



Club Administrators Information 2019

1. General

All players must be registered in Rugby Xplorer prior to taking the field. Players who are not registered before game time will not be able to be selected on team sheets.

Junior players (players under 18) must not play in the CNRU Senior competition, including U19, until the relevant ARU paperwork is completed and signed off by the zone competition manager Wayne McMahon.

Reminder for clubs who haven't already paid that the first half of the 2019 affiliation fee is due to be in the hands of the CNRU Treasurer by 4pm Friday 5th April 2019.

NB Players wishing to play senior football (excluding front row) and who will be turning 18 after the 2019 season commences only require parental consent under ARU revised guidelines. Refer to the non-front row senior rugby form [here](#). No player aged 16 is allowed to play Senior Men's Rugby in CNRU.

Clubs are to appoint a match results recorder to enter teams and record player statistics and record each match in the RA Match Day App when it is available and clubs are ready to use.

Clubs are to advise the name of the nominated match results recorder (and a backup recorder in case of illness absence etc.) and contact details (phone + email) to Wayne McMahon at cnrugbyrecorder@hotmail.com.

All Referees and Assistant Referees are to be totally respected. Any abuse will be dealt with by the Judiciary and Respect Rugby Policy

All coaches must be a minimum Smart Rugby accredited. Failure to comply may result in loss of competition points

Appointed referees for each week will be posted on the [CNRU website here](#)

2. Match Sheets

Match sheets will continue to be used locally until clubs learn how to use the Match Day App. Home teams should have spare blank copies of team sheets at the table in case sheets get lost.

[2019 CNRU Match Sheet link](#)

An example of how to complete a match sheet is located here:

[2019 Match sheet example](#)

3. Overseas Players

All overseas players need to receive international clearance before they take the field. Applications for clearance received by the ARU for players wishing to play in CNRU will be forwarded to clubs via Stephen O'Brien to CNRU. In the

event of any delays in paper work at State level, Clubs must confirm that the international clearance has been received by the ARU before an international player takes the field.

4. Judiciary

In 2019 the judiciary will follow the [Rugby Australia Disciplinary Rules and Sanctions](#)

5. Game Day Times

[Recommended kick off times can be located here](#) on the CNRU website. CNRU bylaws stipulate 5 minute halftime breaks for XV's rugby matches. Injury time off is only allowed in 1st Grade matches.

Should clubs wish to amend the starting times, it must be done with the agreement of both clubs and notified to the Zone Secretary and referees at least 2 weeks prior to the game.

In the case of forfeits, Clubs must notify their opposition, David Rodgers Zone Secretary and Mark O'Brien Secretary of C.N.R.R.A. of their intention to forfeit a match in any Grade ASAP or by no later than 9.00 am on the morning of the game. [Refer to Zone By Law 9.for more details.](#)

6. Women's 7's

Women's 7s will play 2 games each match day with matches to be scheduled before and after reserve grade. Reserve grade will need to start 20 minutes earlier and U19s 40 minutes earlier when women's 7s are scheduled. Start times can be altered by mutual agreement between both clubs. Any change of time should be agreed on the Thursday before match day to provide sufficient notice to players and officials.

All 7's games will be played for full points including bonus points, with match losers being awarded 1 point. No points are awarded for a bye.

Match day squads can consist of any number of players however a maximum of 12 players only for each team can participate in a single game. A maximum of 7 subs per team are allowed in each game. Teams with large numbers of subs should be encouraged to lend players. Subs are only to be made at a break of play.

To be counted as having played on match day substitution players must actually take the field. This should be done through interchange with the touch judge. Up to 12 players can be included on the team sheet prior to commencement of the game. The team coach or manager is to advise the bench at the completion of the match if any players did not take the field and their names will be crossed off the team sheet.

There is no time out during play. A half ends when the ball becomes dead after time has expired

7. Game Day General

Clubs are to pay CTA referee appointments on the day of the game.

Appointed referee costs will be invoiced by the zone to all clubs.

All clubs:

The Respect Rugby Document must be followed and applied –the [online version can be found here](#)

A qualified first aid person must be in attendance and a stretcher readily accessible.

An identifiable Ground Marshall must be in attendance.

Reserves can only enter the field of play after reporting to the assistant referee and the referee signals permission.

Reserves are only to be entered on the match results sheets if & when they take the field. (Exception is women's 7's)

Reserve Grade & Juniors are allowed 12 rolling substitutions.

First Grade are allowed 8 rolling substitutions.

Home teams need to provide both a home and away set of 12 substitution cards. Visiting sides can choose to provide their own substitution cards if they choose to do so.

Sufficient numbers of [red](#) and [yellow](#) card forms and [concussion referral forms](#) should be available at the scorer's desk at the start of play. [See online serious injury policy and report link here](#).

NB In the event of a suspected spinal injury or fatality the club or school must call the Serious Injury Case Manager (SICM) on 1800 036 156 in the first instance. It would also be appreciated if clubs let the CNRU President or Competition know details as well.

It is recommended that both the home team and the visiting team have a person on the score desk.

Visiting and Home Team sheets need to be at the scorer's desk 20 minutes before a game commences with the starting players names (no nick names) and jersey legibly written on the sheet.

All sections of the team sheet must be completed including score tallies by player and by team.

Red and yellow cards should be completed with player details and time of dismissal as far as possible at the time the player is sent from the field with the referee to complete at the end of the game.

1st grade referees must complete the 1st Grade CNRU best and fairest points before they leave the ground.

The Home team is to Phone or SMS the match results to the Zone Competition Manager (Wayne McMahon – 0428667421) by 5.30pm of game day with the results including the number of tries scored, penalty tries awarded, conversions, penalty goals and field goals scored by each team.

8. Preparation for use of Match Day App

Prior to game day clubs should add selected players into the appropriate team list in the admin portal. This needs to be done by a 'club admin'. This will allow teams to be selected in the match day app when it is up and running and also ensure that all players are fully registered. If players cannot be selected in team lists they are not fully registered and should not take part in the competition. It is strongly recommended that clubs insist on new players registering prior to game day to avoid situations involving clearances which may or may not occur, or in case RugbyLink or even Bank payment software is not working.

Remember the admin function in rugby Xplorer does not work on mobile phones making last minute on the run updates even more difficult. Clubs need to have a laptop or tablet device on hand with Google Chrome installed to ensure they can carry out admin functions including running reports on registered players and using the Match Day App.

[See here for Match Day App instructions](#)

NB The Match Day App is currently not available to use (as at 28/3/2019).

9. After Game Day

Player Statistics must be entered into the Match Day App ASAP after the game but no later than 5.00pm the following Tuesday of the match. In theory Player Stats could be entered directly into the App at the completion of the game as teams need to be selected and in the App prior to the game commencing. This will be a work in progress as we learn more about the Match Day App.

All information can be found on the Central North Website – www.cnru.com.au. Information regarding the running of the competition can mainly be found under [Resources/CNRU Competition Rules](#) or [Resources/Player Registrations and Transfers](#)

Unfortunately on line ladders will no longer be embedded in the CNRU website. Anyone wanting to view the ladders will need to do so via the Rugby Xplorer App. I am advised that the club championship ladder will be available later in April or May. To view ladders people need to select at least one team in that competition. Eg to view 1st and 2nd grade ladders people need to select a 1st and a 2nd grade club to follow. There is currently no facility to select to follow a club.

10. Club Contacts

Club contacts for all other clubs are located [here](#)

11. Concussion Guidelines

Documents are available on the RA website or the [CNRU website here](#)

12. Serious Injury Report

A Serious Injury Report must be completed for the following match or training related injuries:

- Any head or neck injury that results in a player being treated at an emergency department, hospital or after-hours Medical Centre, OR
- Any injury that results in the admission of a player into hospital. [Note: Admission refers to player being admitted to hospital by the Hospital Registrar for ongoing treatment and/or follow-up].

To report a serious injury, please provide the information within 48 hours of time of incident.

http://www.cnru.com.au/admin/files/pages/1460883087_aru_serious_injury_report_2014.pdf

The online report must be completed and is [found here](#)

13. U19 Colts Grade

Team's numbers must be even in both Colts Grades for the entire match but not including if a player is sent from the field.

A team of at least 10 is required to start a competition, unless permission is granted by the CNRU Executive to play with less numbers for competition points.

The minimum approved requirements will be for 7 a side. Where agreement is reached between opposing clubs, teams with less than 10 players can borrow players from the opposing team to make up the 10 and still play for competition points.

Players who play for the opposing team can play this game towards qualifying for semi finals and must be marked on the team sheets.

If there are insufficiently trained front rowers to contest scrums then uncontested scrums will be allowed and sides will be able to maintain full numbers. This must be communicated prior to the match commencing to the opposition and the referee.

If a match commences with contested scrums and for whatever reason, one side needs to change to uncontested scrums, uncontested scrums must be played for the remainder of the match.

Remember the safety directions and Under 19 law surrounding numbers in scrums for junior rugby. Numbers in the scrum must be even and there are set formations in reduction in numbers.

14. Eligibility and competition rules for the Central North under 19 Colts competition for 2019

Definitions.

U19 Colts means teams of players who are turning 18 or 19 years of age between the 1st January and 31st December (inclusive) in the year of the competition;

U19 Colts senior age dispensation player means those Registered Players granted Age Dispensation who are turning 20 or 21 years of age between the 1st January and 31st December (inclusive) in the year of the competition;

Representative Player means a Registered Player who was nominated or selected to play in a Representative Game, even though they may have subsequently withdrawn due to injury or any other circumstance, in the ARU's Junior Gold, National Gold Squad, NSW Country Under 18s or 19s, or any other ARU High Performance Unit squad in the previous two (2) years.

PLAYER ELIGIBILITY FOR COMPETITIONS

1.1 To be eligible to play in the U19 Colts Competition, players must turn either 18 or 19 in the year of Competition.

Despite rule 1.1:

if a club has insufficient age specific players to field a side in the U19 Colts competition they will be allowed to [apply for players to be granted U19 Colts senior age dispensation](#)

ELIGIBILITY AS AN U19 COLTS SENIOR AGE DISPENSATION PLAYER

Dispensation may be granted by the Competition Manager to a Registered Player to play in the U19 Colts competition that is below that Registered Player's age as determined in accordance with this Competition Rule.

For a Registered Player to qualify as an U19 Colts senior age dispensation player, he must be turning 20 or 21 years of age between the 1st January and 31st December (inclusive) in the year of the competition.

Players who have played 1st grade in any previous season will be ineligible to participate in the U19 Colts competition as an U19 Colts senior age dispensation player.

U19 Colts senior age dispensation players, who play 1st grade in the current season, even if coming off the bench, will be ineligible to participate any further in the current season U19 Colts competition.

A Representative Player cannot apply for U19 Colts senior age dispensation. If a Registered Player has received U19 Colts senior age dispensation and subsequently becomes a Representative Player they will no longer be eligible to participate in the U19 Colts competition.

The U19 Colts senior age dispensation is valid only for the season during which it is granted.

Any Team that plays a Registered Player in contravention of this Competition Rule shall be required to show cause to the Competition Manager as to why all matches of that Team involving the Registered Player should not be deemed to have been forfeited by the Team.

U19 COLTS SENIOR AGE DISPENSATION PLAYER PARTICIPATION

The U19 Colts senior age dispensation players must be marked accordingly to recognise their status on the Match Day team sheet.

No more than five (5) U19 Colts senior age dispensation players may be listed on a Match Day team sheet.

Of these players only three (3) may be on the playing field at any one time.

Team numbers on Match Day team sheet will be adjusted according to the total number of U19 Colts senior age dispensation players (max of 5);

Five (5), team limit of twenty (20)

Four (4), team limit of twenty-one (21)

Three (3), team limit of twenty-two (22)

Two (2), team limit of twenty-three (23)

One (1), team limit of twenty-four (24)

Designed to assist clubs endeavouring to field an U19's team with some flexibility to play overage players to make up the numbers.

Should you have any further queries please contact:

Wayne McMahon
Competition Manager
Central North Rugby Union
0428 667 421