



CASUARINA RUGBY UNION FOOTBALL CLUB

## COUNTRY OF HERITAGE

AUSTRALIAN BIRTH HERITAGE

17<sup>th</sup> SEPTEMBER 2011  
5:00pm AUSTAR 2

OVERSEAS BIRTH HERITAGE

## COUNTRY OF HERITAGE

The Club will host its 2<sup>nd</sup> Annual Country of Heritage match after the 2011 Rugby season on Saturday 17<sup>th</sup> September. This is intended to be a fun social match in which your Heritage will determine which team you play for.

The two teams will be made up of **Australian Birth Heritage** and **Overseas Birth Heritage** on your "mothers" side.  
**Example:** *If you were born in Australia but your mothers' heritage is Fijian, then you are eligible to play for the "Rest of the World". This is to ensure an evenness of players in the teams.* (Otherwise it may be overtly lopsided)

The game will be played in 4 x 20 minute quarters with modified laws to allow for a fun social game. It will be loosely based on Golden Oldies rules with unlimited interchange.

The game will be open to all registered players only for insurance purposes which may include invited player(s) from U17's as deemed by the Clubs Head Coach. The modified rules allows for members such as the Coaches and Managers to play without the prospect of possible injury.

### 10 simple rules for the match:

- Rule 1: Forwards can be Backs and Backs can be Forwards *(we know people can play both, this is not an issue)*
- Rule 2: Uncontested Scrums *(feeding team must win the ball)*
- Rule 3: Contested Lineouts *(lifting allowed including short lineouts or variations)*
- Rule 4: Contested Rucks *(however, must not to be over vigorous)*
- Rule 5: Any player penalised for an infringement will automatically be sent to the sin bin for a minimum of 1 minute. However that player can be replaced immediately to keep a full compliment of players on the paddock. *(This is to ensure a regular rotation of players so that everyone gets a bit of a run)*
- Rule 6: Any players who make a line break must pass the ball within 25 meters of their run. If you fail to pass or offload within the specified distance you will be penalised back where you started your run. You can't kick the ball. *(Rule 5 applies)*
- Rule 7: Before a try can be awarded it must have passed through at minimum, two sets of hands. ie: scrum move (89) is only one set of hands...an 898 is two sets of hands. *(After all we promote Rugby as a team sport and we want to involve as many people in the game as possible)*
- Rule 8: There will be no kicks at goal for penalties, no drop goals allowed and no kicks in general play outside of your respective quarters, this includes grubbers and chip kicks. *(Rule 5 applies)*  
No conversions are allowed.
- Rule 9: Kicking for touch is allowed for penalty infringements but no quick throw ins' are allowed.
- Rule 10: Tap kicks from penalties are allowed as are quick taps. However, if a second penalty arises from the first tap for the opposition being inside the 10, then a second quick tap can not be taken.

**REMEMBER THIS IS A SOCIAL GAME FOR EVERYONE TO ENJOY  
BUT WITH SOME PRIDE AT STAKE AS WELL**