

National League and Competition Rules

1. DEFINITIONS

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

- (i) **Club** means a rugby club represented by a team participating in any Union Competition
- (ii) **Competition** means any rugby union Competition administered by the Union
- (iii) **Dual Registered Player** means a Non Premiership Club Player who is dual registered with a Premiership Club and listed in a Premiership Squad in accordance with Rules 3.3 and 7
- (iv) **Effective Registration** means the Player has been registered by the Player's Club online in the Union's database for the relevant Season
- (v) **Hong Kong Qualified (HKQ)** means a Player who is World Rugby eligible to represent Hong Kong in an international test Match
- (vi) **Working Holiday Visa** means a visa that is granted to a Player under the Hong Kong Working Holiday Scheme
- (vii) **Hong Kong Work Visa** means a visa that entitles a Player to work in Hong Kong other than a Working Holiday Visa
- (viii) **L&C Rules** means these Premiership League and Competition Rules
- (ix) **League** means the domestic XV's rugby Competitions administered by the Union
- (x) **League Competition** means a Competition within the League
- (xi) **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

- (xii) **Macau Work Visa** means a Player who has acquired a work permit (aka, “blue card”) that allows the Player to live and work in Macau
- (xiii) **Match** means any rugby union Match administered by the Union
- (xiv) **National League** shall mean any Competition within the League below the Premiership League
- (xv) **National Junior Performance Player** means a Player who is below the age of 20 throughout the season and a HKRU national age grade representative at U18, U19 or U20 and fulfils World Rugby's senior playing criteria.
- (xvi) **Non Premiership Club** means any Club that is not a Premiership Club
- (xvii) **Non-Qualified Year 3 Player (NQ3)** means a Player who is in his third year of residency in Hong Kong and is not yet but will become World Rugby Eligible to represent Hong Kong in an international test Match on completing 3 years residency.
- (xviii) **Non-Qualified Player (NQ)** means a Player who is not World Rugby Eligible to represent Hong Kong in an international test Match and who must hold a Hong Kong Work Visa, Student Visa or Working Holiday Visa and fall within Rule 6.3 for the Player's Premiership Club.
- (xix) **Premiership Club** means HKCC, HKFC, HK Scottish, Kowloon, Valley and USRC Tigers
- (xx) **Premiership Squad** means the squad of 32 Players that each Premiership Club has registered with the Union and listed as its Premiership Squad in accordance with Rules 3.2 and 6.1.
- (xxi) **Premiership League** means the highest League Competition within the League
- (xxii) **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
- (xxiii) **Player** means a Player playing a Match administered by the Union
- (xxiv) **Season** means the League season, which typically runs from September to March

- (xxv) **Student Visa** means a visa that is granted to a Player entitling the Player to study in Hong Kong
- (xxvi) **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.
- (xxvii) **Union** means the Hong Kong Rugby Union
- (xxviii) **World Rugby Eligible** means the Player is eligible to represent Hong Kong in an international test Match based on the criteria specified by World Rugby

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 no later than 31 August.

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 Premiership Squad Registration Each Premiership Club must register 32 Players with the Union whom it lists as its Premiership Squad at least one month before the first Premiership fixture of the Season. Each Premiership Squad must comply with Rule 6 below. The Premiership Club must submit all supporting documentation verifying the visa status of all Non- Qualified Players as part of the Premiership Squad registration. Any Player wishing to change their registration status with the Union to Hong Kong Qualified must submit all supporting documentation to the Union no later than 30 days prior to the first Premiership fixture that the Player seeks to be treated as Hong Kong Qualified. A Player shall not be considered to be Hong Kong Qualified for the purposes of the Premiership Squad unless and until the Player' registration status with the Union has been changed to Hong Kong Qualified.

3.3 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, including National Junior Performance Players. 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. Dual Registered Players must be registered as such with the Union by 1 December 2016. A Premiership Club may de-register and replace all of their Dual Registered Players between 18 December 2016 to 4 January 2017.

3.4 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. A copy of the Player Transfer Form can be downloaded [here](#). 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. A Player may not transfer Clubs after 1 December for the remainder of the relevant Season, irrespective of whether the Clubs concerned are in agreement.

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

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

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

3.6.2 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 L&C 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. National League 1 and 2 Squad Registrations

6.1 National League 1

6.1.1 Clubs must register a minimum squad of 25 players by Monday 3rd October 2016

6.1.2 National League 1 registered squads will be allowed to play down up to 6 of their registered players into the next team down within their club structure

6.2 For a Club that has 2 teams in National League 1 the following will apply:

6.2.1 Clubs must register a squad of 18 players for each team

6.2.2 Unlimited number of club U19 players are able to play in NL 1 teams

6.2.3 Maximum of 4 players from each NL 1 registered squads can play across into the clubs other NL 1 team.

6.2.4 Maximum of 6 players can play in either NL 1 team from other club squads

6.2.5 Maximum of 6 NL 1 registered players are able to play in NL 2 (6 out of the 36 registered)

6.3 Front Row Forwards

6.3.1 All registered squads (rule 6.1 and 6.2) must contain 4 Trained Front Row Players

6.4 National League 2

6.5 Club must register a squad of 23 players by Monday 26th September 2016

6.6 Registered squads must contain 3 Trained Front Row Players

7. DUAL REGISTRATIONS

7.1 A Premiership Club may register up to a maximum of 6 Players registered with Non Premiership Clubs with prior agreement of the Player and his 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 he is registered.

7.2 Should a Premiership Club breach Rule 7, any forfeiture of League Competition points imposed by the LFCP in relation to the breach will apply to the Club team that played the Dual Registered Player only. No additional forfeiture of League Competition points may be imposed in relation to the Premiership team.

8. PREMIERSHIP SQUAD PLAYERS DROPPING DOWN AND PLAYING IN NATIONAL LEAGUES

8.1 On any given league weekend a maximum of six (6) Premiership squad players can drop down into the clubs National League 1 team (If a club has 2 teams in NL 1 they can drop down 6 in each respective team). Premiership squad players are not permitted to play any further down the National Leagues.

8.2 If a Premiership club does not have a team in National League 1, they will only be able to drop down 3 Premiership Squad players into their second team. The following players are not permitted to drop down: Senior International Players, Full Time ERP and HKSI Players.

8.3 On any given weekend a maximum of three (3) Premiership squad players can drop down and play for a Non Premiership National League 1 team. For the sake of clarity this only applies to HK Scottish Prem. Squad players playing for Gai Wu RFC.

8.4 Should a Premiership Club breach Rule 8, any forfeiture of League Competition points imposed by the LFCP in relation to the breach will apply to the Club team that played the Premiership Squad Player only. No additional forfeiture of League Competition points may be imposed in relation to the Premiership team.

9. NATIONAL LEAGUE PLAYERS PLAYING UP IN THE PREMIERSHIP

9.1 For any Premiership League fixture, a Premiership Club may name 4 additional Players who are not named in the Premiership Squad to play for the Premiership team provided those Players are registered with the Club on the Union's online database and do not hold a Working Holiday Visa or Holiday Visa.

10. NATIONAL JUNIOR PERFORMANCE PLAYERS

10.1 A National Junior Performance Player who has been registered with a Premiership Club is eligible to play for the Premiership team of that Club. Any such Players may be selected and play for the Premiership team in addition to the Premiership Squad and may play throughout the leagues with no restrictions.

10.2 A Premiership Club may dual register National Junior Performance Players from a Non Premiership Club. Any such Players may play for the Premiership team of that Club. These Players are in addition to the named Premiership Squad referred to in Rules 6.1 to 6.3. Appearances for a Premiership Club will have no effect on the Player being eligible to play for his Club in league fixtures and/or Grand Championship games.

11. NATIONAL LEAGUE MATCH DAY SQUADS

11.1 National League 1

11.1.1 National League 1 match day squad 22: must contain 4 front row forwards

11.2 National League 2

11.2.1 National League 2 match day squad 25: must contain 3 front row forwards

11.3 National League Match Day Team Submissions

11.3.1 National League 1 teams are required to submit a completed team sheet of its match day squad to the Union's Senior Rugby Operations Officer by midday on the day prior to the game. The team sheet shall clearly indicate the shirt number of each player and in respect of each such player whether they fall into any or all of the following categories:

Prem Player – Prem

Front Row – FR

11.4 All national league teams are required to submit a Team Result Sheet to the Union's Senior Leagues Officer by 6pm on the Wednesday following a Saturday match, or if the match is played on a day other than a Saturday by 6pm on the third working day following the conclusion of the game.

The Result Sheet should clearly show the names of all players that participated, along with point's scorers and the recipients of any yellow and/or red cards.

11.5 National League teams are required to submit a team sheet prior to Grand Championship Quarter Finals, Semi Finals, and Finals.

11.3 Once a player has played 50% or more of his/her matches in a higher Division (National Leagues) they cannot play down in a lower division during the Grand Championship, e.g. if Player A has played a total of 5 games during the league season of which 3 were at NL1 level and 2 were at NL2 level they can only play NL1 in the Grand Championships, unless they receive dispensation from LFCP.

Note: This rule does not apply to dual registered players in rule 7 and national junior performance players (10)

12. TEAM MANAGEMENT, REPLACEMENTS AND SUBSTITUTIONS

12.1 National League 1

12.1.1 National League 1 will be allowed a maximum of seven replacements

12.1.2 For each match, the match day 22 must contain at least four suitably trained and experienced front row players.

12.2 All other leagues will play "rolling subs" with unlimited interchanges.

12.3 National League 2-7 will be allowed a maximum of 10 replacement players unless prior agreement for more replacement players has been agreed upon by both team captains, coaches or managers.

12.4 National League teams that have a full match day squad but are unable to safely form a contestable scrum at the start of the match, they can choose to play the match with uncontested scrums, however the team that cannot safely form a fully contestable scrum will be reduced to 14 players throughout the duration of the game. The team that has not forced the uncontested scrum has the option of the number of players in the scrum. The opposing team must match the numbers in the scrum. A Team must not have fewer than five players in the scrum.

12.5 For National Leagues a minimum of 10 players must be on the pitch for a scheduled 15s match to go ahead.

12.6 When a team goes 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. The opposing team must match the numbers in the scrum. A Team must not have fewer than five players in the scrum.

13. POSTPONEMENT OF MATCHES

13.1 Subject to Rules 13.2 and 13.3; a Club must fulfil its Competition fixture obligations in respect of any Match on the date and at the time appointed for such fixture.

13.2 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.

13.3 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.

13.4 In the event that a Match is to be rearranged in accordance with L&C Rule 13.2 and 13.3, 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.

14. FAILURE TO HONOUR FIXTURES

14.1 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.

15. EFFECT OF FORFEITURE OF 3 OR MORE MATCHES

15.1 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.

16. GENERAL COMPETITION RULES

16.1 First Aid or Physio Requirement

16.1.1 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.

16.1.2 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.

16.1.3 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.

16.2 Team uniforms and Players Personal Equipment:

16.2.1 Clubs must inform the Union no later than the end of August of the proposed colours and design of their team uniform; jersey, shorts and socks. 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.

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

17. LEAGUE COMPETITION AND POINTS

17.1 National League 1, 2, 6 and 7 will play 2 rounds of league.

National League 3 will play 3 rounds of league.

National League 4 and 5 will play 1 round and split A and B. Teams will play one more round robin within their pool.

Teams will carry points over from first round.

17.2 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

17.3 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.

17.4 Match Forfeitures

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

18. GRAND CHAMPIONSHIP RULES

18.1 For National League 1 and 7 the First placed team will receive a bye into the semi-finals with the remaining six teams playing quarter finals

Quarter Final 1: 2nd Vs 7th

Quarter Final 2: 3rd Vs 6th

Quarter Final 3: 4th Vs 5th

Semi Final 1: 1st 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 The Final will take place at King's Park.

18.2 For National League 2 and 6 all eight teams will participate in Grand Championship Quarter Finals, Semi Finals and Final

Quarter Final 1: 1st Vs 8th

Quarter Final 2: 2nd Vs 7th

Quarter Final 3: 3rd Vs 6th

Quarter Final 4: 4th Vs 5th

Semi Final 1: Winner of Quarter Final 1 Vs Winner of Quarter Final 4

Semi Final 2: Winner of Quarter Final 2 Vs Winner of Quarter Final 3

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

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

18.3 For National League 3 the top 2 teams will receive a bye into the semi-finals with the remaining four teams playing quarter finals

Quarter Final 1: 4th Vs 5th

Quarter Final 2: 3rd Vs 6th

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

Semi Final 2: 2nd 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

The Final will take place at King's Park.

18.4 For National League 4 the top 5 in pool A plus winner of pool B will participate in Grand Championships;

1st and 2nd receive a bye into Semi-finals.

Quarter Final 1: 3rd Vs 6th

Quarter Final 2: 4th Vs 5th

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

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

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

The higher ranked teams will enjoy home advantage where feasible

The Final will take place at King's Park.

National League 4 Grand Championship Bowl

7th, 8th, 9th and 10th placed teams will take part in Bowl Semi final and final

25th February 2017 Semi Final 1: 7th Vs 10th

25th February 2017 Semi Final 2: 8th Vs 9th

4th March 2017 Final: Winner Semi Final 1 Vs Winner Semi Final 2

18.4 For National League 5 Top 6 in pool A plus Top 2 in pool B will participate in Grand Championship Quarters, Semis and Final.

Quarter Final 1: 1st Pool A Vs 2nd Pool B

Quarter Final 2: 2nd Pool A Vs 1st Pool B

Quarter Final 3: 3rd Vs 6th

Quarter Final 4: 4th Vs 5th

Semi Final 1: Winner of Quarter Final 1 Vs Winner Quarter Final 4

Semi Final 2: Winner of Quarter Final 2 Vs Winner Quarter Final 3

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

The higher ranked teams will enjoy home advantage where feasible

The Final will take place at King's Park.

National League 5 Grand Championship Bowl

9th, 10th, 11th and 12th placed teams will take part in Bowl Semi final and final

25th February 2017 Semi Final 1: 7th Vs 10th

25th February 2017 Semi Final 2: 8th Vs 9th

4th March 2017 Final: Winner Semi Final 1 Vs Winner Semi Final 2

19. DURATION OF MATCHES

19.1 National League 1 40 minutes x 2 with 10 minute interval

19.2 National League 2-7 35 minutes x 2 with 10 minute interval

19.3 Stoppage time including interval, water breaks and injury time shall be determined by the Referee.

19.4 In the event that a team is not prepared to commence a Match within 15 minutes of the scheduled kick-off time as adjudged by the Match Referee, the opposition team has the right to claim a forfeiture should they wish to do so.

20. DRAWN MATCHES

20.1 If there is a draw in any knockout competition:

20.1.1 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.

20.1.2 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.

21. REFEREES

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

22. UNDER-AGE PLAYERS

22.1 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)

22.1.1 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.

22.1.2 The application and recommendation should be submitted to the Union's Head of Rugby Operations and Head of Community & Development, 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.

23. INTERPRETATION AND BREACH OF L&C RULES

23.1 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.

23.2 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.

24.3 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.

24.4 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.

25. APPEALS

25.1 An appeal against any LFCP decision made under these L&C Rules must be made in writing to the Head Rugby Operations or his/her nominee. Where the appeal relates to the rescheduling of a fixture, notice of appeal must be given 7 days before the date allotted for the rescheduled fixture, stating detailed reasons.

25.2 The appeal will be considered and decided by the Fixtures Appeal Committee, comprising of three Union directors. All decisions of the Fixtures Appeal Committee will be made known to the relevant Clubs, and, where appropriate, before any disputed fixture is due to be played. The decision by the Fixtures Appeal Committee will be final in all cases.