



SYDNEY RUGBY UNION

David Phillips Sporting Complex
Banks Ave., Daceyville 2032

MATCH OFFICIAL INFORMATION

SRU PREMIERSHIP FINALS 2020

MATCH TIMINGS

Grade	Each Half	Grade	Each Half
Shute Shield	40 mins	1 st Grade Colts	40 mins
Colin Caird Shield	40 mins	2 nd Grade Colts	35 mins
J. R. Henderson Shield	35 mins	3 rd Grade Colts	30 mins
Henderson Cup	30 mins		

INJURY TIME

- Unlimited time off for injury allowed in 1st Grade Shute Shield only.
- In 2nd Grade and 1st Colts, a maximum of 10 minutes injury time will be permitted, with 5 minutes allowed in the final 5 minutes of the match. This means that if no injury time has been used during the match, in the last 5 minutes only 5 minutes of injury time is allowed. If 10 minutes of injury time has been used during the game, there is no injury time remaining for the last five minutes.
- In 3rd Grade, 4th Grade, 2nd Colts and 3rd Colts a maximum of 5 minutes injury time will be permitted for the match.

Time keepers should be appointed for all Finals matches and referees are advised to ensure that all signals for time off and on are clearly visible to the timekeeper.

DRAWN SCORES

Only in 1st Grade (Shute Shield) and 1st Colts will extra time be played if the score is drawn at the completion of normal time in qualifying and semi finals.

In all other grades the higher placed team in the Competition table at the conclusion of the Minor Premiership Series shall be deemed to have won the match.

In Grand Finals extra time will be played if scores are drawn at the conclusion of regular time. There will be two extra halves of ten (10) minutes each (with exception of 4th Grade and 3rd Colts which will play 5 minute halves). The teams shall play the first period of extra time in the opposite direction to that which they were playing at the end of the scheduled time. At the end of the first extra half the teams will change ends.

If scores still drawn then teams are declared joint premiers.

ABANDONED MATCH

In the event a match is abandoned during half time or during the second half, the result at that time stands.

If a qualifying or semi final match is abandoned prior to start or during the first half then the highest placed team on the Competition ladder is declared the winner.

If a Grand Final match is abandoned prior to the start or during the first half, the teams are declared joint premiers.

REPLACEMENT OF PLAYERS/RESERVES

Replacement and substitution of players shall be governed by the World Rugby Laws of the Game, with 8 players nominated as replacements. Six players within the squad must be able to play in the front-row.

For 4th Grade and 3rd Grade Colts, a maximum number of 10 players may be nominated as replacements. A team may replace up to 10 players regardless of position.

Rolling substitutions will not be played in the Premiership Competition.

In all Grade and Colts matches except Shute Shield, replacements do not have to be nominated before the match but can be determined during the course of the game.

Player movement sheets will be used for finals matches and will be the responsibility of the No.4 or No. 5 Match Official. There will be no substitution cards.

No. 4 and/or No. 5 Match Officials must ensure that replacements are accurately recorded as being tactical or as a result of injury. Unless otherwise informed, replacements should be considered tactical.

UNCONTESTED SCRUMS

All teams must have 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 each front row position is required, the team can continue to play safely with contested scrums. **Contravention of this rule will bring an automatic forfeit.**

If during the course of a Finals Series fixture, a team should satisfy the above but is subsequently unable to field a suitably trained front row, then uncontested scrums will be played, without penalty to either team.

TEMPORARY SUSPENSION

Any player temporarily suspended will remain with the No.4 or No. 5 Match Official. If one is not appointed, the player must remain outside the playing enclosure. The No. 4 or No. 5 Match Official shall keep the time period. If one is not appointed, the referee may delegate time keeping to an assistant referee or time keeper. However, the referee's opinion of time shall prevail.

If half time occurs during the sin bin period the player may go to his team's changing room or huddle but must return directly to the sin bin for the remaining time of his suspension when the second half resumes.

A one minute warm-up is permitted prior to the temporarily suspended player returning to the field of play. The player may be given water and the provision of warm clothing. **No player is permitted to return to the field until the referee has given the player permission to do so.**

ATTENDANTS

No more than two medically trained persons (certified doctors or physiotherapists only) and two water carriers (who must not be a coach of the team concerned) are allowed inside the playing enclosure. Medical attendants may go onto the field as allowed in the Laws of the Game and must retire to the side line after rendering assistance to a player(s). All attendants must adhere to the World Rugby Technical Area / Water Carriers Protocol detailed below.

During all matches, Attendants / Medical Personnel will be required to wear high vis bibs as supplied or approved by the NSWRU at all times to clearly distinguish who they are and their role as per World Rugby Laws.

The Referee reserves the right to refuse entry to the field of play to any Club personnel not wearing the appropriate high visibility attire.

WORLD RUGBY TECHNICAL AREA / WATER CARRIERS PROTOCOL

Two technical zones shall be provided within the playing enclosure on the same side of the pitch, each one on either side of the half-way line and outside the field of play.

Personnel Permitted in the Technical Zone

- a) One of the medically trained personnel permitted to operate from the technical zone, as listed above, may be positioned instead on the far side of the playing area on the touch line opposite the technical zone.
- b) The second medically trained personnel permitted to operate from the technical zone as listed in (a) above may be positioned on the near side of the playing area on the touch line. The two medically trained personnel may not be together on one touch line (i.e. one on either side of the field).
- c) Where practically possible the medical personnel must stay outside the advertising hoardings. The medical personnel may keep up with play, but must pay due regard to the needs and right of players, match officials, spectators, broadcasters and commercial partners.
- d) The medical personnel may enter the field of play in accordance with Law at any time a player is injured. They must not obstruct, interfere or aim comments at match officials.

Roles of Personnel in the Technical Zone

- a) Water may only be taken on the field during stoppages in play for injuries in the playing area and when a try has been scored.
- b) The two water carriers are not permitted in the playing area during penalty kicks at goal.
- c) The water carriers must remain in the technical zone at all times unless they enter the playing area to provide water or when **ONE** enters to provide a kicking tee to the kicker at a penalty kick.
- d) Players may come to the touch line adjacent to the technical zone to receive water.
- e) Water bottles must not be thrown on the field of play.

Management of the Technical Zone

- a) All personnel permitted in the technical zone must be wearing hi vis vests .
- b) The fourth and fifth officials or designee will manage the technical zones. If there is a transgression of the protocol, the matter will be reported to the match referee.
- c) The match referee may caution any offender or at his discretion expel the person(s) from the playing enclosure for any breach of the protocol.
- d) Any breach of the protocol may be reported to the Match Day Controller who shall attempt to rectify the situation, or if necessary report the breach to the Competition Manager via his General Manager
- e) Should any person be expelled from the playing enclosure for a breach of the protocol they must be reported by the match referee to the Competition Manager

Personnel Outside of the Technical Zone

- a) The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.
 - b) If replacements require to warm-up and there is not an area outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area away from the in-goal area. All other equipment for the purposes of warm-up must only be used outside the playing enclosure or another designated area away from the playing enclosure.
- The playing enclosure is defined as per the Definitions Section of Law 1 (The Ground).

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