



## Rugby Manitoba – 2018 Rules of Competition

### **Preamble:**

These Rules of Competition are intended to enhance, promote and improve competition throughout the various levels of rugby administered by Rugby Manitoba. The various levels of competition within the Rugby Manitoba provide the opportunity to play rugby at an appropriate level for all participants, taking into account the age, gender, skill and physical condition of the player. At all times these Rules of Competition shall be interpreted in a manner consistent with the principles of sportsmanship and of allowing for participation.

### **2018 RUGBY MANITOBA**

#### **Rules of Competition**

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## **1. JURISDICTION**

- 1.1 These Rules of Competition shall govern all clubs and players residing within or visiting the province of Manitoba and playing Rugby under the jurisdiction of Rugby Manitoba.
- 1.2 These Rules of Competition shall not limit clubs and players visiting the province of Manitoba at the invitation of Rugby Canada and playing fixtures under the jurisdiction, the management procedures and the expectations of World Rugby or Rugby Canada.
- 1.3 Unless otherwise stated herein, the playing of Rugby under these Rules of Competition shall be in accordance with the World Rugby Laws of the Game of Rugby Union and the World Rugby Playing Charter.
- 1.4 Rugby Manitoba delegates to the Competitions Committee (CC) the management of all Rugby Manitoba owned and sanctioned Competitions by providing and maintaining consistent Rules & Regulations.
- 1.5 The Composition of the CC is:
  - I. Rugby Manitoba Director of Leagues Convenor
  - II. One representative per club.
  - III. Any other member that the CC may determine is required for a specific purpose from time to time may be appointed as a non-voting member.
- 1.6 Issues that arise from time to time that are not specifically addressed in the Rules & Regulations shall be subject to the final authority of the Rugby MB Board of Directors.

## **2. PLAYER ELIGIBILITY**

- 2.1 All participants (Players, coaches, managers, referees, therapists, administrators and officials) must be registered with Rugby Canada and Rugby Manitoba through the Club of their choice prior to participation in any competition.
- 2.2 This registration confirms the relationship between the participant and the Club and the participant is deemed to be a member of the Club submitting the Participant's registration to Rugby Canada through Rugby Manitoba.
- 2.3 The registration process shall be as defined annually by Rugby Canada and Rugby Manitoba.
- 2.4 Clubs must ensure that all Participants are registered annually and that all dues and fees levied on Participants and Clubs are paid to Rugby Canada, and Rugby Manitoba through Rugby Manitoba.
- 2.5 Clubs failing to have all Participants registered by the deadlines set by Rugby Manitoba may be subject to sanctions as determined by the Rugby Manitoba Board of Directors.
- 2.6 All players wishing to play rugby under the jurisdiction of Rugby Manitoba must have registered with Rugby Manitoba prior to taking the field, by completing a Rugby Canada Registration and Waiver Form supplied to all clubs.
- 2.7 Only a player who is currently registered with Rugby Canada Insurance belonging to a club in Manitoba shall be able to participate in competitions organized, recognized or sanctioned by that union. A player may not be registered simultaneously with more than one provincial union. The union with which he/she was initially registered shall determine the status of a player.
- 2.8 Age Exemptions. Senior Players must be at least the age of 18 years for all Manitoba Divisions. Players the age of 16 (turning 17 that year) and 17 may apply for an underage player exemption which may or may not be approved by the exemption committee. Any team caught playing an unapproved underage player in the senior leagues will result in an automatic default of games and further sanctions by Rugby Manitoba
- 2.9. Regardless of age, a student attending a High School fielding a high school league rugby team, is ineligible to participate in senior league club play until such time as the high school league team has concluded its season on June 6, 2018. In the event a school does not field a high school league rugby team, an exemption application may be submitted at any time to the competitions committee for consideration and that player may participate in Senior league play as there is no school team available.



2.10 TEAM ENTRY POLICY -League Policy applies to both Sr. Men's and Senior Women's 15s Leagues.

- 2.10ai A club is permitted to enter one or more team(s) only in a 1<sup>st</sup> division structure
- 2.10aiaii A club is permitted to enter one or more team(s) only in a 2<sup>nd</sup> division structure
- 2.10aiaiii To enter a men's club team in either a 1<sup>st</sup> or 2<sup>nd</sup> division structure, a club must demonstrate a membership of not less than **23** registered players by the 2018 registration deadline of April 30, 2018.
- 2.10aiaiv To enter a women's club team in either a 1<sup>st</sup> or 2<sup>nd</sup> division structure, a club must demonstrate a membership of not less than **21** registered players by the 2018 registration deadline of April 30, 2018.
- 2.10aiaav To enter a second men's club team in either the 1<sup>st</sup> or 2<sup>nd</sup> division structure, a club must demonstrate a membership of not less than **35** registered players by the 2018 registration deadline of April 30, 2018.
- 2.10aiaavi To enter a second women's club team in the women's division structure, a club must demonstrate a membership of not less than **32** registered players by the 2018 registration deadline of April 30, 2018
- 2.10aiaavii To enter a men's third club team in either the 1<sup>st</sup> or 2<sup>nd</sup> division structures, a club must demonstrate a membership of not less than **45** registered players by the 2018 registration deadline of April 30, 2018.
- 2.10aiaaviii Rugby Manitoba, as a ruling body, reserves the right to examine compliance with 2:10ai – 2:10aiaavii on a case by case basis, on their merit and at that time if teams who fail to meet the minimum number requirements by the entry deadline but were close to obtaining those numbers, will be required to post a performance bond in the amount of \$350. Teams failing to meet minimum numbers may be subject to further penalties. In the event a team forfeits or defaults a single game that season, the performance bond will be kept by Rugby Manitoba as well as the regular penalties and fines as outlined in the 2018 Rules of Competition for forfeits and Defaults.

### 3. **ELIGIBILITY OF GUEST & VISITING PLAYERS:**

Note: The Rugby Canada 2 week Temporary Player Registration does not classify as being registered for a season.

3.1 RUGBY CANADA TEMPORARY REGISTRATION (15 DAY PERIOD) - A player may register to play in Manitoba for a 2 week period under the Rugby Canada Temporary Registration process. The following points will need to be followed:

- i. The Player must be registered with a temporary registration prior player taking the field for contact practices and games.
- ii. A player may only use the Temporary Registration process once in a season.
- iii. A payment provided and made payable to the registration system Rugby Manitoba uses for each application.
- iv. Nonresidents of Canada will need to provide the Union that they wish to play under a copy of their personal Medical Insurance cover.

Once the above 4 points have been completed the player is permitted to take the field within with the club that the visiting player will be representing.

*Visitor Registrations are not valid for any play-off games.*

### 3.2 A GUEST PLAYERS REGISTERED TO OTHER PROVINCIAL UNIONS

A player registered to another Rugby Canada provincial union may in the same season play in Manitoba as a guest player under the following conditions:

- i. A letter must be provided to both provincial unions explaining the players visit including the dates of the visit no less than seven (7) days prior to the player taking the field for practice and games).
- ii. A copy of the players existing signed Rugby Canada registration form must be provided to Rugby Manitoba.
- iii. All guest players must be in good standing with their existing Provincial or Sub –Union and a letter stating as such needs to be provided.



Once the above 3 points have been met the player will be issued notice of approval by Rugby Manitoba to the club that the guest player will be representing.

*A Guest Player will not be eligible for any play-off games.*

#### **4. PLAYER TRANSFERS AND RELEASES**

"Transfer" means a permanent move by a participant from one club to another. A transfer requires the completion of a Rugby Canada Transfer/Release Form or other approved documentation.

"Release" means that a club has agreed to end the registration of a participant with that club and have completed a Rugby Canada Player Transfer/Release Form, or other approved documentation, and provided a copy of the completed Form to Rugby Manitoba.

4.1 Participants remain registered to their most recent Club until that Club grants them a Transfer, or Release, even if a current registration form is not on file with Rugby Canada, or Rugby Manitoba.

4.2 In order to obtain a Transfer, or a Release, Participants must be in good standing with Rugby Canada, Rugby Manitoba and their Club.

4.3 Players transferring from another club or province must complete a transfer using the online system. Additionally, the club registrars will use the online registration system to generate a player transfer request which will automatically go to the Rugby MB office. The club registrar is responsible for making sure the newly transferred member's contact information is up to date. The player transfer will not be approved until the paper work or e-mail is received. A Participant seeking a Transfer or a Release, who has not cleared up any financial obligation to the Club, is not eligible to participate with any other Club until all debts have been cleared.

4.4 Players shall only be allowed to transfer from one club to another up until 4 weeks prior to playoffs within that division of that year.

4.5 A copy of a clearance must be sent to the Rugby Manitoba office, the proposed club, and a further copy must remain in the possession of the player's current club.

4.6 A player's current club shall not consent to the issue of a clearance if that player is under suspension on disciplinary grounds, unless such suspension is for a period of five weeks or less and the new club has confirmed in writing that a suspension for an equal period of the balance of the suspension will be imposed on the player in the competition(s) for which the new club/union is to register him/her.

4.7 A player shall not be allowed to make more than one transfer in any one season.

#### **5. CLUB RESPONSIBILITIES**

5.1 Each year, every club shall provide to the Rugby Manitoba office the following information;

i. A list of the club's executive including positions held, e-mail addresses and a comprehensive list of contact telephone numbers.

ii. The number of teams which the club will enter in the coming season, and the divisions in which they wish to compete.

iii. An address, fax number and email at which information can be forwarded to the club.

iv. A representative to sit on the competitions committee who is accessible during the day by email.

5.2 Every club shall ensure that their members are aware of these Rules of Competition and that their club abides by them.

5.3 All incoming or outgoing tours involving a member club shall require the approval of Rugby Manitoba. Tours shall be reported to Rugby Manitoba not less than 30 days in advance of the intended arrival or departure date. In the case of a tour involving participation in a single tournament by an incoming or outgoing team, 3 days prior notice is required. The written submission will include, at a minimum, the following information.



- i. Duration of the tour.
- ii. Size and membership of the touring party.
- iii. The name and number of the local contact person responsible for the tour party.

## **6. TEAM RESPONSIBILITIES**

- 6.1 In the event of the non-appointment (or non-arrival) of an officially appointed assistant referee, each team shall supply one assistant referee for the game being played. Where no assistant referee is available the team failing to provide the assistant referee shall have one of their players act as a touch judge.
- 6.2 Each team shall supply at least one match ball, it being the home team's choice as to which balls are used.
- 6.3 The home team shall ensure that the League Convenor has been notified not less than 72 hours in advance of the kick-off of any changes to the location or start time of the game. It will not be acknowledged that the message has been received unless the contact is made personally and the party (or parties) receiving the message acknowledges the fact. Leaving a telephone message on a recorder will not suffice.
- 6.4 The home team shall ensure that the field is properly marked in accordance with the World Rugby Laws of the Game of Rugby (Law 1 – The Ground). The home team will also ensure that the goal posts are properly protected.
- 6.5 The home team shall have a barrier not less than 6 feet from the touchline of each side of the field to keep spectators from the touchline.
- 6.6 The home team must supply adequate change and bathroom facilities.
- 6.7 The home team shall complete a game sheet, segregating starting players from substitutes (and specifically identifying front row players and injured players). It is the home team's responsibility to provide the game sheet to the visiting team for completion at least thirty minutes prior to kick-off.
- 6.8 The visiting team shall complete the game sheet, segregating starting players from substitutes (and specifically identifying front row players and guest players) and provide it to the referee prior to kick-off.
- 6.9 At the conclusion of the match, the referee will complete his or her portion of the game sheet and return the game sheet to the winning team or, in the event of a tie, the home team. The winning team or, in the event of a tie, the home team shall submit the game sheet and final score the League Convenor within 24 hours of completion of the game.

## **7. REFEREE'S & GAME MANAGER RESPONSIBILITIES**

(Refer to 6.9 above)

- 7.1 Prior to the commencement of a match, the Referee or an Assistant Referee will check that the game sheet has been satisfactorily completed. The referee can refuse to start a game if a completed game sheet has not been provided to the Game Manager (team managers).
- 7.2 The referee shall complete and submit a Discipline Report to the Discipline Director with respect to any send-off or any incident requiring a Discipline Report within 24 hours of the completion of the match. In accordance with Rugby Manitoba Discipline Guidelines and Procedures a send-off that involved input from an Assistant Referee it is that Assistant Referee responsibility to submit a second report within 24 hours.
- 7.3 The referee must be appointed by, and registered with the Manitoba Association of Rugby Referee's society (MARR). In exceptional cases an appropriately accredited visiting referee may be appointed by MARR.
- 7.4 At the conclusion of the match, the referee shall enter on the game sheet the final score, the number of tries scored by each team, disciplinary actions and return the game sheet to the winning team or, in the event of a tie, the home team.
- 7.5 The referee retains discretion over safety and has the option to refuse to commence a game (or the option of refusing to continue with an already commenced game) in the case of an unsafe playing environment.
- 7.6 The referee should note on the game sheet, clubs with inadequate playing facilities such as field markings, incorrect dimensions, inadequate equipment, lack of spectator barriers, etc. and that club will be subject to the following repercussions: -



- i. First referee's report - Warning
- ii. Second referee's report - 2 points from the offending team
- iii. Third referee's report - 2 points from all teams in club
- iv. Fourth report - No more games to played at that facility

## **8. PLAYER'S DRESS**

- 8.1 Players shall wear kit consisting of jerseys, shorts and stockings of a uniform color with that of their team.
- 8.2 The referee of the match shall be the sole judge of whether any equipment, including but not limited to footwear, headgear and body padding or bracing, is acceptable (Law 4 – Players' Clothing). In the event such equipment is not acceptable to the referee of the match, the offending equipment shall not be worn in the match.
- 8.3 All kits for all Division matches shall contain 23 jerseys that shall be numbered from 1 to 23.
- 8.4 In the event the home and visiting teams have jerseys which in the opinion of the referee of the match are too similar in appearance, the home team shall change their jerseys to the satisfaction of the referee of the match.

## **9. SUBSTITUTIONS**

- 9.1 A team must include suitably trained/experienced players as follows (Law 3 – Number of Players – The Team.
- 3.5 Suitably Trained and Experienced Players in the Front Row).
  - i. If a team nominates 15 or fewer players it MUST have at least three (3) players who can play in front row positions
  - ii. If a team nominates 16, 17 or 18 players it MUST have at least four (4) players who can play in front row positions
  - iii. If a team nominates 19, 20, 21 or 22 players it MUST have at least five (5) players who can play in front row positions
  - iii. If a team nominates 23, 24, or 25 players it MUST have at least six (6) players who can play in front row positions
  - iv. If a team nominates 26, or 27 players it MUST have at least seven (6) players who can play in front row positions, and one (1) player who can play lock
  - vi. When 22 or 23 players are nominated in a team there must be sufficient front row players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement in any front row position is required, the team can continue to play safely with contested scrums.
  - vii. Where uncontested scrums are ordered as a result of there being no suitably trained and experienced front row replacement for any reason, the team concerned shall not be entitled to replace the player whose departure caused uncontested scrums.
- 9.2 Substitutions and replacements shall be in accordance with the WORLD RUGBY Laws of the Game of Rugby Union (Law 3).
- 9.3 For reasons pertaining to safety, risk management and legal liability, WORLD RUGBY Law 3.7 must be enforced. No player may return to the field after being substituted off with exception of:
  - Exception 1: a substituted player may replace a player with a bleeding or open wound.
  - Exception 2: a substituted player may replace a front row player when injured, temporarily suspended or sent off.
- 9.4 Men's Division 2 and Women's Division 15 a side Senior Leagues shall be in accordance with the Laws of the Game and the 2018 Rugby Manitoba Rules and Regulations, where ten (10) substitutions shall be allowed during regular season and eight (8) substitutions during playoffs.
- 9.5 Gentleman's agreement – coaches of a team with more than 10 substitutions in regular season may be permitted to speak to the coach of the other team and request more substitutions. If the other team agrees, then they must approach the referee prior to kickoff and inform the referee of the agreement. If any party refuses (which is within their right), then section 9.4 of the Rules of Competition are used.



9.5 Division 1 Men's and Division 1 Women's 15 a side Senior Leagues shall be in accordance with the Laws of the Game and the 2018 Rugby Manitoba Rules and Regulations, where eight (8) substitutions shall be allowed during regular season and eight (8) substitutions in playoffs.

9.6 Division 2 Men's and Division 2 Women's 15 a side Senior Leagues shall be in accordance with the Laws of the Game and the 2016 Rugby Manitoba Rules and Regulations, where ten (10) substitutions shall be allowed during regular season and eight (8) substitutions in playoffs. Rolling Substitutions will be permitted in regular season, not during playoffs.

9.7 **Rolling Substitutions** – Division 2 Men & Women - A maximum of 10 substitutions per team per match will be allowed when there are 6 or less players permitted on the bench and a maximum of 12 substitutions when there are 7 or more players permitted on the bench.

2. Substitutions under this Exception 3 shall **not** include blood replacements.

3. Substitutions under this Exception 3 shall include injuries; indeed **any time one player replaces another player from the same team** other than front-row replacements required after a yellow card (see (viii) below).

4. When a player is sent from the field of play under a red card, which is not a substitution.

5. When a player is temporarily suspended under a yellow card and leaves the field of play, which is not a substitution.

6. When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on, that does NOT count as a substitution. If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field, which does NOT count as a substitution. Player B returning to the field of play is also NOT a substitution. If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning, that IS a substitution.

7. After all 12 substitutions have been made, no other substitutions will be allowed for whatever reason including injuries. If, after the 12 substitutions have been made there is any reason for a player to leave the field of play, the team must play on with one less player. Uncontested scrums will apply if this involves a front-row player.

8. Any substitution of a front-row player must be on a positional like for like basis in accordance with Law 3.5 unless any such player has already left the field of play due to being so injured that it would be unwise for him to continue playing.

9. Any substitute who takes the field of play immediately following the awarding of a penalty kick to his team shall not be permitted to kick at goal until after that penalty kick has been taken.

10. It shall be for the Union to determine who shall be responsible for administering and counting the substitutions and how. An optional Procedural Guideline follows.

11. Unless specified differently in this Exception 3, all of Law 3 shall apply to rolling substitutions.

## **10. LENGTH OF GAME**

10.1 All regular season senior 15 a side games shall consist of two forty (40) minute halves with a half-time break of five (5) minutes. There will be no overtime. Time will be running time in regular season.

10.2 If for any reason a match does NOT start at the official commencement time, the remaining time for these matches shall be divided equally after allowing for a five (5) minute interval between matches and an appropriate half-time interval so that succeeding matches may start on time

A referee has the power to abandon a game at any time if, in his opinion, the game should not continue to full time. The referee must report the reasons for making this decision to Rugby Manitoba in which the game was played in. A game shall be deemed abandoned if it cannot be completed due to unforeseen circumstances - e.g. Weather conditions, medical emergencies:

If the playing time amounts to less than forty minutes then the game shall be rescheduled, although this is not mandatory of the result would have no bearing on any league or other competition standings.

The referee shall be the sole judge of the amount of time played in the game.



This regulation does NOT apply to games ended by the referee because of disciplinary problems on or off the field.

## **11. POSTPONEMENTS**

11.1 A game may be postponed and played at a later date, in its entirety, in the following circumstances.

i. Where weather conditions, in the opinion of the referee of the match, make the proper and safe play of the game impossible.

ii. Where a game that has commenced cannot be completed due to circumstances beyond the control of either team.

iii. Where a club has submitted a formal written request (by email/fax) for a postponement of a game to the provincial union. The written request must:

- be received at least seven (7) days in advance of the scheduled match;
- identify the justification for the postponement request and,
- not be based upon an assumption that an automatic postponement will be approved by the union.

11.2 The re-scheduling of a postponed game shall be done by the agreement between the opposing teams and the new date submitted within 7 days; however, in the event of disagreement between the opposing teams, the League Convenor shall re-schedule the game, with preference given to the non-postponing team and the availability of the appointed match officials.

11.3 A game will not be postponed due to players being on representative duties (e.g. National Festival or Super league)

## **12. FORFEITS and DEFAULTS**

### **FORFEITS**

12.1 A club shall be considered to have forfeited a game in the following circumstances:

i. Failure on the part of the home team, in the referee's discretion, to provide adequate field markings and equipment in accordance with these Rules of Competition and in accordance with the WORLD RUGBY Laws of the Game of Rugby Union.

ii. Failure to appear for a game at the scheduled time provided that the opposition, the referee and the union in which the game is to have been played are notified not less than 48 hours in advance of the scheduled kick-off that the team will be unable to appear.

iii. A club which is declared to have forfeited a game shall pay a MINIMUM fine of \$150 to Rugby Manitoba on the first offence and a MAXIMUM fine of \$200 on repeat offences.

12.2 The score of a forfeited game shall be 20-0 in favour of the non-cancelling team and non-cancelling team will be awarded five (5) points for a bonus win. 2 (2) points shall be subtracted from the cancelling team.

12.3 The next scheduled league game between the two teams in question (whether in the same league year or carried over to the following year) will be played at the non-cancelling team's venue.

### **DEFAULTS**

12.3 A club shall be considered to have defaulted a game in the following circumstances.

i. A team does not show up at the time and place of their scheduled game according to the approved fixture schedule posted on the Rugby Manitoba Website.

ii. A team does not have a minimum of 12 players on the field and the referee is ready to commence the game by not later than 20 minutes after the scheduled kick-off time for a game.

iii Regulation 12.3 ii shall apply for all games where the two clubs are located within 50 kilometers of each other. For clubs located more than 50 kilometers apart the time will be extended to one hour provided the travelling club has made an effort to inform the home team of unexpected travel delays.

iv. A team plays an ineligible or unregistered player as defined by these Rules and Regulations

12.4 A club that is declared to have defaulted a game shall be subject to the following sanctions.

i. Four (4) points shall be deducted from the league standings for that team.



ii. The club shall forthwith pay a MINIMUM fine of \$200 on first offence, \$250 on second offenses and \$300 on third and fourth offenses to Rugby Manitoba for local games (i.e. Winnipeg vs. Winnipeg based team) and \$250 on the first offense, \$300 on the second offense and \$350 on the third and fourth offenses if travel was involved (i.e. Brandon vs. Winnipeg based games). Additional fines may be levied at the discretion of the union. iii. Elimination from any tie breaker situations for play-offs in the division in which the default occurred.

12.5 The score of a defaulted game shall be 20-0 in favour of the non-defaulting team and non-defaulting team will be awarded five (5) points for a bonus win. Four (4) points will also be subtracted from the offending team. A game sheet must be submitted, by the non-defaulting team, to the union within 24 hours of the game.

12.6 A club that has more than four defaults in the same division in the course of a season shall have their team in that division dropped from the division for the remainder of the season.

12.7 Clubs that default games during the playoffs shall be subject to a \$1,000.00 fine for each game defaulted.

12.8 The next scheduled league game between the two teams in question (whether in the same league year or carried over to the following year) will be played at the non-offending team's venue.

### **WITHDRAWING FROM THE 2018 SEASON**

Any team who cannot complete the season and drops out after June 30, 2018 shall be fined \$1000 by the union.

### **13. DIVISION STANDINGS**

13.1 Points shall be awarded in league standings as follows:

i. Win 4 points

ii. Draw 2 points

iii. Loss 0 points

iv. Win by Forfeit/Default 5 points

Bonus points awarded

v. 4 tries or more in a game 1 point

vi. Loss by 7 points or less 1 point

Bonus points will be awarded only if clearly marked by the match official on the official Rugby Manitoba game sheet. A draw is not considered as a loss by 7 points or less.

vii. Minus 2 points for a team that forfeits a game

viii. Minus 4 points for a team that defaults a game

### **13.2 GAME SHEETS**

The winning team must submit the game sheet within 24 hours of the game. The score must be called or texted in to the league Convenor immediately following the game. In the event of a tie, it is the home team's responsibility to perform this role. Scores are considered official by game sheet only.

Failure to submit the game sheets within 24 hours will result in the game being recorded as "not played" and a 0-0 score will be entered.

Game sheets are to be submitted to the League Convenor. They can be submitted in person, emailed to [arleighmack@gmail.com](mailto:arleighmack@gmail.com) (within 24 hours) to (204) 480-4194. Calling or texting in the score\game sheet can be submitted to 204-791-0779.

13.3 Clubs shall have 14 days from the posting of game scores on the website, to notify the League Convenor in writing of any error in the game score posted. Posted game scores shall stand as correct in the final league standings if errors are not identified in writing within 14 days.

13.4 In the event of a tie in the standings at the conclusion of the regular season the following tie breaking formula shall apply to determine the higher placed team. The formula is to be applied in the following sequence (from i to vii). Once the tie is broken the remainder of the sequence becomes irrelevant.

i. Any team with a forfeit or default in the applicable season shall be eliminated from the tie breaking formula for that season.

ii. The team with the best win/loss record between the two teams that are tied.



- iii. The team with the highest net points (points for minus points against) scored in the games between the two teams that are tied.
- iv. The team with the highest total points scored in the games between the two teams that are tied.
- v. The team with the highest average net points (points for minus points against) in regular league play.
- vi. The team with the highest average total points scored in regular league play
- vii. The winner of a play-off between the teams tied.

#### **14. PLAY-OFFS**

- 14.1 The home team in the play-offs shall be the team with the higher placing in the final league standings.
- 14.2 The home team will have the option of playing their first round playoff game at their home field or at Rugby Manitoba's main facility. All subsequent playoff round locations will be determined by Rugby Manitoba.
- 14.3 The home team for the Provincial final game shall be the team with the higher placement in the semi final games.
- 14.5 All Provincial finals shall be played at the main facility determined by Rugby Manitoba.
- 14.6 In the event a play-off game for a senior men or women's division is tied at the end of regulation time, the following overtime format shall be used:
- i. A coin toss shall be held to determine selection of ends and kick-off.
  - ii. Two 10-minute overtime halves shall be played, with a 5-minute break between halves and changing of ends at the half.
  - iii. Should the game still be tied at the end of the first 2 overtime halves, the teams shall continue to play successive sudden death 10 minute periods, with 5 minute breaks and the switching of ends between periods, the first team to score being declared the winner.
- 14.7 In the event a tied game being conducted in accordance with Under 19 Laws, kicks at goal shall be taken as per the Rugby Canada National Championship Policy.
- 14.8 Player eligibility for play-off games shall, in addition to the criteria set out elsewhere in these Rules and Regulations, be determined as follows.
- i. Participants must be registered with Rugby Manitoba and have played in three regular league games for his\her Club in the current season in order to be eligible to play in the playoffs. The games played must occur on different dates. Playing two games at different divisional levels on the same date shall not count as two games towards the three game requirements. Request for dispensation of the "three game rule" may be made to the Competitions Committee up to 14 days prior to the first play-off date. Grounds for dispensation may include, but are not limited to, return from injury or illness, participation on national teams and other circumstances beyond the control of the player.
  - ii. Any player who starts a play-off game or permanently replaces a player who started a play-off game is ineligible to play in a lower division for the remainder of the play-offs; however, the player may move up in divisions. A player who takes the field as a temporary replacement remains eligible to play in a lower division unless the temporary replacement becomes a permanent replacement by virtue of the temporarily replaced player not returning to the field of play within the allotted time (as prescribed by the WORLD RUGBY Laws of the Game of Rugby Union) or the temporary replacement being sent off for foul play.
  - iii. For registration monitoring purposes, teams playing in a play-off game must submit to the Rugby Manitoba office by Friday morning at 9 am, prior to that team's game, a squad list of all potential players playing in that game and only those players listed will be eligible to play for that team in the game
- 14.8 No player shall play for more than one club during the play-offs in any given year.

#### **15. SANCTIONED TOURNAMENTS**

- 15.1 All tournaments that are sanctioned by Rugby Manitoba must comply with the following minimum requirements:



- i. The cut-off for registration of teams to the tournament shall be no later than 9:00 a.m. on the day of the tournament date.
- ii. Each team entered must complete a team registration sheet by no later than the commencement of the tournament's first game, listing all of the players they may use in the tournament.
- iii. A competition schedule, inclusive of game times and the draw, shall be posted at the tournament facility by no later than 45 minutes prior to the tournament's first game.

15.2 Rugby Manitoba reserves the right to impose additional requirements to those listed in the paragraph 15.1 above on the organizers of a tournament for which official sanctioning are requested.

15.3 Only Rugby Manitoba registered teams may automatically compete in sanctioned tournaments. It is the tournament organizing committee's responsibility to seek visiting team permission for out of province competitors (refer to Regulation 5.3).

15.4 All tournaments sanctioned by Rugby Manitoba are to be refereed by Rugby Manitoba sanctioned Match Officials (refer to Regulation 7.3).

## **16. SPECTATOR CONTROLS**

16.1 The behaviour of spectators remains the responsibility of both teams. Rugby Manitoba has the right and the responsibility to sanction offending individuals and/or their Club.

16.2 Spectators who, in the sole discretion of the union or provincial executive or the referee of the match, are acting in an offensive or unruly manner shall be removed to a distance of not less than 100 meters from the playing enclosure.

16.3 Consumption of alcohol outside of the designated areas of the premises is strictly prohibited and may result in sanctions being imposed against the offending party and/or their Club.

16.4 Offensive or abusive conduct towards the provincial union executive, referees, touch judges, players and other spectators or participants in the game of Rugby at any event held under the jurisdiction of the provincial union may result in sanctions being imposed against the offending party and/or their Club.

Offensive and/or abusive behaviour will be administered by Rugby Manitoba. Such disciplinary Procedures will be initiated by an incident report being submitted by an interested party in writing (letter, e-mail or fax), preferably within 24 hours as per the Rugby Manitoba Discipline Guidelines and Procedures (Paragraph 3.3). The submission of an incident report after 24 hours shall not automatically preclude Rugby Manitoba from taking action.

16.5 The only parties allowed inside the playing enclosure should be:

- i. The players
- ii. The referee and touch judges
- iii. The physiotherapist for each team

Substitute players, team coaches and other team management staff must remain outside the playing enclosure.

16.6 The use of illegal drugs on the premises of the union and their member Club's is strictly prohibited and, in addition to any sanctions at law may result in sanctions being imposed against the offending party and/or their Club.

## **17. CODE OF CONDUCT**

17.1 All Unions, Associations, Rugby Bodies, Clubs and Persons:

- i. Must ensure that the Game is played and conducted in accordance with disciplined and sporting behaviour and acknowledge that it is not sufficient to rely solely upon the Match Officials to maintain those principles.
- ii. Shall co-operate in ensuring that the spirit of the WORLD RUGBY Laws of the Game of Rugby Union and the WORLD RUGBY Playing Charter are upheld and refrain from selecting players guilty of foul play.
- iii. Shall not repeatedly breach the Laws of the Game.
- iv. Shall accept and observe the authority and decisions of referees, touch judges, other match officials and all other rugby disciplinary bodies.



- v. Shall not publish or cause to be published criticism of the manner in which a referee, a touch judge or a match official managed a match nor may they publish or cause to be published criticism of a Rugby administrator involved in the organization of a match or tournament.
- vi. Shall not publish or cause to be published criticism of the manner in which Rugby Manitoba or any other rugby disciplinary body handled or resolved any dispute or disciplinary matter resulting from a breach of the Rules and, Regulations or a breach of the WORLD RUGBY Laws of the Game of Rugby Union or the WORLD RUGBY Playing Charter.
- vii. Shall not engage in any conduct or any activity on or off the field that may impair public confidence in the honest and orderly conduct of a Match, tour, tournament or series of matches or in the integrity and good character of any person.
- viii. Shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute
- ix. Shall not abuse, threaten or intimidate a referee, touch judge or other match official, whether on or off the field of play.
- x. Shall not use crude or abusive language or gestures towards referees, touch judges or other match officials, administrators or spectators.
- xi. Shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other person on the ground based upon their religion, race, colour or their national or ethnic origin
- xii. Shall not do anything that adversely affects the Game of Rugby, Rugby Manitoba, any member Union or any commercial partner of the Game.

#### **18. CODE OF CONDUCT PROCEDURES**

18.1 Rugby Manitoba shall enforce these Rules of Competition in accordance with the documented Rugby Manitoba Discipline Guidelines and Procedures.

18.2 Any individual or Club shall have seven (7) days from the date of notice of enforcement of these Rules of Competition against them to notify Rugby Manitoba of their wish to have a hearing held into the matter, upon receipt of which request the union shall convene a hearing within seven (7) days consisting of a Hearing Committee of three members of the Rugby Manitoba Executive and Board of Directors and the person or representative of the Club requesting the hearing.

18.3 The decision of the Hearing Committee referred to in paragraph 18.2 hereof shall be final and no appeal process will be initiated.

#### **19. DISCIPLINE**

19.01 A Discipline Committee shall be appointed by the Rugby Manitoba Board of Directors who will decide the penalties of any red, yellow or cited incidents within rugby Manitoba's jurisdiction.

19.02 The Discipline Committee may impose the following penalties upon a person subject to the discipline of the Union hereunder or any combination thereof:

- i. no further penalty;
- ii. Reprimand;
- iii. Reprimand and recording of the incident to be considered in the event of any subsequent disciplinary proceeding against the person;
- iv. Fine;
- v. suspension for a specified period of time from any or all activities in playing, administration or other participation in Rugby within Manitoba;
- vi. Limitation or restriction upon participation in Rugby within Manitoba for a specified period of time;



vii. Expulsion from any category of membership in the Union; and

viii. Prohibition from participation in Rugby within Manitoba.

19.3 Any person or member club aggrieved by the disposition of a disciplinary matter by a Discipline Committee may appeal the matter to an Appeals Committee.

19.4 Any person or member club aggrieved by a Rules Based decision of the Competition Committee may appeal the matter to an Appeals Committee. Policy decisions of the Competition Committee are not appealable.

19.5 The decision of an Appeal Committee shall be final and will not be subject to further appeal.

19.6 Appeals from decisions of the Discipline Committee and the Competition Committee shall not be heard on a de novo basis, but shall be heard as appeals on the record, except in exceptional circumstances. The Appeal Rules may define the exceptional circumstance that must exist for an Appeal to be heard on a de novo basis.

19.7 No member shall permit itself or its members to knowingly participate in activities in Rugby with any person or group or organization which has been expelled from membership in the Union, is under suspension or acts contrary to and in violation of any disciplinary penalty imposed hereunder.

19.8 Any player who receives 3 yellow cards for the season will be given an automatic red card and those three accumulated yellow card reports will be sent to the discipline committee to determine length of suspension.

## **20. DISCIPLINE COMMITTEE'S PROCESS FOR DEALING WITH REPORTS OF REFEREE ABUSE**

20.1. Verbal or physical abuse of a match official by a player in the playing enclosure during or immediately following a game will be dealt with by the issuing of a red card

20.2. Verbal or physical abuse of a match official by non-playing members of a club during or following a match will be dealt with by sanctions from the union.

20.3. A written report for verbal or physical abuse shall be forwarded by the referee to reach the Rugby Manitoba office within 24 hours of the incident. Separate written reports shall be filled by touch judges (when these have been allocated) within the same timeline.

20.4. Upon receipt of such a report, the Chair of the Discipline Committee shall review the written reports of the match officials, interview the match officials as necessary and consider any other factors it deems relevant.

20.5. The Discipline Committee will hold a meeting to hear and consider evidence and submissions from the Club and/or individuals (or representatives) named in the report. This will be considered the hearing of the incident.

20.6. The Discipline Committee will submit a written report, including disciplinary sanctions, to the Rugby Manitoba Office.

20.7. Sanctions for a Club found guilty of referee abuse include:

i. A requirement to appoint a Game Marshall

ii. A written apology to the match officials,

iii. A probationary period of 24 months.

20.8. The Rugby Manitoba Office shall inform the Club, referee(s), of its decision, with a copy to the match officials.

20.9 A repeat offence within the probationary period shall result in:

i. The posting of a \$1000 behavior bond with Rugby Manitoba

ii. Other disciplinary sanctions up to and including suspension from Rugby Manitoba.

## **21. DISPUTES**

21.1 All disputes and any violation of these rules and regulations will be reviewed by the Rugby Manitoba Board of Directors.

## **22. PROTESTS**

22.1 Any Club may protest against any other Club for playing ineligible players in any grade in any match.



22.2 Such protests shall be made in writing to the Competitions Committee NOT later than seventy-two (72) hours after the match in which the ineligible player allegedly participated. The Club lodging the protest shall provide a copy of the protest to the president of the club against which the complaint is made.

22.3 All protests shall be determined by the Competitions Committee.

### **23. APPEALS**

23.1 An appeal may be lodged on any decision of the Competitions Committee. The appeal must be lodged in writing to the Executive Director within seven (7) days of the date of the decision.

23.2 Appeals shall be heard by a Tribunal appointed by the Rugby Manitoba Board.

23.3 A lodgment of an appeal must be accompanied by payment of a fee of \$50. If an appeal is successful then 50% of this fee shall be reimbursed.

23.4 An appeal may be lodged on any fines and penalties distributed by Rugby Manitoba, these appeals will be processed by the Disciplinary Committee and clubs must follow 23.1 and 23.3 of the Rules of Competition in the appeals process.

### **24. INTERPRETATION**

24.1 Interpretation of these Rules & Regulations will rest with the Rugby MB Board of Directors.

24.2 Situations not covered by these Rules & Regulations where relevant will be referred to the Rules & Regulations Committee (Board of Directors).

24.3 The Rugby Manitoba Rules & Regulations may be amended or added to as needs arise by the Competitions Committee.

24.4 These Rules, and any approved variations to them, shall be published on the Rugby Manitoba Website ([www.rugbymanitoba.com](http://www.rugbymanitoba.com)). They are available in printed form to any member of the Rugby Manitoba who requests them.