

11-18 years Rugby Union Competition Procedures

Pathways for excellence in representative school sport

*Inspiring world-class opportunities for sporting success,
engagement and wellbeing*



**Queensland
Government**

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Change History

Version	Date	Description	Prepared by
1	18/01/2024	Updated new format – included R7s and RU	Sport Executive

NOTE: This manual is to be read in conjunction with the:

- School Sport Australia policies and guidelines
- Queensland Representative School Sport Leadership handbook

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Sport Competition Guidelines

Minimum Venue Standards

The host region venue must comply with audit requirements and:

- complete a procurement process (where required).
- have sufficient and suitable (e.g. cabin/motel style) accommodation within the host town/city to provide places for all visiting parents/supporters competitors/ student officials/team officials
- have access to appropriate transport to/from the host town/city
- have access/proximity to 24 hour medical services (e.g. hospital, ambulance, dentist, physio)
- The playing venue must be a suitable standard and must comply with the sport specific minimum requirements. Consideration must also be given to factors such as:
 - sufficient number of suitably sized change rooms present
 - spectators must be adequately catered for with suitable viewing, toilet facilities, canteen etc.
 - Competition Area – Field of Play/number of courts or fields required
 - Suitable shade & shelter for hot & wet weather if necessary
 - Access to water
 - Officials' Room with secure area for official's bags
 - Championship working group control room
 - Access to internet
 - Laptop and printer
 - Photocopier
 - Paper
 - General stationery

First Aid

A minimum of two First Aid Officers/Sports Trainers must be provided each day of competition. Any child treated must be accompanied by a Team Official or parent.

Spectator's facilities

Ensure there is sufficient shade, seating, toilets facilities, food and drinks vendors.

Officials

It is preferable that all key officials have a minimum Level accreditation and first aid/CPR. The key officials are (but not limited to):

- Tournament Director
- Technical Convenor
- Chief Referee

Additional officials required (list individually)

Student Officials – insert QRSS 'categories'

Equipment

- The Host Region must supply all equipment for the safe conduct of the Championships.
- All equipment must comply with sport specific requirements
- Other necessary equipment is:
 - Competition Software (if applicable)
 - Access Passes (if applicable)

Competition areas must be checked each day for potential hazards and steps must be taken to rectify or make safe these potential hazards.



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Bulletins

Bulletin 1

- Team levy
- Venue
- Dates
- Pre-championship meeting date and venue
- Participating regions
- Team size
- Competition working group contact details
- Program of events
- Sports medicine arrangements
- Opening ceremony information
- Closing ceremony information

- Photo graph cost
- Canteen arrangements
- State nomination details

Bulletin 2

- Confirmation of previous bulletin information
- Draw
- Photo Schedule

Additional information required for the tournament

Links for Live results & Live streaming

Special Guest for Opening ceremony

- Education Minister, Sport Minister
- Director Teaching and Learning
- Local Government representative
- Department of Education
- QRSS Board
- State Organisation
- Event sponsors

Ceremonies

Opening Ceremony

Closing Ceremony

Invitation to the following:

- Host Region officials
- Key Event Officials
- Team Officials
- Sponsor representative
- State Sporting Organisation Representative

Meetings

Pre-Championship Meeting

Selection Meetings

Post-Championship Meeting (if applicable)

A pre-championship meeting, chaired by the host RSSO / Asst. RSSO, in conjunction with the QRSS-SE member in attendance shall be convened for the purpose of discussing the conduct of the championships. The convenor may also be involved in the hosting of the meeting.

Regional team lists are to be confirmed at the pre-championship meeting. No changes are to occur after the list is confirmed.



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A post-championship meeting may be convened and from this meeting recommendations may be put forward for consideration by the QRSS-SE. If recommendations are endorsed by regional delegates, these must then be submitted to the QRSS-MC for approval.

All regional officials must attend all meetings and official functions as organised by the championship convenor and/or the QRSS-SE. This would include any Professional development opportunities as organised by the QRSS-SE.

Pre Championship Meeting agenda

1. Welcome and Introductions
2. Team officials' registrations
3. Student protection
4. Project Consent
5. Reporting injuries
6. Concussion
7. Game time consideration
8. State Team selection
9. Communication lines
10. Championship working group items
 - Championship schedule
 - Check program for player changes
 - First Aid/Ice
 - Venue information
 - Venue layout
 - Parking
 - Fields/Courts/warm up area
 - Championship Contact Numbers
 - Team Photographs
 - Opening and Closing Ceremonies
 - State championship draw
 - Competition procedures
 - Unofficial Dinner
 - Referees

Duration and Draws

Duration of championships are to be scheduled to use no more than two school days for competition. Where this cannot occur, the Host Region will communicate with the QRSS – RC and QRSS for approval and endorsement.

Such issues may include:

- availability of venues,
- number of games played per day etc

At each State Championship for team sports, the draw must ensure that all teams play on each day of the event.

At each State Championship a Queensland team may be selected and named (as a travelling or merit team). No other teams are to be named.

The sport specific competition procedures outline the draws and round robin matches to be played for various formats.



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11-18 years Rugby Union-Rugby 7s competition information

<p>Queensland Representative School Sport trials and championships shall be conducted according to:</p> <ul style="list-style-type: none"> World Rugby Laws of the Game- https://d26phqdbpt0w91.cloudfront.net/NonVideo/772da102-c7cc-4b5f-b9a8-8bd4d5bab050.pdf 	
<p>Supported by the:</p> <ul style="list-style-type: none"> Rugby Australia U12 Laws Summary (U12 event) - https://d26phqdbpt0w91.cloudfront.net/NonVideo/c89d8a3d-55c8-4c2e-1b97-08d8d784f5bb.pdf Rugby Australia U19 Law Variations (U18 & U15 events) - https://d26phqdbpt0w91.cloudfront.net/NonVideo/c89d8a3d-55c8-4c2e-1b97-08d8d784f5bb.pdf Rugby 7 rule variations - https://www.world.rugby/the-game/laws/variatiions/3/sevens/ QRSS Leadership Handbook QRSS Risk assessment handbook 	
Age groups offered	<ul style="list-style-type: none"> 11-12 years Rugby Union – State Championship 14-15 years boys Rugby Union - State Championship 17-18 years boys Rugby Union - State Championship/ National Championship 15-16 years girls Rugby 7s - State Championship/ National Championship 17-18 years girls Rugby 7s - State Championship/ National Championship
Event Officials	<ul style="list-style-type: none"> 1 sport executive member 2 Independent selectors - Queensland coach and one other 2 convenors – 1 per venue 2 other independent selectors (at the cost of the Sport Executive) if required 1 Convenor per venue 1 Ground Manager (QRU) 1 Referee Coordinator (QRU/RA) 1 First Aid officer per field (minimum) Queensland Rugby Union Representative Rugby Australia Representatives 1 Student Officials manager per venue (as required) Student Officials (as required)
Additional teams (if required)	<ul style="list-style-type: none"> Refer to the leadership handbook for the process of adding an additional team to State Championships and National Championships.
Sporting Organisation Support (if required)	<ul style="list-style-type: none"> Queensland Rugby Union and Rugby Australia support with referee scheduling and referee coach development; Rugby Xplorer operations, game day operations, strategic and operational support
State Championship Team Officials	<ul style="list-style-type: none"> Coach, Manager and Trainer per team provided by regions.
Umpires/Referees	<ul style="list-style-type: none"> All games will be appointed by the QRU state referee committee representative or the Queensland Rugby Referees Association and/or its local sub association. This may include student officials identified/selected by the QRU state referee committee representative. Referees appointments prior and during Championship are coordinated by Rugby Australia Referee Manager or QRU state referee committee representative. Referees must hold a minimum level 2 Referee Match Officiating Qualification. Per game; 1 referee, 1 assistant referee (substitutions), 1 referee coach, 2 student officials assistant referee touch judges.
Appointment of Queensland Team Officials	<ul style="list-style-type: none"> The following criteria will apply to the appointment of Queensland team officials as per the QRSS process:



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	<ul style="list-style-type: none"> ○ 18 years Rugby Union - One backs coach, one forwards coach and one team manager will be appointed per team. ○ Rugby 7s – one coach, one manager (female) and one trainer will be appointed per team. ○ A tour manager may be appointed and funded by the Sport Executive as this enables one of the managers to take the responsibility for a set number of issues that impact on both teams • Minimum requirements for both backs and forwards coach positions are a current Level 2 or equivalent rugby union coaching qualification. • A minimum of five year’s successful experience at a regional, first XV’s or comparable representative level for all positions. This coaching experience should be current. • If all of the above eligibility criteria are met, nominees may then be subject to a further technical assessment (in the form of a face to face or phone interview) with a QRSS Sport Executive member and one representative from the QRU to confirm each applicant’s suitability for the position. Following the technical assessment, the standard QRSS MG process will be followed. Set criteria will be consistent across the technical assessment process. The QRSS Sport Executive will appoint the head coach position per team from the successful applicants.
Appointment of Selectors	<p>The selection panel for Rugby union/7s teams will consist of:</p> <ul style="list-style-type: none"> • 1 Chair (executive committee member) • Head Coach of each Queensland team • 2 Independent selectors • 1 QRU representative may be invited to be present at selection meetings in a non- voting role. • The QRSS Sport Executive will call for selector nominations and a panel of at least 3 committee members will appoint the 2 independent selectors prior to the championships.
Announcement of the state team	<p>18 years Queensland Teams:</p> <ul style="list-style-type: none"> • A squad of 23 players will be selected for each of the 18 years Queensland team. • Eight reserves will be selected for each team. Included in the squad will be six players who can play front row and there must be a loose head prop, hooker and tight head replacements. There must be three players who can play lock. <p>Rugby 7s teams:</p> <ul style="list-style-type: none"> • A squad of 12 will be selected for each of the Rugby 7s teams. 5 shadow players will also be announced. • The chair of selectors must submit the final teams to the present QRSS Sport Executive member for ratification prior to the team announcement.
Minimum Venue Standard	<ul style="list-style-type: none"> • Rugby Australia National Facility Guidelines • 2 fields are required to hold the 15-16yrs and 17-18yrs Rugby 7s State Championships concurrently. • Each team must have access to shade and weather protection
Eligibility	<ul style="list-style-type: none"> • All students must be enrolled at an affiliated school to participate in the program. All players must meet the QRU age group restrictions (2 year window). No player can turn 19 years of age in the year of competition. Age dispensation (for 16 year olds) will only be applied to the Boys 17 – 18 years age group • Rugby 7s - Players turning 15 and 16 in the year of competition are eligible for the 15-16yrs age group. Players turning 17 and 18 are eligible for the 17-18yrs age group. There is no age dispensation.. • Team lists are to be confirmed at the pre championship meeting. No changes to team lists will be accepted after the pre championship meeting. • Rugby Australia Participation Policy-



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	<p>https://d26phqdbpt0w91.cloudfront.net/NonVideo/f6dc2817-e37d-43f6-84e9-08d9467ea091.pdf</p> <ul style="list-style-type: none"> • Age Grade Dispensation Procedure- https://d26phqdbpt0w91.cloudfront.net/NonVideo/1e9094e4-b149-4a9f-af19-877177edb678.pdf
Participation expectations – sport specific	<ul style="list-style-type: none"> • Rugby Australia Code of Conduct - https://d26phqdbpt0w91.cloudfront.net/NonVideo/999e923c-f9ce-4396-431c-08d96222fb24.pdf
Playing uniform	<ul style="list-style-type: none"> • Players should wear the appropriate uniform for the region they represent. • All players should have clearly numbered jerseys. • Players jersey numbers must be entered correctly into Rugby Xplorer. If a player changes jersey number during the tournament Team Managers must advise selectors and ensure it is correct in Rugby Xplorer. • Players must wear a mouthguard. • Headgear, padded clothing (shoulder pads), player monitoring devices and goggles are all Compliant Devices. • Studs/cleats of player’s boots must conform with this World Rugby Specifications (Regulation 12), must not be longer than 21 mm, and must not have any burring or • sharp edges
Match equipment	<ul style="list-style-type: none"> • Balls supplied in line with Rugby Australia guidelines <ul style="list-style-type: none"> ○ Size 4 – 10 – 12 years ○ Size 5 – 13-18 years + Rugby 7s ○ Match balls are to be supplied by the host region. • Minimum of 3 balls per field
First Aid	<ul style="list-style-type: none"> • All games will have a designated First Aid Officer identified (preferably a level 2 FAO). • Water carriers during a game can only be a registered teacher or authorised personnel. A trainer and runner shirt must be worn during the game. <p>Blood rule</p> <ul style="list-style-type: none"> • Referees will follow and enforce RA Laws relating to blood loss <p>Concussion – follow the mandated, extensive, world leading Rugby Australia / World Rugby Concussion policy, including all mandated documents and reporting. Refer to the Team Managers Concussion Handbook issued at the pre-Championships meeting.</p> <ul style="list-style-type: none"> • Concussion – https://www.world.rugby//the-game/player-welfare/medical/concussion/concussion-guidelines • Concussion – https://australia.rugby/about/codes-and-policies/safety-and-welfare/concussion-management • Concussion - https://d26phqdbpt0w91.cloudfront.net/NonVideo/481bfbafe01fc-4dfa-f1c9-08d94d8a2c86.pdf <p>Emergency procedures</p> <ul style="list-style-type: none"> • All teams must follow the instructions of the designated first aid officer at the grounds • All people present at the game venue must follow emergency requirements of the playing venue. • Treatment • Games will be under the control of the referee who will apply the RA Laws to any injury management. • Serious injuries may require a pause in game times under the control of the first aid



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	<ul style="list-style-type: none"> officer. The QRSS Rugby Union executive along with the convenor will make a decision on adjustments to game times.
Spectator's facilities	<ul style="list-style-type: none"> Covered seating (where possible) with access to appropriate toilet facilities
Trophies and presentations	<ul style="list-style-type: none"> Perpetual Trophy supplied by QRSS Rugby Union executive for each age group. Player of the championships for each age group. Player medallions for 1st, 2nd 3rd place awarded 11 – 12 years and 14 – 15 years :Country plate/ bowl – highest placed team from the following regions: <ul style="list-style-type: none"> Peninsula, Northern, Capricornia, Wide Bay and Darling Downs
Selection of referee/umpires to attend National Championships	<ul style="list-style-type: none"> Supplied by Rugby Australia

Championship Rules and Guidelines

Rugby 7s 15-16yrs and 17-18yrs Girls

Laws of the game

- All matches will be conducted in accordance with the laws of the game, as approved by the Australian Rugby Union, seven a side variations.
- Methods of scoring – tries, conversions, and penalty conversions only. Conversions (drop kick) may be taken after a try, and must be attempted within 30 seconds of that try being scored. Takes the kick in the field of play on a line through the place where the try was awarded, parallel to the touchlines.

Duration of play/injury time

- Pool games: two by seven minute halves. Two minute half time.
- No time off for injuries during Pool games.
- However, the convenor has the discretion, if time permits, to allow time off for major delays (e.g.stoppage to allow ambulance entry to field etc.) or to move the game to another available field. The overriding provision is that all games start on time.

Pool games & Competition points

- Win 4 points
- Draw 2 points
- Loss (by seven points or less) 1 point
- Bonus – score four or more tries 1 point

Replacements/substitutions

- Unlimited replacements/substitutions.
- Replacements can be made when the ball is dead. Replacements are coordinated by the No. 4 referee and they then must report to the Touch Judge prior to entering the field of play. Unlimited replacements.

Team Sheets and Score Recording

- All team sheets and results will be recorded in Rugby Xplorer via the Match Day app.
- Team Managers will input players with correct jersey numbers and officials for each game into the Rugby Match Day app. Team Lists must be submitted in Match Day 30mins before kick off.
- Team managers are to 'Score My Team'. At the end of the game consult with the opposition manager to confirm scores.
- Team Managers must score the game live in Match Day app, ensuring all results are accurate and up to date.

Pool Games

- At the conclusion of the pool games, placings in each pool will be decided by:
 - Competition points for all pool games played.



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- Where competition points are equal, the best game points for and against ratio for all pool games played shall determine the higher placed team.
- Where the game points for and against ratio is equal, the greater number of tries for all pool games played shall determine the higher placed team.
- Where the number of tries are equal, the greater number of tries scored in the game contested between the two equal teams shall determine the higher placed team.
- Where the number of tries in the game between the two teams are equal, the first try scorer shall determine the higher placed team. It is essential that the Team Manager live scores accurately in Match Day app to ensure the first try scorer is recorded correctly.
- Where there are no tries scored in the game between the two equal teams, the first scorer shall determine the higher placed team.
- Where there are no points scored at all in the game between the two equal teams, the team receiving the first full arm penalty shall determine the higher placed team.
- Where it is not possible to determine which team received the first full arm penalty to the satisfaction of the championship convenor, a single toss of the coin will determine the higher placed team. The championship convenor shall conduct this coin toss in the presence of the manager from each team involved, a representative of the referees, and a QRSS Rugby Union executive member (if present). The team who was placed higher in the pool at the start of the championships shall “call” as the coin is tossed. The coin shall be permitted to land on the ground and shall not be touched by any person until the result of the toss is verified by the championship convenor, the referees’ representative, and both team managers.

Play-offs (cross pool and final placing) and semi-finals

- If at the end of the stipulated game time, the score is equal, the winning teams for play – offs and semi – finals shall be decided by:
 - Team scoring most tries.
 - If no. of tries equal – first try scorer.
 - No tries scored – first point’s scorer.
 - No points scored – recipient of first full arm penalty.
 - Where it is not possible to determine which team received the first full arm penalty to the satisfaction of the championship convenor, a single toss of the coin will determine the higher placed team

Grand final

- If at the end of the stipulated game time, the score is equal in the grand final – no extra time played. Joint premiership awarded.

Players receiving a yellow card (sin bin)

- The time spent off the field will be two minutes of actual game time – half time break not included.

Players receiving a red card (send off)

- Any send-off will be dealt with by the judiciary forthwith. Sanctions may include suspension from one or more games. The judiciary will follow the Rugby Australia Disciplinary Rules (the Rules) when dealing with such cases. There is no appeal over the decision of this championship judiciary. Players sent off must remain with team officials at all times during the remainder of the game.
- Team managers are responsible for completing a send-off incident report form and submitting such within 15 minutes of the game’s completion.

Judiciary/grounds committee

- The judiciary shall consist of:
 - The championship convenor
 - A representative of the referees attending (not the referee involved in that match)
 - Executive member of QRSS Rugby Union Sport Executive (if present)
 - The grounds committee may include other personnel as deemed necessary by the championship convenor and/or the QRSS Rugby Union Sport Executive (or its representative).



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Replacements/substitutions

- As a state championships (all age groups); players are to be given equitable and fair game time. Replacements at championships will be unlimited for all age groups. Team and match officials are also reminded about the Education Queensland Hydration in Sport Policy.
- Tactical Replacements may take place at any time during the game, when play has stopped / the ball is “dead”, but players must report to the assistant referee before entering the field of play and follow match officials instructions. (Worlds Rugby Law 3.6). Players being replaced should leave the field of play before their replacement enters/re-enters the field. Team trainers need not wait for a halt in play to attend to injured players on the field.
- Team officials are to ensure that the repeated use of substituted players be limited, and that such tactical substitutions be deemed to be within the spirit of the game. Match officials and organising committee members will ensure that this fair spirit of competition is adhered to. Any attempt at goal, be it a penalty kick or conversion after a try, must be taken by a player who was on the field in the playing side when that penalty was awarded or the try scored.
- Team officials must comply with Technical Area guidelines

Complaints Management

- All protests must be lodged, in writing, with the championship convenor, within 15 minutes of the termination of the game in question. The grounds committee will adjudicate upon such protest.
- The official in charge of the ground, with or without the consultation of the grounds committee, has the power to give rulings on any eventuality not covered within these competition procedures.
- Such decisions, as well as officials’ interpretations on any of these competition Laws and procedures, shall be final.
- The QRSS Sport Executive accepts no claim for any injury sustained by a player or for the loss of personal property. This union will not be taking insurance but participants may be interested in this aspect.

Rugby Union - 11-18 years boys

Laws of the game

- All matches will be conducted in accordance with the laws of the game, as approved by World Rugby/Rugby Australia, including all current dispensated variations for Australian domestic football for players under the age of 19 (including the “two year window”).
- The following Laws and procedures will apply to all under age state championships – any specific variations will be stipulated.

Competition draw

- The draw will be structured around pools based on the previous year’s final placings. This draw will be constructed by the designated QRSS Sport executive member and will be ratified by the QRSS Sport executive.
- Currently the 10 competing regions in both age groups are placed into two pools:
- Pool A: final placed 1st; 3rd; 5th; 7th; and 9th from the previous year.
- Pool B: final placed 2nd; 4th; 6th; 8th; and 10th from the previous year.
- Where there are fewer than 10 teams competing, the designated QRFSU committee executive member will construct an appropriate draw.
- Any change to this procedure must be ratified by a full committee meeting then submitted for approval by the QRSSMG.

Length of play

	Pool games	Cross pool play offs/ 9 and 10 play offs/semi finals	10–3 play-offs; final
12 years	20 minute halves – 5 minutes half time	20 minute halves – 5 minutes half time	20 minute halves – 5 minutes half time
15 years	20 minute halves – 5 minutes half time	25 minute halves – 5 minutes half time	25 minute halves – 5 minutes half time
18 years	20 minute halves – 5 minutes half time	25 minute halves – 5 minutes half time	25 minute halves – 5 minutes half time



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Time off/injury time Pool games/play-offs

- No time off for injuries during pool games and play – off games. However, the convenor has the discretion, if time permits, to allow time off for major delays (e.g. stoppage to allow ambulance entry to field etc.) or to move the game to another available field. The overriding proviso is that all games start on time.

Semi-finals/grand final

- Injury time will be played during the semi-finals and the final.

Pool Games Competition points

- Win – four points
- Draw – two points
- Loss (by seven points or less) – one point

Pool placings

- At the conclusion of the pool games, placings in each pool will be decided by competition points for all pool games played.
- Where competition points are equal, the best game points for and against ratio for all pool games played shall determine the higher placed team.
- Where the game points for and against ratio is equal, the greater number of tries for all pool games played shall determine the higher placed team.
- Where the number of tries are equal, the greater number of tries scored in the game contested between the two equal teams shall determine the higher placed team.
- Where the number of tries in the game between the two teams are equal, the first try scorer shall determine the higher placed team.
- Where there are no tries scored in the game between the two equal teams, the first scorer shall determine the higher placed team.
- Where there are no points scored at all in the game between the two equal teams, the team receiving the first full arm penalty shall determine the higher placed team.
- Where it is not possible to determine which team received the first full arm penalty to the satisfaction of the championship convenor, a single toss of the coin will determine the higher placed team. The championship convenor shall conduct this coin toss in the presence of the manager from each team involved, a representative of the referees, and a QRFSU committee executive member (if present). The team who was placed higher in the pool at the start of the championships shall “call” as the coin is tossed. The coin shall be permitted to land on the ground and shall not be touched by any person until the result of the toss is verified by the championship convenor, the referees’ representative, and both team managers.

Play-offs (cross pool and final placing) and semi-finals

- If at the end of the stipulated game time, the score is equal, the winning teams for play – offs and semi – finals shall be decided by:
 - Team scoring most tries.
 - If no. of tries equal – first try scorer.
 - No tries scored – first point’s scorer.
 - No points scored – recipient of first full arm penalty.
 - Where it is not possible to determine which team received the first full arm penalty to the satisfaction of the championship convenor, a single toss of the coin will determine the higher placed team (see above).

Play-off for nine and ten (teams finishing fifth in each pool at the completion of pool games):

- When there are ten regional teams in the competition the play-off for ninth and tenth will be contested between the teams finishing fifth in each pool at the completion of the pool games. This game will be conducted on the Saturday. On the Sunday these teams will compete in cross pool games with teams ranked 7th and 8th.
- Saturday Game 21: 5th in each pool play off for 9 & 10 on Saturday;
- Saturday Games 22 (4th Pool A v 3rd Pool B) & 23 (3rd Pool A v 4th Pool B): winners of these games play in game 28 - play off for 5th and 6th on Sunday; Losers of these games are awarded 7th and 8th place overall based on total points for and against from all games played.
- Sunday Games 26 & 27: Preference is for 9th and 10th to play against the 7th / 8th place team they have not yet played. Otherwise 10th v 8th overall; 9th v 7th overall – no change in final position. Other Saturday and Sunday games as per usual.



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Grand Final

- Region that wins the Grand Final is awarded the State Championship shield. If at the end of the stipulated game time, the score is equal in the grand final – no extra time played. Joint premiership awarded.

Final championship placings

- Shall be determined through the play-off matches indicated in the draw.

Players receiving a yellow card (sin bin)

- Will remain with team officials for the duration of their time (five minutes). Such players must not be allowed to move up and down the sidelines etc. These players will report to an assistant referee before re-entering the field of play, and will only do so at the referee's discretion. If a #4 match official is present, yellow carded players will be seated beside the #4, who will oversee the time and return to play of the suspended player.

Players receiving a red card (send-off)

- Any send-off will be dealt with by the judiciary forthwith. Sanctions may include suspension from one or more games. The judiciary will follow the Rugby Australia "Crimes Act" when dealing with such cases. There is no appeal over the decision of this championship judiciary.
- Players sent off must remain with team officials at all times during the remainder of the game.

Judiciary/grounds committee

- The judiciary shall consist of:
 - The championship convenor
 - A representative of the referees attending (not the referee involved in that match)
 - QRSS Rugby Union Sport Executive member
 - The grounds committee may include other personnel as deemed necessary by the championship convenor and/or the QRSS Rugby Union Sport Executive member (or its representative).

Replacements/substitutions

- Players are to be given equitable and fair game time. Replacements at championships will be unlimited for all age groups. Team and match officials are also reminded about the Education Queensland Hydration in Sport Policy.
- Tactical Replacements may take place at any time during the game, when play has stopped / the ball is "dead", but players must report to the assistant referee before entering the field of play and follow match officials instructions. (Worlds Rugby Law 3.6). Players being replaced should leave the field of play before their replacement enters/re-enters the field. Team trainers need not wait for a halt in play to attend to injured players on the field.
- Players removed from play for a red card misdemeanour, or injury, cannot re-enter play during that game. "Blood binned" players have 15 minutes (from the time of leaving the field) to re-enter play. Players who have been "yellow carded" must wait until their time has been completed before re-entering the field of play. All Rugby Australia dispensation laws regarding front row replacements must be adhered to.
- Team officials are to ensure that the repeated use of substituted players be limited, and that such tactical substitutions be deemed to be within the spirit of the game. Match officials and organising committee members will ensure that this fair spirit of competition is adhered to. Any attempt at goal, be it a penalty kick or conversion after a try, must be taken by a player who was on the field in the playing side when that penalty was awarded or the try scored.

Match Results

- The Rugby Xplorer application will be utilized. Team managers must ensure that all player details etc have been accurately entered into Rugby Xplorer before the pre-Championships meeting (Player jersey numbers MUST be correct).. by team managers to record all relevant match details that are required for competition management such as the score, first try scorer, first points scorer and first full arm penalty recipient. Scores should be entered in "real time" and all match results must be finalized within 10 minutes of the conclusion of each game.

Complaints Management

- All protests must be lodged, in writing, with the championship convenor, within 30 minutes of the termination of the game in question. The grounds committee will adjudicate upon such protest.
- The official in charge of the ground, with or without the consultation of the grounds committee, has the power to give rulings on any eventuality not covered within these competition procedures.
- Such decisions, as well as officials' interpretations on any of these competition Laws and procedures, shall be final.



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Draft Draws

Rugby 7s draw sample

Draw structure - 15/16 years

- 2 x Pools of 5 teams
- 4 Pool games Day 1
- Top 2 teams each pool
- advance to Champ Pool
- 3 Champ pool games
- Finals 1v2 & 3v4
- Bottom 3 teams advance to Plate Pool
- Each team plays 3 cross
- Plate Pool games
- Plate Finals 1v2,3v4,5v6
- 8 Games each team
- 4 x Day 1
- 2 x Day 2
- 2 x Day 3

15-16 yrs TEAMS	15-16 yrs TEAMS
Pool A	Pool B
MET EAST (ME)	SOUTH COAST MAROON (SCM)
MET NORTH (MN)	MET WEST (MW)
DARLING DOWNS (DD)	SUNSHINE COAST (Sun)
WIDE BAY (WB)	CAPRICORNIA (Cap)
SOUTH COAST WHITE (SCW)	NORTHERN (Nor)

Draw structure – 17/18 years

- 1 Pool
- 6 pool games
- 1v2 GF 3v4 & 5v6
- 7 Games each team
- 4 x Day 2 & 3 x Day 3

17-18 yrs TEAMS
SOUTH COAST (SC)
MET EAST (ME)
MET WEST (MW)
SUNSHINE COAST (Sun)
DARLING DOWNS (DD)
MET NORTH (MN)
WIDE BAY (WB)

State Championship Rugby 7's draw sample:

Time	Game	Teams	Field
<i>7's Cup Tournament games: 2 x 7 minute halves – 1 minute half time break</i>			
10.00	7's Cup game 1	5 th Pool A 1 -v- 5 TH pool B 2	2
10.20	7's Cup game 2	5 TH Pool A 2 -v- 5 TH pool B 1	2
11.00	7's Cup game 3	5 TH Pool A1-v- 5 TH pool B 1	2
11.20	7's Cup game 4	5 TH Pool A 2 -v- 5 TH pool B 2	2



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Day 1

Category	Field	Time	Teams		
15-16yr Pool A	1	9.00	CAP		NOR
			ME	V	WB
15-16yr Pool B	1		STH C White	V	MN
		10.00	STH C Maroon	V	NOR
15-16yr Pool A	1		MW	V	CAP
			WB	V	DD
15-16yr Pool B	1	11.00	MN	V	ME
			SUN COAST	V	STH C Maroon
15-16yr Pool A	1		MW	V	NOR
		12.00	ME		STH C White
15-16yr Pool B	1		DD	V	MN
			SUN COAST	V	MW
15-16yr Pool A	1	1.00	CAP		STH C Maroon
			WB	V	MN
15-16yr Pool B	1		STH C White	V	DD
		2.00	SUN COAST	V	NOR
15-16yr Pool A	1				
			STH C Maroon	V	MW
15-16yr Pool B	1	3.00	DD	V	ME
			WB	V	STH C White
			SUN COAST	V	CAP

Day 2

Category	Field	Time	Teams		
17-19yr	1	9.00	SOUTH C	V	WB
			ME	V	MN
			MW	V	DD
15-16yr Champ Pool		10.00	1 ST POOL A	V	1 ST POOL B
			2 ND POOL A	V	2 ND POOL B
15-16yr Plate Pool			3 RD POOL A	V	3 RD POOL B
		11.00	4 TH POOL A	V	4 TH POOL B
			5 TH POOL A	V	5 TH POOL B
				V	
	2	10.00		V	
17-19yr			SUN COAST	V	WB
			ME	V	DD
		11.00	MW	V	MN
				V	
				V	
17-19yr	1	12.00	SOUTH C	V	DD
			ME	V	MW
			SUN COAST	V	MN
15-16yr Champ Pool	1	1.00	1 ST POOL A	V	2 ND POOL B
			2 ND POOL A	V	1 ST POOL B
15-16yr Plate Pool			3 RD POOL A		4 TH POOL B
		2.00	4 TH POOL A		5 TH POOL B
			5 TH POOL A		3 RD POOL B
17-19yr			SOUTH C	V	MW
	2	2.00	SUN COAST	V	DD
			WB	V	MN
		3.00			
17-19yr	1		SOUTH C	V	SUN COAST
			ME		WB



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Day 3

Category	Field	Time	Teams		
17-19yr	1	9.00	SOUTH C	V	ME
			DD	V	WB
			MW	V	SUN COAST
15-16yr Champ Pool	1	10.00	1 ST POOL A	V	2 ND POOL A
			1 ST POOL B	V	2 ND POOL B
15-16yr Plate Pool	1		3 RD POOL A	V	5 TH POOLB
		11.00	4 TH POOL A	V	3 RD POOL B
			5 TH POOL A	V	4 TH POOL B
17-19yr	2		DD	V	MN
		11.00	MW	V	WB
17-19yr	1		ME	V	SUN COAST
		12.00	SOUTH C	V	MN
15-16yr Plate Final	2		5 TH PLATE POOL	V	6 TH PLATE POOL
			3 RD PLATE POOL	V	4 TH PLATE POOL
17-19yr Finals	2	1.00	5 TH	V	6 TH
15-16yr Plate Final	1	1.00	1 ST PLATE POOL	V	2 ND PLATE POOL
17-19yr Final	1		3 RD	V	4 TH
15-16yr Champ Final	1		3 RD	V	4 TH
17-19yr GF	1	2.00	1 ST	V	2 ND
15-16yr Champ Final	1		1 ST	V	2 ND
Presentations					

Rugby Union 11-18 years Draw (MASTER)

POOL A	POOL B
A 1 = 1 st from previous year	B 2 = 2 nd from previous year
A 3 = 3 rd from previous year	B 4 = 4 th from previous year
A 5 = 5 th from previous year	B 6 = 6 th from previous year
A 7 = 7 th from previous year	B 8 = 8 th from previous year
A 9 = 9 th from previous year	B 10 = 10 th from previous year

THURSDAY - POOL GAMES DAY 1

All games: 2 x 20 minute halves – 5 minutes half-time break

TIME	GAME	FIELD 1 – POOL A	GAME	FIELD 2 – POOL B
9.30	1	A 7 v A 9	2	B 8 v B 10
10.30	3	A 1 v A 3	4	B 2 v B 6
11.30	5	A 9 v A 5	6	B 4 v B 8
1.00	7	A 3 v A 7	8	B 2 v B 10
2.00	9	A 1 v A 5	10	B 4 v B 6



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FRIDAY - POOL GAMES DAY 2

All games: 2 x 20 minute halves – 5 minutes half-time break				
TIME	GAME	FIELD 1 – POOL B	GAME	FIELD 2 – POOL A
9.30	11	B 8 v B 6	12	A 3 v A 9
10.30	13	B 4 v B 10	14	A 1 v A 7
11.30	15	B 2 v B 8	16	A 5 v A 3
1.00	17	B 10 v B 6	18	A 1 v A 9
2.00	19	B 2 v B 4	20	A 7 v A 5

SATURDAY – CROSS POOL PLAY – OFFS AND SEMI'S

All Cross Pool Play – off games: 11 – 12 yrs 2 x 20 min. 14 – 15 & 17 - 18 yrs 2 x 25 minute halves – 5 minutes half-time break				FIELD
9.30	21	9/10 play - off	5 th Pool A -v- 5 th Pool B	1
10.30	22	Cross Pool Play – off	4 th Pool A -v- 3 rd Pool B	1
11.30	23	Cross Pool Play – off	3 rd Pool A -v- 4 th Pool B	1
12.30	24	Semi - final	2 nd Pool A -v- 1 st . Pool B	1
1.30	25	Semi - final	1 st Pool A -v- 2 nd Pool B	1

SUNDAY – FINAL PLACINGS PLAY-OFFS AND FINAL

FIELD 1: All games: 11 – 12 yrs 2 x 20 min; 14 – 15 & 17 – 18 yrs 2 x 25 minute halves – 5 minutes half-time break			
8.30	26	7 – 10 cross pool	Loser of game 21 (10th overall) v 8th or 7th place overall (Whichever team they have not yet played)
9.30	27	7 – 10 cross pool	Winner of game 21 (9th overall) -v- 8th or 7th place overall (Whichever team they have not yet played)
10.30	28	Play – off 5 / 6	Winner of game 22 -v- Winner of game 23
11.30	29	Play – off 3 / 4	Loser of game 24 -v- Loser of game 25
1.00	30	Shield Final	Winner of game 24 -v- Winner of game 25
2.00	Closing Ceremony: Presentation of Shield Final Players of the Match; Life Members Regional Players and Official of the Championships awards; Country Cup /Plate (11 – 12 & 14 – 15 yrs) finalist medallions; Championship Shield, Announce Qld 1 and 2 teams (17 – 18 yrs Boys)		



Queensland Representative School Sport

Selection process and criteria

Selection Panel

- Chair of selectors
- Selectors from Regional Teams
- Additional independent selector (If required)

The chair of the selectors will be the:

- Queensland team coach or Manager
- Regional Team selectors

Additional independent selector

- An additional independent selector may be appointed if necessary.
- The IC must not be attached to any team at the competition.
- The cost of this person is included into the budget and will be included in the team levy.
- The preference is that this person is from the State Sporting organisation to ensure we continue to foster and build upon relationships

Prior to the Championship

1. Queensland School Sport advertises for Team Official positions
2. Successful applicants must complete the mandatory training prior to the State Championship
3. QRSS will communicate the Chair of Selectors to each region
4. Region will send the final team lists to the Chair of Selectors
5. As part of bulletin 2, Regions will request nominations for the panel of selectors
6. Chair of selectors will complete the selectors booklet for distribution at the Pre-Championship meeting

At the Championship

1. Chair of selectors establishes a roster for each game
2. At least one member of the selection panel must be present for each game
3. Each panel member must attempt to see part of each of the games (draw permitting)
4. Regional team officials must be consulted daily regarding selection
5. Notes must be kept for each athlete wishing to be selected

Schedule

Pre-Championship meeting

- Meet and discuss the selection booklet
- Establish the criteria
- Discuss the roster for each game

Day 1

- Game observations
- Regional team official consultation
- Preliminary selection meeting with the panel post last game
- Presentation of preliminary list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 2

- Game observations
- Regional team official consultation
- Selection meeting post last game
- Presentation of revised list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 3

- Game observations
- Regional team official consultation
- Presentation of final list of possible and probable athletes from each panel member
- Discussion regarding feedback from game observation and Regional team officials

Day 4

Prior to the Grand Final, the final team selection is made



Queensland Representative School Sport

Tracking Sheet

PLAYER IDENTIFICATION GAME SHEET

Please use this sheet to record numbers of players identified in each game viewed.

Region:			Region:		
Player #	Notes	Position	Player #	Notes	Position

Region:			Region:		
Player #	Notes	Position	Player #	Notes	Position



Queensland Representative School Sport

PLAYER IDENTIFICATION GAME SHEET

Please use this sheet to record numbers of players identified in each game viewed.

Region:			Region:		
Player #	Notes	Position	Player #	Notes	Position

Region:			Region:		
Player #	Notes	Position	Player #	Notes	Position



Queensland Representative School Sport

Player Rating Rubric – Rugby Union

	Isolated (1-5)	Marginal (6-10)	Acceptable (11-15)	Good (16-20)	Excellent (21-25)
	<i>Performance is basic. The player is able to participate to a minimum standard. Contribution to the performance is minimal</i>	<i>Performance is below average. Frequent errors when performing the skills</i>	<i>Performance is satisfactory. Tasks and skills are performed to an average standard.</i>	<i>Performance is at a good level. Some errors when performing the skill</i>	<i>Performance is at an excellent level. Minimal errors when performing the skill</i>
Attack	Isolated use of attack in terms of maintaining possession and progressing the ball forward through a combination of passing, offloads and carries.	Marginal use of attack in terms of maintaining possession and progressing the ball forward through a combination of passing, offloads and carries.	Acceptable use of attack in terms of maintaining possession and progressing the ball forward through a combination of passing, offloads and carries.	Good use of attack in terms of maintaining possession and progressing the ball forward through a combination of passing, offloads and carries.	Excellent use of attack in terms of maintaining possession and progressing the ball forward through a combination of passing, offloads and carries.
Defence	Isolated defence in terms of technique and field position.	Marginal defence in terms of technique and field position.	Acceptable defence in terms of technique and field position.	Good defence in terms of technique and field position.	Excellent defence in terms of technique and field position.

Player rating rubric – Rugby 7s

	Isolated (1-5)	Marginal (6-10)	Acceptable (11-15)	Good (16-20)	Excellent (21-25)
	<i>Performance is basic. The player is able to participate to a minimum standard. Contribution to the performance is minimal</i>	<i>Performance is below average. Frequent errors when performing the skills</i>	<i>Performance is satisfactory. Tasks and skills are performed to an average standard.</i>	<i>Performance is at a good level. Some errors when performing the skill</i>	<i>Performance is at an excellent level. Minimal errors when performing the skill</i>
Ball Skills	Isolated left and or right pass with some speed and or accuracy.	Left and or right pass with some speed and or accuracy.	Left and right pass with satisfactory speed and accuracy.	Left and right pass with good speed and accuracy.	Left and right pass with excellent speed and accuracy.
Defence	Isolated tackle completion and or technique.	Occasional effective tackle completion, and or technique.	Acceptable effective tackle completion, and technique.	Good effective tackle completion, and technique.	Excellent effective tackle completion, and technique.
Ruck	Isolated decision making and involvement at the ruck, and or encouraging force turn over.	Occasional decision making and involvement at the ruck, and or encouraging force turn over.	Acceptable decision making and involvement at the ruck, and or encouraging force turn over.	Good effective decision making and involvement at the ruck, encouraging force turn over.	Excellent effective decision making and involvement at the ruck, engaging force turn over.
Speed	Isolated speed in attack and or defence.	Occasional speed in attack and or defence.	Acceptable speed in attack and defence.	Good speed in attack and defence.	Excellent speed in attack and defence.

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Player rating rubric – general skills

	Isolated (1-5)	Marginal (6-10)	Acceptable (11-15)	Good (16-20)	Excellent (21-25)
Attitude and Coachability	Isolated positive and appropriate attitude towards team mates, match officials and coaching staff	Marginal positive and appropriate attitude towards team mates, match officials and coaching staff	Satisfactory positive and appropriate attitude towards team mates, match officials and coaching staff	Good positive and appropriate attitude towards team mates, match officials and coaching staff	Excellent positive and appropriate attitude towards team mates, match officials and coaching staff
Communication	Isolated use of appropriate language skills during game play	Marginal use of appropriate language skills during game play	Satisfactory use of appropriate language during a game play. Is able to articulate when necessary.	Good use of language during a game play. Effectively articulates to team mates during game play	Excellent use of language during a game play. Clear and accurate instructions to team mates during game play
Problem Solving	isolated application of movement concepts and strategies during game play	Marginal application of movement concepts and strategies during game play	Satisfactory application and transfer of movement concepts and strategies during game play	Effective application and transfer of movement concepts and strategies during game play	Excellent application and transfer of movement concepts and strategies during game play
Team work	isolated demonstration of leadership, fair play and cooperation during game play	Marginal demonstration of leadership, fair play and cooperation during game play	Satisfactory demonstration of leadership, fair play and cooperation during game play	Effective demonstration of leadership, fair play and cooperation during game play	Excellent demonstration of leadership, fair play and cooperation during game play