



2023 U10 DEVELOPMENT CARNIVAL

23-24 September 2023

WYNNUM RUGBY UNION CLUB

Elanora Park
Granada Street
Wynnum, Qld. 4178

GAME DAY DRAW



2023 U10 DEVELOPMENT CARNIVAL @ WYNNUM

20 min Halves - normal u10 game (12-a-side)

POOL A	POOL B	POOL C	POOL D
U10 South Green Army Ants	U10 South Red Redbacks	U10 East Purple Huntsmans	U10 East Yellow YellowJackets
U10 East Gold Hornets	U10 North Mint Scorpions	U10 North Cerise Black Widows	U10 North Silver Wasps
U10 West White Termites	U10 West Black Tarantulas	U10 West Blue Funnel Webs	U10 West Royal Fire Ants

SATURDAY

23 September 2023

Time	Game	Team	Team	Field No
9:00 AM	1	U10 South Green Army Ants	U10 West White Termites	1
9:15 AM	2	U10 South Red Redbacks	U10 North Mint Scorpions	2
9:50 AM	3	U10 East Purple Huntsmans	U10 West Blue Funnel Webs	1
10:05 AM	4	U10 East Yellow YellowJackets	U10 North Silver Wasps	2
10:40 AM	5	U10 East Gold Hornets	U10 South Green Army Ants	1
10:55 AM	6	U10 North Mint Scorpions	U10 West Black Tarantulas	2
11:30 AM	7	U10 North Cerise Black Widows	U10 East Purple Huntsmans	1
11:45 AM	8	U10 North Silver Wasps	U10 West Royal Fire Ants	2
11:30 - 1:00 PM	LUNCH			
12:45 PM	9	U10 West White Termites	U10 East Gold Hornets	1
1:00 PM	10	U10 South Red Redbacks	U10 West Black Tarantulas	2
1:35 PM	11	U10 West Blue Funnel Webs	U10 North Cerise Black Widows	1
1:50 PM	12	U10 West Royal Fire Ants	U10 East Yellow YellowJackets	2

SUNDAY**24 September 2023**

Time	Game	Team	Team	Field No
9:00 AM	13	Pool A (3)	Pool B (3)	1
9:00 AM	14	Pool C (3)	Pool D (3)	2
9:50 AM	15	Pool C (2)	Pool D (2)	1
9:50 AM	16	Pool A (2)	Pool B (2)	2
10:40 AM	17	Pool A (1)	Pool B (1)	1
10:40 AM	18	Pool C (1)	Pool D (1)	2
11:00 - 12:30 PM	LUNCH			
12:00 PM	20	Winner Game 13	Winner Game 14	1
12:00 PM	19	Loser Game 13	Loser Game 14	2
12:50 PM	22	Winner Game 15	Winner Game 16	1
12:50 PM	21	Loser Game 15	Loser Game 16	2
1:40 PM	24	Winner Game 17	Winner Game 18	1
1:40 PM	23	Loser Game 17	Loser Game 18	2

**FOR A BETTER WORLD**

FIELD MAP



Roped at field ends -players and officials only including technical zones and medics.



Bugs sausage sizzle & Coffee Van

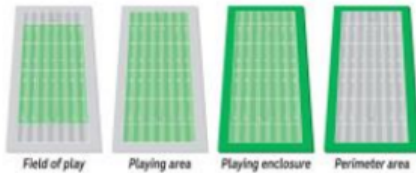
PLAYING ENCLOSURE INFORMATION

Law 1 – The Ground

The playing enclosure is detailed in Law 1 - Ground within the World Rugby laws of the game.

The playing enclosure is defined by a physical barrier that protects a 5 meter minimum perimeter area around the playing area.

Match hosts are responsible for ensuring that the venue setup complies with Law 1 before a match proceeds.



Coaches

Coaches are NOT permitted within the Playing Enclosure during match time. This includes the Playing Area and the Perimeter Area. Coaches MUST be behind the physical barrier.

There are specific law amendments in modified games such as Under 6 & 9 Rugby that may permit a coach identified by a branded bib, to be within the Field of Play performing a specific task.

TIP:

Consult with the venue coordinator for preferred positions for coaches to view matches. Remember as a registered participant you are bound by the Code of Conduct and Member Protection Policy.

Managers

Managers should not reside within the permitted within the Playing Enclosure.

Managers that are identified by a branded bib are permitted to move between directly between the playing enclosure entry and the substitution controller to assist with player movement. When finished they should immediately exit the Playing Enclosure.

TIP:

Consult with match manager and match official prior to the match for the controlling match official for substitutions and the preferred process for notifying and managing substitutions. Remember as a registered participant you are bound by the Code of Conduct and Member Protection Policy.

Trainers

Trainers are identified by a branded bib. They remain knelt or squatted within the technical zone and may only stand or leave the zone when the referee calls a stoppage in play. On penalties one (1) may provide a kicking tee but not water to the non-offending team.

TIP:

Read the section on Reserves with respect to permitted activities within the Playing Enclosure. Team personnel within the playing enclosure are not permitted to physically or verbally interact with match participants while the match is in play.

Technical Zone

A technical zone is an area no wider than 10m, deeper than 3m, that is clearly marked on the ground with a 2m set back from the field of play. The only personnel that are permitted within the technical zone are a maximum of 2 water carriers and 2 appropriately trained and certified medical personnel.

TIP:

These participants are to be knelt or squatted within the technical zone. They are not to be standing. No hard implements are to be within 5 meters of the playing field.

SANCTIONS

REGISTERED PARTICIPANTS

(Players, Coaches, Match Offices and Volunteers)

· Suspension Unregistered

UNREGISTERED PLAYERS

An order may be made to exclude any person from any venue or space under the control of the club, regional association, or union.

- Once made, further breaches may result in charges of trespassing.
- Persons who enter in breach of this direction will result in the club having to address the matter and possible consequences.

Other Personnel

The only other personnel permitted with the Playing Enclosure are the following additional match officials:

- Technical Zone Manager
- Substitution Controller

TIP:

Venue related staffs may be permitted with the enclosure with the approval of the Venue Manager.

Ground Marshal

A Ground Marshal is mandatory for every playing enclosure.

The Ground Marshal is primarily responsible for ensuring that the playing enclosure is reserved for authorised personnel. Where an unauthorised person enters the playing enclosure the Ground Marshal should follow this protocol:

1. IDENTIFY

- Identify yourself as the ground marshal and ask the person to immediately remove themselves from the playing enclosure
- If resisted ask the person to identify themselves by name and role
- Identify the match manager by name, contact details or location so any concerns can be dealt with external to the playing enclosure.

2. ALERT

- Alert the match manager of the unauthorized intrusion immediately.

3. RECORD

- Video or photograph the individual if they refuse to remove
- themselves or repeat this breach.

4. REPORT

- Make a full report of the breach as soon as practical

LAWS OF THE GAME: <https://laws.worldrugby.org/law=1>

COMPETITION RULES: Brisbane_Junior_Rugby_Competition_Rules_2023

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