

**BRISBANE JUNIOR RUGBY UNION Inc**

**U13 -17 FINALS DIRECTIVE**

**2008**

**U13-15 SEMI-FINALS 24<sup>th</sup> August at Easts**

**U13-15 PRELIMINARY-FINALS 31<sup>st</sup> August at Kenmore**

**U13-17 GRAND FINALS 7<sup>th</sup> September at Ballymore**

***REQUIREMENTS TO BE MET BY CLUBS / FINALS TEAMS***

**Preliminary Requirements**

1. **Supplementary Registrations** - Must be submitted by 4pm on the 17<sup>th</sup> August for U13-15 & 4pm 24<sup>th</sup> August for U16-17, or they will not be counted towards eligibility. The MC may accept late Supplementary Registrations, but in all cases they will incur a penalty equating to an additional player levy for the current year.
2. **Player Eligibility For Finals - Rule 7.6**
  - a. Clubs/Teams are to read this Rule.
  - b. The Competition Manager will supply to the Club President and Registrar an eligibility list for each Team who are contenders for Finals.
  - c. Within 72 hours of this being issued to the Club, the club can dispute eligibility and submit any Dispensations. These are to be submitted direct to the Competition Manager.
3. **Dispensation - Rule 7.7** Presidents can apply as per this Competition Rule for dispensation if a Player is ruled not eligible. These can be e-mailed or Faxed directly to the Competition Manager, who will notify the President once the Committee has made its decision. Each team is to confirm any dispensation at the ground when reporting to the Competition Manager.
4. **JERSEY NUMBERS / LETTERS - Rule 6.6.1** This will be enforced and Teams breaching this Rule during Finals could forfeit the game. Players swapping jerseys is to only occur in exceptional circumstances, such as Blood, torn jerseys and only on approval of the 4th Referee. If you have insufficient jerseys the numbers can be altered by using tape and placing a "1" or "11" either before or after the number.

**Manager Reporting at the Ground**

1. **Reporting.** Managers MUST report to the Competition Manager, or his nominated Representative at the ground on Finals day 30 minutes prior to the game commencement time (Failure to report could constitute a FORFEIT). They are to report with:
  - a. The Team Sheet in Triplicate. - with all Names, Birth Dates, Jersey Nos (signatures not required at this stage). An eligibility check will be done.
  - b. Fourth Team Sheet. with the following detail marked on it:
    - (i) Player names.
    - (ii) Jersey Nos inserted;
    - (iii) In the Signature area - using the letters below, indicate (this includes Backs) who can play one or more of the positions shown below:  
**Prop - P                  Hooker - H                  Lock - L**
2. The fourth copy of the Team Sheet is retained by the Competition Manager for the 4<sup>th</sup> Referee.
3. **Game Time.** At this time any changes to the game Starting Time will be notified.

## Playing the Game

1. **Scheduled Start Time - Forfeit of Game – Rule 7.4** For any Final, Semi-Final, or Grand Final, if a team is not ready to take the field by the scheduled start time as notified by the Competition Manager, that team shall Forfeit the game.
2. **Seating** - During the game Reserves and Managers must be located in the area allocated for this purpose, which for both Teams is to be on the same side of the field adjacent to half way. This is where the 4<sup>th</sup> Referee will be located. This arrangement is not negotiable.
3. **Balls & Ball Persons.** For both Semi-Finals & Grand Finals the balls will be supplied by the BJRU, courtesy of our Sponsor **Spartan**. No other ball is to be used. Ball Persons are to ensure that the balls are retained at the end of each game and returned to the Field Marshall or Ball Person Co-ord.
4. **Replacements.** Coaches & Managers are to note the following:
  - a. Competition Rule 6.8 This rule does not infer that an INTERCHANGE BENCH is in use. Except for as provided by Law 3 (6) to (12), when a player is replaced they are not to resume playing. Note should be taken of the Under 19 Variation to Rule 3 (11), which states: “Players who have been substituted may replace **an injured** player”.
  - b. Procedure for Replacing a Player. The Player & Manager are to report to the 4<sup>th</sup> Referee, with a completed player Movement Docket. If indicated on the docket, it will be taken that the player coming off is **injured**, and cannot resume playing, unless it was a Blood Bin approved by the Referee. The 4<sup>th</sup> Referee will then direct the player to the Touch Judge, who will send the player on at a stoppage in play. The player must make the Referee aware that he has taken the field
  - c. Half Time Replacements. These replacements are to be notified to the 4<sup>th</sup> referee, with Player movement Dockets completed. The replacements are to report to the Referee before commencement of play.
  - d. No other Agreements. In regard to replacements, there will be no agreements between teams contrary to that outlined above.
  - e. Failure to Comply. ALL player movement on and off the field including, replacements, injuries, blood bin, sin bin and send offs are to be through the 4th Referee and then Touch Judge. Failure to comply, could amount to the Team Forfeiting the game if found to be in breach of the Laws, or Rules.
5. **Number of Players. Rule 6.8.2 (ii) Finals** For the Finals series matches in the Under 13 upwards, the number of players that may be signed on for the day is unlimited, HOWEVER, only a maximum of **23** players can be used during the game.
6. **Time - Rule 6.5** Clubs/Teams are reminded that during Finals:
  - a. Time-Off - shall be allowed for permitted delays as provided for by the laws of the game.
  - b. Extra Time - is only allowed for Grand Finals.
  - c. Equal Score In Semi-Finals & Preliminary Finals. If the points scored by the Teams are equal at Full Time, the team who had the higher position on the Competition Points Table will be declared the winner.
  - d. Equal Score In Grand Finals. If at full time the score is equal. There will be a 2 minute break, toss of the coin, scrum re-start and 2 x 5 minute periods of Extra Time. If after this time, points are equal, both teams shall be declared JOINT PREMIERS Rule 6.5.6 & 7.3.
7. **Touch Judges.** Teams are to be prepared to supply a qualified touch Judge in case there are insufficient for whatever reason.

- 8.. **4<sup>th</sup> Referee Duties.** A 4th Referee will be allocated to every game. Duties are:
- a. Not to allow the game to start until the Competition Manager, or his nominated Representative has handed over both Teams 4<sup>th</sup> copy of the Team Sheet.
  - b. To check each replacement, injury, blood bin, sin bin and send off, on and off the field, retain the Player Movement Dockets and endorse the Movement of Player Record with all movements on and off the field.
  - c. Check with Managers at the end of half time for any player changes.
  - d. Enforce the Replacement Law/Rule.
  - e. At the end of the game - return the Movement of Player Record to the Competition Manager, reporting any irregularities.

### **Post Game Requirements**

1. **Team Sheets.** Managers MUST hand the "completed" Original copy of the Team Sheet (signed by the referee and TJ names inserted), to the 4th Referee. If for unseen circumstances this does not occur, it is to be handed to the Competition Manager within 10 minutes of the game concluding.
2. **Semi-Finals Winners.** By Midday the next day provide a list as follows, Players First Name, Last Name, Jersey No, Coaches Name/s, Assistant Coaches Name/s, Managers Name, Sports Trainer/Runners Names (Max x2). It is preferable this be in Microsoft excel format, see your Registrar for assistance.
3. **Presentations.** For Grand Finals, the Presentation will occur immediately the game concludes, on the field adjacent to the half way line as indicated by the BJRU Official. Both Teams including Team Management are to move to the Presentation area. Spectators are not to go onto the field. Players should remain in their Jerseys.
4. **Trophies.** It is the responsibility of the Teams Club to have the Trophy engraved and it is to be in the format as per previous inscriptions. If the club does not have an area in which to display the Trophy it can be returned to the BJRU.
5. **Problems / Disputes.** Any problems or disputes eventuating from the game are to be notified to the Competition Manager before departing the Finals Location and within 30 minutes if disputing the outcome of the game.

### **GENERAL INFORMATION**

1. **Timings & Field Allocation.** - see attached. It is updated when contenders known and is also available on the BJRU website at [www.bjru.com.au](http://www.bjru.com.au) Finals.
2. **Venue Brief.** A brief will be issued on each venue, giving instructions on parking, change room allocation, warm ups, facilities available etc.
3. **Any Queries** - to be directed in the first instance to the Club Registrar, or President and then via them to the Competition Manager.

**“A Grand Final win is not really appreciated until you lose one.  
The next win is then oh so sweet!!!”**

**Draw**

See attached Draft Time & Field Allocation