



2023 U10 and U11 Development Carnival Rules and Judiciary

Carnival Personnel

U10/U11 Carnival Convenor	Ravin du Plessis	0460 444 500
U10/U11 Carnival Coordinator	Lindie Zwart-Theron	0402 925 869
Representative Rugby Coordinator	Lisa Miller	0416 294 971
U10 Host Club Carnival Supervisor	Ellis Taylor (Wynnum)	0410 782 908
U11 Host Club Carnival Supervisor	Tiki Tuapou (Redlands)	0439 628 636

Ethos of the Development Carnivals

The core ethos of these Carnivals is to give our junior players in this age group a positive experience playing rugby union, in a safe and supportive environment, regardless of skill level or which club they represent.

These Carnivals are a new introduction to 2023 and was established to develop the skill sets of our junior players, give them the opportunity to participate as regional teams against other regions in the BJRU competition, on the foundation of sportsmanship, enjoyment, and friendship, all while creating lifelong memories through rugby.

The BJRU would like to remind all clubs, parents, players, and team management that these are DEVELOPMENT CARNIVALS, and all players are randomly placed in their respective region teams (not based on teams / clubs or colours they played in).

Competition Rules

The Carnival is to be conducted using the 2023 Brisbane Junior Rugby Union Inc Competition Rules. Any variations to these rules are covered in the following paragraphs. These are development carnivals there will be no overall winners / champions / premiers. The final round of games is only to ensure all teams have the opportunity to play against a team of similar skill.

Laws of the Game

All matches will be played as per the Laws of the game for RAU U19 Rugby and U10-U12 Pathway Law variations notified by the BJRU for 2023.

Appendix A u10/u11 (will be used for u10 games – normal u10 game with 12-a-side) and

Appendix B u12 (will be used for u11 games – normal u12 game with 15-a-side)



Match Points System

Match Points will be awarded on the following basis:

Win – 4 points

Draw – 2 points

Loss – 0 Points

Forfeits / No Shows - -1 points

Match Officials & Ball Persons

Referees will be supplied by QRRA Juniors.

ARs (Assistant Referees / Touchies) need to be supplied by teams and must be adults and are not allowed to coach or give any instructions to players from the sideline.

Teams are to please supply a Ball Person for their games where possible to look after Match Balls.

Match Balls

BJRU will supply match balls for the games.

Player Equity & Player positions

Each player is to be given an equal opportunity to participate in the carnival and gain as much experience as possible. Realistically, some players will have more playing time than others due to injury and specialist positions as well as other circumstances that may arise.

Every player is to start in the run-on side for at least one game. Timing records are to be kept for checking at the end of Day 1 by BJRU Officials. Teams can record player movements through the match day app and/or complete the player movement sheet.

Players should be capable of participating in several positions to facilitate appropriate playing time. Jersey numbers are no indication of positions or player ranking within the team. Jerseys are to be allocated on best fit (size) and not position.

Duration of Matches & Injury Time

There is NO Injury Time allowed unless the Carnival Co-ordinator allows it in special circumstances such as a serious injury stopping a game and only then if it is practical.

There will be NO extra time in any of the pool matches and each game will be 20-minute halves with a 5-minute break for half time.

Extra Time

In the grand final match of the carnival if the points scored by the teams are equal at full time, an extra five (5) minutes each way shall be played to determine the winner.

One minute shall be allowed to change ends at full time and two minutes after the first period of extra time. The method of restart for each period will be a kick off at halfway, decided by a toss of the coin and then alternated for the second period.

If points scored by teams are equal after playing extra time, no further extra time shall be played and both teams declared JOINT WINNERS.

Determining Pool Positions

At the conclusion of the pool phase, the Teams in a pool are ranked on through to three / four based on their cumulative match points and identified respectively as 1st Place, 2nd Place, 3rd Place, etc.

Ladder Positions are determined as follows:

1. Total Match Points
2. Points Difference
3. Matches Won
4. Total Tries
5. Try Difference

If at the completion of the Pool phase, two teams have played each other resulting in a draw OR more than two teams are level on Match points, the following criteria will be used in the following order until one of the Teams can be determined as the higher ranked:

1. The winner of the match in the same carnival in which the tied Teams have played each other will be the higher ranked.
2. The Team which has the best difference between points scored for and points scored against in all its Pool Matches in the Carnival will be higher ranked.
 - a. Team which has scored most points in all its Pool Matches shall be higher ranked
 - b. Team which has scored most tries in all its Pool Matches shall be the higher ranked
 - c. Coin Toss

Teams will then play cross-pool Semi-Finals as illustrated in the draw.

Draw

As per the issued draw and can only be modified by the Carnival Convenor or the Carnival Co-ordinator in consultation with the BJRU Board.

Annexure C (U10 @ Wynnum) and Annexure D (U11 @ Redlands)

Team Management Responsibility and Side Line Behaviour

Coaches, Managers and Trainers are all reminded that there is a ZERO TOLERANCE policy for poor side-line behaviour. Coaches, Managers and Trainers ARE NOT to yell any comments from the side-line towards the referees or question any calls. NO Team Management / Parents are to engage with the referees at all, except to thank them for the game.

TEAM OFFICIALS ARE TO LEAD BY EXAMPLE – disparaging or questioning comments made around your team and players only encourage your players to do the same and disrespect the referee. This is not to happen. The referees are also young and learning the game. They will make mistakes, they are children. There are referee coaches working with the referees over the weekend. Leave the referees feedback to the referee coaches involved.

Teams must also ensure that all participating players and team management and parents comply with off-field conduct rules documented by the RA Code of Conduct.



Match Results

Both Team Managers are to submit their results and player statistics/incidents/injuries of their matches via the Rugby Match Day App and must finalise the game at Full Time via the Match Day App.

Complaints

All complaints must be submitted to the Carnival Co-ordinator in writing within 15 minutes of the completion of the match.

The Carnival Co-ordinator and 2 Members of the BJRU Board, or their representatives, will meet to decide all complaints.

Judiciary

The Judiciary Committee shall consist of a BJRU Life Member, or his representative and two other persons approved by the Board. Players sent off during a match may be required to appear before the Judiciary Committee within 20 minutes of the completion of the match.

Players are suspended from playing until there is an outcome of the hearing.

Lunches

Team lunches will be available for collection in the early morning – an announcement will be made on the day, at the respective venues. Due to the large volume of lunches, and how busy our hosts will be with catering to the crowds, we will be unable to use fridges/coldrooms at our host clubs.

Could we ask that you bring along an extra esky and ice, to put them in, as the day may be very hot.

Lunches include assorted sandwiches, juice boxes, muffins and fresh fruit, along with special lunches for those that indicated specific dietary requirements.

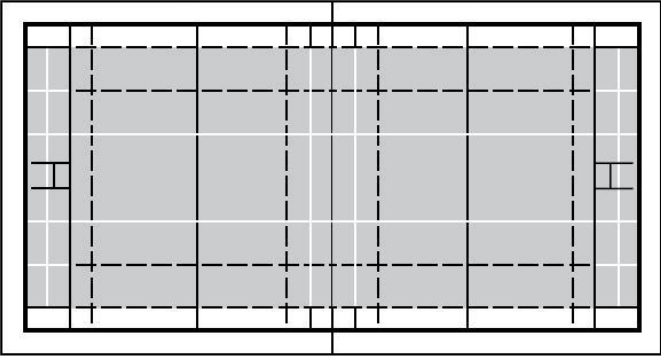
A BIG THANK YOU

- to our Competition / Carnivals Sponsor for 2023 – VISY
- to our u10 Development Carnival Host – Wynnum Rugby Union Club
- to our u11 Development Carnival Host – Redlands Rugby Union Club
- to all our training venue hosts – Sunnybank Rugby Club, Kenmore Rugby Club, Norths Rugby Club, Wynnum Rugby Club, Redlands Rugby Club and Albany Creek Rugby Club
- to all our players, parents, team officials and volunteers and staff

We wouldn't be able to run competitions / carnivals without your valuable assistance to the sport, so THANK YOU.

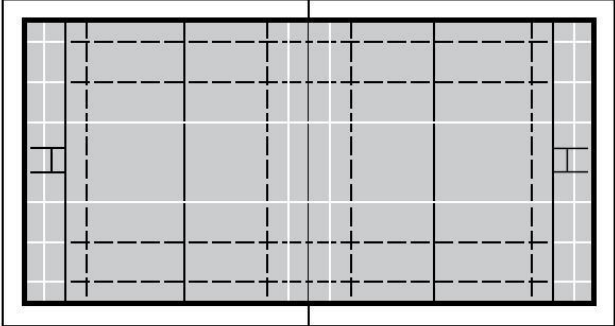
ENJOY the Carnivals. Wishing all the teams all the best and hoping the boys and girls participating will have the best time playing rugby, learning new skills and forming great friendships while paving the way to the next level of rugby.

Under 10 and Under 11 Game Modifications 2021

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed. (No premierships in BJRU competitions)
The Ground	<ul style="list-style-type: none"> ◆ 100m x 60m (ie full field minus 10m width) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 60m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 12 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 12 players during play, then teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If a team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number, but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 17 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 20 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line (ie 10 metres from the touch line). ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed. (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half- time or

	<p>full-time is called, the temporary suspension ends.</p> <ul style="list-style-type: none"> ◆ When a yellow or red card is issued, the player may be replaced. ◆ ‘Squeeze ball’ technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ If a kick-off or drop kick is unsuccessful in any way (eg. wrong kick, goes dead etc), another chance is provided, and if the second kick is also unsuccessful, then a scrum is awarded at the centre of the half way line or 22m line with the throw in to the non-infringing team.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 5 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower’s immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the line-out. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the line-out must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ If the throw is incorrect (eg not straight), the referee awards another lineout with the same team throwing in, so the players can get it right. If the second attempt is also incorrect, a scrum is awarded to the non-infringing team. ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 6 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players’ heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between ‘bind’ and ‘set’. ◆ A team must not push the scrum more than 1 metre (FK). ◆ No Number 8 moves allowed (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (eg even if the scrum-half has hands on the ball it is not out). ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.

Under 12 Game Modifications 2021

Competitions	<ul style="list-style-type: none"> ◆ Finals series, competition ladders and premierships allowed.
The Ground	<ul style="list-style-type: none"> ◆ 100m x 70m (ie usually full field) <p>Playing enclosure Minimum 5m clear area from playing area to roped boundary</p>  <p>Field of play 100m x 70m In-goal area 10m</p>
The Ball	<ul style="list-style-type: none"> ◆ Size 4
Number of Players	<ul style="list-style-type: none"> ◆ 15 players ◆ Teams MUST match numbers on the field during play. ◆ If either team has fewer than 15 players during play, teams must share players to get the maximum number of players on the field, while maintaining equal numbers. ◆ If one team has few or no reserve players, the coach or manager should inform the opposing team before the game starts that they may be required to share players at some point during the game. ◆ Rolling replacements are allowed and these are unlimited in number but can only be made when the ball is dead. ◆ It is recommended that the maximum size of a team's squad be 20 players.
Time	<ul style="list-style-type: none"> ◆ 2 x 25 min halves, 5 min half time. ◆ There is no time off for injury or other stoppages.
Scoring	<ul style="list-style-type: none"> ◆ A try is awarded 5 points. ◆ Drop Goals and Penalty Goals are not permitted. ◆ Conversions are taken on a line through the place where the try was scored, up to but not beyond the 15-metre line. ◆ Players may not charge a Conversion attempt.
Foul Play	<ul style="list-style-type: none"> ◆ No fending to the face or head allowed (PK). ◆ No jersey swinging tackles allowed (PK). ◆ A red card = sent off and cannot return. ◆ A yellow card = 5 mins in the sin-bin and if the time period has not expired when half-time or full-time is called, the temporary suspension ends.

	<ul style="list-style-type: none"> ◆ When a yellow or red card is issued, the player may be replaced. ◆ 'Squeeze ball' technique is illegal (PK).
Kick-off and Restarts	<ul style="list-style-type: none"> ◆ Kick-offs and restarts are drop kicks. ◆ No second chances for incorrect kick-offs or drop-outs.
Lineout Setup	<ul style="list-style-type: none"> ◆ No quick throw-ins allowed. ◆ 7 players from each team stand as catchers 1 metre from the opposition players in a single line 5 metres away from the touch line. ◆ The thrower of the team in possession stands on the line of touch. ◆ The thrower's immediate opponent must stand on their side between the lineout and the touch line, and 2 metres from the line of touch. ◆ There must be a receiver (scrum-half) 2 metres back from the lineout. The receiver may not switch positions or join the lineout until the ball is thrown. ◆ All other players not taking part in the lineout must be back at least 10 metres. ◆ If the setup is not right, the referee awards another lineout with the same team throwing in, so the players can get it right.
Lineout Play	<ul style="list-style-type: none"> ◆ No second chance if the throw is incorrect (ie not straight). ◆ There is no lifting or supporting allowed (FK).
Scrum Setup	<ul style="list-style-type: none"> ◆ 8 players from each team form the scrum. ◆ Both scrum-halves must stand on the same side of the scrum. ◆ All other players not taking part in the scrum must be back at least 5 metres. ◆ If the setup is not right, the referee awards another scrum with the same team throwing in, so the players can get it right.
Scrum Play	<ul style="list-style-type: none"> ◆ Scrum engagement sequence is CROUCH - BIND - SET. When crouched, the distance between opposing front rows should be close enough that players' heads are interlinked approximately ear to ear. There must be a clear non-verbal pause between 'bind' and 'set'. ◆ A team must not push the scrum more than 1 metre (FK).
Scrum Offside	<ul style="list-style-type: none"> ◆ The scrum is not over until the ball is completely out of the scrum (eg even if the scrum-half has hands on the ball it is not out). ◆ The defending scrum-half cannot go past the midline of the scrum and must stay within 1 metre of the scrum on the feeding side until it is over. ◆ Opposition players must stay onside or stay bound until the scrum is over. ◆ If players are offside, the referee awards a Penalty Kick.



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



2023 U11 DEVELOPMENT CARNIVAL @ REDLANDS

20 min Halves - playing 15-a-side (to go into u12 rugby)

POOL A	POOL B
U11 South Red Red Bellys	U11 South Green Tiger Snakes
U11 East Gold Taipans	U11 East Purple Cobras
U11 North Mint Anacondas	U11 North Cerise Vipers
U11 West Black Mambas	U11 West White Boas

SATURDAY

23 September 2023

Time	Game	Team	Team	Field No
10:00 AM	1	U11 South Red Red Bellys	U11 West Black Mambas	1 (John Lloyd)
10:20 AM	2	U11 East Gold Taipans	U11 North Mint Anacondas	2 (Tiki Tuapou)
11:00 AM	3	U11 South Green Tiger Snakes	U11 West White Boas	1 (John Lloyd)
11:20 AM	4	U11 East Purple Cobras	U11 North Cerise Vipers	2 (Tiki Tuapou)
11:00 - 12:30 PM	LUNCH			
12:30 PM	5	U11 North Mint Anacondas	U11 South Red Red Bellys	1 (John Lloyd)
12:50 PM	6	U11 West Black Mambas	U11 East Gold Taipans	2 (Tiki Tuapou)
1:30 PM	7	U11 North Cerise Vipers	U11 South Green Tiger Snakes	1 (John Lloyd)
1:50 PM	8	U11 West White Boas	U11 East Purple Cobras	2 (Tiki Tuapou)

SUNDAY

24 September 2023

Time	Game	Team	Team	Field No
10:00 AM	9	U11 South Red Red Bellys	U11 East Gold Taipans	1 (John Lloyd)
10:20 AM	10	U11 North Mint Anacondas	U11 West Black Mambas	2 (Tiki Tuapou)
11:00 AM	11	U11 South Green Tiger Snakes	U11 East Purple Cobras	1 (John Lloyd)
11:20 AM	12	U11 North Cerise Vipers	U11 West White Boas	2 (Tiki Tuapou)
11:00 - 12:30 PM	LUNCH			
12:30 PM	13	Pool A (4)	Pool B (4)	2 (Tiki Tuapou)
12:50 PM	14	Pool A (3)	Pool B (3)	1 (John Lloyd)
1:30 PM	15	Pool A (2)	Pool B (2)	2 (Tiki Tuapou)
1:50 PM	16	Pool A (1)	Pool B (1)	1 (John Lloyd)



U10 TEAM Photo Schedule @ Wynnum

SATURDAY 23 September 2023

		First Game of the Day
7:45 AM	U10 South Green Army Ants	9:00 AM
8:00 AM	U10 West White Termites	9:00 AM
8:15 AM	U10 South Red Redbacks	9:15 AM
8:30 AM	U10 North Mint Scorpions	9:15 AM
8:45 AM	U10 East Purple Huntsmans	9:50 AM
9:00 AM	U10 West Blue Funnel Webs	9:50 AM
9:15 AM	U10 East Yellow Yellow Jackets	10:05 AM
9:30 AM	U10 North Silver Wasps	10:05 AM
9:45 AM	U10 East Gold Hornets	10:40 AM
10:00 AM	U10 West Black Tarantulas	10:55 AM
10:15 AM	U10 North Cerise Black Widows	11:30 AM
10:30 AM	U10 West Royal Fire Ants	11:45 AM

U11 TEAM Photo Schedule @ Redlands

SUNDAY 24 September 2023

		First Game of the Day
8:30 AM	U11 South Red Red Bellys	10:00 AM
8:45 AM	U11 East Gold Taipans	10:00 AM
9:00 AM	U11 West Black Mambas	10:20 AM
9:15 AM	U11 North Mint Anacondas	10:20 AM
9:30 AM	U11 South Green Tiger Snakes	11:00 AM
9:45 AM	U11 East Purple Cobras	11:00 AM
10:00 AM	U11 West White Boas	11:20 AM
10:15 AM	U11 North Cerise Vipers	11:20 AM