



BRITISH COLUMBIA RUGBY UNION

RULES OF COMPETITION

MASTERS RUGBY

Approved by the Competitions Committee: May 2022

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BC Rugby gratefully acknowledges that its offices reside on the traditional and unceded territory of the Coast Salish Peoples, including the territories of the x^wməθkwəyəm (*Musqueam*), Skwxwú7mesh (*Squamish*), Stó:lō and Səlilwətaʔ/Səlilwítlh (*Tsleil-Waututh*) Nations.





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SECTION 1 - GENERAL

1.1 Purpose of the Rules of Competition

The purpose of the Rules is to govern the conduct of Masters level of contact Rugby Competition sanctioned or administered by BC Rugby to ensure that the sport, and its game variants, operates to the highest level of Player safety, development, and enjoyment.

The Rules of Competition are designed to support BC Rugby's Purpose of growing, developing, and managing the sport of Rugby throughout British Columbia.

1.2 Application of the Rules of Competition

The Rules apply to all Masters Competitions and Tournaments owned or sanctioned by BC Rugby. All adults facilitating participation in BC Rugby Masters Competitions and Tournaments are deemed to have full knowledge and understanding of these Rules and must ensure compliance.

All Clubs, Teams and Participants are asked to abide by these Rules herein, both in spirit and as written.

1.3 Guiding Principles

The following are the principles by which the Rules have been written and any scenarios not explicitly covered by the Rules will be considered in accordance with these principles, in order:

- (a) Player Safety;
- (b) Growing participation;
- (c) Respect for one's opponent(s), fair play and good sportsmanship; and



- (d) Protecting the integrity of the Competition.

All Clubs, Teams and Participants are asked to abide by these guiding principles, both in spirit and as written.

1.4 Definitions

- (a) **BCRRS** – stands for the BC Rugby Referee Society and is the recognised body responsible for appointing Match Officials to Matches as requested by BC Rugby.
- (b) **Club** – as defined by the BC Rugby Bylaws.
- (c) **Competition** – a series of Matches held between two or more Teams in either Fifteens, Tens, Sevens or non-contact Rugby.
- (d) **CMRU** – stands for the Cascadia Masters Rugby Union and is the collective term used for all the Masters Teams that are either part of or a Delegate Voting or Associated Members of BC Rugby.
- (e) **Laws** – refers to the Laws of the Game as determined by World Rugby, and any applicable Law Variations as approved by Rugby Canada.
- (f) **Masters Law Variations** – refers to the Rugby Canada approved Law Variations for Masters Rugby.
- (g) **Match** – a scheduled game of Rugby.
- (h) **Participant** – all and any person participating in BC Rugby sanctioned Competitions.
- (i) **Play** – to take the field in a Match from either a starting or substitute position.
- (j) **Player** – a person who Plays or is intended to Play in any Match.
- (k) **Roster** - the list of named Players to a Team for a Match in accordance with these Rules.
- (l) **Team** – as defined by BC Rugby bylaws.
- (m) **Team Staff** – any adult appointed to coach, train, manage or provide medical services to a Team.



- (n) **Tens Rugby** – the game of 10-a-side Rugby as defined by World Rugby.

1.5 Amendments to the Rules of Competition

The Rules of Competition may be amended from time to time by the executive of the CMRU and communicated to BC Rugby.

Material changes must be approved by the BC Rugby Competitions Committee.



SECTION 2 – MASTERS COMPETITIONS

2.1 Objectives

The stated objectives of Masters Competitions in BC are to support:

- (a) the growth and development of rugby in BC, across genders and ages;
- (b) an inclusive game of Rugby for all ages and experience levels; and
- (c) Support the growth and development of rugby at the Club level.

2.2 Club Competition

Club Competition underpin and sustain playing opportunities for players of all abilities and are structured as annual Masters Competitions open to entry from Clubs sanctioned and in good standing with BC Rugby as Delegate Voting Members or Affiliated Members.

2.3 Other Competitions

- (a) **Tournaments** – one-off tournaments open to entry from any sanctioned team.

2.4 Scheduling

BC Rugby shall delegate the responsibility of scheduling all Masters competitions to a Masters Rugby Union, such as the CMRU.

Club Competitions – Club Competitions shall be scheduled with the aim to achieving the following objectives:



- (a) Provide fairness in home/away scheduling and parity in Teams' travelling commitments.
- (b) Provide 'bye' weekends for as many public holiday weekends as possible, not including make-up Matches.
- (c) Fairly accommodate requests from participating Clubs; and
- (d) Sustaining regional rugby and established rivalries.

2.6 Venues

For any competition, matches must take place at venues that provide satisfactory facilities, which are to meet the following minimum standards:

- (a) **Field of Play** – any playing field must continuously meet World Rugby's Law 1 including all lines and markings on the field and flag posts and, if an artificial turf field, must comply with World Rugby's Regulation 22;
- (b) **Goal Posts** – throughout any Match, goal posts are padded to a height of not less of 1.5 metres;
- (c) **Facilities** – any home or main field must have access to potable water and at least one usable toilet within 250 metres.



SECTION 3 - TEAM ELIGIBILITY

3.1 Masters Competitions

Unless otherwise stated, BC Rugby Masters Competitions shall be open to all Clubs that satisfy the rules of voting or affiliate membership of BC Rugby and Rugby Canada or their relevant Member Union as recognised by Rugby Canada or World Rugby.



SECTION 4 – PLAYER ELIGIBILITY

4.1 All Masters Competitions

- (a) **Registration** – all Players must be registered with the competing Club, and therefore insured, prior to Playing in any Match.
- (b) **Age** – all Players must be aged 38 years or older, determined as of December 31.
- (c) **Front Row** – eligibility to Play in the Front Row requires that such Players be suitably trained and experienced. Any scrum in which one or more front row Players lack suitable training and experience will be uncontested.

4.2 Club Competitions

- (a) **Guest Players** – a Player may play as a guest Player for another Club during a Match without a formal transfer or loan, provided the Player is registered with BC Rugby and in good standing with his or her Club. The Guest Player should still appear on the roster submitted by the other Club.
- (b) **Visitor Players** – a Player may be registered as a two-week visitor and must not Play more than three Masters game or one tournament.



SECTION 5 - MATCH CONDUCT AND PROTOCOL

5.1 Endeavour to Play

Clubs and Teams alike are expected to make all efforts to play each of their scheduled Matches.

- (a) **Cancellations** – the following circumstances may result in the cancellation of a Match and failure to reschedule and play this Match is without penalty:
 - i. **Weather Conditions** – electrical storms and exceptionally poor weather conditions that jeopardise Player safety or make playing a Match impossible or near impossible.
 - ii. **Field Closures** – home and alternative fields are closed within 24hrs of the scheduled kick-off time of the first scheduled Match. A Match will not be considered a cancellation if the opponent's home or alternative field is open and within 60km of the scheduled venue.
 - iii. **Travel** – circumstances beyond control lead to travel being impossible or have delayed arrival beyond 45mins after the scheduled kick-off time.
 - iv. **Other** – any other reasonably unforeseen, uncontrollable circumstance.

5.2 Abandonment of a Match

The referee's decision regarding the need to abandon the Match for deteriorating weather or any other reason shall be final.

5.3 Team Rosters

- (a) For all Masters matches, Team Rosters must list all Players that participated and must be completed in full, accurate and submitted to BC Rugby.



- (b) For all Masters matches, a minimum of three substitute players must be present and able to play. This may require reducing the number of players on the field, in which case, the opponent must make the same reduction.
- (c) For all Masters matches, team rosters may exceed the permitted 23-players but should not exceed the size of the opponent's team roster to such an extent as to create a safety risk.

5.4 Laws of the Game & Masters Variations

All Matches shall be played in accordance with World Rugby's Laws of the Game and shall comply with the rules and regulations of World Rugby, Rugby Canada, and BC Rugby. In addition, all Matches shall be played in accordance with Rugby Canada's published Masters Variations.

For further clarity, BC Rugby mandates adherence to World Rugby's Regulation 22 which applies to artificial turf Playing surfaces.

5.5 Concussion Management

All Matches must adhere to World Rugby's 'Recognise and Remove' policy whereby any Player suspected of or suffering from a concussion is to be immediately removed from the field of play and is not permitted to return to Play that same day. Any decision to remove a Player must err on the side of caution, not certainty.

In accordance with the Laws of the Game, the appointed Match Official has absolute authority to remove a Player if they suspect that Player is suffering from a concussion.

5.6 Match Day Management



Substitutions – all Teams are permitted an unlimited number of player exchanges. That is, a removed Player may re-enter the Match as and when facilitated by a stoppage in play.

5.7 Reporting of Scores & Point Scorers

While scores are not kept or reported on in Masters rugby, yellow or red cards issued must be reported and will be referred to BC Rugby's Discipline Committee as required.



SECTION 6 – APPLICATION FOR EXEMPTIONS

6.1 Age Restrictions

Clubs or Teams may apply for a named player to be exempt from Rule 4.1 (b) Age Restriction by providing CMRU with a written request stating the player’s age, position, and a brief overview of the need, from either the player or team perspective.

If the exemption relates to a player who is a minor, applications can be made by completing the BC Rugby [Player Exemption Form](#) and submitting this to BC Rugby’s Technical Director for approval. CMRU are not authorized to provide U19 Player Exemptions.



SECTION 7 – PROTESTS AND APPEALS

7.1 Protests

An authorized representative of a Club may lodge a protest with BC Rugby when evidence of a Rule infraction exists. The Club’s authorized representative must provide in writing all relevant information regarding the protest within two-weeks of the alleged infraction occurring.

7.2 Appeals

Clubs may appeal decisions made by BC Rugby in accordance with BC Rugby’s Appeals Policy.