

SCHOOL COMPETITION NOTES FOR REFEREES 2024

Specific to GPS/CAS/ISA 1st and 2nd XV, GPS 3rd XV and ISA 16A

All competitions play Australian U19 law variations. Some specific points to note:

Pre-match

Master in Charge/Ground Marshal – on arrival, the host school will ensure that the Master in Charge/Ground Marshal makes themselves known to the referee (and/or the match official will seek out this person) to ensure that any game day information is shared (e.g. post-match function and change-room arrangements) and that they are identifiable and on hand to assist should issues arise during the match (e.g. sideline behaviour, crowd control)

Assistant Referees – where NSWRRRA has not appointed an AR, the host school will, subject to availability, appoint accredited AR's who are capable of reporting foul play. For 1st XV fixtures the AR must be capable of reporting foul play.

As with any fixture, you should establish this before your match.

Scrum – number of players – [per clarification 6 of 2009](#), if a forward leaves the field of play for any reason and cannot be replaced due to injury, sending off, temporary suspension or any other reason then both teams must reduce the number of players in the scrum so that there are equal numbers in both teams at the scrum (to a minimum of five). The formation must be 3-4, 3-2-1 or 3-2 (read the U19 law variation for Law 19.6).

There is no reduction in the number of players in the scrum if a player other than a forward has to leave the field for any reason.

Uncontested scrums – an uncontested scrum has the same laws as a normal scrum. The only difference is that the feeding team must win the ball and there is no pushing. There is no sanction for going to uncontested scrums, except as described below.

If a team starts the game with 15 players and contested scrums, and then later goes to uncontested scrums due to a forward being injured, cautioned or sent off, then they must play with eight players in the (uncontested) scrum.

Cross Association 1st XV Games (pre-season), where the 2nd XV is at the same venue – There must be sufficient trained 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 each front row position is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with **one player fewer** than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

GPS & CAS competition - There is no sanction if a team cannot replace an injured front rower (i.e. they don't have to drop a player).

ISA competition only – There must be five players who can play in the front row to ensure that on the first occasion that a replacement hooker is required, and on the first occasion that a replacement prop forward is required, the team can continue to play safely with contested scrums.

Should a team not be able to meet this obligation for any reason during a game, or should a team not have three suitably trained front row players to commence a game with contested scrums, then the team concerned must play with **one player fewer** than would otherwise be allowed.

If, subsequently, a qualified front rower becomes available so that scrums can be contested then that player will be allowed onto the field and the team may return to the appropriate complement of players.

If neither team has suitably trained front row players to start a game with contested scrums, the above arrangements do not apply to the game, even if qualified front rowers subsequently become available.

Wheeling and pushing more than 1.5m

A team may not intentionally wheel the scrum (PK) and if it wheels more than 45 degrees and no one is at fault then it must be reset (same team to feed).

A team may not push the scrum more than 1.5m or hold the ball at the base of the scrum (FK).

Crutch Binding

As of 2018, locks are allowed to bind between the legs of props (i.e. crutch bind allowed) in U16 and older games.

Automatic send-off

Players who punch or stamp another player (and connect) must be sent-off (red card).

Replacements

Cross association (pre-season) – rolling replacements with unlimited interchanges.

GPS – 4 tactical replacements and unlimited injury replacements. Reserves must have played at least half a game in a lower grade that day (except if the 3rd XV is a stand-alone fixture, or where the 2nd XV is not preceded by the 3rd XV).

CAS – 8 replacements allowed (3 front rowers and 5 other). Reserves must have played at least half a game in a lower grade that day.

ISA – rolling replacements with up to 12 movements.

Yellow Cards

10 mins for 1st/2nd XV. 5 mins for 3rd XV and 16A.

Red and Blue Cards – should be reported as normal to the NSWRU/NSWRRRA Appointments Officer by text following the game and by the completion of a send-off report by 10am Monday.

Time

1st XV 35 min halves with injury time.

2nd XV 30 min halves with no injury time.

3rd XV 25 min halves with no injury time.

5 min half time.

Matches below this level are not 'competition matches' and have no specific competition rules. They play standard Australian U19 laws.

The most important thing to note for lower grade matches (U12 and older) is they play 25 min halves, generally starting on the hour. Your match must finish on time so that the following match(es) commence on time. If the match is late to start for any reason, equal time shall be taken off each half (and half-time if necessary), e.g. if you start 5 mins late, take 2-3 mins off each half, or 2 mins off each half and 1 min from half-time.

Match Official Feedback –team coaches and officials are to observe a fifteen-minute time period following the full-time whistle before approaching the match officials for anything other than pleasantries in the ordinary course. If team coaches or officials attempt to gain or provide feedback in an unproductive manner, please direct them to <https://form.jotform.com/82038769379978>. Should parents or supporters approach to criticise, argue or abuse you, seek out the Master in Charge or Ground Marshal. Where a post-match function is held the MOs are encouraged to attend and be available for productive discussions.

Ref Review – Match Feedback – please complete <https://myaccount.rugbyexplorer.com.au/refReview> following each match and record any non-compliance by the schools or teams.

Pre-game schedule

CAS has a specific schedule they expect you to follow. It's a good example for the other associations:

3:05pm – 2nd XV game finishes

3:05pm – Referee gives 1st XV managers 10 min warning.

3:10pm – Tunnels ready for teams to enter field (ground marshal responsibility to manage).

3:12pm – Home team enters field.

3:13pm – Away team enters field (and referee).

3:14pm – Teams shake hands. Coin toss (if not done when you spoke with the captains, when you should have done it!).

3:15pm – Three cheers for opposition.

3:15pm – Kick-off 1st XV.

Any exception to the above must be agreed to by both Sportsmasters prior to the day of competition.

Under no circumstances is the following permitted:

- War cries from 1st XV players prior to the start of the match.
- Keeping the opposition waiting on the field for a lengthy period of time.
- Starting the game later than 3:15pm.

Scrum scenarios

- 1) Cross Association 2nd XV. Both teams commence the game with 15 players and contested scrums. One team has a hooker sent-off and do not have a trained replacement.
 - a. The teams play 14 on 15 with uncontested scrums. Both teams must have 8 players in the scrum.
- 2) GPS 3rd XV. Both teams commence the game with 15 players and contested scrums. One team suffers an injury to a prop and is unable to replace them with another trained front-rower.
 - a. Both teams continue to play 15 on 15 (assuming they have a replacement on the bench) with uncontested scrums.
- 3) GPS 2nd XV. Both teams commence the game with 15 players and contested scrums. One team has a prop sent-off and they do have a trained replacement.
 - a. The team takes another player from the field and brings their trained front-row replacement on. The teams play 14 on 15. The scrums are contested with 7 players per team in a 3-4 formation.
- 4) CAS 1st XV. Both teams commence the game with 15 players and contested scrums. One team has a hooker sent-off and do not have a trained replacement.
 - a. The teams plays 14 on 15. Scrums are uncontested and both teams must have 8 players in the scrum.
- 5) Cross Association 1st XV. Both teams commence the game with 15 players and contested scrums. One team suffers an injury to the loose-head prop and replaces them with the other trained loose-head. They subsequently have the tight-head prop sent off and do not have a trained replacement.
 - a. The team takes another player from the field and plays 13 on 15 with uncontested scrums. Both teams must have 8 players in the scrum.
- 6) ISA 1st XV. Both teams commence the game with 15 players and contested scrums. One team suffers an injury to the loose-head prop and replaces them with another trained prop. They subsequently have the tight-head prop sent off and do not have a trained replacement.
 - a. The teams play 14 on 15 with uncontested scrums. Both teams must have 8 players in the scrum.