



Kalamunda Districts Rugby Union Club

TOUCH COMPETITION

Conditions of Entry

Kalamunda Districts Rugby Union Club (KDRUC) runs a summer touch rugby competition for both Social and Advanced /Mixed teams. The competition will be held on Friday Nights at KDRUC located at Hartfield Park, Cnr Morrision and Hartfield Roads, Forrestfield.

By registering with our senior competition all players and teams agree to abide by these conditions of entry.

1. Administrators

The Administrator will be in charge of all matters including registration, managing results and answering any queries. Etc.

2021 Administrator(s) are: Keiran Jackson kieranj86@gmail.com Tel:

2. Team Obligations

Each team is required to appoint a team delegate/manager to attend regular managers meeting held throughout the season.

Team delegates will be notified of a duty roster.

3. Team Delegates (Team Manager)

Each team is required to nominate a Team Delegate. This person is the contact for all communication with the members of each respective team. Team Delegates have numerous other roles and responsibilities outlined below.

Throughout the competition, if a Team Delegate is not in attendance, another member of the team must assume the responsibility of Team Delegate. This person needs to be familiar with their responsibilities as a Team Delegate.

Team Delegates Duties include:

- Attend all required delegate meetings.
- Check noticeboard at the clubrooms each week and listen to announcements.
- Ensure correct uniforms are worn and all players have numbers on shirts by round 5.
- Ensure participating players are nominated on the team sheet each week and referees signature is included after each game.
- Ensure delegate duties are carried out when rostered on.
- Ensure a team referee is provided each week for rostered game.
- Advise your team of draw and game times.

4. Rules

In social grade touchdown for a male is 1 point, female and juniors (those Under 14 years of age at 31st December 2020) are 2 points, (juniors and female players are interchangeable for each other).

At least three female/juniors must be on the field at all times during the game for Social and Advanced teams.

No player may enter the field of play without the official team uniform and closed boots or shoes, no one is to wear bear feet.

Incomplete team sheets will incur a 2 competition points penalty; the committee reserves the right to apply this penalty.

Any team that is late on the field once the referee is ready to start the game, by more than 2 minutes, will be penalised 1 touch down point for every minute late.

5. Registration

Players may only register for one team in each division of the competition. Each team may register up to 14 players; there are no restrictions on the number of juniors (kids under 14), females or males that make up the 14 players in each team.

If you are found to have been playing more than your 14 registered players, the Administrator has the right to apply a 2 competition point penalty; and if caught again, the team may be stood down or fined \$50.00. This will be at the discretion of the Administrator.

Player Registration Forms must be completed and returned in person or to the Administrator by the first/second round of the competition for all players in each team.

All players must sign a hard copy of the Team Player Registration Form before participating in the competition. This signed Team Player Registration Form may be hand delivered to the administrator or scanned and sent via email.

Incomplete forms will not be accepted. By signing the Registration Form, participants are also acknowledging that they are aware of all the conditions of the competition, and they will behave accordingly.

Fourteen (14) players only per team may play in each game. These players must come from the registered list.

All players must play a minimum of five competition games to qualify to play in the finals.

6. Team Referees

Each team is required to provide a (1) referee for at least 1 game per week. The referee will need to sign the team sheet.

Please allocate who your referee(s) will be for the season when registering. It will be up to your allocated referee to get a referee if they cannot cover their game.

If your nominated team referee fails to referee his or hers appointed game, then the offending team will be fined \$25.

We can't run our competition without referees.

Referees allocated to ref the last round of the evening, are required to bring the touch ball back to the Administrators.

7. Insurance

All rugby players registered in Xplore with RugbyWA/ Rugby Australia are covered by insurance for accidents occurred on field.

All non-registered rugby players are not covered by insurance and play at their own risk. KDRUC encourage those who are not registered players to seek out their own insurance cover.

It is illegal for any person to bring alcohol onto Hartfield Park or consume alcohol other than that purchased from KDRUC and consumed in the Licensed Areas while at the grounds.

Any person found consuming alcohol not purchased at KDRUC will be kindly asked to leave the venue and will be prevented from participating in the remainder of the competition.

Team Delegates to assist and take control of their team members.

26. Prize Money

Prize Money amounts are yet to be confirmed as this is dependent on number of team entries.

Teams must attend the prize giving Grand final event to receive prize money.

Notes:

KDRUC reserves the right to review, update, change or delete rules associated with the Summer Touch Rugby Competition at its discretion.

For information regarding the Kalamunda Districts Rugby Union Club

Touch Competition Rules, please contact the competition administrator:

Kieran Jackson kieran186@gmail.com

22. Code of Behaviour

All participants and officials are required to adhere to good code of conduct. Team Delegates have a duty to encourage players and supporters associated with their team to adhere to this Code.

KDRUC is committed to creating a whanau (family) based competition. We encourage young and old to participate. We have Social Grade and an Advanced Mixed Grade.

KDRUC has a zero tolerance towards breaches of the Clubs Code of Conduct both on and off the field.

Our Code of Conduct requires:

- Reasonable behaviour – no violence, abuse or fighting;
- Responsible use of alcohol
- Adherence to licensing laws including alcohol consumption in designated areas only- no BYO;
- No unnecessary physical contact, abusive or intimidating language/behaviour will be tolerated. Severe penalties will be incurred.
- KDRUC reserves the right to suspend or expel any player or team, from the competition, for contravention of the competition rules or disorderly conduct. In this event no fees will be refunded.
- Remember our kids and respect our Club and whanau! Team Managers, it is your responsibility to ensure your players and supporters are aware of the Clubs Code of Conduct.

23. Communication with Referees

Anyone can communicate with referees during the course of the game. However, only the Team Delegate can enquire about a decision and this must be done without delaying the game. Immediately after each game. The Team Delegate must approach the referee(s) to get them to sign the scoresheet.

To prevent confrontations with referees occurring post game at the end of a match, referees may answer general questions from Team Delegates only. If the situation becomes "heated" a 20 minute delay is enforced for both parties.

A meeting will then be established upon request from either party to discuss the issue via the Referee Coordinator and/or the Administrator.

All enquiries should be made respectfully. Failure to comply with this rule will result in a penalty at the discretion of the Administrator.

No abuse of referees will be tolerated. No exceptions. This is a whanau (family) competition – lets keep it that way.

24. Protests

Protests will be heard and determined by the Administrator. Protests and disputes must be lodged on a Protest Form (available from the Administrator) within 24 hours of the conclusion of the game/event in question.

The Protest Form is to be signed and lodged by the Team Delegate.

The Team Delegate will be notified of the decision or the course of action being taken within 48 hours of lodgement of the forms.

25. Alcohol

As per Liquor Laws enforceable within the State, no person is allowed to consume alcohol outside of the Clubs licensed & designated drinking areas.

All injuries should be noted on the scoresheet and signed by the referee.

8. Nominations

Entry to the Kalamunda Districts Rugby Union Club Summer Touch Competition requires completion of a Team Nomination Form and payment of a nomination fee of \$200.

EFTPOS payment is available at the Club or direct debit payments can be made to the following Club bank account:

Kalamunda Districts Rugby Union Club Inc

BankWest

BSB: 302 162

Account: 1649590

Please use your name or team as reference!

9. Team Uniforms & players dress

All teams are required to wear uniform shirts, after week five. Players not in uniform will not be allowed onto the field.

All players are to:

- Wear shirts, singlets or other garments on the torso which are of similar colour with the same patterns, logos or markings
- Have no more than two digits per uniform
- Referees must exclude a player from the field of play if they do not conform to these conditions and they have no discretion in this regard. Mutual agreement of teams to allow a breach of these uniform requirements is also not permitted.

To avoid harm to participants, referees will enforce the following rules:

- Body Piercings must be removed covered or taped.
- Rings must be removed, covered or taped.
- Watches, necklaces and bracelets (of any material) must not be worn.
- Gloves may be worn.
- Prescription glasses may be worn, but they must be secured with a headband.
- Only sport-style (close-fitting) sunglasses may be worn during daylight hours, but they must be secured with a headband.

10. Game Balls

A touch ball will be supplied by KDRUC. Balls must be returned to the referee on completion of each game.

11. Game Delays & Forfeits

To ensure all games can be played in the evening, games must start on time. Teams must be in attendance at their playing fields five (5) minutes prior to commencement of their match.

A team that is not in attendance at the commencement of their scheduled kick off time, the offending team will be penalised one touchdown for every minute late after the first 2 minutes.

if the offending team is not in attendance and ready to play after the five (5) minutes has expired, the game will be deemed a forfeit – please note the penalty will be a \$50-00 fine – this will need to be paid before the next scheduled weekly game.

12. Match Reschedule

If, due to any other extraordinary circumstances, a game cannot be completed to full time, the game may be rescheduled, at a time arranged by the Administrator in consultation with both Team Delegates.

If the game has commenced, and cannot continue:

Prior to half time the following will apply:

- 1) The game will start from the beginning and must be completed up to the regulation full time.
- 2) The score will commence at 0-0.

If half time has occurred and the game cannot continue, the following will apply:

- 1) The game will start from the beginning of the second half and must be completed up to the regulation full time.
- 2) The score will commence at the score that was recorded at half time. If a team refuses to complete the game when it has been resumed, that team shall forfeit the game.

If, due to time constraints or any other reason, a game cannot be rescheduled the following will occur:

- 1) Games that did not continue prior to half-time will be abandoned and a 0-0 score will result.
- 2) The result of games that did not continue after and including half time will be the score at that point in time.

13. Scoresheets

Team Delegates must complete all sections of the Scoresheets for their respective teams. The Team Delegates will complete the Scoresheets at the completion of play and ask the referees to sign-off on the accuracy of all details.

If the Scoresheet misrepresents the players who have taken part in a game in any way, or if the Scoresheet indicates that less than five players participated:

- The offending team shall forfeit the fixture with a score of 0-9 being recorded.
- In the event of it being a final, the penalty shall be that the team forfeits the final.

Once completed, Team Delegate shall return the Scoresheet to the Administrator.

Protests on a result of a game will only be considered if the Scoresheet has not been signed by the referee concerned.

Any players written down and not participating, must be crossed off before the commencement of play.

Remember, this team sheet is a record of you playing and is required for you to be covered by insurance.

14. Competition Points

For all Round games, competition points will be awarded as per the results detailed on the Game Card. The following points will be awarded:

- Win = Three (3) points
- Draw = Two (2) points
- Loss = One (1) point
- Forfeit = Zero (0) points and 0-9 score to be recorded against the offending team

15. Draw Formulation

The format for the competition draw will not be decided until all team nominations are received. The Administrator will take into consideration all legitimate requests for changes to the draw (within 72 hours of the release of the first draft). However, these may not necessarily be implemented.

16. Duration of Games

Games for all divisions will be 2 x 20 minutes with a half-time not exceeding 5-minutes (this includes finals).

In the event of a draw in the Final Series, the Drop Off system will be used to decide the winner. The Administrator can change the duration of games due to unforeseen circumstances i.e. extreme weather.

17. Determining position for Finals Placings

Positions for the Final Series will be determined as follows:

1. Highest on table - if equal
2. Percentages - if equal
3. More touchdowns "for" – if equal
4. Result of Round game - if draw
5. Drop off procedure

Percentages

The percentage system is calculated by dividing Touchdowns 'for' by Touchdowns 'against' and multiplying by 100. For example:

Team A = 50 touchdowns for, 10 touchdowns against = 500%

Team B = 60 touchdowns for, 20 touchdowns against = 300%

Team A would obtain the higher position.

Results of rounds

If all is equal then the result of the preliminary game between the two shall determine the higher position.

Drop Off Procedure

If the above systems are unable to decide the outcome of final rankings for the finals, then the DROP OFF will be used. If any games in the Finals conclude in a draw, the Drop Off system will be used.

18. Finals Series

The final standings of teams after the conclusion of the round games shall determine which teams contest the next round of competition. All players must play a minimum of four competition games to qualify to play in the finals.

19. Prize Money

Prize Money amounts are yet to be confirmed as this is dependent on number of team entries.

Teams must attend the prize giving Grand final event to receive prize money.

20. Blood Bin

Any player with a bleeding cut or abrasion is to leave the field immediately and have the cut or abrasion cleaned and covered. At this time any blood stained clothing must also be either cleaned or replaced.

21. Suspensions

Any player sent from the field for the remainder of a game will receive an automatic two (2) match suspension unless the Administrator considers further action.