

NEW ENGLAND RUGBY INCORPORATED BY LAWS

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Rule 1: MEANING OF TERMS

“**Executive**” means the Executive Committee of the New England Rugby Union as set out in the Constitution.

“**Committee**” means the Management Committee of the New England Rugby Union as set out in the Constitution.

“**Judiciary**” means the Judiciary Committee appointed by the Executive.

“**Appointments Boards**” means the Referees Appointment Board as elected by the New England Rugby Union Referees Association.

“**Secretary**” means the secretary of the New England Rugby Union Inc.

“**Club**” means a Club affiliated with the New England Rugby Union.

“**Team**” means a team nominated by an affiliated Club.

“**Result Sheet**” means a properly completed team and result sheet.

“**Match Report**” means a publicity report of a game as defined in Rule 17.

“**Registered Player**” means a player registered in accordance with Rule 5.

“**Registrar**” means the member of the Executive Committee whose duties include the registration of players and the recording of match results.

“**Match**” means competition between teams of affiliated Clubs.

“**Union**” means New England Rugby Union Inc.

“**Designated Date**” means 28th February in each competition year.

“**Round**” means each team has played each other team in this grade in the New England Zone competition on one occasion and has taken the Bye or Byes if any in accordance with the Draw prepared for each year of competition.

“**Overseas Player**” means any player who is not domiciled in Australia.

“**Home Club**” means the Club whose name is listed first in the draw published by the Union.

“**Zone**” means the New England Rugby Union Zone determined by New South Wales Country Rugby Union.

“**Blocking**” means the allocation of teams from different clubs into a group approved by the Executive so that the group so formed plays in the competition as if it were one club. The restriction on a player playing for a Club other than the Club with whom, that player is registered shall not apply to players in teams that are blocking.

Rule 2: LAWS OF THE GAME

Matches will be played in accordance with the laws of the International Rugby Board as directed by the Australian Rugby Union or the New England Rugby Union.

Rule 3: METHOD OF CONDUCTING THE COMPETITION & FINALS

- a) The Competition shall be conducted in grades as set out by the Executive from teams nominated by the Clubs.
- b) Fixtures shall be played at a date and time as advertised in the draw. If both Clubs concerned agree to alter the playing date, or time, the Home Club must determine the availability of a ground and notify the Secretary, the Referees, Appointments Board and the Publicity Officer eight (8) days prior to the scheduled playing date. The Executive may permit a shorter period of notice to be given.
- c) A team which is not able to play as scheduled in the draw may apply to the Executive giving at least eight (8) days' notice prior to the date and time set down for the match to defer that match. Failure to do so will result in a loss by forfeit. If the Executive upholds the decision to defer the game the Executive shall determine where and when the deferred game shall be played. The Executive may permit a shorter period of time to be given. A team which does not apply to the Executive to defer a match in accordance with this rule shall have no right of appeal.

- d) The position of each team in the competition table shall be determined by the competition points as set out below;

| | |
|---------------------------------------|----------------------------|
| A WIN | 4 points |
| A DRAW – both teams receive | 2 points |
| A LOSS by a converted try (7) or less | 1 bonus point |
| 4 tries or more scored by either team | 1 bonus point |
| A win by FORFEIT | 5 points & score of 28-nil |
| A loss by FORFEIT | 0 points & score of nil-28 |

- e) In the event that one or both teams are not ready to commence play at the appointed time:
 - (i) The match shall be shortened so as not to interfere with the starting time of the following matches and so that the available playing time is divided equally;
 - (ii) If more than fifteen (15) minutes elapse after the scheduled starting time for commencement, the non-offending team may appeal to the Referee for a forfeit. The Executive delegates to the Referee the authority to declare the game forfeited in favour of the non-offending team. A result sheet must be completed and forwarded to the Registrar.
- f) In the case of a team withdrawing from the competition, points awarded in all games previously played against that team shall be disregarded, save and except where the team withdrawing has completed a round or rounds. Points awarded during the completed round will stand. A team forfeiting

more than three (3) competition games may be withdrawn from the competition by and at the discretion of the Executive.

- g)** It is the duty of the home Club to supply match results to the Registrar by telephone or text before 8.00 pm on the day of any match and to provide team and result sheets to the Registrar by noon on the day following any match. Any Club which fails to return the team and result sheets to the Registrar as required by this rule shall be liable to such penalty as the Executive shall determine.

FINALS

- h)** In the event that two or more teams in the same grade having equal competition points, the position of those teams on the competition table shall be determined on the basis of points scored for and against each other during the season. If they are still found to be equal, a play-off for positions will be held at a time and place appointed by the Executive.
- i)** All deferred competition matches must be finalised at least seven (7) days prior to the commencement of the semi-finals provided that permission to the contrary may be granted by the Executive if, in the opinion of the Executive, unforeseen circumstances have prevailed.
- j)** During the finals series, Clubs shall submit team names by 8.00 pm on the Wednesday prior to the finals game to allow the Registrar to advise the Executive of the eligibility of players for the finals by 10.00 am on the Friday prior to the finals game. Any player wishing to appeal against the decision of the Executive on eligibility must do so by notifying the Secretary by 8.00 pm on the Friday prior to the finals game.
- (i) The Executive shall determine a player's eligibility to play in the semi-final, final or grand final matches based on the Registrar's recommendations.
- (ii) Teams failing to submit team sheets by the due time shall not be permitted to play and shall forfeit the games. (Please note also Rule 6 (b) and 6 (c))
- k)** Any Club that is allocated duties for representative games and finals and does not complete such duties to the satisfaction of the Executive shall be dealt with in such a manner as the Executive may determine.
- l)** Members of the Executive are not to participate in club nominated tasks during the finals as they must be available to assist with the determination of any zone administration problems that may arise.
- m)** Twenty one (21) days prior to the major semi-final the Executive shall meet to decide the final venues for games in the final series played outside of Armidale, the host Club shall underwrite the profit for the equivalent game in the season last played in Armidale. Clubs wishing to be considered for a change of semi-final/final venue must apply to Executive prior to 30th June in each competition year.
- n)** In the event of a draw in a semi-final or final match, an additional period of ten (10) minutes each way will be played without an interval. If there is still no result the team standing highest in the competition table shall be deemed to have won.

- o) In any Grand Final match, if the scores are equal at full time, an additional period of ten (10) minutes each way shall be played without an interval. If the score then remains equal the teams shall be declared joint premiers.

Rule 4: PLAYERS ELIGIBLE TO PLAY IN ZONE COMPETITIONS

- a) A player to be eligible to compete in the New England Rugby Union, must be registered as directed by the ARU, and is a member of an affiliated Club in the New England Rugby Union, the correctly filled in registration form must be signed and dated within three working days, and their registration recorded before they take the field. Clubs are advised to register all members and volunteers.
- b) Any Player who plays with a Club outside the New England Rugby Union Zone shall not play in the Union unless he has moved to take up permanent residence within the Union boundaries and has completed a Domestic Transfer Form. Any player returning to their home during holidays wishing to play with their home Club must complete a Domestic Transfer Form both leaving and returning from their break.
- c) Any new player who has been registered with a Club outside of the New England Zone in the past and who intends to play football with the New England Zone must complete a Domestic Transfer Form together with a Registration Form. The registrar shall register the player with the Club of his choice within the Union and forward the Domestic Transfer Form to the competition manager. That player is not eligible to play either at Club or representative level until the Domestic Transfer Form has been returned completed. This whole process must be in accordance with the current protocols as set by the Australian Rugby Union.
- d) Any player selected for a representative squad shall not play for his Club during the period two (2) days prior to the representative fixture. Also, he shall not play for his Club for two (2) days after the representative fixture unless he has fulfilled his representative commitment.
- e) Any player selected for a representative squad who does not fulfil his commitment may not play in any competition match at least two (2) days prior to or two (2) days after the day of the fixture.

Exception: Players who notify by the designated date.

Penalty: Breaches of by-laws 4 (d) and/or 4 (e) will carry a penalty of four (4) competition points to be deducted from the player's Club points in the grade in which he normally plays, the loss of points in any competition match in which the player has played contrary to these by-laws and/or a suspension determined by the Executive to be served by the individual player involved.

- f) Subject to the approval of the Executive: in the event of five (5) or more players from one Club being selected in representative squads, that Club may apply to defer any matches involving the Club to a date which is approved by the Executive Committee. Unless both Clubs agree, that match shall not take place within two (2) days after the representative fixture.

- g)** It is the responsibility of the home Club involved to notify the Secretary, Referees Appointment Board and the Publicity Officer of changed dates and venues.
- h)** A club shall not be entitled to field more than two (2) overseas players in their First Grade side nor more than a total of four (4) overseas players for their Club on any one day of competition without the prior approval of the Executive.
- i)** Where uncontested scrums are ordered as a result of there being no suitably trained and experienced front row replacement for any reason the team concerned shall not be entitled to replace the player whose departure caused uncontested scrums. This will apply this to 1st grade but not 2nd and 3rd grade.
- j)** Players who come from or participate in other sports must advise the Executive if they are under any suspension from other sports. The New England Rugby Union will recognise the suspensions imposed by any sport registered with the Australian Sports Commission or current nationally recognised body.

Rule 5: REGISTRATION OF PLAYERS

- (a)** Clubs shall register players by completing and submitting the Australian Rugby Union Player Registration Form for approval with the Registrar before those players may play their first match in the competition.
- (b)** It shall be the responsibility of each Club to ensure that players so registered are eligible and qualified to play in any game. New England Rugby will not allow any player under the age of seventeen (17) to take part in its senior competition in line with NSWCRU recommendations. In particular proof of age must be supplied by young players and any underage players must provide a completed a senior rugby form to the competition manager before the player can participate in fixture.
- (c)** If a Club is found to have played an un-registered or ineligible player or players in a team in a competition match that team shall be deemed to have lost the match by forfeit and will receive a score of nil to 28 against them in the grade in which that player or those players participated and that teams opponents will be deemed to have won the match by forfeit and will receive five (5) points and a score of 28 to nil for them. Such player or players shall take no further part in the competition until such time as they become an eligible or registered player, as the case may be.
- (d)** It is the responsibility of the Club Registrar to make sure that any player who has competed in rugby completes a Domestic Transfer Form which is to be sent to the competition manager for approval; that player cannot compete until the completed Domestic Transfer Form has been returned.

Rule 6: COMPETITION CONDITIONS & JUDICIARY

- (a)** A player shall not be eligible to transfer from one Club to another during the season if he has played six competition matches in any grade during the season for the Club he wishes to transfer from without the approval of the Executive. Where any player wishes to transfer from one Club to another he shall not be permitted to do so until he receives written clearance from

the Club he wishes to transfer from indicating that he is free from any financial or other legal commitment to that Club provided that if the Club from which he is transferring does not reply in writing within seven (7) days he shall be deemed to have been given a clearance. All transfers of players must be notified to the Registrar by the Club he is transferred to within seven (7) days of the transfer. Such notification shall include a copy of the written clearance described above. Any dispute concerning transfers shall be decided by the Executive.

- (b)** A player shall not play in a lower grade in the final two (2) competition rounds of the season or semi-finals, finals, and grand finals after having played any more than three out of the last five (5) consecutive matches in a higher grade.

Exception:

A player returning after a period of injury or unavailability of not less than two (2) previous competition matches may apply to the Executive for approval to play the whole of the finals in the lower grade.

- (c)** A player shall not be eligible to play in any semi-finals, final or grand final unless he has played at least six (6) competition matches in any grade of that Club during the season and he has played at least three (3) out of the last five (5) matches in that grade.

Exception:

- I. A player from a lower grade playing in a higher grade due to a player returning to the higher grade from a period of injury.
- II. If a Club has all its grades playing on one weekend in the finals series the Executive may, on application by that Club, exempt that Club from complying with Rule 6 (c).

JUDICIARY

- (d)** A player dismissed from the field by a referee shall appear before the Judiciary at such time and place as the Judiciary shall determine. The player may not participate in any match until the Judiciary has considered the case.

Should a player incur three temporary suspensions (yellow cards) in the competitive season, they will automatically be suspended from playing in the next round of scheduled fixture matches this includes the finals series. Once a full suspension has been served, the number of temporary suspensions attributed to the player shall revert to nil. This does not apply in the case of two temporary suspensions in one game.

This scenario will be treated as per a player ordered from the field.

- i) Clubs may receive notification from the registrar once a player receives two (2) temporary suspensions.
- ii) Clubs will receive notification from the registrar once a player receives three (3) temporary suspensions together with the resultant suspension.
- iii) Temporary suspensions do not transfer to the next season.
- iv) A player, through his club may appeal the suspension so imposed but must do so within 24hours of the time the suspension occurs.
- v) Such an appeal will be heard by the judiciary committee as if it were a normal red card suspension

- (e) The Judiciary or Executive which imposes a penalty on any player shall not suspend a player for a certain number of games but shall suspend a player to a date fixed by the Judiciary or Executive.
- (f) A Club may appeal against a decision of the Judiciary Committee to the Appeals Committee but only on the grounds of incorrect procedure at the Judiciary Hearing.
The procedure for the Judiciary Committee hearing shall be that procedure recommended by the New South Wales Country Rugby Union. The Appeals Committee will hear only one appeal and its decision is final.

Rule 7: UNIFORMS

- (a) Clubs shall ensure that players wear that Club's proper uniform which shall be in good condition.
- (b) Referees are directed to ensure that player equipment is in a safe condition.
- (c) Club colours must be advised to the Executive before each season and should not be designed in such a way as to make them difficult to distinguish from those of other clubs in the competition.

Rule 8: STOPPAGES OF PLAY

The Referee may cut down the allowable times for injury on cold or wet days. He should advise the captain of each team prior to the commencement of play if he feels the weather warrants such flexing of the laws.

Rule 9: PLAYING TIMES

Matches shall be played at times set down in the draw. Injury times may be allowed in lower grades but those games must finish five minutes prior to the scheduled starting time of the next match.

Times:

| | |
|---------------------------------|--------------------------------------|
| 1 st Grade: | 40 minutes each way plus injury time |
| 2 nd Grade: | 35 minutes each way |
| 3 rd Grade: | 30 minutes each way |
| Colts or 4 th Grade: | 30 minutes each way |

Rule 10: ALLOTMENT OF GROUNDS

Matches shall be played as set out in the New England Rugby Union Draw.

Rule 11: EXTRA FOOTBALLS ON TOUCH LINE

The Home Club shall provide three (3) footballs of regulation weight and size in good condition for each match.

Rule 12: GROUND CONDITIONS (and Ground Management)

The "Home Club" shall be responsible for the condition and marking of the ground. Corner posts and flags and goal posts padding must be provided by the Home Club. The Home Club must meet the Referee before the game and make sure that he is offered all reasonable facilities before and after the game.

Please refer to New England Rugby Union Game management instructions and those of the Australian Rugby Union.

Rule 13: ASSISTANT REFEREES AND BALL BOYS

Unless they have been appointed by the Appointments Board, each team is to provide an assistant referee or touch judge. If there is one appointed assistant Referee or touch judge, then the Home side must provide the other touch judge.

Rule 14: PROTEST AND APPEALS

All disputes arising from the interpretation of Constitution and its By-Laws shall be dealt with by the Executive Committee.

Rule 15: FAILURE TO PAY AFFILIATION FEES OR FINES

The Treasurer shall report to the Executive any Club or team which does not pay its fees by the due date each year or fines within fourteen (14) days of the imposition of such fines, unless the Club or team has made prior arrangements with the Executive. An offending Club or team shall suffer such penalty as the Executive may determine.

Rule 16: HOSPITALITY

The Home Club should ensure that visiting teams and Referees are made aware of the facilities available at the venue and of the hospitality arrangements at the conclusion of the matches. Clubs are encouraged to arrange and attend after-match functions which should be held at the earliest convenience of the home club so that away clubs with travel commitments are able to leave the venue at a reasonable hour.

Rule 17: PUBLICITY

All Clubs shall appoint a person to carry out the role of Publicity Officer for the Club who shall be responsible for providing the Registrar with:

- 1) Match results by telephone/text message or email by 8.00pm on the day of the match.
- 2) Match reports and team sheets forwarded by noon on the day after the match.

Rule 18: CLUB OFFICIALS

- a) All Clubs shall ensure that properly appointed delegates attend all meetings of the Zone Management Committee called by the Executive.
- b) Club Coaches – Clubs are to advise the Executive Committee details of their coach qualifications. In accordance with Australian Rugby **football** Union directions coaches should have qualified for a minimum Level Foundation Certificate.

Rule 19: CLUBS OR PLAYERS BRINGING GAME INTO DISREPUTE

The Executive shall have the power to summon before it a club or player which in the opinion of the Executive is guilty of conduct which brings the game into disrepute.

The Executive and the Australian Rugby Union will strictly enforce the Australian Rugby Union Code of Conduct. The Executive will report any breaches of the Code or citing's which are confirmed by the Judiciary to the relevant rugby authorities as is required by those authorities.