

Mudgee Grassroots Rugby Festival Rules

Senior Games:

Senior Rugby matches will be played in accordance with the 2012 Australian Laws of the Game including IRB U/19 variations as specified by the Australian Rugby Union.

1. All Clubs, administrators, Coaching & playing personnel must abide by the IRB Model Rules of Rugby.
2. All players must be registered with an Australian Rugby Club, and have an active registration on the MyRugby Admin System. All Clubs must be registered and registrations paid by the 1st March 2012.
3. Only team appointed managers may communicate with the game officials on behalf of the team.
4. Games will have unlimited interchange for the tournament. Rotating players must be welcomed on by the referee at a stop in play.
5. There is no prize money for the tournament.
6. If a referee OR both teams agree to have “uncontested scrums” – the tournament Manager must be notified & both teams managers sign off.
7. Each Club must provide a registered referee to act as linesman per game & provide an IRB approved Rugby ball for each game. Failure to do so may result in a loss by forfeit at the discretion of the tournament Managers.
8. Managers must have their team warmed up & ready for their game so the tournament can run smoothly. Teams not ready to kick off within 60 seconds of the siren is considered a forfeit.
9. Games will be of two (2) 25 minute halves with 5 mins half time break.
10. Games will commence & cease immediately on sounding the siren.
11. There is no time off for injury during any game in the competition. If a serious injury occurs that requires a stop in play, the game will be declared finished and the current score will decide the game.
12. Points will be awarded as – Win = 4 points and Loss=2 points.
13. If a rugby game is a draw - then the first try scorer will take the 4 points & loser the 2 points. If no tries are scored then a toss of a coin by the referee will decide who takes the points.
14. A referee’s decision is not grounds for a protest. Any decision by a referee is final and will not be scrutinised under any circumstances.
15. Tournament Managers will adjudicate any disputes & their decision will be final.
16. The playing area will be defined by fence or roped off area. Only players, ground officials, First Aid personnel and team managers are permitted inside this area. Spectators found impeding the progress of the game or restricting official’s access to or view of the game may result in a forfeit against the supporter’s team at the discretion of the tournament Managers.
17. By taking part in this event by way of participation as a supporter, spectator, player or team official you agree to abide by the Mudgee Rugby Code of Conduct. Any breach of this code may, at the absolute discretion of the adjudicator, result in a person or a team being ejected

from the grounds and from the tournament with no refund. Clubs accept responsibility for their players and supporters.

YELLOW AND RED CARDS:

1. If a player is sin binned under a YELLOW CARD, the player will remain in the sin bin for a 5 minute duration. The sin binned player is not to take in any part in the play of the game or the management of the team for this period. No other player may take the field in replacement of the binned player.
2. Any player receiving 2 YELLOW CARDS during the competition will be suspended for the remainder of the tournament.
3. All YELLOW CARDS must be reported to the Competition Manager in which the player's club competes. (i.e. home comp)
4. Any player sent off under a RED CARD, will not take the field again for the remainder of the tournament. Any team attempting to field such a player will be disqualified from the competition with no refund.
5. All RED CARDS must be reported to the Competition Manager in which the player's club competes (i.e. home comp) for judicial process.

Golden Oldies Matches:

Golden Oldies teams must have insurance prior to registration. All players must be over 35yrs at March 30th, 2012. Please refer to ARGO (Australian Rugby Golden Oldies) website for Model rules for Golden Oldies & for more details.

Juniors & Sub Juniors Matches

Junior & sub-junior games shall be played in accordance with the Walla, Mini & Midi 2012 Laws of Rugby Union as adopted by the Australian Rugby Union. In U/ 7's up to & including U/ 19 games – no player shall exceed 90 minutes of Rugby in the one day.
