

GPS RULES OF COMPETITION

IPSWICH GRAMMAR SCHOOL | BRISBANE GRAMMAR SCHOOL | ST JOSEPH'S GREGORY TERRACE | TOOWOOMBA GRAMMAR SCHOOL | ST JOSEPH'S NUDGE COLLEGE | THE SOUTHPORT SCHOOL | BRISBANE BOYS' COLLEGE | ANGLICAN CHURCH GRAMMAR SCHOOL | BRISBANE STATE HIGH SCHOOL | IPSWICH GRAMMAR SCHOOL | BRISBANE GRAMMAR SCHOOL | ST JOSEPH'S GREGORY TERRACE | TOOWOOMBA GRAMMAR SCHOOL | ST JOSEPH'S NUDGE COLLEGE | THE SOUTHPORT SCHOOL | BRISBANE BOYS' COLLEGE | ANGLICAN CHURCH GRAMMAR SCHOOL | BRISBANE STATE HIGH SCHOOL | IPSWICH GRAMMAR SCHOOL | BRISBANE GRAMMAR SCHOOL | ST JOSEPH'S GREGORY TERRACE | TOOWOOMBA GRAMMAR SCHOOL | ST JOSEPH'S NUDGE COLLEGE | THE SOUTHPORT SCHOOL | BRISBANE BOYS' COLLEGE | ANGLICAN CHURCH GRAMMAR SCHOOL | BRISBANE STATE HIGH SCHOOL | GRAMMAR SCHOOL | ST JOSEPH'S GREGORY TERRACE | TOOWOOMBA GRAMMAR SCHOOL | ST JOSEPH'S NUDGE COLLEGE | THE SOUTHPORT



Years 5-12

Rugby

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SECTION A: PREAMBLE

These rules are for the 2016 GPS Rugby Season competition which is to be held in Term 3 of the school year.

Rugby will be offered for Year 5 -12.¹

1. APPLICABILITY OF INTERNATIONAL/NATIONAL RULES

- 1.1. GPS Rugby is conducted under the laws of the Under 19 Laws of Rugby as recognised by the Australian Rugby Union (A.R.U) 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.
- 1.2. Refer also to APPENDIX C – ARU Laws Summary for U6 to U12 [Kids Pathway Laws]

SECTION B: CODE OF BEHAVIOUR – MATCH DAY

2. PLAYERS

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

3. COACHES

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

4. PARENTS AND SPECTATORS

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

¹ 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.

5. ADMINISTRATORS AND OFFICIALS

- 5.1. Ensure the equipment and conditions are safe for the skill level of the boys involved.
- 5.2. Ensure everyone involved, including parents, understand their responsibilities regarding fair play and appropriate behaviour.
- 5.3. Officiate without bias, emphasize skill and enjoyment, encourage both teams, and set a good example.
- 5.4. Be consistent, courteous, and helpful towards all participants.
- 5.5. Ensure that the 'spirit of the game' is not lost by overcalling violations.
- 5.6. 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.

6. SLEDGING

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

7. MAINTAINING A STANDARD OF BEHAVIOUR – BREACH OF CODE OF BEHAVIOUR SYSTEM²

- 7.1. The above breaches of behaviour are guidelines.

7.2. Coaches

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.

7.3. Referees

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:

- i) to stop the game and warn any student who is displaying any unsportsmanlike behaviour and inform the Captain of the warning, and include the player/s name/s in the report,
- ii) should it persist further the Referee/s will stop the game and report the player to the Coach of the

² 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

school team.

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.

7.4. **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.

7.5. **Directors of Rugby**

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.

8. MISCONDUCT [BREACH OF CODE OF BEHAVIOUR REPORTS] (RED CARD/ YELLOW CARD)

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

- a) they will be issued with a **Yellow Card** as a warning for a first offence in a match;
- b) they will be sent from the field of play for serious offences or a second offence in a match (Red Card)
- c) **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.
- d) 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.
 - i. The player serves an automatic one match suspension
 - ii. That game must be the next scheduled GPS fixture.
 - iii. Further suspension may be imposed at the discretion of each school.
- e) 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.

Refer to APPENDIX D - GPS Rugby Code of Conduct Report Form –i.e. Queensland Rugby Union Referee Report – Red Card Send Off Form

8.2. **Instructions³**

8.2.1. The Referees and the two Team Coaches / Director of Rugby are to meet directly after the match to discuss any send offs [Yellow Card or Red Cards].

³ GPS Headmasters, 5 May 2016; Regulations as approved for the GPS Football and applicable to all GPS team sports

- 8.2.2. Copies of the GPS Rugby Breach of Code of Behaviour Report Form [i.e. Queensland Rugby Union Referee Report – Red Card Send Off Form] should be available at the home ground to be supplied by the Host School Convenor/ Game Day Manager [Director of Rugby].
- 8.2.3. The Referee is asked to complete a GPS Rugby Breach of Code of Behaviour 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.
- 8.2.4. It is preferred that the GPS Sport and Activities Committee delegate, GPS Executive Officer and the QRRR Referees Co-ordinator [for 1st XV, 2nds, U16A, U15A, U14A, U13A, U12A and U11A matches] are advised by phone, email or SMS on the day of the incident.
- 8.2.5. 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.
- 8.2.6. Schools are encouraged to impose any additional disciplinary action or penalty appropriate to the conduct as they see fit.

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

NB: Rugby specific terminology notes that a Send Off = Red Card; a Yellow Card = Warning⁴

8.3. Temporary Suspension [Yellow Card]

- 8.3.1. 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 A.R.U Law Book)⁵.
- 8.4. **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)⁶ 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.

⁴ GPS Rugby Sub-Committee meeting, 27 August 2014 - clarification of Rugby terminology.

⁵ Amended 27 April 2009 following GPS Rugby Sub-Committee Meeting

⁶ Amended 19 March 2007 following GPS Rugby Sub-Committee Meeting

SECTION C: ALL TEAMS

9. AGE REGULATIONS

- 9.1. 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 year⁷.
- 9.2. No student is eligible to take part in this competition at any time in the year of his 19th birthday or if he had turned 19 before the year of competition.
- 9.3. Students in Years 5 to 12 only, enrolled in a GPS member school may participate in the competition.
- 9.4. **Maximum Age Limitations for Age Divisions**
- 9.4.1. The ARU 'Two Year Window' Policy allows for players with adequate skill and maturation level to participate in a game one year above their chronological age group e.g. an 11 year old player who turns 12 during the season, may play in the U13's. Adoption of the 'Two Year Window' and maximum age limitations for Age/ Year Groups should provide flexibility to allow students in respective years to participate with students in their year group.
- 9.4.2. 2 Year Window Forms
- 9.4.2.1. Member schools will be required to submit forms for players at the same time as providing the school's 1st XV Team Squad List.
- 9.4.2.2. The GPS agree to comply with the ARU's Age Grade Two Year Window Policy which states: "The player may not play in the Front Row above the two-year age grade window until ARU approval has been received". NO exceptions should be granted to this rule.
- 9.4.2.3. Member schools SHOULD NOT allow a player onto the field until all paperwork is completed. This includes GPS Trial matches.

Refer to APPENDIX I – Australian Rugby Union Two Year Window Policy and Front Row Exemption

10. TEAMS/ AGE DIVISIONS/ GRADES

10.1. The competition shall be conducted in the following age groups/ divisions/ grades:

- | | | |
|-----------|---|---------------------------|
| 10.1.1. | Open | [Born year 1998 and 1999] |
| 10.1.1.1. | 1 st XV – players are eligible if they meet the requirements of the ARU 2 Year Window Policy. | |
| 10.1.1.2. | 15 Year olds turning 16 Years that calendar year are eligible with appropriate ARU exemptions [Born year 2000] | |
| 10.1.1.3. | 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. | |
| 10.1.2. | Under 16 | [Born year 2000] |
| 10.1.3. | Under 15 | [Born year 2001] |

⁷ GPS Headmasters meeting – 21 October 2013; Change to Age Group Cut Off dates from 1st November the previous school year to 1st January of the school year from 2014; Age as at' date to be adjusted to the end of the year , 31 December.

- 10.1.4. Under 14 [Born year 2002]
- 10.1.5. Under 13 [Born year 2003]
- 10.1.6. Under 12, and [Born year 2004]
- 10.1.7. Under 11⁸ [Born year 2005 and 2006 – i.e. Year 5 and 6 only]
- 10.1.8. Supplementary Draw [Friendlies Matches]⁹

10.2. 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.

10.3. Team Entries Registration

10.3.1. Three days before the start of the first fixture in each season [or other nominated deadline], each member school participating in the GPS competition must:

- 10.3.1.1. lodge with the GPS Executive Officer, the number of teams/ divisions per year group and Open division they will be nominating
- 10.3.1.2. provide the total number of teams entered for the school prior to the start of the season
- 10.3.1.3. provide the total number of students registered to take part in the sport for the season

10.3.2. 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].

10.4. Number of Teams per Division

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.

Additional games for teams may be arranged by mutual consent.

11. SEASON DRAW [SCHEDULE OF COMPETITION]

11.1. 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.

11.2. ¹⁰The 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 C: Rule 24.

⁸ 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.

⁹ GPS Headmasters, 5 May 2016; Regulations as approved for the GPS Football and applicable to all GPS team sports.

¹⁰ GPS Sport and Activities Committee meeting, 13 October 2008

- 11.3. Each of the nine member schools in the Association plays a single round robin competition against all of the other schools.

12. VENUES/ GROUNDS

- 12.1. All teams will play at the venue listed first in the GPS Fixtures Card issued by the GPS Executive Officer of the Association.
- 12.2. 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.
- 12.3. The marking of grounds shall conform to I.R.B regulations.
- 12.4. Playing Areas for Under 11 and Under 12 Game Modifications (ARU Kids Pathway Laws)
- | | |
|------------------|---|
| 12.4.1. Under 11 | Full field less 10m width L: 100m, W: 60m |
| 12.4.2. Under 12 | Full field less 10m width L: 100m, W: 70m |

13. CANCELLATION OF MATCHES

- 13.1. A match cancellation must be discussed and agreed to by both schools.
- 13.2. 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.
- 13.3. A cancelled match may not be re-scheduled.
- 13.4. 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.

14. MATCH TIMES

- 14.1. Matches will commence at 8.00am¹¹ or as mutually agreed between competing schools.
- 14.2. Competing schools will mutually agree the starting time for all matches.
- 14.3. **Starting time sequence for A Matches**¹²
- 14.3.1. It is allowed that underage "A" games run in sequence to assist in the placement of QRRR 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

¹¹ GPS Rugby Sub-Committee Meeting, 14 October 2013

¹² 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. QRRR referee appointments are dependent on referee availability and sequential timing of games allows for a minimum number of QRRR referees.

Under 15 A	11am
Under 16 A	12noon

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

15. GAME DAY SCHEDULES¹³

- 15.1. Game Day Schedules should be confirmed by the Host School Convenor [Director of Rugby] between the two competing schools by 4pm Friday in the week preceding the Round, and a copy forwarded to the QRRR Referees Co-ordinator and the GPS office immediately thereafter.
- 15.2. The deadline for providing any changes to the above is 12 noon Thursday in the week of the round.
- 15.3. 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.

16. DURATION OF PLAY

16.1. 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 XV¹⁴.

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 nd XV -6 th XV	25 minutes
First XV	35 minutes

16.2. Keeping of Time

16.2.1. In all grades, the referee is the sole judge of time, however, the match must finish on the hour (no injury time)¹⁵.

¹³ 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

¹⁴ GPS Headmasters General Meeting, 19 May 2003 – Rules amended to change 2nd XV playing time from 30 mins per half (with no injury time) to 25 mins per half with no injury time.

¹⁵ Amended following GPS Rugby Sub-Committee Meeting, 19 March 2007

17. SIZE OF TEAMS AND REPLACEMENTS¹⁶

- 17.1. The following replacement rule covers replacement requirements for teams other than 1st XV.
- 17.1.1. **Under 11** will only select and field teams of twelve (12) players only with a maximum squad size of fifteen (15) players for B teams and below.
- 17.1.2. **Under 12** will only select and field teams of fifteen (15) players only with a maximum squad size of eighteen (18) players for B teams and below.
- 17.1.2.1. Rolling substitutions are allowed and these are unlimited in number.
- 17.1.3. **All Open 2nd XV and underage A, and B teams (i.e. U13, U14, U15 & U16)** will only select and field teams of fifteen (15) players only with a maximum of seven (7) replacement / substitute players. [Law 3 (14) not to be applied]¹⁷.
- 17.1.3.1. No unlimited interchange can occur around these starting teams at these levels.
- 17.1.3.2. 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.
- 17.1.3.3. 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.
- 17.1.4. **All Open Teams (3rd XV teams and below), as well as all underage teams (C level and below)** will field nominated squads of up to and including twenty (20) players only with a maximum of seven (7) replacement / substitute players. [Law 3 (14) (c) and (d) not to be applied]¹⁸.
- 17.1.4.1. Unlimited interchange within that squad can occur during the match.
- 17.1.4.2. 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.
- 17.1.4.3. NB: Unlimited interchange recognises that players who have been replaced for legitimate, match-stopping, on-field injury cannot return to the field.

¹⁶ 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.

¹⁷ 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.

¹⁸ Refer to Footnote 8.

17.2. 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.

17.3. **Replacements Rules for Preseason Trials and non-GPS Fixture Matches**

17.3.1. The operation of replacements for these matches must be by negotiation between the competing schools prior to the day of trial competition.

17.3.2. Directors of Rugby or their equivalent should inform all coaches of the agreed replacement rules prior to the day of trial competition.

17.4. **Playing Time**

Reiteration of ARU policy – “No boy can play more than 90 minutes of Rugby in one day”. (ARU Memorandum of 26 May 2004).

17.5. **Team Sheets**

Booklets are to be used to record team information. As agreed by the GPS Rugby Sub-Committee, the coaches should swap forms after the game. Coaches should use the bottom square to highlight any issues of concern. The opponents should get the pink form. It is strongly advised that the Director of Rugby of each school meet and check papers and sort out all problems at the end of the days round.

18. CLOTHING – PLAYER UNIFORM/ ATTIRE

18.1. The attire (jersey, shorts, socks) of each player in all grades shall conform to the registered colours of his school.

18.2. For Under 11 and Under 12:

18.2.1. Boots – Moulded sole boots are preferable. “Blades” are acceptable.

18.2.2. Mouth guards – The wearing of mouth guards is compulsory.

18.2.3. Shoulder Pads – the wearing of fitted shoulder pads is acceptable.

19. MATCH BALLS

19.1. The host school shall supply match balls.

19.2. Under 11, Under 12 and Under 13 Grades may use a Size 4 junior ball¹⁹

20. MEDICAL CARE

20.1. It is the responsibility of the host school to organise appropriate First Aid/ Medical facilities i.e. Doctor or Sports Medicine etc²⁰.

20.2. 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.

¹⁹ 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

²⁰ Amended following GPS Rugby Sub-Committee Meeting, 19 March 2007.

- 20.3. 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.
- 20.4. **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.
- 20.5. 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.

Refer to APPENDIX E – ARU Medical and Safety Recommendations

- 20.6. It is mandatory that member schools comply with the recommended ARU Concussion Management Guidelines.

Refer to APPENDIX F – ARU Concussion Guidance (Rugby Public - Standard Care Pathway)

21. MATCH OFFICIALS

21.1. Referees

- 21.1.1. 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. 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.
- 21.1.2. In all grades the referee shall be the minimum of a Smart Rugby compliant²¹ 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.
- 21.1.3. 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.

21.2. Assistant Referees

- 21.2.1. 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.
- 21.2.2. In addition, each school shall supply one (1) ball boy for each grade.

22. MERCY RULE²²

- 22.1. For the 'Under 13' age group only as a Trial in 2016.

²¹ 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.

²² GPS Rugby Sub-Committee meeting, 3 May 2016; For consideration for the 2016 season as a trial for the "Under 13" age group only.

22.1.1. When a team is dominant and reaches 50 points within the game and before the end of normal play, the final score will be published as 50 points and no higher. The win will have then been secured and even if the weaker team scores after the 50 points have been reached there would be no change on the score sheet.

- a) Once 50 points has been reached the losing team will restart with a penalty kick on halfway.
- b) Scrums and Lineouts will revert to non-contested and the team putting the ball in will get possession.

24. WEATHER

24.1 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.

24.2 By mutual consent of the two schools concerned, it may be agreed to play the match on the ground of the visiting school.

24.3 The GPS Executive Officer of the Association must be notified if there are any changes in arrangements.

24.4 WASHOUTS

24.4.1 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:

24.4.1.1 If both the home and visiting school fields are unplayable;

24.4.1.2 If both teams are on the ground at the time of start of play and if the Referee considers weather conditions make play impossible;

24.4.1.3 Once the game has commenced, and if the Referee considers weather conditions make further play impossible.

25. FORFEITS

25.1 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].

25.2 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. 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.

26. RESULTS

26.1. The home team must phone or email a copy of the Results Sheet and/ or use the online competition management system to submit results to the GPS Executive Officer before 5pm on the Saturday following the game, for a summary of round results and the Points Tables to be updated and then circulated to schools.

- 26.2. A table of results for each age division will be displayed on the GPS website noting the number of wins and losses for each team after each round.

Refer to APPENDIX H - GPS Rugby Result Sheet – all teams

27. ARU SCRUM LAW MODERNISATION PROJECT 2016 TRIAL²³

The ARU has convened a Review Group consisting of representatives from a wide variety of organisations, which has met and planned a way forward to trial a change for 2016. This would involve using the International U19 Law Variations regarding the binding of locks in the scrum in certain competitions in 2016, with the prospect of implementing an Australia-wide change for age groups U16 and above in 2017.

The first step is for the Junior Gold Cup U17s Competition to play under the International U19 Laws regarding this aspect of scrum in February and March this year. If this trial is unsuccessful, no further trials will be undertaken.

Should this trial be successful, the ARU have offered the GPS competition's Open Age to participate in a season-long trial under the International U19 Laws. Other school associations in QLD and NSW and club competitions in ACT and Victoria are also being offered a place in this trial, to ensure they cover the wide variety of playing backgrounds and talent levels in the youth game.

Participation by the GPS Association in the trial would involve:

- Occasional interviews (to be conducted by a research student working on behalf of the ARU) of participating school's teams' coaches and players in both the trial and control groups, to gain qualitative feedback about how the trial is proceeding.
- Provision of some videotaped games to enable some statistics to be drawn from a sampling of matches, to obtain quantitative feedback regarding rates of collapses and injuries between the trial and control groups.

It has been determined that GPS Rugby will just have 1st XV, 2nd XV and 16A's play with this ARU scrum trial.

SECTION D: FIRST XV

28. MATCH TIMES

- 28.1. The recommended starting time approved for Rugby Firsts matches is 1.00pm with a maximum start time of 2.15pm.²⁴
- 28.2. Start times are to be determined by mutual agreement between competing schools.
- 28.3. Earlier start times will be allowed by negotiation.

29. DURATION OF PLAY

²³ GPS Headmasters General Meeting, 9 May 2016

²⁴ 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 2nd 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.

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

30. MATCH BALLS

- 30.1. First XV Grade shall use two (2) A.R.U/ Q.R.U officially approved footballs (Gilbert Barbarian or Summit)

31. FIRST XV TEAM SQUAD LIST REGISTRATION

- 31.1. Three days before the start of the first fixture in each season [or other nominated deadline], each member school playing in the GPS competition must:
- 31.1.1. 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, and date of enrolment to the GPS school [and additional information regarding 2 Year Window Forms as per Section C; under 'Age Regulations'].
 - 31.1.2. Lodgment MUST be before the completion of the first round of fixtures.
 - 31.1.3. Squad Lists should include all players likely to be played in the First XV team over the season.
- 31.2. Lodge with the GPS Executive Officer, the names and contact details of all registered staff associated with the First XV team.
- 31.3. 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.
- 31.4. 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.
- 31.5. 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.
- 31.6. The GPS Executive Officer is responsible for providing this information to the GPS Headmasters prior to the start of competition.
- 31.7. **Team Lists For Match Programs²⁵**
- 31.7.1. 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.

²⁵ GPS Rugby Sub-Committee meeting – 13 October 2014: support for providing information by a set time each week to assist with preparing Match Programs.

32. TEAM SHEET²⁶

- 32.1. The use of a Team Sheet is mandatory for 1st XV matches.
- 32.2. It is the responsibility of the Team Manager to get the Team Sheet back from Referees at the end of the match.
- 32.3. 1st XV Team Sheets are to be submitted by the home side before 6PM on the Saturday following the games to the GPS office.
- 32.4. The penalty for playing an unregistered player is as follows:
 - 32.1.1. Ineligible Player – Loss of Points
 - 32.1.2. Unregistered but eligible - Warning

Refer to APPENDIX G – GPS Rugby Team Sheet

33. REPLACEMENTS

- 33.1. **1st 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].²⁷
- 33.2. 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 2nd XV match on that day i.e. no fresh reserves.²⁸ Exception being, if due to injury the next best player comes from 16B or 3rd XV.²⁹

34. REFEREES

- 34.1. Adult badged linesmen will be provided by the Q.R.R.A. for all First XV matches.
- 34.2.³⁰ 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 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.

35. ON FIELD SUPPORT STAFF³¹

²⁶ 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.

²⁷ Refer to Footnote 8

²⁸ Amended 19 March 2007 following GPS Rugby Sub-Committee Meeting

²⁹ GPS Rugby Sub-Committee Meeting – 16 August 2010 and 16 March 2011; clarification of replacement law

³⁰ GPS Sport and Activities Committee – 13 October 2008

³¹ 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.

- 35.1. 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; orange vest x 1 - Medical].
- 35.2. All coaching and support staff must remain in the Technical Area or behind the rope for 1st games, apart from one nominated Medical staff person.

36. COMPETITION POINTS AND FIRST XV POINTS TABLE

- 36.1. A premiership for the Champion School will apply to First XV competition only.
- 36.2. 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

- 36.3. In the case of a forfeit, the non-defaulting team shall receive the maximum points.
- 36.4. In the event of two (2) or more teams being equal on competition points for any position they will be awarded the same placing.
- 36.5. 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.

37.1ST XV POST MATCH FUNCTIONS³²

- 37.1. In order to provide a consistent approach to the 1st 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".
- 37.2. 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.

³² GPS Executive Committee meeting – 31 July 2014

- 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.

SECTION E: PROTESTS

38. The following procedure will apply with respect to any Protest concerning the result of a 1st XV game:
- 38.1. 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.
 - 38.2. 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.
 - 38.3. 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.
 - 38.4. 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.
 - 38.5. The GPS Executive Officer will then forward the Protest to the Chairman and members of the GPS Executive Committee of the Association.
 - 38.6. The GPS Executive Committee will consider the Protest and if the Protest is upheld, determine any penalty.
 - 38.7. 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 A

SECTION F: AMENDMENTS TO RULES OF COMPETITION

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

APPENDIX A: PROTEST FORM

1st XV RUGBY – PROTEST FORM

DATE: ____/____/____

FIXTURE: _____

SCHOOL PROTESTING: _____

THE PROTEST IS BEING LODGED IN REFERENCE TO GPS REGULATION / RUGBY REGULATION (Note item):

DETAILS: _____

SIGNED: _____

MIC

Signature

GPS SPORT & ACTIVITIES COMMITTEE MEMBER

Signature

Notification to:

- GPS Executive Officer
- Chairman of the GPS Sport and Activities Committee
- Chairman of the GPS Rugby Sub-Committee

GPS Office Use:

Note Time Received: _____ AM/ PM

Receipt acknowledgement of Protest sent: _____ AM/PM

Notification to:

- Chairman of the GPS Sport and Activities Committee
- GPS Sport and Activities Committee members (schools concerned)

Panel Convened: _____ AM/ PM

Decision: Upheld Overturned

Rationale for decision/ Reference to GPS Regulation/ Rugby regulation:

- Advice to Headmasters/ GPS Sport and Activities Committee members (all schools):

Date: ____/____/____ Time: _____ AM/PM

NB. Attach additional documentation if required

APPENDIX B: RECOMMENDED RUGBY REFEREES APPOINTMENTS FORMULA ³³

The GPS Association has an agreement with the QRRRA to appoint referees for the 1st XV, 2nd XV, 16A, 15A, 14A, 13A, and 12A games. The appointment of referees to the remainder of games is to be shared and organized as follows between competing schools (or by mutual agreement):

For 1st, 3RD and 5TH HOME FIXTURES	
HOME SCHOOL	VISITING SCHOOL
3 rd XV	4 th XV
5 th XV	6 th XV
16B	16C
16D	16E
15C	15B
15E	15D
14B	14C
14D	14E
13C	13B
13E	13D
12B	12C
12D	12E
11A	
11C	11B
11E	11D
	10A
10B	10C
10D	10E
For 2nd and 4th HOME FIXTURES	
HOME SCHOOL	VISITING SCHOOL
4 th XV	3 rd XV
6 th XV	5 th XV
16C	16B
16E	16D
15B	15C
15D	15E
14C	14B
14E	14D
13B	13C
13D	13E
12C	12B
12E	12D
	11A
11B	11C
11D	11E
10A	
10C	10B
10E	10D

NB: Bye round should not be included as a fixture for this formula

³³ 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 – QRRRA Referees agreement for 2015.

APPENDIX C: ARU LAWS SUMMARY FOR U6 TO U12 [KIDS PATHWAY LAWS]

LAWS SUMMARY FOR U6 TO U12

	U6	U7	U8	U9	U10	U11	U12
Player Numbers	7		7	10	12		15
Playing Area	1/4 field L:40m, W:25m		1/2 field L:60m, W:35m		Full field less 10m L:100m, W:60m		Full field L:100m, W:70m
Playing Time	2 x small-sided games, then 2 x 10min halves	2 x 15mins	2 x 15mins	2 x 20mins	2 x 20mins		2 x 25mins
Ball size	Size 2		Size 3		Size 4		Size 4
Conversions	No		Optional In front, 10m back		Yes Not past 15m-line		Yes Not past 15m-line
Kick-off	Punt 5m Exclusion zone		Punt or drop 5m Exclusion zone		Drop		Drop
Restart after score	Tap on half way by non-scoring team		Tap on half way by non-scoring team		Kick-off by non-scoring team		Kick-off by non-scoring team
Kicking	No		No		Yes		Yes
Tackle	2 handed tag on shorts No offside line for defence		Yes		Yes		Yes
Lineout	Tap restart	2 players No contest	2 players No contest	4 players No contest	5 players Contested No lifting		7 players Contested No lifting
Lineout receiver		Must pass	Must pass		All options		All options
Scrum	Tap restart	3 players No contest	3 players No contest	5 players No contest	6 players Contested 1m push		8 players Contested 1m push
Scrum half		Must pass	Must pass		All options #8 moves illegal		All options
When is Lineout and Scrum over?	Played by fly-half or bounces		Played by fly-half or bounces		Ball out		Ball out
Penalty Kicks and Free Kicks	Tap only Opp 5m back		Tap only Opp 5m back		All options Opp 10m back		All options Opp 10m back

Common Pathway Laws for U6 to U12

Player Numbers	Equal number of players on each team. If one team is short, teams MUST share players to reach the maximum number of equal players possible. Unlimited rolling substitutions.		
Scrum	Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. When the scrum is steady, the referee should give a non-verbal indication to the scrum-half and the ball should then be fed without delay. Defending scrum-half can't go past midline and cannot leave scrum.		
Scoring	No Drop Goals No Penalty Goals	Tackle	Slinging tackles, fending to the head and squeeze ball illegal
Lineout	No Quick Throw-ins No variation in numbers allowed Must have a lineout receiver	Foul Play	Yellow card = 5 minutes A player given a Yellow card or Red card may be replaced

APPENDIX D: GPS RUGBY CODE OF CONDUCT REPORT FORM

Follow the link to the Queensland Rugby Referees Association website to download the:

[GPS Rugby Code of Conduct Report Form – Queensland Rugby Union Referee Report – Red Card Send Off Form](#)

APPENDIX E: GPS RUGBY MEDICAL RESPONSE PLAN

Follow the link to the ARU website to download the:

[ARU Medical and Safety Guidelines](#)

APPENDIX F – ARU CONCUSSION MANAGEMENT GUIDELINES

Follow the link to the ARU website to download the:

[ARU Concussion Guidance \(Rugby Public - Standard Care Pathway\)](#)

APPENDIX G: GPS RUGBY TEAM SHEET

Follow the link to the GPS website to download the:

GPS Rugby Team Sheet [TBC]

Or see link to FSP online competition management system [Access permissions required]

APPENDIX H: GPS RUGBY RESULT SHEET | ALL TEAMS

Follow the link to the GPS website to download the:

[GPS Rugby Result Sheet – all teams](#)

APPENDIX I: AUSTRALIAN RUGBY UNION TWO YEAR WINDOW POLICY AND FRONT ROW EXEMPTION

Follow the link to the Australian Rugby Union to download the latest policy information and forms available:

[ARU Two Year Window Policy](#)