

## HKRU Women's Rugby League and Competition Rules 2016/17

Premiership	National League 1	National League 2
Valley Black	Valley Red	Police Sirens
USRC Tigers	USRC Tigers 2	Tai Po Dragons 2
Gai Wu Falcons	Gai Wu Fawkes	HKFC Fire
SCAA CWB	Revolution Ladies	SCAA CWB
HKFC Ice	HKCC	Kowloon Ladies 2
Kowloon Ladies	Tai Po Dragons	TSW Ladies
City Ladies	HK Scottish	City Ladies
		Gai Wu 3
		University / DB Pirates

### 1. DEFINITIONS

For the purposes of these L&C Rules, the following terms shall be defined as follows:

**Club** means a rugby club represented by a team participating in any Union Competition

**Competition** means any rugby union Competition administered by the Union

**Dual Registered Player** means a Non Premiership Club Player who is dual registered with a Premiership Club and listed in a Premiership Squad

**Effective Registration** means the Player has been registered by the Player's Club online in the Union's database for the relevant Season

**L&C Rules** means these Women's Rugby League and Competition Rules

**League** means the domestic XV's rugby Competitions administered by the Union

**League Competition** means a Competition within the League

**LFCP** means the League Fixture Control Panel, which is authorised to make determinations on issues arising under the L&C Rules. The LFCP will consist of up to eight members of the rugby community appointed by the Union each Season to represent a cross section of Clubs. The Union will nominate one of the members to perform the role of Chairperson. Currently the LFCP members are:

## **Men's and Women's Premiership and National League 1**

Peter Else (Chair)

Don Rider

Paddy Donovan

Rowena Lawrence

## **Men's and Women's National Leagues**

John Bruce (Chair)

Fred Au

Wu Yuet-Ming

Paul Deayton

Alexandra Staff – HKRU Legal

**Match** means any rugby union Match administered by the Union

**National League** shall mean any Competition within the League below the Premiership League

**National Player** is a player that has been selected and is currently a part of the training squad for the Senior 15's and 7's teams

**Non Premiership Club** means any Club that is not a Premiership Club

**Premiership Club** means USRC Tigers, Valley RFC, Gai Wu, City RFC, Kowloon, SCAA CWB, and HKFC

**Premiership Squad** means the squad of 28 Players that each Premiership Club has registered with the Union and listed as its Premiership Squad

**Premiership League** means the highest League Competition within the League

**Player Transfer Form** means a form the Player must sign and have counter signed by the Player's current Club chairman or Club coaching officer and new Club chairman or Club coaching officer

**Player** means a Player playing a Match administered by the Union

**Season** means the League season, which typically runs from September to March

**Trained Front Row Player** means a player who is suitably trained and experienced to play in the front row for the division and Match in which the player is playing.

**Union** means the Hong Kong Rugby Union

## **2. COMPETITIONS**

**2.1** The Union controls and is responsible for the administration of the Competitions.

**2.2** Save for any exception set out in the rules and regulations of any particular Competition, the L&C Rules shall apply to all Clubs and all Competitions during the Season-with effect from 1 September.

**2.3** The entry procedures, format, divisions, sequence, timing and duration of the Competitions shall be determined by the Union.

## **3. EFFECTIVE REGISTRATION**

**3.1** A Player shall hold Effective Registration with the Union once they have been registered by a Club online in the Union's database for the relevant Season. The only evidence admissible of a Player's Effective Registration with a Club on any particular date is the computerised listing held by the Union.

**3.2 Dual Registration** No Player may hold Effective Registration with more than one Club at any time unless approved by the LFCP, with the exception of a Dual Registered Player. A Premiership Club may dual register up to 6 Players from a Non Premiership Club with approval from the HKRU Womens Rugby Development Manager. A Dual Registered Player is eligible to be selected for either or both Clubs for which the Player is registered on any given Match day and may play in the Premiership division throughout the Season without limitation

**3.3 Player Transfer** A Player who wishes to transfer Clubs may do so between 1 April and 1 December by completing and submitting to the Union a Player Transfer Form signed by all relevant parties. If the current Club refuses to sign the Player Transfer Form for any reason it will be treated as a registration dispute and will be referred to the LFCP for resolution. In the event of a registration dispute, the Player may not transfer to or play for the new Club unless and until permitted by the LFCP.

**3.4** New Players (currently not registered to any other Club) may be registered with a Club between 31 October 2016 and 31 January 2017.

**3.5** No Club may field a Player for a team in any Competition Match who:

**3.5.1** Does not hold Effective Registration with that Club (save and except for Dual Registered Players)

**3.5.2** Is currently under suspension under the L&C Rules or the Laws of the Game.

## **4. LOSS OF EFFECTIVE REGISTRATION**

**4.1** A Player will cease to have Effective Registration with a Club:

**4.1.1** Upon having Effective Registration with another Club (save and except for Dual Registered Players); or

**4.1.2** Upon having Effective Registration cancelled or suspended by the LFCP for any reason; or

**4.1.3** Where Effective Registration is invalidated pursuant to Rule 5 below;

**4.1.4** Where and from the date upon which a union, with whom a Player is currently registered and to whom a Club had applied for consent to register a Player (who had been granted Effective Registration pending a response from that union), advises that any consent or clearance is refused or withdrawn or delayed.

## **5. FALSE OR MISLEADING INFORMATION**

**5.1** If a Club or Player supplies incorrect or misleading information to the Union on the online Player registration system the Effective Registration will be void. A financial penalty may also be imposed as the LFCP considers appropriate.

## **6. PLAYER REGISTRATAION**

**6.1 Womens Premiership Squad Registration** Each Womens Premiership Team must register a squad list of **28** Players with the Union before the first Premiership fixture of the Season.

**6.1.1** Each Premiership Squad must identify 15 players that will not be able to play down in National League 1 or 2 (subject to rule 6.1.2). These must be the Premiership team's top 15 performing players.

*\* Note dispensation has been given to City RFC to identify a list of 12 players only*

**6.1.2** On any given weekend, up to 3 players from the identified list of 15 can drop into National League 1 only. This includes National players.

**6.1.3** Subject to rule 6.1.1, Premiership clubs with a team in National League 1 can drop down a maximum of 6 players into the NL1 only. These players can be changed from week to week.

**6.1.4** Premiership clubs that do not have a team in National League 1 can drop down a maximum of 6 players into National League 2 – These players cannot be from their Top 15 list. These players can be changed from week to week.

**6.1.5** Premiership clubs that have a team in both National League 1 and National League 2 {Gai Wu} cannot drop players from their Premiership squad list to play National League 2.

**6.1.6** Each Premiership team must identify and register a minimum of 5 front row forwards within their total squad number of 28 players. This must be maintained throughout the season.

**6.2 Womens National League 1 Registration** Each Womens National League 1 Team must register a squad list of 26 players with the Union before the first NL1 fixture of the season.

**6.2.1** Each National League Squad will be allowed to name a maximum of 4 players that can play down in their development teams or up in there Premiership team. This can be changed from week to week and does not include National team players.

*\*If a Club needs to name more than 4 players to play for another team, then they are able to apply for dispensation*

**6.2.2** Clubs without a Premiership team, but with another team in National League 2 {Tai Po Dragons} have to name 12 players that can only play National League 1

**6.2.3** Clubs with a team in the Premiership and in National League 2 {Gai Wu} have to name 12 players that can only play National League 1 or Premiership.

**6.2.4** Each National League 1 team must identify and register a minimum of 4 front row forwards within their total squad number of 26 players. This must be maintained throughout the season.

**6.3 Womens National League 2 Registration** Each Womens National League 2 Team must register a squad list of 26 players with the Union before the first NL2 fixture of the season.

**6.3.1** Each National League 2 team must identify and register a minimum of 4 front row forwards within their total squad number of 26 players. This must be maintained throughout the season.

## **7. PLAYER PERMIT SYSTEM**

**7.1** National League 1 and National League 2 teams that are short of players for their games are permitted to play up to 4 players from another club.

**7.2** Both clubs must agree upon the player permit and the HKRU must be notified with details of the permitted players in a reasonable time prior to the fixture. Permit requests must be approved and acknowledged by the Union before the game.

**7.3** No national players may play as a permitted player

## **8. DUAL REGISTRATIONS**

**8.1** A Premiership Club may register up to a maximum of 6 Players registered with Non Premiership Clubs with prior agreement of the Player and her Club. These Players must be registered by name with the HKRU and be clearly identified as "Dual Registered Players" with the Premiership Club. A Dual Registered Player may only play in the Premiership division for the Premiership Club with whom she is registered.

## **9. GAME MANGEMENT AND SUBSTITUTIONS**

## **9.1 Women's Premiership**

**9.1.1** Premiership games will be 80 minutes long (2 x 40 minute halves)

**9.1.2** Premiership match day squads of 22/23 players – this must contain 5 front row forwards

**9.1.3** Premiership teams will be allowed to make a maximum of 7 replacements during the game. Once a player has been replaced as a substitution, the substituted player may not be able to go back on the pitch to play. Substitutions can only take place when the ball is dead and always with the Referee's knowledge.

**9.1.4** If a player has a head or blood injury, that player may be temporarily replaced. The injured player may return to the field of play once approved by the team's medical staff.

**9.1.5** If a player is substituted, that player may only return to play when replacing and injured front row player OR a player with blood injury.

**9.1.6** If the Referee decides that a player is deemed unfit to play, the referee may order that player to leave the field of play

**9.1.7** If Premiership teams begins a game or needs to go to uncontested scrums for whatever reason, then they must go down to 14 players and the scrum must have equal numbers. The team that has not forced the uncontested scrum has the option of the number of players in the scrum. A team must not have few than five players in the scrum. *\* Note this rule only applies to the Women's Premiership*

## **9.2 National League 1**

**9.2.1** National League 1 games will be 70 minutes long (2 x 35 minute halves)

**9.2.2** National League 1 match day squads of 22/23 players – this must contain 4 front row forwards

**9.2.3** In the event of a National League 1 team being unable to field a suitably trained front row at the start of the match, the referee will order the game to be played with uncontested scrums for safety reasons. The game will continue without either team having to drop a player.

**9.2.4** National League 1 teams are permitted to play 'rolling substitutions' in accordance with the squad size stipulated in 9.2.2. Substitutions can only take place when the ball is dead and always with the Referee's knowledge.

## **9.3 National League 2**

**9.3.1** National League 2 games will be 70 minutes long (2 x 35 minute halves)

**9.3.2** National League 2 match day squads of 25 players – this must contain 4 front row forwards

**9.3.3** In the event of a National League 2 team being unable to field a suitably trained front row at the start of the match, the referee will order the game to be played with uncontested scrums for safety reasons. The game will continue without either team having to drop a player.

**9.3.4** National League 2 teams are permitted to play 'rolling substitutions' in accordance with the squad size stipulated in 9.3.2. Substitutions can only take place when the ball is dead and always with the Referee's knowledge.

## **10. GAME DAY ADMINISTRATION**

**10.1** All teams that play are required to submit a completed team sheet of its match day squad to the Women's Rugby Officer by midday prior to match day. Teams will be required to identify trained front row forwards.

**10.1.1** Premiership and National League 1 match day squads should name a minimum of 20 and a maximum of 22 players

**10.1.2** National League 2 match day squads should name a minimum of 18 and a maximum of 25 players

**10.1.3** All teams are required to submit a team results sheet on the Monday following a Saturday match. If the match is played on day other than a Saturday, then on the first working day following. Results sheets must clearly show the names of all players that participated, along with point's scorers and the recipients of any yellow and/or red cards.

## **11. POSTPONEMENT OF MATCHES**

**11.1** A club must fulfil its Competition fixture obligations in respect of any Match on the date and at the time appointed for such fixture.

**11.2** A Match may be rearranged where the Referee decides a Match should not be played or should be abandoned after less than sixty minutes have been played because of weather conditions or for any other reason. The Referee's decision as to whether a Match should be played or abandoned shall be final. If a Match is abandoned after sixty or more minutes have been played, then the score at the moment of abandonment shall stand and be deemed the final score in the Match unless otherwise directed by the LFCP if the abandonment arose in part due to a breach of World Rugby Law 10 or the HKRU Code of Conduct.

**11.3** Subject to the approval of the Union, a Match may be rearranged where both teams agree a Match should be postponed to a later date.

**11.4** In the event that a Match is to be rearranged, the fixture will be re-scheduled for a designated "make-up" weekend. In the event one or both of the teams are already scheduled to play on all available "make-up" weekends, then the game will be rescheduled at a time, date and venue either as both teams shall agree, or in the absence of agreement as determined by the Union in its absolute discretion.

## **12. FAILURE TO HONOUR FIXTURES**

**12.1** Where the LFCP is of the view that a Club has unjustifiably failed to fulfil its Competition fixture obligations, the Club shall be treated as having forfeited each remaining Match in the relevant Competition in accordance with L&C Rule 17.4 and may be deducted up to a further four League Competition points and receive a monetary fine, as the LFCP considers appropriate.

**12.2** Any team which forfeits 3 or more Matches in the same Competition shall, in addition to any other penalty, be liable to disqualification from that Competition, to be decided at the absolute discretion of the LFCP.

### **13. GENERAL COMPETITION RULES**

#### **13.1 First Aid or Physio Requirement**

**13.1.1** Clubs should ensure that they have sufficient First Aiders or Physio and equipment present at each fixture. Neither the Union nor any Referee is obliged to provide or be responsible for First Aid.

**13.1.2** Where a First Aider or Physio is present, the Referee should do no more than allow an injured Player to leave the field to receive treatment or allow the First Aider or Physio onto the field to administer treatment. The First Aider or Physio may come onto the field to administer treatment without notice when required.

**13.1.3** Where no First Aider or Physio is present, the Laws of the Game provide that the Referee shall decide whether the Player may be replaced due to injury. There is no obligation on a Referee to provide or to be responsible for First Aid.

#### **13.2 Team uniforms and Players Personal Equipment:**

**13.2.1** In the event of a kit clash, it is the responsibility of the designated away team to wear an alternate kit. In the event of any dispute the Match referee will be the arbitrator of whether or not a kit clash exists.

**13.3** All Players must wear a mouth guard during HKRU sanctioned fixtures.

### **14. LEAGUE COMPETITION AND POINTS**

**14.1** Premiership and National League 1 will play 2 rounds of league games followed by which a league winner will be determined based on points. A Premiership League winner and a National 1 League winner will be determined.

**14.2** National League 2 will play 1 round and then split into NL2 A (top 5) and NL2 B (bottom four). Teams will play one more round robin within their pool, followed by which a league winner will be determined based on points. A National League 2-A League winner and a National League 2-B League winner will be determined.

**14.3** Points will be awarded for League Competition Matches as follows:

4 League Competition points for a win

2 League Competition points for a draw

1 League Competition point for a loss by 7 Match points or less

1 League Competition point for scoring 4 tries or more

No points will be awarded for a bye or for a loss by more than 7 Match points

**14.4** Where one or more teams have equal League Competition Points at any stage of the Season, the position of each team in the relevant League Competition at that stage shall be determined firstly by the number of wins achieved and then on the basis of match points differential. A Club with a larger number of wins shall be placed higher than a Club with the same number of League Competition points but fewer wins.

If teams have equal League Competition points and an equal number of wins then a team with a larger difference between match points "for" and match points "against" shall be placed higher in the relevant League Competition than a team with a smaller difference between match points "for" and match points "against".

Should two teams have the same number of League Competition points and the same match points difference, the team having scored more match points "for" shall be placed higher in the relevant League Competition than the team having the lesser number of match points "for".

If the above does not establish different League Competition positions then the team in the higher position shall be the team that has achieved the higher aggregate match points scored by it in the same season against the other team.

## **15. MATCH FORFEITURES**

**15.1** 5 competition points will be awarded to a team that gains a forfeiture or is awarded match points by the LFCP.

**15.2** 1 competition point will be deducted from a team that forfeits a Match The team receiving the forfeiture will receive 20 points for and nil points against The team forfeiting the fixture will receive nil points for and 20 points against.

## **16. GRAND CHAMPIONSHIP RULES**

**16.1 For Premiership and National League 1**, the first placed team in the league will receive a bye into the semi-finals with the remaining six teams playing quarter finals to contest the Premiership Grand Championship Cup and the National League 1 Grand Championship Cup.

1<sup>st</sup> place team receives bye into Semi Finals

Quarter Final 1: 2<sup>nd</sup> Vs 7<sup>th</sup>

Quarter Final 2: 3<sup>rd</sup> Vs 6<sup>th</sup>

Quarter Final 3: 4<sup>th</sup> Vs 5<sup>th</sup>

Semi Final 1: 1<sup>st</sup> Vs Winner of Quarter Final 3

Semi Final 2: Winner of Quarter Final 1 Vs Winner of Quarter Final 2

Final: Winner of Semi Final 1 Vs Winner of Semi Final 2

The higher ranked teams will enjoy home advantage where feasible and the Final will take place at King's Park.

**16.2 For National League 2 – A**, the first placed team in the league will receive a bye into the semi-finals with the remaining four teams playing quarter finals to contest the National League 2 Grand Championship Cup

1<sup>st</sup> place team receives bye into Finals

Quarter Final Playoff: 4<sup>th</sup> Vs 5<sup>th</sup>

Semi Final 1: 1<sup>st</sup> Vs Winner of Quarter Final Play Off

Semi Final 2: 2<sup>nd</sup> Vs 3<sup>rd</sup>

Final: Winner of Semi Final 1 Vs Winner of Semi Final 2

The higher ranked teams will enjoy home advantage where feasible and the Final will take place at King's Park.

**16.3 For National League 2 - B**, all four teams will take part in the semi-finals to contest the National League 2 Grand Championship Bowl

Semi Final 1: 1<sup>st</sup> Vs 4<sup>th</sup>

Semi Final 2: 2<sup>nd</sup> Vs 3<sup>rd</sup>

Final: Winner of Semi Final 1 Vs Winner of Semi Final 2

The higher ranked teams will enjoy home advantage where feasible and the Final will take place at King's Park.

## **17. DRAWN MATCHES**

**17.1** If there is a draw in any knockout competition:

**17.1.1** Following an interval of five minutes, extra time of 10 minutes each way (with an interval of 5 minutes) shall be played. The first period of extra time shall start with a kick off from the team that started the match and the second period shall start with a kick off from the team that received the kick off. "Golden Points" will apply the first team to score any points wins, and the game finishes.

**17.1.2** If after extra time there is still a draw then the team having scored the most tries during the Match will be declared the winner. If the Match is still drawn then the team that scored the first try will be declared the winner. If no tries were scored then the team with the higher positive points difference played between the two teams in the League shall be declared the winner. If the teams have the same differential, then the winner will be decided by way of a coin toss between captains.

## **18. REFEREES**

**18.1** A Referee shall be appointed for each Match by the HKRU Referee Manager

## **19. UNDER-AGE PLAYERS**

**19.1** No team may select or play in any adult Competition any Player under the age of 18 unless the following application process has been complied with: (and no Player aged under 17 or a front row Player aged under 18 in any circumstances)

**19.1.1** The applicant Player has applied to the Union in writing using the application form provided by the Union and including with that application:

**(a)** Endorsement from the chairman of the Club where the Player wishes to play adult rugby;

**(b)** A letter from the applicant Player's parent(s) or legal guardian(s) supporting the application;

**(c)** Reference from current coach or coach of the adult rugby team for whom the applicant wishes to play; the form can be downloaded at the "Domestic Rugby - League Forms - Underage Players" section of Union website.

**19.1.2** The application and recommendation should be submitted to the Union's Womens Rugby Development Manager who will inform the Union's Youth Committee of all applications. The Union reserves the right to make the final decision as to whether to allow the applicant to play adult rugby.

## **20. INTERPRETATION AND BREACH OF L&C RULES**

**20.1** The LFCP shall have absolute discretion on the interpretation or application of the L&C Rules, including determination of any breach of the L&C Rules, or any matter not provided for in the L&C Rules (including rectifying any administrative error) and shall give directions or make rulings as appropriate. The LFCP's decision shall be final and binding.

**20.2** Any dispute or request for a determination relating to the interpretation or application of the L&C Rules shall be referred to the LFCP. Applications should be submitted in writing to the General Manager of Rugby Operations or his/her nominee addressed to the LFCP along with all supporting documentation. Where a determination is sought in advance of a particular fixture being played, the application must be submitted to the LFCP at least 72 hours before the relevant fixture. The LFCP's decision shall be final and binding.

**20.3** Where there has been any omission or error in the L&C Rules the LFCP will have power to correct such error or omission in the manner they see fit.

**20.4** Should a Premiership Club breach any of the L&C Rules, in addition to any express forfeiture provisions set out above, the relevant Club team that breached the L&C Rules may be deducted up to a further four League Competition points and/or the Club may receive a monetary fine, as the LFCP considers appropriate.

Appeals have been removed as of 8<sup>th</sup> February 2017