

*(All Club Rugby administered by the  
Waikato Rugby Union Club Competitions Committee)*

**For any breaches of the Championship Rules 2016 please refer to the sanctions  
#26**

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## 1. 2016 COMPETITION

The 2016 Premier teams will be:

- Fraser Tech
- Hamilton Marist
- Hamilton Old Boys
- Hautapu
- Melville
- Morrinsville Sports
- Otorohanga
- TA Sports
- United Matamata Sports
- University

The 2016 1<sup>st</sup> Division teams will be

- Frankton
- Hinuera
- Leamington
- Pirongia
- Putaruru
- Southern United
- Taupiri
- TA Marist
- Te Rapa
- Suburbs
- Ohaupo
- Huntly

For draws, results and team standings please visit:

<http://draws.nzrugby.co.nz/competitions/Fixtures.aspx?Provincial=2530&Name=Waikato%20RFU>

## 2. POINTS

The competition points for all grades except junior non-competition grades will be:

- four (4) points for a win
- five (5) points for a default to the opposition.
- two (2) points for a draw
- one (1) point for scoring four tries or more
- one (1) point for a loss by seven (7) or fewer points
- zero (0) points for a loss by more than seven (7) points.

- a) If two (2) or more teams are equal on points the rankings of the teams will be decided by the points differential system, involving the points FOR minus points AGAINST, will apply.
- b) If the points differential rule cannot be applied the below will:
  - i) If only two (2) teams are involved the team that won when they last met will be regarded as the higher ranked team of the two.
  - ii) If three (3) teams or more are involved the who beat who rule will apply if one team has beaten all the other teams on the same points or if one team has lost to all the other teams on the same points.
- c) If two (2) teams or more in the Premier Division are still equal then the team which scored the greatest number of tries will be ranked highest.
- d) If two (2) or more teams cannot be separated by these rules, a toss of the coin will apply.

### 3. PREMIER

a) **B Teams are required**

The B teams will follow the same draw as their Senior A team. The draw for the Semi Finals and Finals will be based on merit, groups of 4 teams with the highest qualifying team having home advantage.

### 4. DIVISION 1

a) It is **desired** for Division 1 teams have a B team.

b) **All players to have photographic ID forms completed before the player takes the field.** These are to be taken to every match by team management and be available for opposition management to view before commencement of a match, or by an independent WRU Club Competitions Committee member at any time. Players who are re-graded/dispensated will be highlighted. Copies of all player IDs to be held by the Waikato Rugby Union.

### 5. DIVISION 2

Division 2 teams will be recognised as one team, if a club has more than one team.

### 6. COLTS

This competition is decided by the number of teams entered.

a) All players in this grade must be under the age of 21 years on 1 January of the current year to be eligible to play in this grade. Dispensations maybe granted under exceptional circumstances at the discretion of WRU Club Competitions Committee if applications are received.

b) **All players to have photographic ID forms completed before the player takes the field.** These are to be taken to every match by team management and be available for opposition management to view before commencement of a match, or by an independent WRU Club Competitions Committee member at any time. Players who are re-graded/dispensated will be highlighted. **Copies of all player IDs to be held by the Waikato Rugby Union.**

### 7. UNDER 85KG

This competition is decided by the number of teams entered.

a) **No player must weigh over 85kg to play in this grade.**

b) Scales must be in calibration and a certificate must be provided when weighing in. It is the clubs responsibility to provide the scales.

c) Prior to each match, players listed on the team sheet of both teams are to be weighed, using home club's scales, in front of the two team managers, who will be responsible for ensuring that the process is completed to their satisfaction prior to kick-off. Opposition team not to be in weigh-in area. To be completed not later than 10 minutes before kick off.

d) If match drawn at neutral ground, then team named first to be treated as the home team and it will be their responsibility to provide the scales.

e) Teams not having a Manager or Coach will have to nominate a person to take Team Manager's responsibility – Captain and/or Vice-Captain.

- f) Weigh-ins to be one team at a time in front of the Managers of both teams and opposition captain.
- g) Championship round and semi-finals and finals – All teams to be weighed by independent delegate or WRU official – maximum weight – 85kgs.

## 8. VENUES

### a) **Changes of venues**

Applications for changes to scheduled venues must be made to the WRU Community Rugby Administrator in writing/email by both clubs involved no later than 10 days prior to the match being played. Confirmation of venue change will be notified to clubs.

### b) **Ground Closures**

Requests from the Hamilton City Council and/or other District Councils for venue changes may occur due to inclement weather conditions. These changes will be published on the [www.draws.nzrugby.co.nz](http://www.draws.nzrugby.co.nz) website as soon as they are approved. Please note that the draw as published in the Waikato Times may not be accurate and it is the responsibility of team management to check for changes of venues.

## 9. GAME TIME CHANGES

Premier A:	2.45pm
Division 1:	2.30pm
Division 2:	2:45pm
All other grades games:	1.00pm

Games are to be played at the time set by rules of the WRU Club Competitions Committee. Should a time change be required the WRU Community Rugby Administrator must be notified in the first instance and both clubs must agree to the change. This must be done by Monday 5pm prior to the game. **Host club is to contact the referees appointments officer.**

## 10. DEFAULTS

- a) Any team intending to default their game must inform the WRU Community Rugby Administrator at Waikato Rugby Union (via fax/phone/email) by 9:30pm on Thursday night prior to the scheduled game.
- b) Any club who fails to notify of their default within the scheduled time will be subject to a fine of \$150. This fine will only be excused in the case of exceptional circumstances.
- c) A second default by a team after the scheduled time and subsequent defaults thereafter will result in a fine of \$150.
- d) All matches shall commence at the time and at the venue as per the published draw, unless changed as per rule 8.
- e) Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the competition points. The match may still be played.
- f) Five (5) competition points will be awarded for a default to the opposition (except junior non-competition grades).
- g) On the day of the game if the home team is late they must take the field within 5 minutes of scheduled kickoff time and the visiting must take the field within 15 minutes of the scheduled kickoff time before the game shall be defaulted.

## 11. RESULTS

- a) All team sheets must be fully completed, including results and referees signature, and must be sent only by email, fax 07 838 1713 or hard copy to the WRU Community Rugby Administrator by midday on the first working day immediately after the match.
- b) Technical default - Front row players must be identified on your team sheet.
  - i. Where a team is unable to provide 15 players (including three trained front rowers) to start the match, this team shall forfeit the competition points. The match may still be played.
  - ii. Each player in the front row and any potential replacement(s) must be suitably trained and experienced.
  - iii. **Law 3. 5(e) DSLV Law 2015:** If a team nominates 15, 16, 17, 18, 19 or 20 players it must have a minimum of 3 players who are trained to play in front row positions.
  - iv. The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.

## 12. QUARTER, SEMIS AND FINALS

In all the Semi & Quarter Finals a winner has to be found.

In the case of a drawn match at full time the following will apply:

- a) 10 minutes extra time each way will be played.
- b) If no winner is found after this time the winner will be found by the team who has scored the most tries in the game.
- c) If no winner is found after this the winner will be the team who scored the first try in the match.
- d) If at this time no winner is found the winner of the match will be the team who won the previous match in the main round.
- e) If there is still no clear winner/decision the winner will be decided by the toss of the coin.

**Finals:** Rules used in semi finals to find winners will apply in finals.

**Note: B teams do not follow A teams.**

### Final Round Venues

The venues of the semi-finals will be based on the final rankings of the teams at the end of the round robin with the home advantage being given to the higher ranked team.

In age grade rugby groups of four below the championship group, the home advantage may be determined by where games in the regular season were played and the reverse venue being used.

## 13. PREMIER FINAL

It is the preference of the WRU Club Competitions Committee to have the club finals day at the Waikato Stadium or surrounding grounds if available. The highest ranked team after semi finals has the option to choose to play on these fields if available.

If the finals are not played at the Waikato Stadium or surroundings grounds the highest ranked team will have the home advantage.

**The home team must comply with any WRU sponsorship agreements in consultation with WRU**

**14. RANKINGS**

All final rankings from the 2015 competition will count for the 2016 competition.

**15. COMPETITION TROPHIES**

***Round Robin***

Premier	Haswell Catley Trophy
Premier B	Waikato Draught Trophy
Division 1A:	WRRRA Trophy
Division 1B:	WRU Club Trophy
Division 2:	Grassroots Trophy
Colts	Tom Lithgow Memorial
Under 85kg	TBA

***Finals***

Premier Cup	Breweries Shield
Premier Plate	Waikato Draught Plate
Promotion-Relegation A Cup	Lion Cup
1 <sup>st</sup> Div A Cup	Mooloo Shield
Premier B Cup	Rowe Cup
1 <sup>st</sup> Div B Cup	WRU Trophy
2nd Division Cup	Alpha Hotel Cup
Colts Cup	Elliot Shield
Under 85kg Cup	Don Shergold Trophy

***Challenge Trophies***

<i>Premier A</i>	Ron Crawford Memorial Trophy
<i>Premier B</i>	<i>WRU Trophy</i>
<i>Division 1A</i>	<i>NZFP Trophy</i>
<i>Division 1B</i>	<i>WRU Trophy</i>
<i>Division 2</i>	<i>Jubilee Trophy</i>
<i>Colts</i>	<i>Club Cup</i>
<i>Under 85kg</i>	<i>Goal Kicking Cup</i>

**Challenge Trophy Rules**

1. The trophy is only played for when the holder is playing a "home" game.
2. In the case of a draw, the current holder will be deemed to continue to be the holder.
3. The trophy is played for during the entire round robin round.
4. The trophy is not played for in semi-finals or finals.
5. The last holder at the end of the round robin is deemed to be the season winner and can have their name engraved on the trophy.
6. The trophy must be on prominent display when after match speeches are being done.
7. Trophies must stay in each Division.

## 16. ELIGIBILITY FOR CLUB SENIOR COMPETITION GRADES

- a) Any new team entered or any team which played in earlier years but withdrew for the previous season by the date set for confirmation of entries but which now wishes to re-enter will be placed in a division as decided by the WRU Club Competitions Committee.

## 17. DEMOTION

### Premier Ruling:

N/A

### All other grades:

Any club who has 3 defaults (Division 1 between its A and B teams, all other grades are considered separate squads) in total in pool play will be demoted to a lower grade in the following season, at the discretion of the WRU Club Competitions Committee.

## 18. PROMOTION TO PREMIER AND DIVISION 1

- a) Promotion Relegation will be a Round Robin three games between bottom two Premier teams and top two Division One teams. Top two in this go to Premier 2014 and bottom two to Division One. To participate in promotion relegation players must be seen to be part of that team as in Rule 21.

### Promotion Relegation Format (subject to competition):

(Home team first)

Week 1: Premier team ranked 9<sup>th</sup> v Premier team ranked 10<sup>th</sup>

Week 2: Div 1 team ranked 1<sup>st</sup> v Premier team ranked 9<sup>th</sup>  
Div 1 team ranked 2<sup>nd</sup> v Premier team ranked 10<sup>th</sup>

Week 3: Premier team ranked 9<sup>th</sup> v Div 1 team ranked 2<sup>nd</sup>  
Premier team ranked 10<sup>th</sup> v Div 1 team ranked 1<sup>st</sup>

Week 4: Div 1 team ranked 1<sup>st</sup> v Div 1 Team ranked 2<sup>nd</sup> (Div1 Championship)

- b) For promotion to Division One from Division Two, this will be a one off challenge by Club who reaches criteria required as highest ranking at the end of the round robin in Division Two and who has a B team in another section of Division 2, and does not have a Premier or Division One team currently. This game must be played within one week following the conclusion of the competitions. The Division One team challenged for promotion is the lowest ranked Division One team at the end of the Round Robin Competition.

- c) **Promotion Relegation format is subject to change.**

## 19. OVERSEAS CLEARANCES

- a) Any player, who has played rugby overseas and wants to play rugby with WRU, must first obtain IRB clearance from NZR and register with the new Club as per Rules 19-21. It is the responsibility of the player and the club to ensure that all necessary clearances and registration processes are adhered to; the player shall be stood down from all rugby until the process is complete.
- b) Any club that allows a player to be named in the 22 players on the team sheet without IRB clearance and/or registration will forfeit the match.

## 20. REGISTRATIONS

### **Premier Ruling:**

- a) No player(s) may take the field in a competition controlled by WRU unless they have completed the registration process:

A player(s) is deemed to have complied with the above when his/her completed NZRU registration form is:

- i. All online registrations need to be approved by the authorised club/school registration co-coordinator via Sporty. To approve the valid registration click a Tick icon next to the player's name.
- ii. Has filled out a blank registration form.

This must be completed prior to the player taking the field. The onus is on the sender to ensure that the registration is entered into Sporty. It is the responsibility of the club to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the registration has been approved. No player may take the field in a competition controlled by the Waikato Rugby Union unless they have completed a 2016 NZRU registration form. The manager must show both the EM and the opposition Manager that they have the form for the player before the player takes the field.

The administrator for the club must then approve the player on the Monday following the Saturday game.

b) **During Season**

Any player(s) can be registered for a team, provided the completed NZRU registration form is:

- i. All online registrations need to be approved by the authorised club/school registration co-coordinator via Sporty. To approve the valid registration click a Tick icon next to the player's name.
- ii. Has filled out a blank registration form.

This must be completed prior to the player taking the field. The onus is on the sender to ensure that the registration is entered into Sporty. It is the responsibility of the club to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the registration has been approved. No player may take the field in a competition controlled by the Waikato Rugby Union unless they have completed a 2016 NZRU registration form. The manager must show both the EM and the opposition Manager that they have the form for the player before the player takes the field.

The administrator for the club must then approve the player on the Monday following the Saturday game.

- c) All registration forms must be received by the Waikato Rugby Union before any player takes the field



## **All Other Grades Ruling:**

- a) No player(s) may take the field in a competition controlled by WRU unless they have completed the registration process:

A player(s) is deemed to have complied with the above when his/her completed NZR registration form is:

- i. Has filled out a blank registration form.
- ii. All online registrations need to be approved by the authorised club/school registration co-ordinator via Sporty. To approve the valid registration click a Tick icon next to the player's name.

Either i or ii must be completed within 1 week of any player arriving at the club and in the exception for the player who "turns up on the day", in that case the hard copy of the registration form must be in Sporty awaiting approval by the club administrator on the first business day following the match. The onus is on the sender to ensure that the registration is entered into Sporty. It is the responsibility of the club to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the registration has been approved. No player may take the field in a competition controlled by the Waikato Rugby Union unless they have completed a 2016 NZR registration form.

### **b) During Season**

Any player(s) can be registered for a team, provided the completed NZR registration form is:

- i. Has filled out a blank registration form.
- ii. All online registrations need to be approved by the authorised club/school registration co-ordinator via Sportsground. To approve the valid registration click a Tick icon next to the player's name.

Either i or ii must be completed within 1 week of any player arriving at the club and in the exception for the player who "turns up on the day", in that case the hard copy of the registration form must be in Sporty awaiting approval by the club administrator on the first business day following the match. The onus is on the sender to ensure that the registration is entered into Sporty. It is the responsibility of the club to ensure that the player(s) details are correct. A player(s) shall not be deemed to be registered unless the registration has been approved. No player may take the field in a competition controlled by the Waikato Rugby Union unless they have completed a 2016 NZR registration form.

## **21. TRANSFERS**

- a) Each year, players may register at the club of their choice. Movement between clubs outside of the club rugby competition window, both between unions and within WRU is a player's right and the player may not be prevented from transferring by the club with whom they last played. Arrears of subscriptions and other monies is a civil matter between the club and player and may not be used to prevent a player from changing clubs.
- b) Any players transferring to a WRU club from outside the Union after the first competition game, must complete the NZR registration process as per Rule 19b and the new club must notify the WRU to request the transfer electronically via the NZR database. The WRU Community Rugby

Administrator of the WRU will consider the transfer and the player concerned shall be stood down from all rugby until the transfer is approved. It is the responsibility of the player and the new club to facilitate the release from the existing club; otherwise this process can take up to 14 days. All player transfers to clubs within WRU after the first competition game must gain the approval of the WRU Club Competitions Committee. Any player is ineligible for a transfer to another club within WRU after the 3<sup>rd</sup> week of the competition start date, unless there are extenuating circumstances as approved by the WRU Club Competitions Committee. The WRU will request the transfer electronically via the NZR database. The WRU Club Competitions Committee will consider the transfer and the player concerned shall be stood down from all rugby until the transfer is approved.

Player Transfers approved by WRU Club Competitions Committee after the 3<sup>rd</sup> week of the competition start date will have a three (3) week stand down period from all rugby.

## **22. PLAYER ELIGIBILITY**

### **Premier Ruling:**

- a) To play in semi finals and finals:

Premier, the player must be seen as a regular member of a team within that club and must have played 3 games for that club in the 2014 season before the semi finals.

- b) In the case of a “returning player” from injury that player must have played at least 1 “pool” game to be eligible to play in semi finals and finals.
- c) Premier and Premier B teams will be recognised as one team.

### **All Other Grades Ruling:**

- a) Any player having six (6) games in a grade in a season may not drop to a *lower grade* or an age grade unless a re-grade from the WRU Club Competition Committee has been received, except in Snr A & B teams within Premiers and 1<sup>st</sup> Division. *(This would only be granted in accordance with NZR Safety Law Variations)*

- b) To play in semi finals and finals:

The player must be seen as a regular member of a team within that club and must have played 3 games for that club in the 2014 season before the semifinals this includes super rugby players.

- c) In the case of a “returning player”, whether it be from Overseas or outside WRU (this includes franchised players) the player must have played at least 1 pool game, if the player has a proven history for that particular club they may be given dispensation for all games at the discretion of the WRU Club Competitions Committee.
- d) Division 1 A and B teams will be recognised as one team. All other grade teams are individual teams and not squads. Overseas players must have played at least 1 pool game and have a proven record with a particular club may be given dispensation for all games at the discretion of WRU Club Competitions Committee.

- e) An injured player deemed to be part of the current year's squad, can return for play-off games, providing they have played a minimum of one pool game.

## **23. PROTESTS**

Any protest must be in writing accompanied by any appropriate documentation to the WRU Community Rugby Administrator by midday Monday immediately after the match.

## **24. CLUB RESPONSIBILITIES**

### **a) Playing Strip**

Any new playing strip must be applied for through the WRU Club Competitions Committee in writing; this will include any of jersey, short, and sock changes.

### **b) 2016 Playing Strip Clashes:**

Where there is a clash of jersey colours the home team is required to wear an alternative strip.

Eastern Suburbs v Pirongia  
Fraser Tech v Leamington  
Hautapu v SURF  
Hautapu v UMS  
Hinuera v Taupiri  
Kereone v Hamilton Marist  
Kihikihi v Hinuera  
Kihikihi v University  
Matangi v Raglan  
Northern v Hamilton Old Boys  
Ohaupo v Hinuera  
Ohaupo v Kihikihi  
Ohaupo v Taupiri  
Ohaupo v University  
Pirongia v Leamington  
Pirongia v Fraser Tech  
Putaruru v Te Rapa  
Taupiri v Kihikihi  
UMS v SURF  
University v Otorohanga  
Huntly v Te Rapa  
Huntly v SURF  
Huntly v Putaruru

### **c) EVENT MANAGEMENT (NEW FOR 2016)**

The WRU is committed to the APPLAUD programme and has put the following protocols in place:

#### **1. Event Managers**

- Every ground/club should have one. It is currently in our rules but is not being adhered to. The EM must wear a high visibility vest and make him/her self known to the Referee prior to the game. **NO EM-NO GAME**

## **2. Ropes**

- All fields must be roped off for spectators. Ropes must be a decent distance from side-line **NO ROPES – NO GAME (11<sup>th</sup> grade and above)**

## **3. Pre-match**

- As part of the prematch the referee has a brief discussion with the EM as well as team managers

## **4. Position of Coaching staff and Reserve players**

- Each Club has submitted a plan to the WRU. This has to be strictly enforced.
- Only 3 persons from each team allowed on side-line (2 on one side and 1 on the other) this is the medic and 2 water carriers. An assistant coach may be 1 of those 3.
- Sinbinned players may join their own reserves.

## **5. ZERO tolerance policy**

- Any coach manager or reserve that joins an on field melee will be dealt with by the WRU judicial.
- On top of that the offending team will lose 5 competition points.

### **NOTE:**

- **It is not for the match referee to make a call as to whether a match should proceed (unless for safety reasons).**
- **A match report should be filed to the WRU by midday on the first business day after the match.**
- **It is for the WRU to follow up.**

## **25. LIGHTING STANDARDS**

1. Lights must be 15 metres above ground level.
2. Lights must be a minimum of 70 Lux in all parts of Dead Ball Area.
3. Rest of field must average 200 Lux with a minimum of 150 Lux.

For confirmation of grounds eligible for night rugby please contact the WRU Club Competitions Committee.

## **26. JUDICIAL – Disciplinary Hearings**

### **TEMPORARY SUSPENSION (“YELLOW CARD”)**

A player Temporarily Suspended on two occasions during a playing season shall be advised in writing by the WRU that in the event he is Temporarily Suspended on any further occasion during the same playing season he will be subject to an automatic suspension of one week to be applied from the week immediately following the third Temporary Suspension.

A player Temporarily Suspended on three occasions during the same playing season and having received the notification required shall be automatically suspended to be applied to the next competition match immediately following the

match in which the third Temporary Suspension was issued. The WRU will advise of the one week suspension in writing. This automatic suspension is subject to the right of the Player to request a hearing.

If the player and/or his club wish to request a defended hearing, this request must be made within 48 hours after the game following the third sin bin. The process will then follow the same process as for a hearing.

### **ORDERING OFF (“RED CARD”)**

All team members ordered off (red card) in a game for any offence, are automatically stood down for two weeks.

However, the player, his club and/or the referee or the citing officer have the right to request a hearing. This request must be made within 48 hours after the game.

### **DISCIPLINARY HEARINGS**

If a hearing is requested the player is required to attend a disciplinary hearing, held under the authority of the Waikato Rugby Union (WRU).

Hearings will be held at WRU Office on the Wednesday following the game, from 6pm.

All team managers should be instructed to contact their club delegate for advice.

The WRU will fax a copy of the Referee's Report and any other supporting documents to the player's club following receipt by the WRU.

### **APPEAL PROCESS**

- a) There shall be an Appeal Committee of the Union appointed by the WRU Board. Members of the Appeal Committee must not also be members of the Judicial Board that heard the original case.
- b) Any Club, player, referee or WRU citing officer may appeal to the Appeal Committee within seven (7) days of the decision they are aggrieved by. Such appeal must be in writing and state the grounds of the appeal. Appeals must be accompanied by a fee which will be determined by the complaints review officer. The fee will be refunded if the appeal is upheld.
- c) The Appeal Committee shall review the matter or rehear the case in respect of the decision of the Competitions Committee.
- d) The Appeal Committee shall have the power to reduce, increase or confirm any suspension/penalty imposed by the Competitions Committee.
- e) Decisions made by the Appeals Committee are binding and final.

### **CLUB BREACHES**

The Club Competitions Committee design and formulate the various competitions in Waikato Club Rugby.

Rules are set by the WRU Club Competitions Committee to ensure that competitions are run on a fair and equal basis.

If these rules are broken, the WRU Club Competitions Committee may impose sanctions on the respective clubs or players.

If a club or player wishes to appeal against any WRU club Competitions Committee decision a Competition Appeals Panel, appointed by the WRU board, will conduct a hearing to review any such appeal. The Competition Appeals Panel is separate from the Judicial Board Panel described in section?

Any decision made by the Competition Appeals Panel will be binding and final.

## **27. SANCTIONS THE WRU CLUB COMPETITION COMMITTEE MAY IMPOSE**

### **1. Written warnings:**

A letter of censure, addressed to any or all of a player, team management member or club, advising that the Committee has decided that a breach of the rules has occurred and that no further action will be taken in the present circumstances, but warning that any further breaches of the rules, within a specified time limit, will entitle the Committee to take into account the existing breach, when considering the sanction to be imposed in the subsequent breach.

### **2. Stand down:**

A Player, team, team management member may be suspended from playing or participating in competition games for a time that the Committee deems appropriate, in the circumstances.

### **3. Fines:**

A Player, team management member or Club may be fined an amount that is, in the opinion of the Committee, appropriate in the circumstances. Failure to pay the fine imposed within a reasonable period of time, as decided by the Committee, may result in additional or alternative sanctions being imposed.

### **4. Points deduction:**

Competition points, for one or more games in the current competition may be deducted from a team, by the Committee, as the result of any Player, team management member or club, breaching the competition rules.

<b>Breach</b>	<b>Rule</b>	<b>Sanctions</b>
<b>Colts</b>	5 a	Sanction 4
<b>Colts</b>	5 b	1 <sup>st</sup> offence – Sanction 1 2 <sup>nd</sup> offence – Sanction 3
<b>Under 85kg</b>	6 a	Sanction 4
<b>Defaults</b>	10	As per rule 10
<b>Results</b>	11	1 <sup>st</sup> offence – Sanction 1 2 <sup>nd</sup> offence – Sanction 4
<b>Overseas Clearances</b>	19 a	Please refer to 21 b
<b>Registrations</b>	20 a, b, c	1 <sup>st</sup> offence – Sanction 2 2 <sup>nd</sup> offence – Sanction 4
<b>Transfers</b>	21 a, b	1 <sup>st</sup> offence – Sanction 2 2 <sup>nd</sup> offence – Sanction 4
<b>Player Eligibility</b>	22 a	Sanction 4
<b>Player Eligibility</b>	22 b	Forfeit the match – This does not automatically mean points will be awarded to the other team.
<b>Club Responsibilities</b>	24 a, b, c	1 <sup>st</sup> offence – Sanction 1 2 <sup>nd</sup> offence – Sanction 3