



BC RUGBY RULES OF COMPETITION

SENIOR RUGBY

EFFECTIVE FOR THE 2025/26 SENIOR CLUB SEASON

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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 xʷməθkʷyəm (Musqueam), Skwxwú7mesh (Squamish), and Se̓l̓ílwətaʔ/Selilwitulh (Tsleil-Waututh) Nations.





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Section 1 – General

1.1 Purpose of the Rules of Competition

The purpose of the Rules of Competition is to govern the conduct of all Senior (adult) levels of Rugby Union 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 and support the BC Rugby Strategic Plan.

The Rules of Competition and BC Rugby Competitions are designed to support BC Rugby's Purpose of growing, developing, and managing the sport of Rugby throughout British Columbia, while providing sustainable and meaningful competitions to connect BC Bears pathways and lead players to national representation.

1.2 Application of the Rules of Competition

The Rules apply to all Senior Competitions (Provincial and Club) and events owned, sanctioned, or administered by BC Rugby. All those participating in BC Rugby Competitions and events are deemed to have full knowledge and understanding of these Rules and must ensure compliance. Additional criteria for Competitions and Events may be established at the time of advertising and these will be shared prior to entries being received. All Teams must satisfy the rules of membership of BC Rugby and Rugby Canada or their relevant Member Union as recognized by Rugby Canada or World Rugby, unless otherwise outlined.

All Clubs, Teams and Participants are asked to abide by these Rules herein, both in spirit and as written. The BC Rugby Office will apply these rules on behalf of the Competitions Committee.

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 and retaining participation.
- c) Respect for one's opponent(s), fair play, and good sportsmanship.
- d) Protecting the integrity of the Competition; and
- e) Developing world-class Rugby.

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

1.4 Definitions

- a) **Academy** – any invite-only, fully-funded program for the development of elite athletes.
- b) **Adult** – any individual aged 19 years or older.
- c) **Age-Grade** – as a prefix to a Competition, Division or event indicates participation is determined by a birth year, age range or age limit.
- d) **Birth Year** - Players will be considered their age as at December 31 of the competition year defined as August to August in line with insurance and World Rugby guidelines
- e) **Canadian National Team Eligible Player** – Any player who is eligible to play for Canadian National Teams Programs as per [World Rugby Regulation 8](#)
- f) **Club** – a Delegate Voting Member as defined by the BC Rugby Bylaws.
- g) **Competition** – a series of Matches held between two or more Teams in any format of game including but not limited to Fifteens, Sevens or non-contact Rugby.
- h) **Competition Committee** – the Committee responsible for the relevant Senior Competitions of BC Rugby, supporting BC Rugby Staff and referred to as the Committee in these Rules. Different committees may be established for different competitions, i.e. Fall/Spring and Summer
- i) **Division** – a level of Competition, based on Age-grade, gender region or Teams' level of ability or motivation.
- j) **Domestic Player** - A player who is eligible to play for Canada under World Rugby Regulation 8 OR is a Canadian Citizen OR is a Canadian Permanent Resident.



- k) **Exhibition Match** – any Rugby Match that is a ‘one-off’ Match and does not count towards any Competition standings or Player awards and has received proper sanctioning through BC Rugby
- l) **Fifteens Rugby** – the game of 15-a-side Rugby as defined by World Rugby.
- m) **Junior Player** – a Player aged 18 years of age or younger.
- n) **Laws** – refers to the Laws of the Game as determined by World Rugby.
- o) **Loan** – the temporary movement of a Participant from one Club to another.
- p) **Match** – a scheduled game of Rugby.
- q) **Participant** – all and any person participating in BC Rugby sanctioned Competitions.
- r) **Permanent Resident of Canada** – any person with a valid Canadian passport or Permanent Resident Card.
- s) **Play** – to take the field in a Match from either a starting or substitute position.
- t) **Player** – a person who Plays or is intended to Play in any Match.
- u) **Playoffs** – any knock-out Match where the winner progresses towards the Final or gold-medal Match.
- v) **Points Differential** – the differential calculated by subtracting points scored against from the points scored for a Team.
- w) **Points Ratio** – the quotient obtained by dividing the number of Matches Played into the points accrued, including bonus points if awarded.
- x) **Premier League** - annual Competition open to entry from Senior Men’s or Women’s Teams who provide a rugby program to develop players to the highest standard possible
- y) **Primary Venue** – the venue identified by a Club as their Primary venue for home matches
- z) **RMOSBC** – stands for the Referee Match Officials Society of British Columbia and is the recognised body responsible for allocating officials to Matches as requested by BC Rugby.
- aa) **Roster** - the list of named Players to a Team for a Match in accordance with these Rules.
- bb) **Senior Player** – for or of 19 years of age or older.
- cc) **Team** – as defined by BC Rugby bylaws.



dd) **Therapist** – an individual responsible for the prevention, identification, management, treatment, and rehabilitation of sport injuries.

ee) **Transfer** – a permanent move, for the remainder of a Player's annual membership, of a Player from one Club to another.

1.5 Amendments to the Rules of Competition

The Rules of Competition may be amended from time to time by the Staff or the Competitions Committee. Material changes must be approved by the Board.

Section 2 – Senior Competitions Scheduling and Venue Logistics

2.1 Calendar

Scheduling will be completed to as best as possible facilitate participation and support in all Leagues, pending changes to better accommodate national level rugby or based on Clubs' or players' changing preferences, the following time frames will be followed:

- a) **Provincial Competitions** – will be scheduled to best support BC Leagues and Competitions
- b) **Premier Leagues** – the Men's and Women's Premier Leagues will commence following the Labour Day statutory holiday and the Leagues Finals will take place the first week of May.
- c) **Divisional Leagues** – Divisional Leagues for the Fall/Spring Season will commence following the Labour Day statutory holiday and Leagues Finals will take place the first week of May. Summer Season Leagues may commence in April and conclude by end of August.

2.2 Scheduling

BC Rugby Staff shall be responsible for scheduling all competitions and be held accountable for these. The Competition Committee will provide feedback on scheduling principles to be applied in the development of the schedule



- a) **Provincial Competitions** – Provincial Competitions shall be scheduled with the aim to achieving the following objectives:
 - i. Schedule Provincial Competitions with the least amount of overlap with Club Competitions.
 - ii. Schedule Provincial Competitions to best support player development towards representative opportunities.
 - iii. Schedule Provincial Competitions when the greatest participation from all Leagues can be achieved.
- b) **Club Competitions** – Club Competitions shall be scheduled with the aim to achieving the following objectives:
 - i. Provide fairness in home/away scheduling and parity in Teams' travelling commitments.
 - ii. Schedule 'Club Days' where a Club has as many of their Teams as possible play at home.
 - iii. Provide 'bye' weekends for as many public holiday weekends as possible, not including make-up Matches.
 - iv. Consider special requests from participating Clubs; and,
 - v. Sustaining regional rugby and established rivalries.

2.3 Kick-off Times

Kick-off times for Club Matches shall commence at the scheduled kick-off time unless:

- a) Agreed to by all relevant parties
- b) Due to exceptional circumstances as detailed in Section 5.
 - i. In these situations the referee may delay the start of the match.
 - ii. Any team causing a delay to the scheduled kickoff time must notify their opponent as early as possible.
 - iii. Failure to do so may result in sanctions pursuant to Section 7.

Kick-Off times will be scheduled as follows



- a) **Provincial Competitions** – kick-off times for any Provincial Competition shall be scheduled by the BC Rugby office.
- b) **Club Competitions (Premier and Divisional)** – Kick Off Times

League	Day	Time
Men's Premier League	Saturday	2:30pm
Women's Premier League	Saturday	12:45pm
Men's Division 1	Saturday	2:30pm OR 12:45pm if the home team is also scheduled to host a Men's Premier League match
Women's Division 1 and 2	Saturday	11:15am
Men's Division 2	Saturday	12:45pm
Men's Division 3	Saturday	11:15am

Kickoff times for 4 consecutive matches at one location are 11:00am, 12:30pm, 2:00pm and 3:30pm with the lowest Division kicking of first. Where more than 4 teams are scheduled the kickoff times will be adjusted to best accommodate travel and teams.

Where home teams wish to change kickoff times these must be communicated and receive acknowledgement of all changes from the opponent, BC Rugby office by Monday 9am prior to the scheduled games.

- c) **Consecutive Matches** – If an earlier Match fails to start as scheduled, then that Match must be reduced in length for each half of the Match so that the Match will finish within the allotted duration or at least five minutes before the next Match is scheduled to kickoff. However, if both Teams and the allocated



officials agree, then the second Match may start later to allow the full duration of the earlier Match to be Played.

- d) **Schedule clashes** - if circumstances lead to a clash of kick off times on one field, and Teams are unable to come to mutual agreement, the issue will be deferred to the Competitions Committee who may determine timings for the matches.

2.4 Venues

For any competition, matches must take place at venues that provide satisfactory facilities, both at home fields and any alternative fields. As minimum standards, Teams must ensure that home or alternative fields meet the following:

- 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 Primary Venue must have access to potable water and at least one usable toilet within 250 metres. For all Matches, the Primary Venue must also have changing and shower facilities within 250 metres. Exceptions can be made for alternate venues with written agreement from the opposition team and BC Rugby no later than 48 hours before kickoff.
- d) **Technical Areas** – Two marked rectangular areas for substitutes, water carriers, medical and coaches must be placed on the same side of the field between each respective 10m and 22m lines ([as per Law 1](#)).
- e) **Spectator Restraints** – For all Matches, appropriate restraints are in place to keep spectators at least two metres back from the touch lines and/or dead ball lines. No aspect of the restraints should themselves be a potential source of injury to players or others.



Section 3 – Team Eligibility

3.1 Provincial Competitions

- a) **Number of Teams** – the maximum number of Teams permitted entry into each Provincial Competition will be advertised by BC Rugby along with entry process details.
- b) **Conditions for Entry** – Team requirements will be communicated prior to entry. These requirements may include the following
 - i. Regional boundaries or other affiliations
 - ii. Head Coach and Assistant Coach Qualifications and certifications
 - iii. Therapist and Management appointment with required certifications and qualifications
 - iv. Regardless of role all personnel involved with teams must be registered and hold a current certification in World Rugby's Concussion Management for the General Public.

3.2 Clubs' Competitions

- a) **Number of Teams** – a minimum of four Teams is required to create a division. A maximum of 12 teams will be allowed per division. This may be expanded only if it allows for a more appropriate competition based on level of play and regional travel.
- b) **Divisions of Competition** – BC Rugby shall clearly communicate all available Divisions for each season and shall determine the most appropriate and sustainable Division for each Team. BC Rugby will work alongside Teams to identify and confirm the best division of competition based on format, ability and other relevant factors.
- c) **Conditions for entry** – Each Club must:
 - i. Ensure any Team entered is reasonably able to field the required number of players for the duration of the competition. Minimum and Maximum squad sizes may be pre-determined and shared prior to entries being received.



- ii. Have at least one registered Coach registered for each Team. Additional Coach Qualifications and Certifications may be required at the time of entry.
- iii. Have at least one registered Therapist holding a relevant healthcare qualification as well as certification in World Rugby's Concussion Management for Doctors and Healthcare Professionals.
- iv. Regardless of role, all personnel involved with teams must be registered and hold a current certification in World Rugby's Concussion Management for the General Public and Rugby Ready.

d) **Combined entries** – Two Clubs in good standing may combine to enter a Team should neither club be able to demonstrate the ability to consistently field a team in the relevant Division. Combined teams will only be accepted in Division Two or lower Club Competition, with that Team demonstrating compliance with all applicable Rules of Competition.

e) **Declaration of Entry** – any Club or Team wishing to enter a BC Rugby sanctioned Competition is required to declare their participation in writing by the set deadline. Late Declarations may be considered by the BC Rugby Office.

f) **Acceptance Procedure** – if the minimum number of Teams has been met, then all Teams that satisfy the requirements of Section 3.3 (c), declaration deadlines and pay all relevant fees will be placed into the appropriate Competition or Division according to the relevant competition purpose outlined below:

Division	Competition Purpose
Men's Division 3 & Women's Division 2	A league for Clubs' additional Teams of BC Rugby Clubs for the September-May season AND new or developing Teams.
Men's Division 2	A league for Single Team Clubs for the September-May season AND Clubs' additional Teams seeking a higher level of competition.



Men's & Women's Division 1	A league for First teams AND additional Teams of BC Rugby Clubs for the September-May season seeking a higher level of competition.
Men's & Women's Premier	A league for Clubs seeking the highest level of competition for the September-May season.

3.4 Men's Premier League

- a) **Number of Teams** – a maximum of 12 Clubs may be permitted entry.
- b) **Conditions for Entry** – only Clubs that are BC Rugby Members in good standing and that meet the following pre-requisites will be permitted entry each season:
 - i. A Club must enter and compete in Men's Premier League, Men's Division 1, Boy's U16 or U18 and an Age Grade Girls or Senior Women program.
 - ii. A Club must be prepared to fulfil all Matches for all Teams entered in BC Rugby Competitions.
 - iii. A Club must have fulfilled all matches for all Teams entered in BC Rugby Competitions in the previous season unless approval is received from the Competitions Committee.
 - iv. Any new Club wishing to enter the Men's Premier League must have run two men's teams for the previous two seasons, without recording any defaults for their highest division team.
 - v. A Premier Team must have an appointed Head Coach that is registered in Sportlomo and, as a minimum, be certified in NCCP Introduction to Competition/World Rugby Level 2.
 - vi. Each Team must have an appointed Therapist that is registered in Sportlomo and holds a relevant healthcare qualification as well as certification in World Rugby Concussion Management for Doctors and Healthcare Professionals.
 - vii. A Club competing within the Men's Premier League must meet the Conditions for Entry throughout the season and fulfil all fixtures across all entered BC Rugby Competitions. Failure to do



will be penalized as detailed in Section 7 as well as risk to Team Eligibility for Playoffs as detailed in Section 6.

- c) **Exemptions to the Conditions for Entry** – a Team or Academy funded by Rugby Canada, in support of Rugby Canada’s National Senior Men’s Fifteens Team, or an Educational Institution may enter the Men’s Premier League without meeting the required number of additional Teams as outlined in 3.4 (b) i.
- d) **Application Process** – any Club wishing to enter the Men’s Premier League must provide a written application by the advertised deadline. Applications must include supporting documentation with respect to the requirements set out in Section 3.4 (b) and details of the Club’ compliance with Section 3.1 (a) and (c).
- e) **Acceptance Procedure** – The Committee shall assess all applications based on each applicants’ evidenced ability to meet all conditions of entry as detailed in Section 3.4 (b). If further distinction between applications is required, then the Committee shall assess each application based on the previous season’s performance, number of registered Players in the current and past two seasons and standard of home field and facilities. If more Clubs apply than the number of Teams permitted as per Section 3.4 (a), then the Committee shall make a recommendation on which Clubs should be permitted entry, including their reasoning, to the Board for their approval.

3.5 Women’s Premier League

- a) **Number of Teams** – a maximum of 10 Clubs may be permitted entry.
- b) **Conditions of Entry** – only Clubs that are BC Rugby Members in good standing and that meet the following pre-requisites will be permitted entry each season:
 - i. A Club must be prepared to fulfil all Matches;
 - ii. A Premier Team must have an appointed Head Coach that is registered in Sportlomo and, as a minimum, hold certification in NCCP Introduction to Competition/World Rugby Level 2;
 - iii. The Team must have an appointed Therapist that is registered in Sportlomo and holds a relevant healthcare qualification as well as certification in World Rugby’s Concussion Management for Doctors and Healthcare Professionals.



- iv. A Club competing within the Women's Premier League must meet the Conditions for Entry throughout the season and fulfil the Premier League schedule in its entirety. Failure to do will be penalized as detailed in Section 7 as well as risk Team Eligibility for Playoffs as detailed in Section 6.
- c) **Application Process** – any Club wishing to enter the Women's Premier League must provide a written application with supporting documentation by the advertised deadline. Applications must include supporting documentation with respect to the requirements set out in Section 3.5 (b) and details of the Club's compliance with Section 3.1 (a) and (c).
- d) **Acceptance Procedure** – the Competition Committee shall assess all applications based on each applicants' evidenced ability to meet all conditions of entry as detailed in Section 3.5 (b). If further distinction between applications is required, then the Committee shall assess each application based on the previous season's performance, number of registered Players in the current and past two seasons and standard of home field and facilities. All Teams that meet the Conditions of Entry, application deadlines and pay all relevant fees shall be accepted into the upcoming Women's Premier League. If more Clubs apply than the number of Teams permitted as per Section 3.5 (a), then the Committee shall make a recommendation on which Clubs should be permitted entry, including their reasoning, to the Board for their approval.

Section 4 – Player Eligibility

4.1 Senior Competitions

- a) **Registration** – all Players must be registered with the competing Club or Academy, and therefore insured, prior to Playing in any Match, unless loaned in accordance with 4.3 (d).
- b) **Age** – Players will be considered their age (i.e. Birth Year) as at December 31 of the competition year defined as August to August.
 - i. Players aged 19 and older are eligible to Play without restriction.



- ii. Players aged 18 years are eligible to Play but are subject to World Rugby's U19 Variations.
- iii. Players aged 17 years must apply for exemption per the outlined process and, assuming approval, are subject to World Rugby's U19 Variations.
- iv. Players aged 18 are allowed to play front row with an approved exemption
- v. Players 17 years of age are not permitted to play in the front row.
- vi. No player aged 16 or younger in that calendar year is permitted to play in any Senior Competition.

- c) **Front Row** – eligibility to Play in these positions requires that such Players be suitably trained and experienced. In accordance with the Laws of the Game, it is essential that any scrum in which one or more front row Players lack this training and experience be uncontested.
- d) **Domestic Players in Premier Leagues and Adjacent Second Teams in Division 1** – Teams in the Men's and Women's Premier Leagues and Division 1 Teams from a Club with a Premier League team must field at least 16 Domestic Players in their Roster for each League match including Playoffs.

4.2 Provincial Competitions

For all Provincial Competitions, a Player must be a citizen or permanent resident of Canada and must also either be a current resident of or born in British Columbia.

Additional Player eligibility requirements are in place for the following Competitions:

- a) **McKechnie Cup, Men's Competition** – open to all Senior Players.
- b) **Ruth Hellerud-Brown Cup, Women's Competition** – open to all Senior Players.
- c) **Dunbar Keg, Men's Competition** – open to all Players aged between 18 and 20 years of age. Age will be determined relative to the year that the final Dunbar Keg Match is taking place. A Team may apply for and be granted an exemption for named over-age Player or Player aged 17 years old in accordance with Section 8.



d) **U23 Women's Cup** – open to all Players aged between 18 and 22 years of age. Age will be determined relative to the year that the final Cup Match is taking place. A Team may apply for and be granted an exemption for named over-age Player or Player aged 17 years old in accordance with Section 8.

The committee may establish and review exemptions at their discretion should this meet the objectives of the competition.

4.3 Clubs' Competitions

- a) **Guest Players** – a Player may Play as a guest Player for another Club during an Exhibition Match without a formal transfer or loan, provided the Player is registered with his or her Club and in good standing with BC Rugby.
- b) **Visitor Players** – a Player may be registered as a two-week visitor and must not Play more than three Fifteen a side games (including Game on Variations) or two Sevens tournaments within that period. Except for a Sevens Rugby tournament, a visitor Player is not eligible for Playoffs.
- c) **Player Transfers** – a Player may transfer from one Club to another. A Player may complete up to two intra-Provincial transfers per season. To do so, the Player must be in good standing with their original Club and follow the process as detailed on bcrugby.com. If a transferred Player does not meet the eligibility requirements for Playoffs, then an exemption may be considered by the Committee.
- d) **Player Loans** – a Player may be loaned to one Club from another for a maximum of two regular season matches per loan agreement. A Player on loan may not play against the Club which is loaning the Player. To do so, both Clubs and the Player must agree the terms of the loan. This agreement must be in writing, detailing the training and matches the player is being loaned for and submitted to BC Rugby two weeks prior to the match for approval by the Competitions Committee. This excludes the loaning of any player from a Rugby Canada funded team and the loaning of any player for any playoff match.



e) **Multi-Team Clubs** – No more than 5 players who have appeared on a higher division's roster in each respective player's previous match may be included in the roster of that Club's lower division team.

Section 5 - Match Conduct and Protocol

5.1 Game Rosters and Team Sheets

For all Competitions, Team Rosters must list all Players that participated as well as all coaches, managers, trainers, or therapists, and must be completed in full, accurate and submitted online to the BC Rugby offices via Sportlomo. Team Sheets submitted must demonstrate adherence to the relevant Rules and be submitted by the following deadlines: Failure to do so may result in sanctions pursuant to Section 7.4.

a) Roster Size

- i. **Substitute Players** – in Division 1, 2 and 3 Competitions a minimum of three substitute players must be present and able to play. In Premier League Competitions a minimum of 5 substitute players must be present and able to play.
- ii. **Provincial Competitions** – in all Provincial Competition Matches each Team is permitted a 23-player roster in accordance with the Laws of the Game.
- iii. **Roster Size for Men's & Women's Division 2 & 3** - If either team has fewer than 18 players available, playing numbers for both teams are outlined in Section 5,2a). In all Men's and Women's Division 2 & 3 matches roster sizes are determined as follows:

Available Players	Players on Field	Suitably Trained Front Row Players
18	15	3
20-22	15	5
23	15	6



iv. Roster Size for Men's and Women's Division 1

In all Men's and Women's Division 1 matches roster sizes are determined as follows.

Available Players	Players on Field	Suitably Trained Front Row Players
18	15	4
20-22	15	5
23	15	6

v. Roster Size for Men's and Women's Premier Leagues

In all Men's and Women's Premier League matches roster sizes are determined as follows:

Available Players	Players on Field	Suitably Trained Front Row Players
20	15	5
22	15	5
23	15	6

b) Submission Deadlines

- i. **Provincial Competitions** – all Teams competing in Provincial Competitions must submit a Team Sheet no later than 10am the day prior to each scheduled Match. Changes may still be made up until 2 hours after the final whistle and must include all substitutions made.
- ii. **Premier Leagues** – Men's and Women's Premier League Teams must submit a Team Sheet no later than 10am the day prior to each scheduled Match. Changes may still be made up until 48 hours after the final whistle and must include all substitutions made.



iii. **Clubs' Competitions** – all Teams competing in Clubs' Competitions must submit a Team Sheet no later than 2 hours prior to each scheduled Match. Changes may still be made up until 48 hours after the final whistle and must include all players who took the field.

5.2 Endeavour to Play

Clubs and Teams alike are expected to make all efforts to play each of their scheduled Matches. In the circumstances outlined below, Multi Team Clubs must cancel, concede, or default Teams from the lowest Division upwards unless approved in writing by BC Rugby.

a) **Reduced Numbers** – In all Leagues below Division 1, Teams are permitted to play with reduced numbers in line with the table below. In cases of reduced numbers, both teams must start the game with equal on-field numbers. The number of players available on the team with fewer players shall determine on-field numbers as per the chart below.

Available Players	Players on Field	Minimum Suitably Trained Front Row	Number of Players in Scrum
15*	12	N/A	6
16	13	N/A	6
17	14	N/A	8
18 or more	15	N/A	8

* see section 5.3 c) iii for clarification on minimum squad sizes for divisions 2 & 3

b) **Cancellations** – the following circumstances may result in the cancellation of a Match and failure to reschedule and play this Match is without penalty:

- Weather Conditions** – where weather conditions jeopardize Player safety or make playing a Match impossible or near impossible.
- 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 100km of the scheduled venue unless cross-strait travel is involved.

- iii. **Travel** – circumstances beyond control lead to travel being impossible or have delayed arrival beyond 45mins after the scheduled kick-off time.
- iv. **Municipal, Provincial Government and Health Authority Guidelines** – should any municipal, provincial or other government bodies recommend or require a match not to take place, or health authorities recommend or require a match not to take place
- v. **Other** – any other reasonably unforeseen, uncontrollable circumstance.

c) **Conceding a win** – if a Team is unable to have a safe and compliant roster as detailed below but the Match still takes place, that Team will record a 20-0 loss but incur no penalty:

- i. **Minimum Roster for Provincial Competitions, and Premier Leagues** –
 - A Team fails to field a player roster of at least 20 players.
- ii. **Minimum Roster for Division 1 Competitions** –
 - A team fails to field a roster of at least 18 players.
- iii. **Minimum Roster for Division 2 & 3** –
 - A team fails to field a player roster of at least 15 players (12 players on-field to start the game), that team shall record a Conceded Loss (20-0 with no further loss of competition points) should the play a game with reduced numbers.
- iv. **Front Row Replacements and Uncontested Scrums in Premier League** – A Team in a Men's or Women's Premier League Match does not nominate at least 5 suitably trained and experienced front row Players in their squad and the scrums must be uncontested as a result, and that Team will record a loss.



- v. **Front Row Replacements and Uncontested Scrums in Division 1 –**
A Team in a Men's or Women's Division 1 League Match does not nominate at least 4 suitably trained and experienced front row Players in their squad and the scrums must be uncontested as a result, and that Team will record a loss.
- vi. **Front Row Replacements and Uncontested Scrums in Division 2 & 3 –**
A Team in a Men's or Women's Division 2 or 3 Match does not nominate at least 3 suitably trained and experienced front row Players in their squad. Scrums must start and remain uncontested as per the Laws of the Game. That team may only field a maximum of 18 players unless they send written permission from their opposition to the BC Rugby office prior to 9am the day prior to the Match to field up to 23 players without the requisite number of suitably trained front row players as per Section 5,1 a) iii.

d) **Defaults** – the following circumstances will be treated as a defaulted Match and any relevant sanctions will be applied:

- i. **Schedule Conflicts** – a Team that commits to another Competition, Tour or Exhibition Match within the BC Rugby Competition season and does not reschedule the Match.
- ii. **Team Standings** – a Team or Teams that fails to play a regular season Match to manipulate the final Team Standings of a Competition.
- iii. **Refusal to Travel / Play** - If a team that is able to play however refuses to travel and/or play, that team will record a default.
- iv. **Minimum Team Roster Size** – Where a team roster does not have the minimum number of players listed for a game to take place and no game happens that team will record a default



- v. **Other** - if for any other reason a Team causes a Match to not take place and is unable to reschedule the Match.
- e) **Disputed Matches** – the following circumstances will be considered by the Committee upon notice from one of the impacted Clubs:
 - i. refusal to cooperate.
 - ii. failure to communicate.
 - iii. disputed result; and
 - iv. any other circumstances not covered by these Rules.

5.3 Schedule or Venue Changes

- a) **The Committee** – the Competitions Committee has the right to schedule make-up Matches and relocate venues that it deems necessary.
- b) **Right of the Home Club** – the Home Club has the right to relocate a Match to an approved alternative field if its home field is closed assuming it meets the facility requirements by 9am Friday before the match. The Home Club may use the home field of any other Club, with that Club's permission, as its alternative field.
- c) **Reschedule Requests** – a Team may request their opponent to reschedule a regular season Match. The opponent must not unreasonably deny the request for rescheduling the Match. If an agreement cannot be reached the game will be recorded as a default. If the Match is rescheduled to an official make-up date, then required make-up Matches take precedence on that date.
- d) **Schedule of Make-Up Matches** – unless otherwise approved by the Committee, make-up Matches shall be Played in the order in which they were cancelled, that is, the first Match cancelled shall be the first Match to be Played on the make-up date.
- e) **Closure of Neutral Field** – if a Match is scheduled at a neutral field and that field is closed, then it is the responsibility of the listed home Team to attempt to find an alternative neutral field. If an alternative neutral field is unable to be confirmed by 9am Friday, then the Match will not be Played and rescheduled as



available. Clubs involved in neutral site Matches will not be required to travel to home or opposing Clubs' fields unless agreement is reached. Where the neutral site sought requires travel time exceeding three hours by both Clubs, the BC Rugby Office will assist, if required, in finding and securing a neutral field.

- f) **Availability of Opponent's Home Field** – if the home Club fails to nominate a playable field by 9am Friday and the opponent's home field is open and within 100km of the scheduled venue, then the Match is automatically switched to the opponent's home field. The home Club may apply to the Competitions & Events Committee under Section 7.5 (d) to have any future away Match between the two Clubs switched to rebalance the share of home Matches.
- g) **Providing Notice** – the home Club should communicate potential issues with their opponent in advance (prior to 12pm on Thursday), and receive acknowledgement, of all changes, or potential changes, from the opponent, BC Rugby office and the relevant Referee Allocator. Final details of the agreed changes must be confirmed to BC Rugby offices no later than 9am Friday prior to the scheduled Match. Failure to notify the opposition, the relevant Referee Allocator and BC Rugby of any field closure or venue change or Match abandonment may result in sanctions pursuant to Section 7.
- h) **Approval of Schedule Changes** – all schedule and venue changes must be approved by BC Rugby.

5.4 Abandonment of a Match

A Match may be abandoned as follows:

- a) **Weather deteriorates with less than 2/3 time Played** – if weather conditions prevent a Match from being Played or cause a Match to be abandoned with less than two-thirds time having been Played, the Match shall be Played or replayed as a make-up Match.
- b) **Weather deteriorates after 2/3 time Played** – if a Match is abandoned because of weather conditions after two-thirds or more time has been Played, then the score at that time shall be deemed to be the final score of the Match. The



referee's decision regarding the need to abandon the Match and the time Played shall be final.

- c) **Power of the Referee** – a referee has the power to abandon a Match at any time if, in his or her opinion, the Match should not continue to full time. The referee will inform both Team captains that the Match is being abandoned and of the reason for taking that action.
- d) **Power of the Team Captain** – a Team captain has the power to abandon a Match at any time, if in his or her opinion, the Match should not continue to full time. If a Team captain decides to abandon a Match, then he or she shall inform the referee of the reason for that decision.
- e) **Other Reasons as Determined by Referee or Team Captain** – where a Match is abandoned for any reason other than weather conditions, the following steps will be followed:
 - i. The referee and representatives from both Clubs shall submit within 72 hours a written report detailing the reasons for abandoning the Match to the Committee.
 - ii. The Committee shall review the reports of the referee and the Team captains and consider such other evidence that it deems relevant to the matter and then decide as to the status of the Match.
 - iii. The Committee has the power to declare a winner, order a replay, or to declare a no contest in which case no points are awarded to either Team, and may apply sanctions as it deems fit. If a replay is ordered, then it shall be held under conditions established by the Committee.

5.5 Laws of the Game

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.



5.6 Concussion Management

BC Rugby's number one priority is player safety and adheres to World Rugby's policy of 'Recognize and Remove' when dealing with concussions or suspected concussions. Any player suspected or suffering from concussion should be immediately removed from competition and report to BC Rugby Medical Staff for evaluation. Not reporting injury symptoms to avoid medical evaluation significantly increases the risk prolonging recovery and long-term effects.

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.

5.7 Match Day Management

- a) **Under 19 Variation** – on any given day, regardless of any overtime required any Player subject to World Rugby's U19 Variations must not exceed the allowed playing time in that Match
- b) **Matches with Reduced Numbers** – any Match playing with reduced numbers shall follow World Rugby Game on Guidelines and all Law Variations must be adhered to for reduced size games. At least 3 substitutes should be available for all matches.
- c) **Substitutions in Provincial Competition Matches** – substitutions are made in accordance with the Laws of the Game dependent on roster size.
- d) **Substitutions in Men's and Women's Premier Leagues** – substitutions are made in accordance with the Laws of the Game dependent on roster size.
- e) **Substitutions in Men's & Women's Divisional Club Competitions (excluding Men's & Women's Premier Leagues)** – a Team is permitted an unlimited number of player exchanges during a Division One or Lower Division Match. That is, a removed Player may re-enter the Match as and when facilitated by the appointed Match Official.



5.8 Entering Playing Enclosure

- a) **Substitutes** – all substitute or substituted Players are to be situated outside the playing area as defined by World Rugby's Law 1. This means outside of the spectator restraints or inside the technical area. Substitutes may use the attacking in-goal area as a space to warm up without the use of equipment.
- b) **Appointed Therapist** – two clearly identified Team therapists may enter the playing enclosure at any time to assist injured Players and may roam the playing enclosure without causing disruption or interfering in any way with play.
- c) **Water Carriers** – A maximum of two clearly identified water carriers may enter the playing enclosure with the permission of the Referee to deliver water to their team. These water carriers must not be a member of the Coaching staff.
- d) **Other Team Staff** – all other Team Staff are not permitted in the playing enclosure during play and are to be situated outside the playing enclosure or behind the opposition's in-goal area. This means outside of the spectator restraints.

5.9 Reporting of Scores & Point Scorers

The appointed Match Official is responsible for submitting the Match score. The score submitted by the appointed Match Official is final, unless categorical evidence is submitted to BC Rugby that proves beyond doubt an incorrect score has been submitted.

5.10 Point Tabulations

- a) **Competitions of Fifteens Rugby** – Team standings shall be determined by the total number of Match points earned by a Team in regular season, which shall include bonus points. The allocation of Match points shall be as follows:
 - i. Four points for a win.
 - ii. Two points for a draw.
 - iii. One bonus point for finishing with a score which is seven points or less of the winner.



- iv. One bonus point for scoring four or more tries in a Match.
- v. A conceded Match shall count as four points and recorded as a 20-0 score, as if the non-conceding Team scored no more than three tries.
- vi. A defaulted Match shall count as five points and recorded as a 20-0 score, as if the non-defaulting Team scored four non-converted tries. The defaulting Team shall lose four points in the league standings.
- vii. In the event of cancelled matches that prevent an equal number of Matches from being played by each Team within regular season, final standings of that Competition will be determined on all participating Teams' Points Ratio.

Section 6 – Playoffs & Finals

6.1 Tie-Breaking in Team Standings

- a) **Two-Way Ties in Senior Competitions** – in the case of two Teams tied at the end of regular season or all pool Matches, the final standings of the two Teams shall be determined by considering in order of the factors below:
 - i. The aggregate score of the Matches Played between the two Teams;
 - ii. The most wins in the league or pool;
 - iii. The Points Differential in the league or pool Play;
 - iv. The toss of a coin by the Chair of the Committee or Tournament Director.
- b) **Two-Way Ties in Leagues Based on Bonus Points** – in the case of two Teams tied at the end of regular season, the final standings of the two Teams shall be determined by considering in order of the factors below :
 - i. The aggregate score of the Matches Played between the two Teams;
 - ii. The most wins in regular season;



- iii. The Points Differential in league Play;
- iv. The most bonus points earned in league Play; or
- v. The toss of a coin by the Chair of the Committee or Tournament Director.

c) **Three-Way Ties in Senior Competitions** – in the case of a three-way tie at the end of regular season or all pool Matches, the final standings shall be determined by considering the factors, in order, below. If any of the steps results in a two-way tie, then the rules for breaking a two-way tie shall be applied. When Points Differential is used, the Team with the highest point differential will be considered the winner. If seeding is still required for the remaining two Teams, then this will revert to two-way tie breaking rules.

- i. The most wins between the Teams;
- ii. The most wins in the league or pool play;
- iii. The Points Differential in league or pool play between the Teams involved in the three-way tie;
- iv. The Points Differential in league or pool play if all Teams tied Played all their Matches;
- v. The toss of a coin by the Chair of the Committee or Tournament Director.

d) **Three-Way Ties in Leagues Based on Bonus Points** – in the case of three Teams tied at the end of regular season, the final standings shall be determined by the following, in order. If any of the steps taken results in a two-way tie, then the rules for breaking a two-way tie shall be applied. When Points Differential is used, the Team with the highest point differential will be considered the winner. If seeding is still required for the remaining two Teams, then this will revert to two-way tie breaking rules:

- i. The most wins between the Teams;
- ii. The most wins in the league or pool play;
- iii. The Points Differential in regular season between the Teams involved in the three-way tie; or
- iv. The most bonus points earned in regular season.



- v. The toss of a coin by the Chair of the Committee or Tournament Director.

6.2 Tie-Breaking in Playoff Matches

If the score is tied at the end of regulation time of a Playoff Match, then the tie shall be broken by the following procedures:

- a) Two five-minute halves of overtime shall be Played.
- b) If the score remains tied, then the Teams shall Play a five-minute period of overtime with the Team scoring first determined as the winner (i.e. sudden death).
- c) If the score remains tied, then the Teams shall compete in kicks at goal as directed by World Rugby protocol and confirmed by BC Rugby prior to Playoffs.

6.3 Determining Venues for Playoff Matches

For Clubs' Competitions, excluding Sevens Tournaments, venues for Playoffs Matches will be determined as such:

- a) **Qualification for Finals** – the venue of any Playoffs that determine Teams' qualification for the Final of a Competition or Division shall be determined by the higher ranked Team in the Competition Standings. The Committee will receive requests for venue changes in accordance with Section 8.4. BC Rugby may decide to host Playoff Matches at a single venue for logistical reasons.
- b) **Finals** – the venue for any Clubs' Competition Finals shall be determined by BC Rugby Staff, taking into consideration the following factors:
 - i. Ease of travel for all potential Participants and Clubs involved;
 - ii. Number of fields required to accommodate all Leagues or Divisions Finals;
 - iii. Capacity and quality of facilities required; and
 - iv. Locations of other BC Rugby Competitions and events to consider geographical distribution within a 24-month period.



6.4 Determining Schedule for Playoff Matches

For Clubs' Competitions, excluding Sevens Rugby tournaments, schedules for Playoff Matches will be determined as such:

- a) **Quarter- and Semi-Finals** – the schedule for quarter- and semi-final Matches will remain consistent with the regular season. The Committee will receive applications for rescheduling requests in accordance with Section 8.4.
- b) **Club Finals** – a schedule for the Finals which will be confirmed once all finalist Teams are confirmed. Amendments to the draft schedule may be made to accommodate travel time of finalist Teams.

6.5 Team Eligibility

Despite Team Standings, a Team may be deemed ineligible for Playoffs due to one or more of the following circumstances:

- a) **Not in Good Standing** – if a Team or Club is not in good standing with BC Rugby, then the Board has the authority to disqualify the Team or Club from participating in the Playoffs.
- b) **Conditions for Entry** – if a Team or Club no longer meets the relevant Conditions of Entry, then the Committee has the authority to disqualify the Team from participating in the Playoffs.
- c) **Premier League Conditions for Entry** – if the required accompanying Team defaults more than two Matches or any required additional Team fails to Play at least three-quarters of the regular season (this does not include pre-season regional games), then the Premier League Team will not be eligible for Playoffs.
- d) **Rugby Canada funded Team** - should a Team enter the Men's Premier League in accordance with Rule 3.4 (c), that Team is not eligible for Playoffs. That team will be removed from the Team Standings to determine Playoffs for the Men's Premier League. All points accrued by their opponents will count to their team standings.



- e) **Failure to Complete Regular Season** – if a Team fails to complete their season (excluding pre-season regional games), the Committee has the authority to disqualify the Team from participating in the Playoffs.
- f) **Conceding Playoffs** – if a Team wishes to withdraw from Playoffs, they must then inform BC Rugby at least 21-days prior to the first scheduled Playoff Match for the relevant Competition or Division. Failure to do so will be treated as a default and sanctioned in accordance with Section 7.5.

6.6 Player Eligibility

In addition to Player Eligibility for the relevant Competition, the following apply to a Player's eligibility to represent a Club's Team in Playoffs. If a Team has any Player that does not comply with the following, then that Team will be deemed to have defaulted the Playoff Match, and the opposition shall be deemed the winner and progress.

- a) **Commitment** – firstly, a Player must have Played at least 40% of the scheduled Matches for the team in their season to be eligible to represent that team in Playoff Matches. Playing more than one Match within one week (Monday to Sunday) will only count as one Match towards the Player's eligibility calculation. The Committee will receive applications for exemptions in accordance with Section 8.3.
- b) **Level of Play** – For Clubs with more than one Team, no Player that has been rostered more than 50% of the time in a higher Division may play for the lower Division team through Playoffs. Playing more than one Match within one week (Monday to Sunday) will only count as one Match towards the Player's eligibility calculation. If that Player appears on a team sheet in more than one match within a week, then the higher Division Match will be counted. The Committee will receive applications for exemptions in accordance with Section 8.3
- c) **Overtime** – regardless of any overtime required in Playoff Matches, any Player subject to World Rugby's U19 Variations may not exceed approved playing time for that Playoff Match.



6.7 Submitting Team Sheets

All Team Sheets for Playoffs must be submitted to BC Rugby by Friday 9am prior to each Playoff Match. Changes may still be made up until 2 hours after the final whistle and must include all substitutions made. Roster size is consistent with regular season.

6.8 Match Day Management

- a) **Under 19 Variation** – on any given day, regardless of any overtime required any Player subject to World Rugby's U19 Variations must not exceed the allowed playing time in that Match
- b) **Roster Size in Playoff Matches** – in all Clubs' Competitions Matches if 6 front row players are listed a team is permitted to submit a 23-player Team Sheet, if only 5 suitable front row players are available teams are permitted to submit a 22-player Team Sheet
- c) **Substitutes in Playoff Matches** – substitutions in playoff matches will be in accordance with regular season.
- d) **Matches with Reduced Numbers** – all Matches shall play with the minimum league numbers and World Rugby Game on Guidelines are unable to be applied for Playoffs

Section 7 – Sanctions & Fines

7.1 Authority

The Competition Committee has the power to impose fines and sanctions as set out in the Rules and deemed necessary for the operation and integrity of Senior Competitions. The Committee may impose a fine up to a maximum of CAD\$2,000 or any other sanction or both in each case of non-compliance with the Rules.

BC Rugby staff will apply the rules as written and issue the following fines on behalf of the Committee.



These rules will be applied to all Pre-Season and Regular Season matches.

7.2 Failure to Provide Satisfactory Facilities

The following fines will be applied for failure to provide satisfactory facilities in accordance with Section 2.8:

- a) First offence – warning, no penalty or fine.
- b) Second offence – the Club shall be fined CAD\$200.
- c) All subsequent offences – the Club shall be fined CAD\$500 for, and the Club will not be permitted to host any home Matches until evidence is provided to BC Rugby staff that the issue has been remedied.

7.3 Player Eligibility

The following fines will be applied to the relevant Club and point deductions for the relevant Team for any infraction of Player Eligibility Rules, as detailed in Section 4, in a BC Rugby sanctioned Competition or Match. For infractions relating to section 4.1 the sanctions (fine and point deductions) will be automatically doubled.

- a) **First offence (regular season only)** – the match will be recorded as a conceded win with the infringing team the losing team.
- b) **Second offence (first playoff offence)** – the Club shall be fined CAD\$200 and the Team shall be deducted four-points from the league or pool table.
- c) **Third offence (second playoff offence)** – the Club shall be fined a further CAD\$500 and the Team shall be deducted a further eight-points from the league or pool table and any bonus points earned in that Match.
- d) **Fourth offence (third playoff offence)** – the Club shall incur all fines accrued and the Team shall be expelled from the Competition or tournament. Furthermore, the Competitions Committee may impose further sanctions if the infractions relate to player safety being significantly compromised.



7.4 Team Sheet Compliance

The following fines will be applied to the relevant Club per Match for failure to adhere to Section 5.4:

- a) **First offence** – a written warning shall be issued.
- b) **Second offence** – the Club shall be fined CAD\$50.
- c) **All subsequent offences** – the Club shall be fined CAD\$150 for each subsequent offence within the current Competition or tournament.

7.5 Defaulted Matches

- a) **Premier Leagues** – mandatory fines for Match defaults are as follows for Men's and Women's Premier League:
 - i. where the away Premier Team is the defaulting Team, that Team shall incur a CAD\$1,000 fine for all away defaulted Matches;
 - ii. for all other defaulted Matches the teams shall incur a CAD\$500 fine, provided notification to the opposition is confirmed before 5pm Thursday prior to the scheduled Match, otherwise the fine is CAD\$750.
- b) **Divisional Leagues** – mandatory fines for Match defaults as follows for Men's and Women's Divisional Matches
 - i. where the away Team is the defaulting Team and needed to travel at least two hours to the home Team, that Team shall incur a CAD \$500 fine for all away defaulted Matches;
 - ii. for all other defaulted Matches the teams shall incur a CAD\$200 fine, provided notification to the opposition is confirmed before 5pm Thursday prior to the scheduled Match, otherwise the fine is CAD\$500.
 - iii. where the away team is scheduled to travel across the Coquihalla pass or the Strait of Georgia, the fine is CAD\$1000.
- c) **Unplayable Fields** – if a home Club confirms its field is playable for a travel Match and the opposition arrives to find the field is now unplayable, then the



home Club will reimburse the travelling Club as follows for the relevant modes of transport:

- i. **Ferry travel** – the home Club will reimburse the relevant ferry passenger fee for each player, coach, manager, and therapist that travelled, as well as the cost of bus transportation or the cost of the number of cars taken on the ferry. Copies of all receipts must be available upon request of BC Rugby.
- ii. **Crossing USA border or Coquihalla** – the home Club will reimburse the cost of bus transportation or \$CAD750 per Team if cars were used. Copies of bus transport must be available upon request of BC Rugby.
- iii. **Other** – if a Club incurs travel costs not addressed above, then the Committee will review the expenses and provide a decision on fair reimbursement.

d) **Match Played at Away Team Venue** – for home Teams that are unable to play on their home fields and the venue for the Match is reversed to the original away Team, the following will apply:

- i. If the schedule is a double round, then the home venue will be reversed so each Team still gets a home Match.

7.6 Disputed Matches

Any circumstance considered by the Committee under Section 5.2 (d) may result in loss of home Matches, point deductions and/or fines to a maximum of \$CAD1,000 by determination of the Committee.

7.7 Other Breaches of the Rules of Competition

Any other breach of the Rules of Competition not explicitly covered by Section 7 can be sanctioned and/or fined by the Competition Committee.



7.8 Notice of Fines

Clubs that have incurred a fine or fines will be sent an itemized invoice from BC Rugby.

7.9 Collection and Allocation of Fines

All fines are payable to BC Rugby within 45 days of receipt of notice.

All fines imposed under Section 7.5 are payable to the Club who has had the Match defaulted to it, minus a 10% administration fee that is payable to BC Rugby.

Excluding Section 7.5, the Committee will consider applications from Clubs to recoup sunk costs that arise from situations that have resulted in a fine being imposed on another Club.

7.10 Good Standing

Any club which does not (1) either pay a fine within 45-days or prior to Playoffs (whichever is sooner), and (2) abide by a sanction imposed in a Committee decision under Section 7 may be deemed by the Committee to not be in Good Standing and may therefore be disqualified from Playoffs.

Section 8 – Application for Exemptions

8.1 Age Restrictions

The following exemptions will be considered by the Competitions Committee:

- a) Junior Players – A Team may apply for a named Player to be exempt as an under-age player following the Age-Grade Exemption process.

8.2 Player Eligibility for Playoffs

Applications for exemptions to the Player eligibility for Playoffs must be made to the



Committee at least 21-days prior to the first scheduled Playoff Match for all Competitions or Divisions. Applications must include supporting documentation that verifies the reason for the request. The following grounds for exemption will be considered by the Competitions Committee with respect to Player eligibility for Playoffs:

- a) **Injury or Illness Management** – if a Player has been unable to meet Section 6.6 (a) due to injury or illness, then an exemption may be granted based on the evidence presented to the Committee that independently verifies an injury or illness that prohibited the Player from Playing in the Club's scheduled Matches.
- b) **National Duty** – if a Player has been unable to meet Section 6.6 (a) due to representing Rugby Canada, then an exemption may be granted based on the evidence presented to the Committee. This Rule excludes playing in the Rugby Canada Team entered in the Men's Premier League in accordance with Rule 3.4 (c).
- c) **Level of Competition** – if a Player is in violation of Section 6.6 (b), then an exemption may be granted based on a detailed rationale presented to the Committee.
- d) **Other** – if a Player has been unable to meet Section 6.6 (a) for any other reason, then a Club may apply to the Committee for consideration providing a detailed rationale and, if applicable, supporting documentation.

8.3 Venues & Scheduling for Playoff Matches

Applications for venue or scheduling changes for Playoff Matches must be submitted by 10am of Monday prior to the relevant Playoff Match. Exceptions may be considered under the following circumstances:

- a) **Travel** – the away Team needs to travel greater than five hours one-way to reach the Playoff venue.
- b) **International Travel** – the lower ranked Team would not be able to field a Team due to Players without valid documentation to cross into the United States of America.



- c) **Unbalanced Schedule** – the lower ranked Team travelled away more than the higher ranked Team due to an unbalanced home/away schedule.
- d) **Substitutes for Front Row** – a Club has more than one Team in the Men's or Women's Divisional Playoffs and the lower Team supplies more than one substitute to the higher Team's front row.

Section 9 – Protests & Appeals

9.1 Protests

- a) **Grounds for Protest** - Clubs may lodge a protest when evidence of the following exists:
 - i. **Extenuating Circumstances:** A Club may lodge a protest to a sanction or fine imposed if extenuating circumstances led to the situation sanctioned or fined. Protests against default fines will not require a deposit as described in Section 9.1 (b) to a maximum of 3 protests per Club per season. The fourth and all subsequent protests will require a deposit.
 - ii. **Rules infraction by another Club:** A Club may lodge a protest against another Club if they compete in the same Competition or Division and the infraction relates to that Competition or Division.
 - iii. **Investigation by the Committee:** The Committee may vote to direct BC Rugby staff to investigate any Club or Team for a suspected noncompliance of the Rules.
- b) **Lodging a Protest** - Clubs may lodge a protest as follows:
 - i. **Authorized Representative** – protests may only be lodged by an authorized representative of a Club.
 - ii. **Provide Notice** – to lodge a protest, a Club's authorized representative must provide in writing all relevant information regarding the protest to enable the Committee to assess grounds for protest.



- iii. **Timeline** – A Club must provide notice of a protest within two-weeks of the Match in question, or within two-weeks of receiving notice of a sanction or fine. Notice of a protest relating to a Playoff Match must be filed by Monday 10am immediately following the Playoff Match, or within 48 hours of the Match concluding if the Match has not taken place on a Saturday.
- iv. **Deposits** – Clubs may submit 1 protest within a season without a deposit. After that protests must be lodged with a CAD\$200 deposit made payable to BC Rugby that will be refunded if the Committee rules in favour of that Club.

c) **Consideration of the Protest** – the Committee shall first consider if grounds for protest have been met. If the Committee deems the protest to be valid, then the following steps will be taken:

- i. When applicable, other parties involved will be informed of the protest and provided 48 hours to provide a written response to the protest.
- ii. If deemed by the Committee necessary, then a hearing may be called by the Committee when any party involved must be given the opportunity to speak
- iii. Upon reaching a decision, the Committee has the discretion to maintain the mandatory fine imposed or reduce or nullify such fine and impose any sanction including, but not limited to, standing point deductions.

d) **Notice of Result** – the Committee shall provide all impacted parties with a written explanation for the decision made, including sanctions and/or fines imposed.

9.2 Appeals

Clubs may appeal decisions made by the Committee in accordance with BC Rugby's Appeals Policy.