

GENERAL INFORMATION

Lead Area:	RUGBY SERVICES
Lead Policy Title:	CONDUCT OF THE FINALS SERIES
Date last modified:	June 2020

SCOPE OF RESPONSIBILITY

The following provides clarity on the RUSA finals series, and what happens in the case of a draw at full-time of a match during the finals series.

Finals format will be determined on an annual basis by RUSA having sought consultation with the Competition Advisory Group (CAG). This format will be promulgated to Members as soon as reasonably practicable.

No Player or Match Official who is Financially Indebted to RUSA (particularly where that debt is not being actively serviced) will be eligible to participate in any Match in a Finals Series

1. Draw in any Junior or Senior Grade during finals (except for Premier Grade 1)

In any Junior or Senior Grade (except for Premier Grade 1) match conducted in a Finals Series (including the Grand Final) where the scores:

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
1.1	<p>EXTRA TIME Are equal at the end of the allotted period of play (excluding any injury time) then:</p> <ul style="list-style-type: none"> i) An extra period of five (5) minutes playing time each way, without an interval, will be played, being a total of ten (10) minutes; ii) Teams will change ends before the start of extra time and at the half-way point of extra-time; and iii) The period of extra time must commence not later than five (5) minutes after the end of the ordinary period of play. 	Match Official / Competition Manager
1.2	<p>Remain equal at the end of Extra Time (as described in 1.1), then:</p> <ul style="list-style-type: none"> i) The team participating in that Game which was allocated the highest position in the Minor Round points table will be declared the winner. 	Competition Manager

2. Draw in Premier Grade 1 during Finals

In any Premier Grade 1 Match conducted in a Finals Series (including the Grand Final) where the scores:

STEP	DESCRIPTION OF ACTION	RESPONSIBLE
2.1	<p>EXTRA TIME Are equal at the end of the allotted period of play (including any injury time) then:</p> <ul style="list-style-type: none"> i) An extra period of ten (10) minutes playing time each way, without an interval, will be played, being a total of twenty (20) minutes; ii) Teams will change ends before the start of extra time and at the half-way point of extra-time; and iii) The period of extra time must commence not later than five (5) minutes after the end of the ordinary period of play. 	Match Official / Competition Manager
2.2	<p>SUDDEN DEATH TIME Remain equal at the end of extra-time (as described in 2.1), then:</p> <ul style="list-style-type: none"> i) An extra period of up to five (5) minutes playing time, without an interval, will be played until one (1) team scores (also known as Sudden Death Time); ii) Teams will change ends before the start of Sudden Death Time; iii) Sudden Death Time must commence not later than five (5) minutes after the end of extra time; and iv) The first team to score during Sudden Death Time will be the winner. 	Match Official / Competition Manager
2.3	<p>Remain equal at the end of Sudden Death Time (as described in 2.2), then:</p> <ul style="list-style-type: none"> i) The team participating in that Game which was allocated the highest position in the Minor Round points table will be declared the winner. 	Competition Manager