

# GPS

SINCE  
THE GREAT  
PUBLIC SCHOOLS'  
ASSOCIATION OF  
QUEENSLAND  
1918

## RULES OF COMPETITION

---

**YEARS 5-12 · RUGBY**

**EFFECTIVE 1 JANUARY 2019**

*Spirit of Fellowship*



**Issue Number:** 1.0  
**Version:** 6.0  
**Issued by:** The Great Public Schools' Association of Queensland Inc  
 Incorporation Number: IA15687  
 ABN: 49 214 069 890  
 PO Box 465 Spring Hill QLD 4004  
 Tel: 07 3358 1556  
[info@gpsqld.org.au](mailto:info@gpsqld.org.au)  
[www.gpsqld.org.au](http://www.gpsqld.org.au)

**Issue Date:** 7 July 2019

**Prepared by:** • Ms. Nicole L'Efevre, GPS Executive Officer  
 • GPS Rugby Sub-Committee – 9 October 2018, (Working Group – P. Mooney, T. Mandrusiak, S. Graham, B. Hain, A. Moloney – 2 May 2019, 13 May 2019)

**Approved by:** GPS Rugby Review Working Group

**Acknowledgements:** Content sourced from [www.rugbyaustralia.com.au](http://www.rugbyaustralia.com.au) with the kind permission of Rugby Australia

**Review Date:** October 2019

The GPS Rules of Competition – Rugby is the master source document, found on the GPS website at [www.gpsqld.org.au](http://www.gpsqld.org.au). The web-based document acts as the official (authorised) reference document and is maintained based on authorised amendments in accordance with recommendations by the GPS Rugby Sub-Committee.

### GPS RUGBY SUB-COMMITTEE

The chart below lists the members of the GPS Rugby Sub-Committee who voted on and recommended the technical rules included in this version of the document. This information is being included for historical purposes.

Name	Member School
Mr. Bryan Hain	Chairman   Director of Sport and Activities (TSS)
Mr. Andrew Moloney	Anglican Church Grammar School
Mr. Stephen Phillipotts	Brisbane Boys' College
Mr. Phil Mooney	Brisbane Grammar School
Mr. Dan Ritchie	Brisbane State High School
Mr. Tyron Mandrusiak	St. Joseph's College, Gregory Terrace
Mr. Michael Abbott	Ipswich Grammar School
Mr. Sean Graham	St. Joseph's Nudgee College
Mr. Jono Farrell	Toowoomba Grammar School
Mr. Adrian Blundell	The Southport School

### THOSE SEEKING INTERPRETATIONS OF GPS RULES OR TECHNICAL SITUATIONS MAY CONTACT

Ms. Nicole L'Efevre, GPS Executive Officer: [nicolel@gpsqld.org.au](mailto:nicolel@gpsqld.org.au)

# TABLE OF CONTENTS

TABLE OF CONTENTS.....3

SECTION: DEFINITIONS .....5

SECTION: PREAMBLE.....6

SECTION: LAWS OF THE GAME .....7

SECTION: LAW AND REGULATION CLARIFICATIONS.....8

    6 SIZE OF TEAMS AND REPLACEMENTS.....8

    7 SCRUMS.....9

    8 FRONT ROW PASSPORT TRIAL.....9

    9 ILLEGAL AND FOUL PLAY.....10

SECTION: STANDARD COMPETITION RULES .....11

    10 SMART RUGBY.....11

    11 FIRST AID PERSONNEL.....11

    12 FIRST AID.....11

    13 SERIOUS INJURY PROTOCOL.....11

    14 MAYDAY CALL & PROCEDURE.....11

    15 CONCUSSION PROTOCOL.....11

    16 RISK MANAGEMENT.....12

    17 PLAYING FIELD.....12

    18 RUGBY XPLORES.....13

    19 AGE GRADE DISPENSATION POLICY.....13

    20 PROVISIONS RELATING TO PLAYER DRESS.....13

    21 SCHEDULE OF PENALTIES.....13

SECTION: SPECIFIC UNION REQUIREMENTS [GPS].....15

    22 GPS AGE REGULATIONS.....15

    23 AGE DIVISIONS/ GRADES.....15

    24 PLAYER ASSESSMENT.....15

    25 TEAM NOMINATIONS.....15

    26 SEASON DRAW [SCHEDULE OF COMPETITION].....16

    27 VENUES/ GROUNDS.....16

    28 MATCH TIMES.....16

    29 GAME DAY SCHEDULES.....17

    30 DURATION OF PLAY.....17

    31 CLOTHING – PLAYER UNIFORM/ ATTIRE.....18

    32 MATCH BALLS.....18

    33 MEDICAL CARE.....18

    34 MATCH OFFICIALS.....19

    35 WEATHER.....19

36	RESULTS.....	19
SECTION: FIRST XV .....		22
37	COMPETITION POINTS AND FIRST XV POINTS TABLE.....	22
38	DURATION OF PLAY.....	22
39	MATCH TIMES.....	22
40	MATCH BALLS .....	22
41	FIRST XV TEAM SQUAD LIST REGISTRATION .....	22
42	TEAM SHEET .....	23
43	REPLACEMENTS .....	23
44	REFEREES.....	24
45	ON FIELD SUPPORT STAFF [AUTHORISED PERSONS] .....	24
46	1 <sup>ST</sup> XV POST MATCH FUNCTIONS PROTOCOL .....	24
SECTION: GPS CODE OF BEHAVIOUR – MATCH DAY .....		25
47	PLAYERS.....	25
48	COACHES.....	25
49	PARENTS AND SPECTATORS.....	25
50	ADMINISTRATORS AND OFFICIALS .....	25
51	SLEDGING.....	25
52	MAINTAINING A STANDARD OF BEHAVIOUR – BREACH OF CODE OF BEHAVIOUR SYSTEM.....	25
53	MISCONDUCT [BREACH OF CODE OF BEHAVIOUR REPORTS] (RED CARD/ YELLOW CARD).....	26
SECTION: PROTESTS.....		27
SECTION: AMENDMENTS TO RULES OF COMPETITION.....		29
APPENDIX I: WORLD RUGBY DOCUMENTS AND FORMS.....		30
APPENDIX II: RUGBY AUSTRALIA DOCUMENTS AND FORMS.....		30
APPENDIX III: GPS DOCUMENTS AND FORMS.....		30

## **SECTION: DEFINITIONS**

CLUB is the affiliate / body that is a participant of the competition (Member school)

COMPETITION MANAGER is the person deemed responsible by the GPS for the day to day operational management of the competition. Note: Currently this is the GPS Executive Officer.

MANAGEMENT COMMITTEE is the committee appointed by the GPS to oversee the management of the competition  
Note: This is the GPS Rugby Review Working Group for 2019.

GRADING REVIEW PANEL is the committee appointed by the GPS Rugby Review Working Group to place teams into a competition schedule.

PARTICIPANT(S) includes, but not limited to; Committee Members; Players; Coaches; Managers; Match Officials; Medically Trained Persons; Sports Trainers; Water Runners; and Volunteers

GPS is The Great Public Schools' Association of Queensland Inc. and is the governing body of the competition

QRU is the Queensland Rugby Union Ltd

RA is Rugby Australia

WR is World Rugby

## SECTION: PREAMBLE

1. This Competition is an amateur competition. All participants in the Competition are to be made aware of the WR Playing Charter which include:
  - Principles of the Game
  - Principles of the Laws
2. All games will also be played in accordance with the WR Regulations of the Game.

### **Refer to APPENDIX I - WORLD RUGBY DOCUMENTS AND FORMS**

- WR Playing Charter
  - World Rugby Laws 2019
  - WR Regulations of the Game
  - WR Under 19 Variations
3. All participants are to be made aware that by virtue of the acceptance of a team into this competition the Match Organiser e.g. QRU Affiliate / another recognised legal entity (Outside Provider) and their respective Coaches, Managers, Players, Match Officials; Medical Officers, Sports Trainers; Water Runners; Volunteers; and any other person entering the playing enclosure related to the GPS affiliate subjects themselves and agrees to be bound by the rules and the disciplinary processes of the competition.
  4. These rules are for the 2019 GPS Rugby Season competition which is to be held in Term 3 of the school year.
    - 4.1. Rugby will be offered for Year 5 -12.<sup>1</sup>

---

<sup>1</sup> GPS Headmasters Meeting – 6 May 2013; Y5-12 GPS Reform decision; From the commencement of the 2014 school calendar year the current Year 8-12 sporting and cultural involvement in the nine member schools has been extended to also include these schools' students in Years 5-7.

## SECTION: LAWS OF THE GAME

### 5 APPLICABILITY OF INTERNATIONAL/NATIONAL RULES

- 5.1 All games will be played in terms of the WR Laws of the Game.
- 5.2 GPS Rugby is conducted under the laws of the Under 19 Laws of Rugby as recognised by the Rugby Australia (RA) or the International Rugby Board (I.R.B), except as far as the same are modified, altered or added to by the governing body in Queensland, Queensland Rugby Union (Q.R.U), and herein-after modified, altered or added to by the GPS Association in these Rules of Competition.

#### Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS

- Australian Law Variations Under 19
- RA Kids Pathway U6 to U12

## SECTION: LAW AND REGULATION CLARIFICATIONS

The guidelines of competition set by the governing bodies, [RA and QRU] shall be referred to in GPS competition, along with variations, specifically:

- a) U11 to U12: U6-U12 Law Variations (Kids Pathway Laws)
- b) U13 to Open: U19 Law Variations (also refer to IRB rules)

### 6 SIZE OF TEAMS AND REPLACEMENTS<sup>2</sup>

The following replacement rule covers replacement requirements for teams other than 1st XV.

#### 6.1 Under 11

- 6.1.1 That the number of nominated players be twelve (12) players only
- 6.1.2 That the maximum squad size be eighteen (18) players for B teams and below.
- 6.1.3 Rolling substitutions are allowed and these are unlimited in number.

#### 6.2 Under 12

- 6.2.1 That the number of nominated players be fifteen (15) players only
- 6.2.2 That the maximum squad size be twenty-two (22) players for B teams and below.
- 6.2.3 Rolling substitutions are allowed and these are unlimited in number.

#### 6.3 All A teams (i.e. U13, U14, U15 & U16)

- 6.3.1 That the number of nominated players be fifteen (15) players only
- 6.3.2 That a maximum of seven (7) replacement / substitute players are allowed. [Law 3 (14) not to be applied]<sup>3</sup>.
- 6.3.3 No unlimited interchange can occur around these starting teams at these levels.
- 6.3.4 In the case of a legitimate, match-stopping, on-field injury to one of the starting 15 players, a replacement player from the immediate team below in that age group may replace the player provided he has not played in any other team that same day.
- 6.3.5 The above is designed to ensure players of strong rugby playing ability and influence are not "hidden" in lower grades and asked to appear in multiple higher grade fixtures as replacement players for those with legitimate, match-stopping, on-field injuries.
- 6.3.6 Exception: 'B' teams and below that are playing away games may carry twenty (20) players per squad to ensure that there are an adequate number of substitute players.

<sup>2</sup> GPS Rugby Sub-Committee Meeting, 20 August 2009 - clarification of replacement rules and squads; GPS Rugby Sub-Committee meeting, 30 April 2012 – review of practice resolved that no fresh reserves are allowed for A and B games; Away venues can have squads 18 – 20. GPS Rugby Sub-Committee meeting, 15 October 2012 – clarification of practice for 2013. Special Situation: Where the B team is the lowest competing team on the day at that venue either because of small team numbers in that division OR because lower teams in that division are at another Supplementary Draw venue (i.e. C, D teams etc), notification to play reserve players in the Bs in an interchange format (so as to give those reserve boys some game time) must be done by mutual agreement between the respective of Directors of Rugby PRIOR to that Saturday.

<sup>3</sup> Law Variation request to ARU via QRFSU / ARFSU – May 2010 – Law 3.14 Union Specific Variations

(a) A Union may implement rolling substitutions at defined levels of the Game within its jurisdiction. The number of substitutions must not exceed twelve. The administration and rules relating to rolling substitutions are the responsibility of the Union having jurisdiction.

(b) A Union or Unions, where a match or competition is played between teams from two or more Unions, may implement variations to Law 3.4 for matches below international level as set out in (c) and/or (d) below.

(c) When 22 or 23 players are nominated in a team there must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.

(d) A provision may be introduced that 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.



- 6.4 **All Open Teams (2<sup>nd</sup> XV teams and below), as well as all underage teams (B level and below)**
- 6.4.1 That the number of nominated players be twenty (20) players only
- 6.4.2 That a maximum of seven (7) replacement / substitute players are allowed. [Law 3 (14) (c) and (d) not to be applied]<sup>4</sup>.
- 6.4.3 Unlimited interchange within that squad can occur during the match.
- 6.4.4 No player is to be in more than one squad on the day...i.e. a player can only be a member of the D squad of 20 and not also a member of the E squad of 20.
- 6.4.5 NB: Unlimited interchange recognises that players who have been replaced for legitimate, match-stopping, on-field injury cannot return to the field.
- 6.5 No player who has started in a higher grade is permitted to participate i.e. start/ reserve for a lower grade.
- 6.6 It is the responsibility of all Directors of Rugby or their equivalent to alert and educate all coaches of the replacement rules prior to the commencement of the fixture season.
- 6.7 **Replacements Rules for Preseason Trials and non-GPS Fixture Matches**
- 6.7.1 The operation of replacements for these matches must be by negotiation between the competing schools prior to the day of trial competition.
- 6.7.2 Directors of Rugby or their equivalent should inform all coaches of the agreed replacement rules prior to the day of trial competition.

## 7 SCRUMS

- 7.1 The following Laws are to be noted as they are applicable:
- Law 3.13 – 3.20 (inclusive)
  - **NB** Law 3.17 does not apply to those Competitions that do not nominate the number of players or nominates 15 players
- 7.2 **RA Scrum Law Modernisation**
- 7.2.1 As per RA Australian Under 19 Variations Laws of the Game, Law 19: Scrum. 7(c). At age groups U15 and below, binding between the legs of either prop by either lock is illegal. Sanction: Penalty kick.
- 7.2.2 Scrum Law Modernisation is applicable to 1<sup>st</sup> XV, 2<sup>nd</sup> XV and 16A's.
- 7.3 **Uncontested Scrums**
- 7.3.1 It has been agreed by the participating clubs that contested scrums are and should be an important part of the game competed at 1st / A Grade level.
- 7.3.2 That to be successful in the competition at this level a team should have contested scrums.
- 7.3.3 It is recognised that from time to time due to particular circumstances such as unavailability of players starting the game with contested scrums may not be possible.
- 7.3.4 If a team commences the game with non-contested scrums as confirmed by the referee the Management Committee shall require the team to provide an explanation.
- 7.3.5 No decision shall be made until such time as the member school has had the opportunity to be heard and provide details of the circumstances which led to the match starting with uncontested scrums.

## 8 FRONT ROW PASSPORT TRIAL

- 8.1 All U16A, 2nd and 1st XV Front Row players will undertake additional training and assessment under the new Rugby Australia Front Row Passport pilot program.

---

<sup>4</sup> Refer to Footnote 8.

## 9 ILLEGAL AND FOUL PLAY

- 9.1 Apply WR Law 9 – Foul Play
- 9.2 Players have an obligation to ensure that they do not cause injury to their opponents, therefore any conduct which is proscribed by World Rugby Law 9 (Foul Play) merits a sanction.
- 9.3 Players who purposefully display foul play or misconduct will be penalised to prevent the risk of injury to other players.
- 9.4 The GPS will use Rugby Australia's online process for reporting all cases of misconduct resulting in a Send-Off for a player. Also refer to SECTION: GPS CODE OF BEHAVIOUR for additional information.
- 9.5 Rugby Australia's policies and procedures aim to ensure the game is run effectively, fairly and safely and that all participants behave in a positive and appropriate manner. To report a concern:

<https://australia.rugby/about/codes-and-policies/reporting-a-concern>

## SECTION: STANDARD COMPETITION RULES

The following are mandatory requirements at Community Rugby matches:

### 10 SMART RUGBY

10.1 Every active coach and referee must have/maintain their current Smart Rugby qualification.

### 11 FIRST AID PERSONNEL

11.1 Club and School Rugby games must have a First Aid Attendant present, who has a valid first aid certificate or World Rugby First Aid in Rugby (FAIR) and should have completed: First Aid Attendant Kids Rugby Accreditation (for all U12 and below matches); or First Aid Attendant Level 1 Accreditation (for all U13 and above matches). These programs are available at the Rugby Learning Centre and require completion of the following:

- (1) World Rugby First Aid in Rugby (FAIR)\* <http://playerwelfare.worldrugby.org/firstaidinrugby> (alternatively, the individual has uploaded a valid First Aid Certificate); and
- (2) Concussion & Serious Injury Management; and
- (3) Rugby Australia Member Protection & Inclusion

11.2 Please note that First Aid, Sports Trainers and Medical personnel must be clearly visible in brightly coloured vests and easily identifiable from teams.

\*It is strongly recommended that First Aid Attendants that have only completed World Rugby FAIR (online) should complete an Australian Nationally recognised First Aid Certification in the future.

### 12 FIRST AID

12.1 The following must be available and suitably maintained at the venue:

- Ice
- Stretcher (preferably a scoop stretcher)
- Emergency vehicle access for ambulance etc.

### 13 SERIOUS INJURY PROTOCOL

13.1 In the advent of a suspected serious injury the Serious Injury Protocol must be followed.

#### Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS

- Serious Injury Protocol

### 14 MAYDAY CALL & PROCEDURE

14.1 Coaches, players and Match officials must also be aware of the Mayday Call Procedure Flowchart. The Mayday Call and Procedure has been developed to enable players to take prompt action to relieve the pressure, if this situation occurs in a scrum.

#### Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS

- Mayday Call Procedure Flowchart
- Mayday Call and Procedure

### 15 CONCUSSION PROTOCOL

15.1 In the event of a head injury or suspected concussion the Concussion Management Procedure must be followed.

**Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS**

- RA Concussion Management Guidelines (Blue Card System)

**16 RISK MANAGEMENT**

16.1 Prior to all games, clubs and schools are required to undertake a Match Day Inspection.

**Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS**

- Match Day Inspection checklist
- This can also be completed using the App available on IOS from the App Store: [Rugby Risk Management](#)

**17 PLAYING FIELD**

- 17.1 Member schools hosting matches played under these rules must comply with the RA Medical and Safety Guidelines with respect to Medical Requirements.
- 17.2 Both teams are responsible for ensuring that matches do not progress if the requirements for medical care are not in place. Reference should be made to the RA Medical and Safety Recommendations when seeking any clarification.
- 17.3 For all competition games the host school shall be responsible for ensuring that the field of play is correctly marked in accordance with the Laws of the Game.

**17.4 Goal Posts**

17.4.1 All Goal posts within the playing enclosure must be padded.

**17.5 Playing Enclosure**

- 17.5.1 Entry to the playing enclosure must be restricted by a fence, barricade or rope a minimum of five (5) metres, where practicable, from the playing area perimeter.
- 17.5.2 Persons authorised to enter Playing Enclosure (Authorised Persons) are as follows:

- Medically Qualified Person – maximum two (2) / team
- Teams (2 x)
- Referee
- Assistant Referees / Touch Judges (2 x)
- No. 4 and No. 5
- Sports Trainer – maximum two (2) per team
- A maximum of 4 ball persons

**Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS**

- RA Medical and Safety Guidelines

**17.5.3 Restrictions for Authorised Persons**

- 17.5.3.1 The sports trainer is a person or persons from each team who is or are responsible for immediately attending to a player who may appear to be injured, and who provides water to the players.
- 17.5.3.2 Authorised Persons do not include a coach with the following exceptions:
- 17.5.3.3 Where the nominated coach is required to fulfil one of the listed roles in Clause 17.5.2 ABOVE. No coaching or technical instruction can take place while fulfilling one of the listed roles.

**17.5.4 Authorised Persons**

- 17.5.4.1 Process
- 17.5.4.1.1 It is intended that the Member School nominate persons to become Authorised Persons.

- 17.5.4.1.2 No one other than the aforementioned Authorised Persons shall be permitted in the playing enclosure during a match.
- 17.5.4.1.3 An Authorised (ex Ball Persons) must have completed a SmartRugby course or higher qualification.
- 17.5.4.1.4 All Authorised Persons entering the playing enclosure must be registered on Rugby Xplorer – their details may be confirmed by searching Rugby Xplorer.
- 17.5.4.1.5 The home team shall appoint a field marshal (this may be the Ground Marshall or Director of Rugby) who shall ensure that this rule is complied with and the field marshal shall report any breach of these rules to the GPS office.
- 17.5.4.1.6 Authorised Persons must conduct themselves in accordance with the relevant codes of behaviour for people in their capacity and as part of the accreditation process will be required to sign an acknowledgement and agreement to comply with the code of behaviour and be bound by the disciplinary provisions.

## 18 RUGBY XPLOER

- 18.1 It is a mandatory requirement of RA that all players are registered via RA's Rugby Xplorer System.
- 18.2 The Competition Management System (CMS) attached to Rugby Xplorer is to be used for all GPS Competition games.

### Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS

- <http://www.aru.com.au/runningrugby/Registration.aspx>.
- Rugby Xplorer GPS QLD Rugby Registration
- Rugby Xplorer Match Day App
- Rugby Xplorer App – Teams

## 19 AGE GRADE DISPENSATION POLICY

- 19.1 Refer to the Age Dispensation Policy as set by RA.

### Refer to APPENDIX II - RUGBY AUSTRALIA DOCUMENTS AND FORMS

- Age Grade Dispensation Procedure
- Age Grade Dispensation Flowchart
- Size for Age Guidelines for Age Grade Rugby 2019
- Age Grade Dispensation Parent Guardian Consent Form
- Schedule B - Exception for Front Row Dispensation Form
- Junior Age Grade/Senior Rugby Guidelines Table

## 20 PROVISIONS RELATING TO PLAYER DRESS

- 20.1 RA has directed that this applies to males Under 15 and above
  - 20.1.1 Underwear – “Underwear: an undergarment, that covers the body from the waist, having short or no legs but does end above the knees, and worn next to the skin or under clothing, and not attached to the jersey or shorts”. In other words, “skins” that have legs that go past the knees are not permitted to be worn by players participating in a rugby game.”

## 21 SCHEDULE OF PENALTIES

- 21.1 1st Breach of any Competition Rule may include any or all of the following:
  - Warning
  - Loss of Competition Point(s)

- Issue of a Show Cause Notice
- Monetary Fine
- Expulsion from the Competition

21.2 2nd or any Subsequent Breach of the same Competition Rule may include any or all of the following:

- Warning
- Loss of Competition Point(s)
- Issue of a Show Cause Notice
- Monetary Fine
- Expulsion from the Competition

## SECTION: SPECIFIC UNION REQUIREMENTS [GPS]

### 22 GPS AGE REGULATIONS

- 22.1 The LOWEST age division in which any student may compete in a school year of competition will be determined by his 'Age as at' date up to and including 31 December of the school year<sup>5</sup>.
- 22.2 No student is eligible to take part in this competition at any time in the year of his 19<sup>th</sup> birthday or if he had turned 19 before the year of competition.
- 22.3 Students in Years 5 to 12 only, enrolled in a GPS member school may participate in the competition.

### 23 AGE DIVISIONS/ GRADES

- 23.1 The competition shall be conducted in the following age groups/ divisions/grades:
- 23.1.1 Open [Born year 2001 and 2002]
- 23.1.1.1 1<sup>st</sup> XV – players are eligible if they meet the requirements of the RA Age Dispensation Policy
- 23.1.1.2 15 Year olds turning 16 Years that calendar year are eligible with appropriate RA exemptions [Born year 2003]
- 23.1.1.3 The GPS acknowledges the role of the parent or guardian and teachers in determining if a player should play in a higher grade level competition, and if their physical capacity and social sense will enable them to compete at this level.
- 23.1.2 Under 16 [Born year 2003]
- 23.1.3 Under 15 [Born year 2004]
- 23.1.4 Under 14 [Born year 2005]
- 23.1.5 Under 13 [Born year 2006]
- 23.1.6 Under 12, and [Born year 2007]
- 23.1.7 Under 11<sup>6</sup> [Born year 2008 and 2009 – i.e. Year 5 and 6 only]
- 23.1.8 Supplementary Draw [Friendlies Matches]<sup>7</sup>
- Not applicable 2019

### 24 PLAYER ASSESSMENT

- 24.1 **Maximum Age Limitations for Age Divisions**
- 24.2 The player may not play in the Front Row above the two-year age grade window until RA approval has been received. NO exceptions should be granted to this rule.

### 25 TEAM NOMINATIONS

- 25.1 **Selection of Teams** – Schools shall select fully the players of all higher grade teams before selecting those of lower grades, whether higher grades are engaged or not.
- 25.2 **Grading Protocol**
- 25.2.1 All schools will participate in a pre-season 'Grading' process to facilitate 'Like for Like' games.
- 25.2.2 A further review 'Grading review' process will be conducted at the end of Round 3 of the GPS rugby competition.

<sup>5</sup> GPS Headmasters meeting – 21 October 2013; Change to Age Group Cut Off dates from 1<sup>st</sup> November the previous school year to 1<sup>st</sup> January of the school year from 2014; Age as at' date to be adjusted to the end of the year, 31 December.

<sup>6</sup> Under 10 players will be included in the Under 11's competition at an appropriate ability level. The rationale is based upon the fact that all member schools do not have the same player numbers in separate age groups (Under 10's and Under 11's) and therefore the number of team entries for each separate age group competition is likely to be unbalanced. The option for changing to a single age group category for Under 11's will allow for the competition to be structured on merit.

<sup>7</sup> GPS Headmasters, 5 May 2016; Regulations as approved for the GPS Football and applicable to all GPS team sports.

**Refer to APPENDIX III – GPS DOCUMENTS AND FORMS**

- GPS Rugby Grading Protocol

**25.3 Team Entries Registration**

- 25.3.1 By the nominated deadline each member school participating in the GPS competition must:
- 25.3.1.1 lodge with the GPS office, the number of teams/ divisions per year group and Open division they will be nominating
  - 25.3.1.2 provide the total number of teams entered for the school prior to the start of the season
  - 25.3.1.3 provide the total number of students registered to take part in the sport for the season
- 25.3.2 Once the deadline for Team Entries has passed, the decision to accept or deny a late team entry from a school is at the discretion of the GPS Rugby Competition Managers [GPS Executive Officer/ GPS Rugby Sub-Committee Chairman and Grading Review Committee].

**25.4 Number of Teams per Division**

- 25.4.1 NB: The GPS Sport and Activities Committee have determined the minimum number of teams per division to constitute a "GPS" competition is 5 (five) teams from 5 member schools.
- 25.4.2 Additional games for teams may be arranged by mutual consent.

**26 SEASON DRAW [SCHEDULE OF COMPETITION]**

- 26.1 Each of the nine member schools in the Association plays a single round robin competition against all of the other schools.
- 26.2 The competition will be conducted in accordance with a schedule of matches drawn up by the GPS Sport and Activities Committee prior to the start of the playing season and varied as necessary from time to time.
- 26.3 \*The fixture is to be played on the date and at the host school as per the GPS Calendar and Fixture Draw unless transferred to the visiting school under SECTION: STANDARD COMPETITION Clause 35.2.

**26.4 Draw**

- 26.4.1 All games, wherever possible, in all competitions are to be played in an ascending order i.e. lowest to highest. Where this is not possible NO player who has started in a higher grade is permitted to participate i.e. start / reserve for a lower grade.

**27 VENUES/ GROUNDS**

- 27.1 All teams will play at the venue listed first in the GPS Fixtures Card issued by the GPS office.
- 27.2 Each 'home' host school shall provide, or arrange for, a ground/s of even surface and such adequate dimensions and markings that would guarantee safety of players.
- 27.3 The marking of grounds shall conform to I.R.B regulations.
- 27.4 Playing Areas for Under 11 and Under 12 Game Modifications (RA Kids Pathway Laws)
- |          |   |
|----------|---|
| Under 11 | Full field less 10m width L: 100m, W: 60m |
| Under 12 | Full field less 10m width L: 100m, W: 70m |

**28 MATCH TIMES**

- 28.1 Matches will commence at 8.00am<sup>9</sup> or as mutually agreed between competing schools.
- 28.2 Competing schools will mutually agree the starting time for all matches.

<sup>8</sup> GPS Sport and Activities Committee meeting, 13 October 2008

<sup>9</sup> GPS Rugby Sub-Committee Meeting, 14 October 2013



**28.3 Starting time sequence for A Matches<sup>10</sup>**

28.3.1 It is allowed that underage "A" games run in sequence to assist in the placement of QRRA referees to school venues each competition day [preferred but not mandatory].

EXAMPLE ONLY:

Under 11 A	To be by mutual agreement
Under 12 A	To be by mutual agreement
	Under 13 A                      9am
	Under 14 A                      10am
	Under 15 A                      11am
	Under 16 A                      12noon

28.3.2 It is also acceptable that two (2) underage "A" games may be conducted at the same time for this reason.

**29 GAME DAY SCHEDULES<sup>11</sup>**

- 29.1 Game Day Schedules should be confirmed by the Host School Convenor [Director of Rugby] between the two competing schools by 12 noon Friday in the week preceding the Round, and a copy forwarded to the QRRA Referees Co-ordinator and the GPS office immediately thereafter.
- 29.2 The deadline for providing any changes to the above is 12 noon Wednesday in the week of the round.
- 29.3 This will allow all fixtures to be "officially published" and uploaded to the GPS Rugby website by 4pm Thursday in the week of the round.

**30 DURATION OF PLAY**

30.1 Two periods of twenty (20) or twenty-five (25) minutes each shall be played with a five (5) minute interval. NO injury time is allowed in any game other than the First XV<sup>12</sup>.

Under 11	20 minutes
Under 12	25 minutes
Under 13	25 minutes
Under 14	25 minutes
Under 15	25 minutes
Under 16	25 minutes
Open 2 <sup>nd</sup> XV -6 <sup>th</sup> XV	25 minutes
First XV	35 minutes

**30.2 Keeping of Time**

In all grades, the referee is the sole judge of time, however, the match must finish on the hour (no injury time)<sup>13</sup>.

<sup>10</sup> GPS Rugby Sub-Committee Meeting, 20 August 2009; GPS Rugby Sub-Committee meeting – 20 July 2015: the Match Times noted for 'A' games are EXAMPLES ONLY, and not mandatory times. QRRA referee appointments are dependent on referee availability and sequential timing of games allows for a minimum number of QRRA referees.

<sup>11</sup> GPS Football Sub-Committee meeting, 15 July 2015; to allow for the timely communication of Game Day Schedules in order that appointments for Referees and information may be provided to GPS communities online can be circulated. GPS Headmasters, 5 May 2016; Regulations as approved for the GPS Football and applicable to all GPS team sports

<sup>12</sup> GPS Headmasters General Meeting, 19 May 2003 – Rules amended to change 2<sup>nd</sup> XV playing time from 30 mins per half (with no injury time) to 25 mins per half with no injury time.

<sup>13</sup> Amended following GPS Rugby Sub-Committee Meeting, 19 March 2007

**30.3 Playing Time**

- 30.3.1 Reiteration of RA Australian Under 19 Variations Laws of the Game, Law 5: Time
- 30.3.2 The maximum playing time for a team is to be 90 minutes in any one day, no matter what the games are called (trial, knockout, carnival or tournaments).
- 30.3.3 This Law protects players from excessive playing time during carnivals and championships by preventing teams from engaging in numerous games on any one day.
- 30.3.4 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.
- 30.3.5 It is expected that due care is taken by coaches with regards to replacement of players and that the amount of time a player has played should always be the coach's over-riding consideration.

**31 CLOTHING – PLAYER UNIFORM/ ATTIRE**

- 31.1 The attire (jersey, shorts, socks) of each player in all grades shall conform to the registered colours of his school.
- 31.2 For Under 11 and Under 12:
  - Boots – Moulded sole boots are preferable. "Blades" are acceptable.
  - Mouth guards – The wearing of mouth guards is compulsory.
  - Shoulder Pads – the wearing of fitted shoulder pads is acceptable.

**32 MATCH BALLS**

- 32.1 The host school shall supply match balls.
- 32.2 Under 11, Under 12 may use a Size 4 junior ball<sup>14</sup>
- 32.3 Under 13 and above may use a Size 5 junior ball.

**33 MEDICAL CARE**

- 33.1 It is the responsibility of the host school to organise appropriate First Aid/ Medical facilities i.e. Doctor or Sports Medicine etc<sup>15</sup>.
- 33.2 All schools will provide an ambulance (or similar vehicle) at the grounds on game day.
- 33.3 If an ambulance is in attendance, coaches of all grades shall not enter the field of play unless directly summoned by the referee or ambulance personnel.
- 33.4 In the event of a player being injured and the referee continues with the game, the coach or (similar) should immediately take the field and signal to the referee to halt play if further treatment is required.
- 33.5 Compliance – the Director of Rugby [or a nominated school representative] must submit the GPS Injury Report information sheet to the GPS office no later than 3pm on the Monday after each Round.
- 33.6 Member schools are required to comply with the recommended GPS Rugby Medical Response Plan which outlines the standard for First Aid Coverage, venue set up and protocols for injury reporting and follow up.
- 33.7 It is mandatory that member schools comply with the recommended RA Concussion Management Guidelines.
- 33.8 The Blue Card system will apply to all matches with QRRA referees (1st XV, 2nd XV and A games).
- 33.9 All other matches will require medical staff to evaluate concussion.

<sup>14</sup> Amended following GPS Rugby Sub-Committee Meeting, 19 March 2007. Law Variation request from A.R.U via QRFSU / ARFSU – May 2010 – Size 5 ball used for U13

<sup>15</sup> Amended following GPS Rugby Sub-Committee Meeting, 19 March 2007.

## 34 MATCH OFFICIALS

### 34.1 Referees

- 34.1.1 Referees shall, if possible, be secured from the Queensland Rugby Referees' Association Brisbane Inc (Q.R.R.A.) [for 1st XV, 2nds, U16A, U15A, U14A, U13A, U12A and U11A matches], but in any case shall be an accredited referee / competent person.
- 34.1.1.1 It is recognised, however, that the Referee is the guest of the host school for the day and cannot assume the responsibility of the Headmaster for any boy.
- 34.1.2 In all grades the referee shall be the minimum of a Smart Rugby compliant accredited referee / competent person other than the coach of either team. Qualified student referees may be appointed to referee a fixture, with due notification being given and consideration given to the age of the referee. <sup>16</sup>
- 34.1.3 The Home school shall be responsible for organising referees for all grades outside those appointed by Q.R.R.A. By mutual agreement the visiting school may be invited to supply referees according to the formula agreed upon. <sup>17</sup>

### 34.2 Assistant Referees

- 34.2.1 Each school shall supply one (1) Assistant Referee for each grade except 1st XV. These Assistant Referees shall be trained in their duties, shall be suitably dressed, and shall carry one flag.
- 34.2.2 In addition, each school shall supply one (1) ball boy for each grade.

#### Refer to APPENDIX III – GPS DOCUMENTS AND FORMS

- Recommended RUGBY REFEREES APPOINTMENTS Formula

## 35 WEATHER

- 35.1 In the event of inclement weather, the GPS Sport and Activities Committee representative of the home team is to notify the visiting school if grounds are unplayable, as soon as possible.
- 35.2 By mutual consent of the two schools concerned, it may be agreed to play the match on the ground of the visiting school.
- 35.3 The GPS Executive Officer of the Association must be notified if there are any changes in arrangements.

#### Refer to APPENDIX I – WR DOCUMENTS AND FORMS

- World Rugby Heat Guidelines
- World Rugby Lightning Safety Guidelines

## 36 RESULTS

- 36.1 The home team must phone or email a copy of the Results Sheet and/ or use the online competition management system 'Rugby Xplorer' to submit results to the GPS office before 5pm on the Saturday following the game, for a summary of round results and the Points Table for the 1<sup>st</sup> XV to be updated and then circulated to schools.
- 36.2 A table of results for each age division will be displayed on the GPS website after each round.

### 36.3 Match Results and Team Sheets

- 36.3.1 It is the responsibility of EACH TEAM to:
- Print off two (2) copies of their respective Team Sheet from Rugby Xplorer and take with them to the game
  - Once the team is confirmed distribute these Team Sheets as follows:
  - One copy to the Referees
  - One (1) copy to the opposing Team Manager
  - One (1) copy to be retained by each Team Manager to keep a record of the actual game, in need and as a back-up to the Rugby Xplorer Match Day Application

<sup>16</sup> The Association is working with the Q.R.R.A to bring all referees in GPS Rugby to this standard as a goal for 2010 – 2011 competition.

<sup>17</sup> Documentation of current practice 2011; GPS Rugby Sub-Committee – 15 October 2012; clarification in relation to Byes; GPS Rugby Sub-Committee – 24 March 2014, include referees appointments table for U12, U11, U10 games. Based upon GPS – QRRA Referees agreement for 2015.

- 36.3.2 It is the responsibility of the HOME TEAM to:
- Enter the full-time score of each game via the Match Day App / Rugby Xplorer
- 36.3.3 It is the responsibility both teams to act in terms of the following instructions:
- All players who took the field are to be listed on the respective Team Sheets i.e. DO NOT list the reserves who did not play / delete names of players listed who did not play
  - All details of point scorers are to be listed
  - All players (both teams) who have either been temporarily suspended (yellow card) / sent from the field of play (red card) / have a suspected concussion (blue card) are to be listed
  - The referee is to confirm the result of the game by confirming on the Match Day App for both teams in the presence of both teams
  - Teams are to swap a copy of the Team Sheet, in need
  - A Copy of the Team Sheet is to be provided to the Competition Manager on request, in need
- 36.3.4 All member schools must enter the results of all games on line via Rugby Xplorer or the Match Day App by no later than 5pm Saturday following completion of the game. Information entered must include:
- All players who played / reserved i.e. took the field
  - Result of game
  - Point scorers
  - Tries
  - Conversions
  - Penalties
  - Dropped Goals
  - Penalty tries
  - Players temporarily suspended (yellow card) – both teams.
  - Players sent from the field of play (red card) – both teams.
  - Players who have a suspected concussion (blue card) – your team only

NB: Member Schools are asked to make their best effort to follow the aforementioned procedures in 2019 as a first trial of the system.

#### 36.4 Forfeits

- 36.4.1 In the case of a match Forfeit, it is the offending school's responsibility to firstly notify the opposing school before notifying the GPS Executive Officer as the Competition Manager. The GPS office will then notify all relevant parties such as Referees, etc [as organized by the GPS].
- 36.4.2 In the event of a forfeit, the team forfeited against [Walkover to – Receiving Forfeit] shall be awarded 2 points for a Win and shall have the 'For' and 'Against' score of 20-0 recorded for the match. The forfeiting team [Walkover from – Giving Forfeit], shall receive zero (0) points for Loss, and shall have the 'For' and 'Against' score of 0-20 recorded for the match.
- 36.4.3 A Member School that forfeits two (2) games in the same grade in the same season will be issued a Show Cause Notice for why its team should remain in that grade.
- 36.4.4 In the case of a Member School withdrawing a team(s) from the Competition, match points in all Matches of such team(s) shall not be counted, and any competition points shall be cancelled.
- 36.4.5 The Management Committee may impose further penalties on Member Schools for withdrawing teams from the competition.
- 36.4.6 Please note: Competition Points are only awarded to the Firsts competition. A 'Win' or 'Loss' will be recorded for the relevant team for all other competitions.

**36.5 Abandoned Matches [Washouts]**

- 36.5.1 In the event that the venue of a match or matches is unavailable for any reason, it will be the responsibility of the "home" school to advise the Competition Manager must be contacted immediately the ground is considered unplayable or doubtful of being playable.
- 36.5.2 A game will be declared a "Washout", and the result recorded as a Draw and one match point awarded to each team under the following scenarios:
- 36.5.2.1 If both the home and visiting school fields are unplayable;
- 36.5.2.2 If both teams are on the ground at the time of start of play and if the Referee considers weather conditions make play impossible;
- 36.5.2.3 Once the game has commenced, and if the Referee considers weather conditions make further play impossible.
- 36.5.3 In the event of a match having to be abandoned for any reason involving unacceptable behaviour on the part of players or any other persons, or any other similar reason, the Management Committee will determine if any penalties will be imposed to the competing teams. (It should be noted that such action should neither prejudice nor replace individual action that may be required under breaches of the code of conduct).

**36.6 Cancelled Matches**

- 36.6.1 A match cancellation must be discussed and agreed to by both schools.
- 36.6.2 Should a match (es) be cancelled on the day prior to the allotted date, the GPS Sport and Activities Committee delegate responsible for the cancellation will notify the GPS Executive Officer and the opposing school's delegate in writing. A cancelled match may not be re-scheduled.
- 36.6.3 On the online competition management system a cancelled match is to be recorded for the fixture with the venue listed as CANCELLED. No match or competition points are to be awarded.

**Refer to APPENDIX III – GPS DOCUMENTS AND FORMS**

- GPS Rugby Result Sheet – all teams

## SECTION: FIRST XV

### 37 COMPETITION POINTS AND FIRST XV POINTS TABLE

- 37.1 A premiership for the Champion School will apply to First XV competition only.  
37.2 Competition points are to be awarded as below:

RESULT	POINTS
<i>Win</i>	2 points
<i>Draw or Weather Cancellation</i>	1 point each
<i>Loss</i>	0 points
<i>Bye</i>	No points

- 37.3 In the case of a forfeit, the non-defaulting team shall receive the maximum points.  
37.4 In the event of two (2) or more teams being equal on competition points for any position they will be awarded the same placing.  
37.5 The Premiership Trophy is presented to the winning school. The school having the highest points on the table at the end of the season shall be declared the winner and Premiership team for the year.

### 38 DURATION OF PLAY

- 38.1 Two periods each of thirty five (35) minutes, excluding injury time, shall be played, with a five (5) minute interval.

### 39 MATCH TIMES

- 39.1 The recommended starting time approved for Rugby Firsts matches is 2.15pm.<sup>18</sup>  
39.2 Any change to the start time will require approval through each school's Headmaster and notification to the GPS office.  
39.3 Start times are to be determined by mutual agreement between competing schools.  
39.4 Earlier start times will be allowed by negotiation.

### 40 MATCH BALLS

- 40.1 First XV Grade shall use two (2) RAV Q.R.U officially approved footballs (Gilbert Barbarian or better)

### 41 FIRST XV TEAM SQUAD LIST REGISTRATION

- 41.1 By the nominated deadline], each member school playing in the GPS competition must:  
41.1.1 lodge with the GPS Executive Officer, details of all registered players for the Open 1st competition [i.e. First XV Team Squad List] - the names of students, their date of birth, the Year Group, date of enrolment and permission to use image to the GPS school [and additional information as per SECTION: STANDARD COMPETITION Clause 19 'Age Grade Dispensation Policy].  
41.2 Lodgment MUST be before the completion of the first round of fixtures.  
41.3 Squad Lists should include all players likely to be played in the First XV team over the season.

<sup>18</sup> GPS Headmasters General Meeting, 19 May 2003 – the change of commencement time of First XV matches to 3.05pm followed the decision to change the duration of 2<sup>nd</sup> XV matches (see Section C – Rule 7.1); GPS Headmasters General Meeting, 20 February 2012, reaffirmed again 28 May 2012 - the recommended starting time approved for Rugby and Football Firsts matches is 1pm with a maximum start time of 2pm. GPS Headmasters General Meeting, 19 May 2014, maximum start time amended to 2.15pm.

- 41.4 Lodge with the GPS Executive Officer, the names and contact details of all registered staff associated with the First XV team.
- 41.5 Failure to comply by the relevant timeframe will result in all teams from all competitions from the offending member school being unable to compete until the situation is rectified.
- 41.6 Schools are required to advise the GPS office of any changes to this list made during the season. Registrations of new players must be completed before the player participates in any competition by re-submitting the updated registration/entries form noting the new date of submission and the version number.
- 41.7 It is the responsibility of each member school to ensure that all registered players are aware of the regulations and policies governing GPS Competition, including the Code of Behaviour.
- 41.8 The GPS Executive Officer is responsible for providing this information to the GPS Headmasters prior to the start of competition.
- 41.9 The penalty for playing an unregistered player is as follows:
- 41.9.1 Ineligible Player – Loss of Points
  - 41.9.2 Unregistered but eligible - Warning
- 41.10 **Team Lists For Match Programs**<sup>19</sup>
- 41.11 Schools are to provide Team Lists to each other [correct at time of printing] by 2pm Wednesday prior to the match for 1st XV teams.
- 41.12 **Team Lists For Rugby XPlorer**
- 41.13 Schools are to update their Team Lists to Rugby XPlorer by 12 noon Friday prior to the match on Saturday

## 42 TEAM SHEET<sup>20</sup>

- 42.1 The use of a Team Sheet [or the RA Match Day App] is mandatory for 1<sup>st</sup> XV matches.
- 42.2 It is the responsibility of the Team Manager to get the Team Sheet back from Referees at the end of the match.
- 42.3 1<sup>st</sup> XV Team Sheets are to be submitted by the home side before 5PM on the Saturday following the games to the GPS office.

### Refer to APPENDIX III: GPS DOCUMENTS AND FORMS

- GPS Regulations for Student Eligibility in Championships Events and First Competitions
- GPS Rugby Team Sheet

## 43 REPLACEMENTS

- 43.1 **1<sup>st</sup> XV teams** will only select and field teams of fifteen (15) players only with a maximum of seven (7) replacement / substitute players. [Law 3 (14) (a) and (b) not to be applied].<sup>21</sup>
- 43.2 When a player leaves the field because of injury he is no longer allowed to return (the exception being in the case of the “blood bin” law). Replacements for First XV teams must have played at least half of either the 16A or 2<sup>nd</sup> XV match on that day i.e. no fresh reserves.<sup>22</sup> Exception being, if due to injury the next best player comes from 16B or 3<sup>rd</sup> XV<sup>23</sup>.

<sup>19</sup> GPS Rugby Sub-Committee meeting – 13 October 2014: support for providing information by a set time each week to assist with preparing Match Programs.

<sup>20</sup> GPS Headmasters, 5 May 2016; Regulations as approved for the GPS Football and applicable to all GPS team sports. Trial to be conducted in 2016 for the use of the online competition management system to generate Team Sheets for 1st XV teams, this will require names of players to be viewable on the internet.

<sup>21</sup> Refer to Footnote 8

<sup>22</sup> Amended 19 March 2007 following GPS Rugby Sub-Committee Meeting

<sup>23</sup> GPS Rugby Sub-Committee Meeting – 16 August 2010 and 16 March 2011; clarification of replacement law

## 44 REFEREES

- 44.1 Adult badged linesmen will be provided by the Q.R.R.A. for all First XV matches.
- 44.2 If the appointed officials fail to arrive for the First XV fixture, the MIC/ Director of Rugby from both schools should meet to discuss alternatives. Should a suitable alternative be arranged and agreed by both schools, the match shall proceed. If a suitable arrangement cannot be agreed, the matter is to be referred to the
- 44.3 GPS Sport and Activities Committee delegates of both schools to discuss with the GPS Executive Officer to postpone the match to a mutually agreed time.

## 45 ON FIELD SUPPORT STAFF [AUTHORISED PERSONS] <sup>25</sup>

- 45.1 To assist with on field support identification for Water Boys and First Aid/ Medical staff, schools are asked to supply 3 x Official GPS vests [yellow vest x 2 - Water; red vest x 1 – Medical, orange vest x 1 Media].
- 45.2 All coaching and support staff must remain in the Technical Area or behind the rope for 1<sup>st</sup> XV games, apart from one nominated Medical staff person.

## 46 1<sup>ST</sup> XV POST MATCH FUNCTIONS PROTOCOL <sup>26</sup>

- 46.1 In order to provide a consistent approach to the 1<sup>st</sup> XV Rugby post-match function protocols at each school, the support of Directors of Rugby, GPS Sport and Activities Committee members /Headmasters/ and Principals is sought to enforce that the after match function starts no more than 20 minutes after the end of the match. It is recommended that schools give consideration to making arrangements whereby boys [and associated staff] who need to go to first aid are not required to attend functions, formalities are conducted on the field, teams are encouraged to "keep to time".
- 46.2 First XV players are no longer required to shower and change into school uniform for the post-match function, this will now take place either on the Main Oval or immediately walk to a nearby venue, [e.g. sports pavilion], where it can be conducted as soon as possible within the prescribed timeframe. An example for this after match function protocol is as follows:
  - i. Final whistle
  - ii. Normal handshakes on field, players return to either school's designated area (home grandstand, crowd etc) for a short player, coach, parent gathering and conversations on the field.
  - iii. Players move from the main oval to an adjacent room (sports pavilion) which is close to the playing field
  - iv. Players would remove boots (and maybe replace with running shoes) before entering reception room.
  - v. Captains may decide to wear blazers over their playing kit for their speech.
  - vi. All players and staff are seated, followed by traditional brief speeches or 'thanks for the day'. Parents of the 1st XV team squad are invited to attend, tea and coffee are available.
    - a) Start with a welcome & thank you by Director of Rugby and/or Sport
    - b) Trophy presentation (if applicable)
    - c) Home Captain 'vote of thanks'
    - d) Visiting Captain response
    - e) Teams dine on refreshments and mingle
  - vii. Following this social gathering of the players and parents, players will then depart to changing rooms to shower, receive treatment etc.
  - viii. It is anticipated that the formalities will be concluded within 20 minutes of the final whistle.

<sup>24</sup> GPS Sport and Activities Committee – 13 October 2008

<sup>25</sup> GPS Rugby Sub-Committee Meeting – 15 October 2012; assist with management and identification of on field support staff; 26 August 2015 – review of technical areas.

<sup>26</sup> GPS Executive Committee meeting – 31 July 2014



## SECTION: GPS CODE OF BEHAVIOUR – MATCH DAY

### 47 PLAYERS

- 47.1 Play by the rules
- 47.2 Cooperate with and respect game officials and their decisions.
- 47.3 Abstain from verbal abuse, distraction, or provoking of officials or other players – see section on *Sledging* below.
- 47.4 Treat all players as you would like to be treated and respect the property of others.
- 47.5 Leave the field immediately and without dissent when temporarily suspended (Yellow Card) or Sent off (Red Card).
- 47.6 Abstain from excessive encouragement of team-mates.

### 48 COACHES

- 48.1 Set a good example for all players.
- 48.2 Encourage and create opportunities to develop individual and team skills.
- 48.3 Ensure your players are friendly towards officials and opponents.
- 48.4 Remove from the field of play, any of your players whose behaviour is unacceptable.

### 49 PARENTS AND SPECTATORS

- 49.1 Provide a model of good behaviour for all players.
- 49.2 Demonstrate courtesy towards all players, all officials, and all spectators.
- 49.3 Encourage honest effort, skilled performance, and team loyalty.
- 49.4 Let game officials conduct the match without interference yet be willing to provide assistance if requested.

### 50 ADMINISTRATORS AND OFFICIALS

- 50.1 Ensure the equipment and conditions are safe for the skill level of the boys involved.
- 50.2 Ensure everyone involved, including parents, understand their responsibilities regarding fair play and appropriate behaviour.
- 50.3 Officiate without bias, emphasize skill and enjoyment, encourage both teams, and set a good example.
- 50.4 Be consistent, courteous, and helpful towards all participants.
- 50.5 Ensure that the 'spirit of the game' is not lost by overcalling violations.
- 50.6 Ensure that coaches and officials provide adequate supervision of the players.

*Adapted from 'Fair Play in School Sport – Code of Behaviour': Australian Schools Sports Council.*

PLAYERS, COACHES, PARENTS, SPECTATORS AND OFFICIALS ARE ENCOURAGED TO FAMILIARISE THEMSELVES WITH THE "GPS CODES OF BEHAVIOUR" THAT APPLY TO ALL GPS ACTIVITIES.

### 51 SLEDGING

- 51.1 The Headmasters of GPS schools have determined that 'sledging' has no place in GPS Rugby. This practice is forbidden.
- 51.2 The Headmasters have directed that players:
  - 51.2.1.1 are to make no derogatory comments **at** an opposing player;
  - 51.2.1.2 are to make no derogatory comments **about** an opposing player, and
  - 51.2.1.3 are to make no comments or noises at critical times during the game

## 52 MAINTAINING A STANDARD OF BEHAVIOUR – BREACH OF CODE OF BEHAVIOUR SYSTEM<sup>27</sup>

<sup>27</sup> Clarification of current Red Card/ Yellow Card System 2009; GPS Headmasters meeting – 21 October 2013 – preferred terminology to be used is Breach of Code of Behaviour Report

The above breaches of behaviour are guidelines.

#### 52.1 Coaches

- 52.1.1 All coaches are responsible for ensuring that the letter and the spirit of the Code of Conduct is followed and are expected to set an example to others at all times.

#### 52.2 Referees

- 52.2.1 Referees in GPS Rugby are instructed to watch such negative activities as those listed above. Should a referee consider the Code of Conduct is being broken during a game, he/ she shall, using his/ her discretion (and being mindful of the context of any such comments or actions of either players), take action. The procedure to control unacceptable behaviour is:

- 52.2.1.1 to stop the game and warn any student who is displaying any unsportsmanlike behaviour and inform  
 52.2.1.2 the Captain of the warning, and include the player/s name/s in the report,  
 52.2.1.3 should it persist further the Referee/s will stop the game and report the player to the Coach of the  
 52.2.1.4 school team.

- 52.2.2 If a Referee warns a player he must record the incident on the Referees report form. When a Referee reports a player the incident must be recorded in detail. For all incidents the player's name and school must be stated.

- 52.3 **Captains and Vice-Captains** of all teams are expected to see that their team plays the game according to the spirit as well as the letter of the Code of Conduct and set the example to others.

#### 52.4 Directors of Rugby

- 52.4.1 As the Code of Conduct applies to all teams, not only the First XV, Directors of Rugby are to liaise with GPS Sport and Activities Committee delegates to ensure that all coaches are issued with the Code of Conduct and the appropriate regulations and that the school as a whole is informed of the content of the Code of Conduct.  
 52.4.2 Directors of Rugby are to meet at the conclusion of the day's play to review any send-off incidents and confirm results [Post match].

## 53 MISCONDUCT [BREACH OF CODE OF BEHAVIOUR REPORTS] [RED CARD/ YELLOW CARD]

- 53.1 Players who breach the directions above or the "GPS Code of Behaviour" will face the following consequences:

- 53.1.1 they will be issued with a **Yellow Card** as a warning for a first offence in a match;  
 53.1.2 they will be sent from the field of play for serious offences or a second offence in a match (Red Card)

- 53.2 **Red Carded Players** - In the case of dismissal from the field where a Red Card has been issued, the player may not be replaced, and may not take any further part for the remainder of the game and / or any further fixtures that day.

- 53.3 When a player is sent off a **Breach of Code of Behaviour Report** will be issued, and he will incur a further penalty of missing the next GPS fixture game in which he would otherwise have played.

- 53.3.1 The player serves an automatic one match suspension  
 53.3.2 That game must be the next scheduled GPS fixture.  
 53.3.3 Further suspension may be imposed at the discretion of each school.  
 53.3.4 NB: a mistaken identity appeal may be made within 30 minutes of a report/ match with the Referee and the two Coaches with the Director of Rugby of each side.

### 53.4 Instructions<sup>28</sup>

- 53.4.1 The Referees and the two Team Coaches are to meet directly after the match to discuss any send offs [Yellow Card or Red Cards]. The Director of Rugby needs to be notified ASAP on game day.
- 53.4.2 Access to the RA Send Off Report Form should be available at the home ground to be supplied by the Host School Convenor/ Game Day Manager [Director of Rugby].
- 53.4.3 The Referee is asked to complete a RA Send Off Report Form for any Red Card issued. Preferably this will be actioned at the ground and provided to the Host School Convenor/ Game Day Manager [Director of Rugby] and / or this is to be sent via email to the school concerned [to the GPS Sport and Activities Committee delegate], and the GPS Executive Officer ASAP or no later than 9AM on the Monday following the match.
- 53.4.4 It is preferred that the GPS Sport and Activities Committee delegate, GPS Executive Officer and the QRRA Referees Co-ordinator [for 1<sup>st</sup> XV, 2nds, U16A, U15A, U14A, U13A, U12A and U11A matches] are advised by phone, email or SMS on the day of the incident.
- 53.4.4.1 Games with non QRRA referees still need to be reported – use the RA Send Off Report Form
- 53.4.5 The GPS Executive Officer is responsible for ensuring that all report forms are sent to the schools concerned ASAP after the round and to request that each school enforce an automatic one week suspension for a Red Card offence. A summary list of players suspended is to be sent to all member schools after each round.
- 53.4.6 Schools are encouraged to impose any additional disciplinary action or penalty appropriate to the conduct as they see fit. Each school may apply their own sanctions under their own school's discipline standard.
- 53.4.7 There will be no citing post-match for Red Cards after video review.

*Notwithstanding what is detailed in the points above; the RA/QRU has its own Code of Conduct and mechanisms under IRB Regulation 18 for dealing with such matters. RA/QRU may choose to apply this Code of Conduct as agreed to by an applicable participant e.g. anyone who has undertaken an RA Smart Rugby Course / RA Coach or Referee Accreditation Course.*

*NB: Rugby specific terminology notes that a Send Off = Red Card; a Yellow Card = Warning<sup>29</sup>*

### 53.5 Temporary Suspension [Yellow Card]

- 53.5.1.1 If a player is Temporarily Suspended, that player must remain with the team coach for the duration of the Temporary Suspension and shall not enter the playing area until permitted to do so by the referee. The maximum period of a Temporary Suspension shall not exceed 10 minutes. (Refer to the RA Law Book)<sup>30</sup>.

- 53.6 **Spectators near/ on the Field of Play.** Sufficient provision shall be made to keep spectators from the touch line or outside enclosed grounds (rope off where possible)<sup>31</sup> and Headmasters or his representative shall be responsible for enforcing the observance of this rule by the boys of their schools. The referee shall be asked prior to the match, that if the above rule is broken during the progress of a match, he shall stop play until it is observed. This shall be adhered to in all grades.

#### Refer to APPENDIX II

- RA Send Off Report Form SAMPLE

## SECTION: PROTESTS

<sup>28</sup> GPS Headmasters, 5 May 2016; Regulations as approved for the GPS Football and applicable to all GPS team sports

<sup>29</sup> GPS Rugby Sub-Committee meeting, 27 August 2014 - clarification of Rugby terminology.

<sup>30</sup> Amended 27 April 2009 following GPS Rugby Sub-Committee Meeting

<sup>31</sup> Amended 19 March 2007 following GPS Rugby Sub-Committee Meeting. All schools have been provided with the specifications for field set up

- 54 The following procedure will apply with respect to any Protest concerning the result of a 1<sup>st</sup> XV game:
- 54.1 As soon as possible but by no later than 12.00pm on the Monday immediately following the fixture, the GPS Sport and Activities Committee delegate from the school that is protesting the result is to inform the GPS Executive Officer of the Association, the Chairman of the GPS Sport and Activities Committee and the Chairman of the GPS Rugby Sub-Committee of the possibility of a formal protest being made and of the circumstances.
  - 54.2 As soon as possible but by no later than 4.00pm on the Monday immediately following the fixture, any Official Protest is to be sent by the GPS Sport and Activities Committee delegate of the school protesting the result, to the GPS Executive Officer by email and facsimile. The GPS Executive Officer is to acknowledge receipt of the Protest. The GPS Sport and Activities Committee delegate is also to contact the GPS Executive Officer by telephone advising of the Official Protest.
  - 54.3 Any Official Protest is to be made on the Form attached and is to clearly outline the reason for the Protest and the appropriate details.
  - 54.4 On receipt of the Protest, the GPS Executive Officer will inform the Chairman of the GPS Sport and Activities Committee and the GPS Sport and Activities Committee delegates of the schools concerned.
  - 54.5 The GPS Executive Officer will then forward the Protest to the Chairman and members of the GPS Executive Committee of the Association.
  - 54.6 The GPS Executive Committee will consider the Protest and if the Protest is upheld, determine any penalty.
  - 54.7 Following determination of the Protest by the GPS Executive Committee, the GPS Executive Officer will inform the Headmasters and GPS Sport and Activities Committee delegates of all schools of the results of the protest.

**Refer to APPENDIX III – GPS DOCUMENTS AND FORMS**

- 1st XV Rugby Protest Form

## **SECTION: AMENDMENTS TO RULES OF COMPETITION**

- 55 No amendment to these Rules of Competition is authorised unless such amendment is issued by the GPS Executive Officer of the Association.

## APPENDIX I: WORLD RUGBY DOCUMENTS AND FORMS

Follow the link to the WR website [www.world.rugby/?lang=en](http://www.world.rugby/?lang=en) to download the latest policy information and forms available:

- WR Playing Charter
- World Rugby Laws 2019
- WR Regulations of the Game
- WR Under 19 Variations
- World Rugby Heat Guidelines
- World Rugby Lightning Safety Guidelines

## APPENDIX II: RUGBY AUSTRALIA DOCUMENTS AND FORMS

Follow the link to the RA website [www.rugbyaustralia.com.au](http://www.rugbyaustralia.com.au) to download the latest policy information and forms available:

- Australian Law Variations Under 19
- RA Kids Pathway U6 to U12
- Serious Injury Protocol
- Mayday Call Procedure Flowchart
- Mayday Call and Procedure
- [Rugby Xplorer System – http://www.aru.com.au/runningrugby/Registration.aspx](http://www.aru.com.au/runningrugby/Registration.aspx)
- Rugby Xplorer GPS QLD Rugby Registration
- Rugby Xplorer Match Day App
- Rugby Xplorer App – Teams
- Age Grade Dispensation Procedure
- Age Grade Dispensation Flowchart
- Size for Age Guidelines for Age Grade Rugby 2019
- Age Grade Dispensation Parent Guardian Consent Form
- Schedule B - Exception for Front Row Dispensation Form
- Junior Age Grade/Senior Rugby Guidelines Table
- RA Match Day Checklist
  - This can also be completed using the App available on IOS from the App Store: [Rugby Risk Management](#)
- RA Medical and Safety Guidelines
- RA Concussion Management Guidelines (Blue Card System)
- RA Send Off Report Form SAMPLE

## APPENDIX III: GPS DOCUMENTS AND FORMS

Follow the link to the GPS website [www.gpsqld.org.au](http://www.gpsqld.org.au) to download the latest policy information and forms available:

- GPS Rugby Grading Protocol
- GPS Rugby Result Sheet – all teams
- Recommended RUGBY REFEREES APPOINTMENTS Formula
- GPS Regulations for Student Eligibility in Championships Events and First Competitions [available from the GPS office for member schools]
- GPS Rugby Team Sheet
- 1<sup>st</sup> XV Protest Form
- GPS Filming Protocols [and live streaming] [available from the GPS office for member schools]

NOTE: All Documents and Forms are available to Member Schools on the GPS NET Share Point site. Please contact the GPS office for further information.