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1. COMPETITION

1.1 Laws and Regulations of the Game

All games will be played in accordance with World Rugby (WR) Laws of the Game:

<https://www.world.rugby/the-game/laws/home>

including/not including as applicable the following variations:

WR Under 19 Scrum Variation: <https://www.world.rugby/the-game/laws/variations/3/u19/>

Only Community League is to play WR under U19 Scrum Variation.

All games will be played in accordance with the WR Regulations:

<https://www.world.rugby/organisation/governance/regulations/reg-1>

All games will be played in accordance with HKCR policies and procedures relating to but not limited to: Code of Conduct, Disciplinary Rules, Concussion Policy etc

1.2 Competition Name

The names of the competitions will be as follows:

- HKCR Championship League 1
- HKCR Championship League 2
- HKCR Championship League 3
- HKCR Community League 1
- HKCR Community League 2

Hong Kong China Rugby (HKCR) controls and is responsible for the running and administration of the competition. The entry procedures, format, divisions, sequence, timing, and duration of the competition shall be determined by HKCR.

Save for any exception set out in the rules and regulations of any competition, the League & Competition Rules shall apply to all Championship and Community clubs/ teams and all Championship and Community Competitions during the season with effect from 1 July 2023.

1.3 Structure

1.3.1 Where possible leagues will consist of 5 to 8 teams.

1.3.2 Each team shall play each other twice or three times during the season, subject to point 1.3.1 above.

1.3.3 The first placed team after the conclusion of the round robin will be declared the league winner of the respective named competition.

Note: Community League 2 for 2023-24 season will consist of nine (9) teams. Teams will play a ranking round of nine games, upon conclusion the top 4 teams will enter Community League 2A (CL2A) and the remaining 5 teams will enter Community League 2B (CL2B). Teams will play one more round robin within respective leagues where a league winner will be crowned.

Points will be carried over from the ranking round.

CL2A league winner will be promoted up to Community League 1 (making it a 8 team league for 2024-25).

Three remaining teams will join with CL2B making an 8 team league for 2024-25.

1.4 Competition points will be awarded in a competition table for each grade on the following basis:

Win	4
Draw	2
Bonus point – 4 tries or more	1
Loss by seven or less	1
Loss by more than seven	0
Forfeit (40 For – 0 Against)	5
Bye	0

1.5 In the event of two teams being equal at the conclusion of the regular season then the position will be calculated by the following sequence:

- The greatest number of wins
- The least number of losses
- The highest positive difference between actual points scored ‘for’ and points scored ‘against’
- The highest points scored ‘for’
- The team that has achieved the higher aggregate match points scored by it in the same season against the other team.

1.8 Promotion and Relegation

Upon the conclusion of the league rounds, the first placed team in Championship 2 will be promoted into Championship 1 and the eighth placed team in Championship 1 will be relegated to Championship 2.

The first placed team in Championship 3 will be promoted to Championship 2 and the eighth placed team in Championship 2 will be relegated to Championship 3.

The first placed team in Community League will be promoted to Championship 3 and the eighth placed team in Championship 3 will be relegated to Community League.

Note: Should a league have less than 8 teams (men), or 6 teams (women) only promotion will be initiated that season.

Upon the league reaching its maximum number of eight teams promotion and relegation will be initiated after a full season has been played out by all teams.

1.7 Team Entries

In the event a club indicates they do not wish to remain in a league, the club will need to provide sufficient evidence to HKCR as to why, the club will need to demonstrate that they do not have the level of players to maintain a team in that division.

Note: for further information on structure please refer to the HKCR Championship and Community Framework – Proposal Paper.

1.8 Championship and Community League Fixture Control Panel (LFCP)

The Championship and Community League LFCP has the responsibility to make determinations on issues arising under the League & Competition rules. The Championship and Community League Fixture Control Panel LFCP will comprise:

- John Bruce
- Paul Deayton
- Wu Yuet Ming
- Rod Lai

2. CONTRAVENTION OF COMPETITION RULES

2.1 Contravention of any of the competition rules, code of conduct, and/ or match day will be dealt with by the LFCP, the Board, the Judiciary, the Appeals Tribunal, Code of Conduct Sub-committee, the Chief Executive Officer, or the Head of Rugby Operations. The authority dealing with a contravention is at the discretion of the Board. Clubs and/or individuals in contravention of these rules are liable to:

- 2.1.1 Be expelled or suspended from the HKCR and its competitions and/or
- 2.1.2 Be fined and/or placed on a bond and/or
- 2.1.3 Suffer loss of competition points and/or
- 2.1.4 Suffer any other penalty that the LFCP, the Board, the Judiciary, the Appeals Tribunal, the Chief Executive Officer, or the Head of Rugby Operations may see fit to impose.

3. KEY DEADLINES

31st July	Confirmation of teams
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4. PLAYER REGISTRATION

4.1 The approved/ recognized registration data for 2023-24 is data collected via GameDay by StackSports (GameDay)

4.2 Players must:

- 4.2.1 Register and enter their details and a passport sized photo via the GameDay registration link before participating in league matches.
- 4.2.2 Be over the age of eighteen (18) years to compete in Senior Rugby or
- 4.2.3 Complete all required dispensation forms if the player is under the age of 18 years as per HKCR requirements.
- 4.2.4 Register with only one club.
- 4.2.5 Clubs are responsible for their players correct registration.

Sanction: Club and/or Team incurs a Financial Penalty and/or Loss of Competition Points.

4.3 Recommended Minimum number of players per team.

- 4.3.1 Clubs with existing teams will be given the benefit of being able to maintain those teams for the 2023-24 season.
- 4.3.2 It will be recommended but not mandatory that clubs should endeavor to have 35 players per team.

4.3.3 The recommendation is to ensure league sustainability, prevent forfeits and ensure clubs are following best practices to field teams with player welfare as a priority.

4.3.4 For clubs wishing to enter a new team into the leagues, the Club must demonstrate that they have enough players registered on GameDay.

5. PLAYER TRANSFER

5.1 Permitted on or before 16th December 2023 unless the player;

5.1.1 Has an outstanding debt to their current club.

5.1.2 Has a current and valid contract with his current club.

5.1.3 Is subject to any outstanding disciplinary or conduct case.

5.2 Permitted after 16th December 2023 if both clubs agree, transfer form (Appendix 2) or GD online transfer must be completed.

5.3 If disputed, the dispute will be referred to the Championship and Community League LFCP and the party disputing the transfer must demonstrate that the player falls within one or all points stated in 5.1.1, 5.1.2, and 5.1.3.

5.4 Between seasons require no approval unless the player falls within one or all points stated in 5.1.1, 5.1.2, and 5.1.3.

6. PLAYER LOAN, PLAYER PERMIT, DUAL REGISTRATION

6.1 Player Loan (Appendix 3, Section A)

- A club with which a player is registered may loan that player to another club on the agreement of all clubs concerned and the player. The Loan Scheme will operate as follows:
- When the loan has been registered in writing via the GameDay system, the player will be eligible to play in the competition for the club which has taken him on loan, if registration is completed three (3) days before the match in which he is first required by that club.
- A player may be loaned for a stated period or a maximum period of up to the end of the current playing season.
- Whilst on loan, the player may still play for his “parent” club.
- A player may be loaned to only one club per season, but the initial period of loan may be extended until the end of the current playing season.
- A club may take no more than four (4) players on loan or permit at any one time.
- The period of a player’s loan may not commence later than 10th January in any season.
- No Premiership or Premiership A players may be loaned.

6.2 Player Permit (Appendix 3, Section B)

A Permit is required to allow a player to play for a club, other than the club with which the player is registered, in any fixture. The Permit Scheme will operate as follows:

- Permits may be granted to allow players to play in a named competition.
- A club may take no more than four (4) players permit at any one time.
- No Player who has been named in a premiership team is permitted to play in the Championship or National League competition.

The procedure for granting Player Permits will be:

- A permit is a letter of permission written by an official of the club with which the player is registered. All permit requests will be acknowledged in writing by the HKCR.

- A permit must be sought for each match in which a player plays, and such a permit may be granted for a match at any time in the season. Any permit issued must be made in writing by both the club with which the player is registered, and the club with which he is to play on permit and lodged with HKCR three (3) days before the match takes place.
- HKCR will confirm to the requesting club that a permit has been granted.

6.3 Dual Registration (Applies to Premiership Teams Only), (Appendix 3, Section C)

A Premiership club may register up to a maximum of six (6) Players registered from a non-Premiership club with prior agreement of the player and his club. These players must be registered by name with HKCR and be clearly identified as "Dual Registered Players" with the Premiership club by 25 September 2023.

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 or Premiership A division throughout the season without limitation.

- Should a Premiership club breach the Dual Registration Rule, 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.

7. MATCH DAY TEAM SHEET SUBMISSION

7.1 Match Day team sheets for all league matches must be uploaded onto the GameDay system before midnight Friday prior to a Saturday match. Team sheets will be published online via the HKCR website.

Sanction: The game to proceed as scheduled with the team that has not submitted team sheets being deducted two (2) Competition Points post-match.

7.2 Reserve Numbers: At all levels, a maximum of 10 reserves may be nominated as replacements/substitutes. Unless prior to kick off both captains, coaches and/or team managers have agreed to having more than 10 reserves. Additional players must be named on the GameDay system.

Sanction: Forfeit and/or loss of five (5) competition points.

7.3 Any changes can be made up to 30 minutes before kick-off, any changes should be communicated to the opposing team coach, coordinator, and/or manager.

8. COMPETITION RULES

Replacement Players and Reserves

8.1 Teams will play "rolling subs" with unlimited interchanges and in accordance with WR Law 3.3, 3.6, and 3.7.

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

8.3 A team must have a minimum of 5 players who can safely contest a scrum at the beginning of a match.

8.4 It is the team's responsibility to ensure that all front-row players and potential front-row replacements are suitably trained. It is not for the referee to determine whether any player is suitably trained to play in the front row.

Tackle Domestic Law Variation

8.5 For the 2023-24 season there will be a lowering of the tackle height within leagues named in 1.2.

- The first tackler must tackle, or attempt to tackle, below the sternum line.
- Subsequent tacklers may tackle, or attempt to tackle, anywhere below the armpit.

Sanction: Penalty Kick. If contact is made with the head/neck area, referees will refer to the World Rugby Head Contact Process in deciding if Foul Play has occurred.

For more information, please see Appendix 4

9. PLAYERS DROPPING DOWN TO LOWER LEAGUES/ DURING GRAND FINALS

9.1 A player cannot drop down to a lower league if they have played 60% or more of matches in a higher league.

9.2 If a player has played 60% or more matches in a higher league, clubs and/or teams must apply for dispensation for a player to play in a lower league.

Example 1

- Championship 1 – player, played 3 matches.
- Championship 2 – player, played 3 matches.
- Championship 3 – played 6 matches.

A player can play down in Championship 3 due to the fact the player has played 6 out of his 12 matches (50%) in a higher division.

Example 2

- Championship 1 – player, played 5 matches.
- Championship 2 – player, played 5 matches.

A player can play down in Championship 2 due to the fact the player has played only 6 out of 12 matches (50%) in a higher division.

Example 3

- Championship 1 - player, played 4 matches.
- Championship 2 - player, played 3 matches.
- Championship 3 – player, played 3 matches.

A player cannot play in Championship 3 anymore as they have played 7 out of 10 matches (70%) in a higher division.

Example 4

Prem A - player is on the bench for 5 matches.
Championship 2 - player plays 4 matches.

A player can play in Championship 3 as they have only played 5 out of 9 matches (56%) in a higher division. However, if they play another game for the Prem A side, they will then be at 60% (at 6 out of 10 matches) and will no longer be able to play in Champ 2.

Premiership and Premiership A named squad players should not be playing down in Championship and Community Leagues.

Sanction: Forfeit and/or loss of five (5) competition points

Note any sanction will apply to the club team that played the ineligible player.

10. MATCH DURATION

The duration of all league matches will be thirty-five (35) minutes running clock each half with a five (5) minute half time interval.

- If a team is not prepared to commence a match within 10 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.

11. SCRUMS

11.1 HKCR Championship Leagues 1, 2, and 3 will play contested scrums, as per WR Law 19

11.2 HKCR Community League 1 & 2 will play contested scrums, as per WR Law 19 Under-19 variation. Specifically point 38. (g) Pushing the scrum, no more than 1.5 metres towards the opponents' goal line.

Uncontested Scrums

11.3 Teams that have a full match day squad but are unable to safely form a contestable scrum at the start of the match 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.

11.4 When a front-row player leaves the playing area, through injury, the referee will enquire at the time whether the team can continue with contested scrums. If the referee is informed that the team will not be able to contest the scrum, then the referee will order uncontested scrums. An injured player whose departure has caused the referee to order uncontested scrums can be replaced, meaning the match will remain at 15 vs 15. An injured player cannot return to play.

11.5 If uncontested scrums are ordered due to the temporary or permanent suspension of a front row forward, the referee will enquire at the time whether the team can continue with contested scrums. If the referee is informed that the team will not be able to contest the scrum, then the referee will order uncontested scrums and the team will need to nominate another player to leave the field. The team must play with a reduced number of players whilst uncontested scrums remain in place.

11.6 Uncontested scrums as a result of a sending off, temporary suspension or injury must be played with eight players per side.

Note: as per WR Law only when there is no available front row replacement or substitute is any other player permitted to play in the front row.

12. UNDERAGE PLAYERS

12.1 No team may select or play in any adult Competition any player under the age of 18 unless the following application process has been completed:

- The applicant player has applied to HKCR in writing using the [Underage Player Form](#); and
- Endorsement from the chairperson or general manager of the club where the player wishes to play adult rugby; and
- A letter from the applicant player's parent(s) or legal guardian(s) supporting the application; and
- Reference from the current coach or coach of the adult rugby team for whom the applicant wishes to play.

12.2 The application and recommendation should be submitted to welfare@hkrugby.com.

- HKCR reserves the right to make the final decision as to whether to allow the applicant to play adult rugby.
- HKCR and World Rugby does not encourage underage players to participate in the adult game.

13. INCOMPLETE SEASON

13.1 In the event that a league cannot be completed due to Force Majeure or factors outside of the control of HKRU, a league winner will only be considered if 50% of the fixtures have been completed by participating teams. For example, for a 10-round league all teams must have completed 5 rounds

13.2 in order for a league winner to be considered. Thereafter a league winner will be declared based on league standings of the number of complete rounds played.

14. CLUB AND TEAM FORFEITURE

14.1 Club Forfeits

Subject to the below “threshold table” clubs will be subject to a financial fine of 30% of their total club payment from HKCR and potentially be disqualified from the league if they are found to be forfeiting matches on a regular basis.

Threshold table:

Club with:	Total matches Forfeited by club
1 Team	3
2 Team's	3
3 Team's	4
4 Team's	4
5 Team's	4

14.2 Team Forfeits

14.2.1 If a Club cannot field the full complement of teams, then they must forfeit the lowest grade representing the Club.

14.2.2 If a Club forfeits a higher league game than a league match already played in a lower league, the club will be deemed to have forfeited all games and any opposition differential greater than 40-0 will be preserved.

14.2.3 Forfeits result in a 40-0 score awarded to the opposition with 5 competition points.

14.3 Sanctions

14.3.1 The team forfeiting will lose 2 competition points if forfeit advised prior to 12 noon on the day prior to the scheduled match.

14.3.2 Advising after the above time will result in the loss of 5 competition points.

14.3.3 The club may be subject to further penalties.

15. FAILURE TO HONOUR FIXTURES

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 the Match Forfeiture Rule and may be deducted up to a further five (5) League competition points and receive a monetary fine, as the LFCP considers appropriate.

16. GRAND CHAMPIONSHIP RULES

16.1 Four Teams

The 4 teams after the conclusion of league rounds (1st, 2nd, 3rd, and 4th) will participate in semis finals.

Semi-Final 1: 1st vs 4th

Semi-Final 2: 2nd vs 3rd

- For the semifinals, the higher-ranked teams will enjoy home advantage where feasible.
- Losing teams will take no further part.

Final: Winner of Semi-Final 1 vs Winner of Semi-Final 2

- Where feasible, the Final will be played at King's Park, however this will be subject to scheduling.

16.2 Five Teams

The top 4 ranked teams after the conclusion of league rounds (1st, 2nd, 3rd, and 4th) will participate in semis finals. 5th team will take no further part.

Semi-Final 1: 1st vs 4th

Semi-Final 2: 2nd vs 3rd

- For the semifinals, the higher-ranked teams will enjoy home advantage where feasible.

- Losing teams will take no further part.

Final: Winner of Semi-Final 1 vs Winner of Semi-Final 2

- Where feasible, the Final will be played at King's Park, however this will be subject to scheduling.

16.3 Six Teams

The top 4 ranked teams after the conclusion of league rounds (1st, 2nd, 3rd, and 4th) will participate in semis finals. 5th and 6th placed teams will take no further part.

Semi-Final 1: 1st vs 4th

Semi-Final 2: 2nd vs 3rd

- For the semifinals, the higher-ranked teams will enjoy home advantage where feasible.
- Losing teams will take no further part.

Final: Winner of Semi-Final 1 vs Winner of Semi-Final 2

- Where feasible, the Final will be played at King's Park, however this will be subject to scheduling.

16.4 Seven Teams

The 1st ranked team after the conclusion of league rounds will automatically qualify for a semi-final place.

Teams ranked 2nd to 7th (6 teams) will participate in quarter finals:

Quarter-Final 1: 2nd vs 7th

Quarter-Final 2: 3rd vs 6th

Quarter-Final 3: 4th vs 5th

- For the quarterfinals, the higher-ranked teams will enjoy home advantage where feasible.
- Losing teams will take no further part.

Semi-Final 1: 1st vs Winner of Quarter-Final 3

Semi-Final 2: Winner of Quarter-Final 1 vs Winner of Quarter-Final 2

- For the semifinals, the higher-ranked teams will enjoy home advantage where feasible.
- Losing teams will take no further part.

Final: Winner of Semi-Final 1 vs Winner of Semi-Final 2

- Where feasible the final will be played at King's Park, however this will be subject to scheduling.

16.5 Eight Teams

All teams will participate in the quarterfinals.

Quarter-Final 1: 1st vs 8th

Quarter-Final 2: 2nd vs 7th

Quarter-Final 3: 3rd vs 6th

Quarter-Final 4: 4th vs 5th

- For the quarterfinals, the higher-ranked teams will enjoy home advantage where feasible.

- Losing teams will take no further part.

Semi-Final 1: Winner Quarter-Final 1 vs Winner of Quarter-Final 4

Semi-Final 2: Winner Quarter-Final 2 vs Winner of Quarter-Final 3

- For the semifinals, the higher-ranked teams will enjoy home advantage where feasible.
- Losing teams will take no further part.

Final: Winner of Semi-Final 1 vs Winner of Semi-Final 2

- Where feasible the final will be played at King's Park, however this will be subject to scheduling.

16.4 Championship and Community League teams are required to submit a team sheet prior to grand final Semis, and Finals. For players to be eligible for Grand Finals, they must not have breached rule 9.

17. KNOCKOUT MATCH RESOLUTION

17.1 If there is a draw in any knockout competition:

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 kickoff from the team that started the match, and the second period shall start with a kickoff from the team that received the kickoff. "Golden Points" will apply to the first team to score any points wins, and the game finishes.

17.2 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. MATCH ABANDONMENT

Apart from the willful abandonment of a Match, if a Match is abandoned after its commencement under the provisions of the Laws of the Game, the following procedure applies:

- Where a Match has been abandoned at either half-time or any time in the second half, the result and any points and tries scored by each team in the match will stand.
- Where a Match has been abandoned during the first half, the result shall be declared a draw.
- Where a Match has been declared a draw, then for that Match, each Team will be awarded two Match points and any points and tries scored will count towards the total points and tries scored by each Team in all their pool matches.

If a Team refuses to play or leaves the Match during play without authority of the Match Referee, that Team will be taken to have abandoned the Match. In these circumstances, that Team will be awarded no points and the opposing Team will receive the four points for a win (regardless of the score) and any bonus points to which it is entitled up to the time of abandonment.

19. POSTPONEMENT OF MATCHES

Subject to the approval by the HKCR, a Match may be rearranged where both teams agree a Match should be postponed to another date.

20. MATCH CANCELLATION

20.1 If a Match is cancelled prior to Match Day, the HKCR Head of Rugby Operations will prepare a detailed report for the HKCR CEO for consideration by the LFCP to decide, based on all facts, the outcome of the Match.

20.2 In the event that any future games are postponed, due to Force Majeure or factors outside of the control of HKCR and no alternative dates can be found to ensure the fixture is fulfilled, HKCR has agreed that both teams will be awarded two match points and the game will be deemed a 0-0 draw.

20.3 In the event that a Match has begun but is then abandoned before half time, the HKCR shall decide, in its absolute discretion, whether:

20.3.1 the Match will be replayed in full, in which case:

- I) The HKCR shall select a date, kick-off time and venue for the replayed Match;
- II) The procedure regarding any Citing Commissioner Warnings, Temporary Suspensions and red cards received in respect of the Match and/or any incidents in the Match that are the subject of citing or Misconduct complaints will be the same as if the Match had been completed; and
- III) for the avoidance of doubt, a Club participating in a replayed Match may select a different team and/or squad from the team/squad it originally selected for the abandoned Match.

21. EXPELLED TEAM

If a Team is expelled from the Competition for whatever reason, then:

- That Team is deemed to have been awarded no competition points and to have scored no tries or points in Matches; and
- All Match results against such Team are deemed null and void. This means that all competition table points awarded in Matches against the expelled Team and tries and points scored or conceded in Matches against such Team will not be considered in determining standings in the competition table.

22. MATCH REFEREE

A Referee shall be appointed for each fixture by the HKCR Head of Referees and/or HKSRFUR

23. CITING COMMISSIONER

Clubs and teams will follow HKCR Disciplinary Procedures and Guidelines regulation number 4.4 Matches where no Citing Commissioner is appointed.

24. DISCIPLINARY PROCEDURES AND GUIDELINES

The competition shall follow the Disciplinary Procedures and Guidelines that can be found on the Hong Kong China Rugby website under 'More and Download'. In addition, and where applicable, the Premiership shall also follow World Rugby Regulations 17, 18 and 20.

Any changes to Regulation 17, 18 and 20 will be notified to all clubs by HKCR and the updated and/or amended World Rugby Regulation 17, 18 and 20 will be posted on the World Rugby website.

Note: a player who has been red carded or cited cannot participate in any form of the game until their case has been heard by a judicial officer or disciplinary tribunal.

25. RECOGNISE AND REMOVE

All HKCR competitions follow WR Law 3.24 Permanent replacement - recognise and remove. WR Law 3.27 (Head Injury Assessment does NOT apply at any level within HKCR Domestic Competitions).

26. FIRST AID AND PHYSIO REQUIREMENT

Clubs should ensure that they have sufficient First Aiders or Physio and equipment present at each fixture. Neither HKCR, nor any match referee is obliged to provide or be responsible for First Aid.

Where a First Aider or Physio is present, the match 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.

27. TEAM UNIFORMS

27.1 Team Uniforms and Players Personal Equipment:

27.1.1 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 a kit clash exists.

27.1.2 All Players must wear a mouth guard during HKCR sanctioned fixtures.

28. INTERPRETATION AND BREACH OF L&C RULES

28.1 The LFCP shall have absolute discretion on the interpretation or application of the L&C Rules, including the 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.

28.2 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 Head 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.

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

APPENDIX 1: LEAGUE AND COMPETITION DEFINITIONS

For the purpose of these League & Competition Rules, the following terms shall be defined as follows:

1. **Appeals Tribunal** means the tribunal appointed by HKCR to adjudicate on all appeals.
2. **Board** means the Board of Directors of Hong Konor any committee to which it has delegated authority.
3. **Championship League** means the Competitions within the League below the Premiership A League.
4. **Community League** means the Competitions within the League below the Championship League.
5. **Championship and Community League Fixture Control Panel (LFCP)** means the League Fixture Control Panel, which is authorised to make determinations on issues arising under the L&C Rules. The LFCP can consist of up to eight members of the rugby community appointed by HKCR each season to represent a cross section of clubs. The HKCR will nominate one of the members to perform the role of Chairperson.
6. **Club (s)** means a rugby club represented by a team participating in any HKCR competition.
7. **Code of Conduct Sub-committee** means the committee that is appointed by the HKCR to make determinations on issues arising under the code of conduct.
8. **Concussion Policy** means the policy that governs a player’s return to play after suffering from concussion.
9. **HKCR Code of Conduct** means the regulations and procedures that regulate a participants conduct, behavior, statements and/or practices on or off the playing enclosure during or in connection with a Match or otherwise, that is unsporting and/or cheating and/or insulting and/or unruly and/or ill-disciplined and/or that brings or has the potential to bring the Game and/or any of its constituent bodies, HKCR and/or its appointed personnel or commercial partners and/or Match Officials and/or judicial personnel into disrepute.
10. **HKCR Disciplinary Rules** means regulations and procedures that maintain and promote fair play, protect the safety and welfare of Players, ensure that acts of Foul Play are dealt with expeditiously and appropriately by independent means within the Game and that the image and reputation of the Game is not adversely affected.
11. **Hong Kong, China Rugby (HKCR)** means the governing body of the sport of rugby in Hong Kong, China.
12. **Judiciary** means the judicial committee appointed by HKCR. **World Rugby** means the world governing body for the sport of rugby union.
13. **League Competition** means competition within the League.
14. **League and Competition Rules** means this document.
15. **Match Day Team Sheet** means a list of the players who will be playing in a particular game.
16. **Player Loan** means a club with which a player is registered may loan that player to another club on the agreement of the clubs concerned and the player.
17. **Player Permit** means a permit that is required to allow a player to play for a club, other than the club with which the player is registered, in any fixture.
18. **Player** means a player playing in a match administered by the HKCR.
19. **Participants** means player, referee, assistant referee, or other match official, selector, coach, trainer, manager, or other team official, or an individual involved in organising, administration or

promotion of Rugby Union including a director, officer, or employee of HKCR, of any member or affiliated in membership with or affiliated to HKCR.

20. **Team** means a group of participants that represents the club in competitive matches.
21. **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.
22. **World Rugby Laws of the Game Rugby Union** means the laws of the game, including the standard set of variations for under-19s, 10s and rugby sevens, are complete and contain all that is necessary to enable the game to be played correctly and fairly.
23. **World Rugby Regulation 17** means regulations and procedures that maintain and promote fair play, protect the safety and welfare of Players, ensure that acts of Foul Play are dealt with expeditiously and appropriately by independent means within the Game and that the image and reputation of the Game is not adversely affected.
24. **World Rugby Regulation 18** means the regulations and procedures that regulate a participants conduct, behavior, statements and/or practices on or off the playing enclosure during or in connection with a Match or otherwise, that is unsporting and/or cheating and/or insulting and/or unruly and/or ill-disciplined and/or that brings or has the potential to bring the Game and/or any of its constituent bodies, World Rugby and HKCR and/or its appointed personnel or commercial partners and/or Match Officials and/or judicial personnel into disrepute.

APPENDIX 2: PLAYER TRANSFER REQUEST FORM

This form is to be completed and e-mailed to andrew.li@hkrugby.com, Head of Rugby Operations of HKCR as well as the Transferring club by verifiable means.

Date:/...../.....

Player Name:

Contact Number:

Contact E-mail:

From:

Current Club:

Current Club Chairman/Director of Rugby:

To:

New Club:

New Club Chairman/Director of Rugby:

Club Approval:

I hereby approve the transfer of the above listed player from
to He/she is in good standing with our club and is
eligible to participate in all activities with his/her new club.

Current Chairman/Director of Rugby Signature:Date:

New Chairman/Director of Rugby Signature:Date:

Player Declaration:

I certify that I am in good standing with my current club and the HKCR. I understand that this transfer is not finalised until it is approved by the HKCR.

Player Signature:

HKCR USE ONLY

Acknowledged:

Date:

APPENDIX 3: PLAYER LOAN/ PERMIT/ DUAL REGISTRATION *delete as appropriate.

This form is to be completed and e-mailed to andrew.li@hkrugby.com, Head of Rugby Operations of HKCR as well as the Transferring club by verifiable means.

SECTION A. PLAYER LOAN

As agreed, upon by the 2 clubs – maximum period up to the end of the current playing season

We have agreed to loan
to with effect from until.....

Signed.....
Name.....
Position Held Within Club.....
Club
Player's Signature

NB. No player may represent a club in the Premiership, Championship and National League Competitions unless he is a registered playing member of that club, or he is on loan.

SECTION B. PLAYER PERMIT (TO BE SUBMITTED PRIOR TO THE MATCH)

Wehave agreed to grant a permit to
allow..... permission to play for
on.....

Signed.....
Name.....
Position Held Within Club.....
Club

Countersigned.....
Name.....
Position Held Within Club.....
Club

NB. No named premiership squad player may be permitted to play down for another club. No player may represent a club in the Premiership, Championship and National League competitions unless he is a registered playing member of that club, or a permit has been granted for them to play.

SECTION C. DUAL REGISTRATION

We confirm that we hold the primary registration of and that hold the player's secondary registration with effect from

Signed.....
Name.....
Position Held Within Club.....
Club (Primary Registration Holder)

Countersigned.....
Name.....
Position Held Within Club.....
Club (Secondary Registration Holder)

NB. No player may represent a club in the Premiership, Championship and National League competitions unless he is a registered playing member of that club, he is on loan to the club, or a permit has been granted for them to play.

HKCR USE ONLY

Acknowledged:

Date:

APPENDIX 4: TACKLE DOMESTIC LAW VARIATION

Referees should apply Laws based on the principle that infringements should be “clear and obvious”, if not – PLAY ON

If the ball carrier drops their height into the tackle and the tackler is attempting to execute a legal tackle, having dropped their height to tackle below the sternum, then they should not be deemed to have committed foul play.

Where two tacklers arrive almost at the same time, or simultaneously – one higher and one lower, it may be difficult for the referee to determine if the sequence is wrong. If it is not clearly and obviously wrong the referee should play on. The key picture for referees is that if there are two tacklers, they are at differing heights of at least below the sternum and below the line of the armpits.

All tacklers are required to make contact with the ball carrier within the required height restrictions.

One of the intentions of the Tackle domestic law variation is to create more separation of the heads of participants in the tackle.

The tackle height applies to tackles made from behind and where a successful tackle is completed by grabbing the jersey from above the sternum.