that results in player being treated at an emergency department, hospital or after-hours medical centre

6.4.2 b) Any injury that results in the admission of a player into hospital.

NB: This does not include players taken to Emergency Department and allowed home from there. <https://australia.rugby/about/codes-and-policies/safety-and-welfare/injuries/report>

6.5 Team Management Responsibilities

6.5.1 Phone Pacific Youth Rugby Festival Head Medic TBA in the event of a Serious Injury (i.e. suspected spinal injury or fatality), who in turn notifies Festival Director who in turn notifies Rugby AU.

6.5.2 Accurately record any details and persons associated with the injury.

6.5.3 Notify next of kin in the case of serious injury to a player/s head or neck.

6.5.4 Complete the Serious Injury Report within 48hrs of the time of injury occurring.

6.5.5 Complete the Rugby AU Injury Claim Form for all insurance claims.

6.6 Blue Card - Concussion

6.6.1 As per the Rugby Australia guidelines, a player who shows any signs or symptoms of a suspected concussion will be issued a blue card.

6.6.2 All Blue Cards issued must be reported to the Competition Manager, as well as reported in line with the Rugby Australia Concussion Management.

6.6.3 If a Blue Card is issued, the player will be ruled out for 19days

6.6.4 The Team official must supply the player, who has been issued a Blue Card, with a Referral & Return Form and Head Injury Fact Sheet

6.7 Injury Delay / Time

6.7.1 No injury time; an injured/hurt player must be rotated immediately from the field, providing it is safe to do so.

6.7.2 Game time will continue despite breaks in play.

6.7.3 It is at the discretion of the PYRF representatives and Match Officials to determine if game time can be stopped due to a Serious Injury. (This will be evaluated on a case by case scenario).

6.7.4 Should a Serious Injury occur during a game and the game not be able to continue scores will be taken at time of injury.

6.7.5 Should the game be a draw at time of injury, points will be awarded to the first points scorer of the game.

NEW TACKLE LAW EXPLAINED

Above the shoulders

- Penalty, may result in red or yellow card



Above the sternum

- Penalty, with repeated infringements potentially leading to a yellow card



Aim to tackle below the base of the sternum



Risk of concussion is 4.2 times lower when the tacklers head is below the height of the sternum



Important Game Play Guidelines

Pacific Youth Rugby Festival is sanctioned under the “Rugby Australia Special Event Sanctioning” and therefore follows the Australian Law Variation under-19.

These rules apply to all age divisions participating, with the exception of the below Modified Rules for the purposes of tournament conditions.



7. Game Duration

7.1 Under the World Rugby Guidelines, a player can only participate in 90 minutes of rugby union within a 24-hour period.

7.1.1 Pacific Youth Rugby Festival comply with these regulations by developing a draw in line with the above guideline.

7.2 Pacific Youth Rugby Festival are responsible for ensuring the Competition Draw is available via the Rugby Xplorer App prior to the event.

7.2.1 Pacific Youth Rugby Festival aim to have this accessible 7 days prior to the commencement of the festival.

7.2.2 GAMES AND GAME TIMES ARE SUBJECT TO CHANGE AT ANY TIME.

Team Managers are responsible to ensure a team is on time for their scheduled game.

8. Start & End of a Game

8.1 The game Match Official will indicate the start of each game by blowing their whistle.

8.2 The Match Official will blow their whistle to indicate the completion of a game. The game will only finish on the Match Officials final whistle.

9. Substitution

9.1 Pacific Youth Rugby Festival has a rolling substitution process.

9.2 Unlimited player substitutions can be made within a game.

9.3 Making a Substitution

9.3.1 The player making the substitution must not take the field until the player being substituted is off the field.

9.3.2 There must be only 15 players on the field at any one time.

9.3.3 The player wanting to make a substitution must report to the Assistant Referee. The Assistant Referee will then instruct the player when they are authorised to take the field of play.



10. Scoring & Match Day Manager

All Teams participating in Pacific Youth Rugby Festival are required to use the Rugby Australia Match Day Manager app for scoring and team lists.

10.1 Team list Requirements - 25 players per team ONLY.

10.1.1 When submitting a team list via Match Day, a coach and manager must be nominated

10.1.2 Team lists are to be submitted 30mins prior to the kick off of each game.

10.1.3 The team manager is required to nominated the teams front row for that game.

[Rugby Match Day App - Selecting Team Lists Video \(xplorer.rugby\)](#)

[Rugby Match Day App - Entering Squad List Video \(xplorer.rugby\)](#)

10.2 Scoring

10.2.1 Each Team Manager must score only for their own team via the Match Day app.

10.2.2 If a Team Manager is required to score for the opposing team, this must be approved by the PYRF Ground Marshall on the designated field.

10.2.3 Under the "Movements" tab, Managers are required to enter any movements that occur within a game.

10.2.4 All cards (yellow/red or blue) must be recorded during the game.

[Rugby Match Day App - Live Scoring Video \(xplorer.rugby\)](#)

10.3 Points

10.3.1 Try = 5 points

10.3.2 Conversions = 2 points

10.3.2a All conversions are drop goal only.

10.3.2b Drop goal is to be taken in-line with where the try was scored. This will be identified by the game Match Official.

10.3.2c No Penalty or drop goals permitted

11. Points Table

11.1 Win = 4 points

11.2 Lose = 0 points

11.3 Draw = 2 points per team

11.4 Teams who finish on equal competition points at the end of Day 1

11.4.1 Rankings will be decided by for and against

11.4.2 This is calculated by subtracting the number of points scored against the team from the points the team scores

12. Age Eligibility

12.1 Players must be turning the year of relevant age group division:

- U10 – 2014 (10) or 2015 (9)
- U12 – 2012 (12) or 2013 (11)
- U14 – 2010 (14) or 2011 (13)
- U16 – 2008 (16) or 2009 (15)
- U18 – 2006 (18) or 2007 (17)

12.2 Players born two years outside of the above age groups must complete an 'Exception to the Two-Year Window Policy' Consent Form signed by a Parent/Guardian and a Level 2 Coach.

12.2.2 This must be handed into the PYRF Competition Manager prior to the commencement of the festival on Friday 20th September 2024.

12.2.3 The team Manager must also carry a copy on them for the duration of the festival.

13. Dispensation

13.1 Please refer to the Rugby Australia Player Dispensation

<https://australia.rugby/about/codes-and-policies/safety-and-welfare/player-dispensation>

13.2 Any player requiring a dispensation to participate in the festival must complete the Rugby Australia Dispensation assessing process prior to the event.

13.3 Any player that receives a dispensation must submit the Rugby Australia approved dispensation confirmation to the PYRF Competition Manager by Friday 20th September 2024.

13.4 The Team Manager of a player who has players dispensation eligibility must hold a confirmed Rugby Australia copy on them, for the duration of Pacific Youth Rugby Festival.

14. Penalties

14.1 No kick for touch or scrum – tap only.



15. U10 mixed Modified Rules

15.1 Full field usage

15.2 Size 5 balls used

15.3 XV players on the field

15.4 Contested scrums inline with the Law Variations

15.5 Lineout

15.5.1 No lifting, players can compete for the ball by jumping

15.5.2 A min of 7 players to be in a lineout

16. Yellow Card

16.1 A player who receives a yellow card must remove themselves immediately from the field of play for a 5 minute period.

16.2 The 5 minute timer will not start until the player is seated in the Match Officials tech zone. A chair will be provided for the player.

16.3 The player must stay seated for the duration of the 5 minutes. The player can however start their warm up in the remaining minute.

16.4 The player cannot move up & down the sideline.

16.5 When returning back to the field, the player must report to the Assistant Referee before re-entering the field of play.

16.6 Yellow Card - u10 & u12 mixed

16.6.1 A player within these age groups who is issued a Yellow Card can be replaced.

16.6.2 The player making the replacement must abide by the substitution process outlined in CL 9.3.1

16.7 Yellow Card - 14, 16, 18 boys & Girls

16.7.1 A player in these age divisions cannot be replaced when a yellow card has been issued.

17. Red Card

The player receiving the Red Card must exit the field immediately and is not permitted to return.

17.1 Red Card - any incidents when a Red Card is issued will be dealt with by the judiciary process.

17.2 Sanctions may include suspensions from one or more games. Sanctions will be decided by the onsite judiciary committee.

17.3 The Judiciary Committee will follow the Rugby Australia Disciplinary Rules.

17.4 If a player receives a Red Card in u10 or u12 mixed they CAN be replaced.

17.5 If a player in the 14-18years age division receives a red card they CANNOT be replaced.

18. Judiciary Committee

18.1 The Judiciary Committee will consist of a PYRF representative, a Match Official/QRRA representative (not the referee involved in the incident) and a Head of Nation member.

18.2 The judiciary committee can include more personnel should it be deemed necessary by the competition manager. This will be assessed in a case by case scenario.

Australian Rugby Disciplinary Rules | Rugby Australia

19. Complaints Management

19.1 All protests and complaints must be lodged in writing to the Pacific Youth Rugby Festival's Complaints Officer, located in the PYRF HQ.

19.2 Protests/Complaints must be lodged within 30 minutes of the incident or game it occurred in.

19.3 Pacific Youth Rugby Festival Complaints Manager will endeavour to resolve the complaint/protest within a timely manner.

19.4 The person making the complaint/protest will be informed of the outcome via email.

20. Scrums

20.1 All age divisions will play contested scrums, including u10mixed.

20.2 8 players, per team, to engage in a contested scrum.

20.3 Uncontested scrums

20.3.1 A team can only elect to conduct an uncontested scrum due to player welfare and safety. The team must have medical reasons, that apply directly, to the nominated front row players.

20.3.2 If a team elects an uncontested scrum in a round game, they must drop a player. The Coach of the team electing the uncontested scrum, will nominate a player to leave the field of play once the call 'uncontested' has been made.

Only when the scrums return to 'contested' can the team return to the full contingent of players.

20.3.3 Should a team elect an uncontested scrum in a finals round, the above clause 20.3.2 will be implemented.

21. Technical Zone

21.1 Technical Zones will be distinguished on each playing field.

21.2 Inside the technical zone there is permitted to be 1x water runner and 1x trainer. They must both be wearing appropriate bibs.

21.3 All player reserves need to be seated at all times within the "Dug Out/Bunker". A reserve player is not permitted to enter the field of play for any try celebrations during the game.

21.4 COACH - A coach is NOT permitted to be positioned within the playing enclosure, nor are they to reside within the designated Technical Zone.

21.5 MANAGER - A manager is NOT permitted to be positioned within the playing enclosure, nor are they to reside within the designated Technical Zone.

21.6 PYRF REPRESENTATIVE - A PYRF representative is authorised to halt a game or breach a coach/manager should they not abide by the above clause. The game clock will not be stopped should this need to occur.

21.7 MATCH OFFICIAL - A Match Official is authorised to halt a game if there are any unauthorised persons within the playing enclosure. The game clock will not be stopped should this need to occur.

www.world.rugby/the-game/laws/law/6

