

Men's Premiership and Premiership A

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) **China Work Visa** means a Player who has acquired a work permit that allows the Player to live and work in Mainland China.
- (iii) **Competition** means any rugby union Competition administered by the Union
- (iv) **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 8
- (v) **Effective Registration** means the Player has been registered by the Player's Club online in the Union's database for the relevant Season
- (vi) **Hong Kong Qualified (HKQ)** means a Player who is World Rugby eligible to represent Hong Kong in an international test Match
- (vii) **Working Holiday Visa (WHV)** means a visa that is granted to a Player under the Hong Kong Working Holiday Scheme
- (viii) **Hong Kong Work Visa** means a visa that entitles a Player to work in Hong Kong other than a WHV
- (ix) **L&C Rules** means these Premiership League and Competition Rules
- (x) **League** means the domestic XV's rugby Competitions administered by the Union
- (xi) **League Competition** means a Competition within the League
- (xii) **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 Premiership A

Peter Else (Chair)

Don Ryder

Kim Boreham

Alexandra Staff

Ben Stobart

Men's and Women's Championship, National & Community Leagues

John Bruce (Chair)

Wu Yuet-Ming

Paul Deayton

Alexandra Staff

Rod Lai

- (xiii) Loaned Player** 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.
- (xiv) 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
- (xv) Match** means any rugby union Match administered by the Union
- (xvi) National League** shall mean any Competition within the League below the Premiership League
- (xvii) 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.
- (xviii) Non-Premiership Club** means any Club that is not a Premiership Club
- (xix) 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.
- (xx) 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 WHV and fall within Rule 6.3 for the Player's Premiership Club.
- (xxi) Premiership Club** means HKU Sandy Bay, HKFC, HK Scottish, Kowloon, Valley and USRC Tigers
- (xxii) 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.
- (xxiii) Premiership League** means the highest League Competition within the League

- (xxiv) **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
- (xxv) **Player** means a Player playing a Match administered by the Union
- (xxvi) **Player Permit** A Permit which is required to allow a player to play for a Club, other than the Club with which the player is registered, in any fixture.
- (xxvii) **Season** means the League season, which typically runs from September to March
- (xxviii) **Student Visa** means a visa that is granted to a Player entitling the Player to study in Hong Kong
- (xxix) **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.
- (xxx) **Union** means the Hong Kong Rugby Union
- (xxxi) **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

Any reference to anything to be done by a particular date, must be done at or before 5pm Hong Kong time on that date.

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 Premiership Squad Registration

Each Premiership Club must:

Register thirty-two (32) Players with the Union whom it lists as its Premiership Squad at least two weeks before the first Premiership fixture of the Season. Each Premiership Squad must comply with Rule 6 below.

Register twenty-five (25) Players with the Union whom it lists as its Premiership A Squad at least one week before the first Premiership A fixture of the Season. Each Premiership A 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 fifteen (15) 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's registration status with the Union has been changed to Hong Kong Qualified.

3.3 Player Loan, Player Permit or 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 Loaned, Player Permit and Dual Registered Players.

3.3.1 Player Loan (Appendix 1 – Section A)

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.

The Loan Scheme will operate as follows:-

- (i) When the loan has been registered in writing with the Union, the player will be eligible to play in the Competition for the Club which has taken him on loan, provided that registration is completed two (2) days before the match in which he is first required by that Club.
- (ii) A player may be loaned for a minimum period of one month, a stated period and/or a maximum period of up to the end of the current playing season.
- (iii) Whilst on loan, the player may still play for his "parent" Club.
- (iv) A player may be loaned to only one Club a season but the initial period of loan may be extended until the end of the current playing season.
- (v) A Club may take no more than four (4) players on loan or permit at any one time.
- (vi) The period of a player's loan may not commence later than 27th January in any Season.
- (vii) No Working Holiday Visa player may be loaned.

3.3.2 Player Permit (Appendix 1 – Section B)

(a) Permits may be granted to allow players to play in a named Competition

(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.

(c) A Club may take no more than four (4) players on loan or permit at any one time.

(d) No named premiership squad player is permitted to play in the Championship or National League Competition.

(e) The procedure for granting Player Permits will be:-

(i) 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 Union.

(ii) A permit must be sought for each match in which a player plays and such permit may be granted for a match at any time in the season. Any permit issued must be made in writing (via fax, posted letter or email), by both the Club with which the player is registered, and the Club with which he is to play on permit and lodged with the Union 4 days before the match takes place.

(iii) The Union will confirm to the requesting Club that a Permit has been granted.

3.3.3 Dual Registration (Appendix 1 – Section C)

A Premiership Club may dual register up to six (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 or Premiership A division throughout the Season without limitation. Dual Registered Players must be registered as such with the Union by 1 December 2021. A Premiership Club may de-register and replace all of their Dual Registered Players between 19th December 2021 to 9th January 2022.

3.4 Player Transfer

For those players who were part of their respective club's 2020/2021 Prem Squad, who wish to transfer Clubs, may do so between 1st – 30th June 2021 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. Players outside of the 2020/2021 Prem Squad may not transfer Clubs after 1 December 2021 for the remainder of the relevant Season, irrespective of whether the Clubs concerned are in agreement.

Any player can move clubs during the transfer window, unless he;

- Has an outstanding debt to his current club
- He has a current and valid contract with his current club
- He is subject to any outstanding disciplinary or conduct case

3.5 New Players (currently not registered to any other Club) may be registered with a Club before the 31 January 2022

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 Players on Loan, Permit and Dual Registered) 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. PREMIERSHIP SQUAD REGISTRATION

6.1 Each Premiership Club must register thirty-two (32) Players with the Union whom it lists as its Premiership Squad two weeks before the first Premiership league fixture of the Season.

6.1.1 All thirty-two (32) registered players within the clubs declared Premiership Squad must be eligible to be selected within your match day squad, fulfil all league eligibility rules prior to Round 1 of the Premiership League.

6.2 Hong Kong Qualified (HKQ) and Non-Qualified (NQ) Players

6.2.1 Each Premiership Club must identify and register a minimum of seventeen (17) HKQ Players within its Premiership Squad.

6.2.2 Each Premiership Club may identify and register a maximum of fifteen (15) NQ Players within its Premiership Squad provided that the number of NQ Players on WHVs must fall within the WHV quota permitted for the Premiership Club under Rule 6.3.

6.2.3 Each Premiership Club must identify and register a minimum of 6 front row forwards within its Premiership Squad, of which there must be at least two HKQ players throughout the Season.

6.2.4 A Premiership Club is allowed to register a maximum of two (2) Macau or China Work Visa Players as part of its Premiership Squad, who shall be treated as equivalent to an NQ Player.

6.2.5 World Rugby's international eligibility requirement will change from three to five years with effect from 1st January 2022; to avoid confusion midway through the season. Those players who were designated as NQ3 for the 2020/21 season will be designated as HKQ for the entire duration of the 2021/22 season.

However, for those players who are not capped for Hong Kong before 31st December 2021, their HKQ status will not be carried forward to the 2022/23 season.

6.3 Premiership Squad Working Holiday Visas (WHV)

6.3.1 Premiership Clubs may register a maximum of four (4) players that hold a valid WHV within their respective Premiership Squads.

6.3.7 WHV player converting to Full Hong Kong Work Visa

Players registered to a Premiership Squad as a WHV holder last season can apply for an 8 week extension for league eligibility commencing on the expiry date of their WHV or start date of transfer application for full working visa. This is subject to the club and player producing the relative documentation relating to a formal application to HK Immigration converting their WHV to a full HK Working Visa. Confirmation in the way of a reference from sponsor or employer will also be required for this 8 week extension to be valid.

6.4 Changes to Premiership Squad

6.4.1 A maximum of four (4) replacements can be made to the thirty-two (32) man Premiership Squad, changes must be sent through to the HKRU by 12pm on Friday prior to the first Premiership League match of the season.

6.4.2 During the period of 19th December 2021 to 9th January 2022 a Premiership Club may make the following changes to its Premiership Squad and to the Players identified and registered in its Premiership Squad for the purposes of Rules 6.2 and 6.3:

- De-register and replace up to a maximum of 6 Players within its Premiership Squad
- De-register and replace up to 2 NQ Players holding WHVs
- Change the Dual Registered Players named in Rule 7

6.4.3 A request to replace a Player within the Premiership Squad may be made at any time up to 31st January 2022 based on medical grounds (long term injury) or if the Player leaves Hong Kong on a long term or permanent basis. The request will be referred to the LFCP and must be fully supported with relevant documentation. If replacement is approved, the replaced Player cannot play again at any lower level of the League in the same Season, without prior LFCP approval.

6.5 Premiership Squad Players must obtain their respective Club's approval before participating in any invitational team matches and tours.

7. PREMIERSHIP A SQUAD REGISTRATION

7.1 Each Premiership A Club must register eighteen (18) Players with the Union whom it lists as its Premiership A Squad one week before the first Premiership A fixture of the Season.

8. DUAL REGISTRATIONS

8.1 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 the HKRU and be clearly identified as "Dual Registered Players" with the Premiership Club. A Dual Registered Player may play in the Premiership or Premiership A with whom he is registered.

8.2 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 Dual Registered Player only. No additional forfeiture of League Competition points may be imposed in relation to the Premiership team.

9. PREMIERSHIP SQUAD PLAYERS DROPPING DOWN AND PLAYING IN PREMIERSHIP A

9.1 A maximum of six (6) Premiership Squad Players may drop down into and play in Premiership A. Named Premiership Squad Players are not permitted to play any further down in the Championship or National Leagues.

9.2 Should a Premiership Club breach Rule 9, 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.

9.3 HK U19 or U20 Dispensation for International duty

A club with three or more U19/20 players on international duty on any given league weekend will be entitled to dispensation if the following circumstances apply:

9.3.1 To be eligible for the dispensation rule each player has to have been named within the club's twenty-three (23) man match day squad for at least 60% of the games in the given current season up to the date of the game for which dispensation is sought.

9.3.2 The first two players that fulfil point 1 on international duty do not attract dispensation.

9.3.3 For each additional player who fulfils the eligibility criteria in point 1, a club can replace the HK eligible U19/20 players with a non HK qualified player within the league match day squad.

10. PREMIERSHIP A SQUAD PLAYERS DROPPING DOWN AND PLAYING IN LOWER LEAGUES

10.1 No Premiership A Squad player may drop down into the clubs third team. Named Premiership A Squad Players are not permitted to play any further down.

10.2 Should a Premiership Club breach Rule 10, 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 A Squad Player only. No additional forfeiture of League Competition points may be imposed in relation to the Premiership A team.

11. NATIONAL JUNIOR PERFORMANCE PLAYERS

11.1 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 referred to in Rules 6.1 to 6.3 and may play throughout the leagues with no restrictions.

11.2 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.

13. PREMIERSHIP MATCH DAY RULES

13.1 A Premiership Club must select their Match day squad from (i) its Premiership Squad; (ii) any National Junior Performance Players registered with the Club; and (iii) Players registered with the Club who are named in accordance with Rules 3, 8, 13.4 and 13.5.

13.2 Premiership Match Day Squads: teams will select a match day squad in line with rule 18.4.

13.3 The Match Day squad must contain at least twelve (12) HKQ Players, and the number of NQ Players on WHVs must be in accordance with Rules 6.3.

13.4 For any Premiership League fixture, a Premiership Club may name four (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 must be HKQ or hold a valid Work Visa.

13.5 For any Premiership League fixture, a Premiership Club may name an unlimited amount of Players holding a Hong Kong Special Administrative Region passport within its starting Premiership line up, provided those Players are registered with the Club on the Union's online database and are not contracted to the Hong Kong Sports Institute to play rugby. These Players do not have to be named within the Premiership Squad. Appearances for the Premiership team will have no effect on the Player being eligible to play in National League fixtures and/or Grand Championship games.

13.6 A sliding eligibility scale will be introduced whereby Clubs benefiting from the movement of a player who is classed as Hong Kong Qualified for the 2021/22 season and who was named in the 2020/2021 Prem Squad of another Club have to also accept an increase to their matchday eligibility quotas (e.g. from 12 to 13). Whereas the Club who has lost a player who would have been Hong Kong Qualified for the 2021/22 season would be subject to a decrease in eligibility criteria (e.g. 12 to 11), with a minimum of 10 HKQ within their matchday squad.

14. PREMIERSHIP A MATCH DAY RULES

14.1 A Premiership A Club when possible must select their Match day squad from (i) its Premiership A Squad; (ii) any National Junior Performance Players registered with the Club; and (iii) Players registered with the Club who are named in accordance with Rules 3, 8, and 13.5.

14.2 Premiership A Match Day Squads: teams will select a minimum of nineteen (19) players.

15. PREMIERSHIP MATCH DAY TEAM SUBMISSIONS

15.1 All Premiership, teams are required to submit a completed team sheet of its match day squad via the union's tournament system 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 of the following categories:

Hong Kong Qualified - HKQ

Hong Kong Work Visa - WV

Working Holiday Visa - WHV

Macau Work Visa – MWV

China Work Visa - CWV

Front Row - FR

15.2 Premiership teams - A final match day team sheet must be submitted to the match officials thirty (30) minutes prior to kick-off. The team sheet shall clearly indicate the shirt number of each Player and in respect of each such Player whether they fall into any of the following categories:

Hong Kong Qualified - HKQ

Hong Kong Work Visa - WV

Working Holiday Visa - WHV

Macau Work Visa – MWV

China Work Visa - CWV

Front Row – FR

16. PREMIERSHIP A MATCH DAY TEAM SUBMISSIONS

16.1 All Premiership A teams are required to submit a completed team sheet of its match day squad via the unions tournament system by midday on the day prior to a fixture.

17. INTERNATIONAL SENIOR SEVEN'S PLAYERS – PREMIERSHIP SQUAD ONLY

17.1 During the Season, the first two in-season international seven's tournaments will have no effect on the League Competition format i.e. no game postponement or Player dispensation.

17.2 For any additional international seven's tournament's affecting League fixtures the following will apply:

17.2.1 Two Players in a Premiership Squad selected for international duty – The affected Premiership Club may replace these Players with two HKQ Players from outside of the premiership squad.

17.2.2 If more than two Players in a Premiership Squad selected for international duty, the affected Club may replace the additional HKQ Players (above the two referred to above) with NQ Players from within the Premiership Squad.

17.3 This dispensation rule only applies to HKQ Players registered in the Premiership Squad.

Note - Due to the uncertainty of the Asian Seven Series calendar, if any of the competitions fall within the domestic premiership season, refer immediately to 17.2.

18. TEAM MANAGEMENT, REPLACEMENTS AND UNCONTESTED SCRUMS

Premiership and Premiership A

18.1 Teams will follow [World Rugby Law 3 – Team: Numbers, Uncontested Scrums, Permanent Replacement, Permanent Replacement – Recognise and Remove, Temporary Replacement - Blood Injury, Temporary Replacement – All, Tactical Replacements Joining the Match](#)

18.2 Replacements

- Premiership League teams can nominate up to eight (8) replacements in line with WR Law 3 Team: Numbers.
- Premiership A teams will be allowed to make eight (8) interchanges during a match.

18.3 Replacements are made only when the ball is dead and only with the permission of the referee and via the 4th Official if one is appointed. **WR Laws of the Game rule 3.6**

18.4 Premiership and Premiership A teams that are made up of twenty three (23) players must contain at least six (6) Trained Front Row Players, there must be sufficient front row Players to play at hooker, tight-head prop and loose-head prop who are suitably trained and experienced to ensure that on the first occasion that a replacement is required in each front row position, the team can continue to play safely with contested scrums. If a team is only able to nominate two (2) front row replacements, then that team may nominate only twenty two (22) players in their match day squad.

18.5 If a Front Row Player has to be replaced and his Team cannot provide a replacement or other suitably qualified player from those who started the match or from the nominated replacements to enable the match to continue safely, the match referee will order uncontested scrums. Should this happen, the Team concerned shall not be entitled to replace the player whose departure caused uncontested scrums.

PLEASE NOTE THE HKRU ADOPTS A RECOGNISE AND REMOVE PROTOCOL FOR PLAYERS WHO ARE CONCUSSED OR HAS SUSPECTED CONCUSSION, THERE IS NO HEAD INJURY ASSESSMENT (HIA) PROTOCOL AT THE DOMESTIC LEVEL OF THE GAME.

19. POSTPONEMENT OF MATCHES

Subject to Rule 19.1, a Club must fulfil its Competition fixture obligations in respect of any Match on the date and at the time appointed for such fixture.

19.1 MATCH ABANDONMENT

Apart from the wilful 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:

- a) 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;
- b) Where a Match has been abandoned during the first half, the result shall be declared a draw;
- c) 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.

19.2 EXPELLED TEAMS

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

- a) That Team is deemed to have been awarded no competition points and to have scored no tries or points in Matches; and
- b) 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.

19.3 MATCH POSTPONED

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

In the event that a Match is to be rearranged in accordance with L&C Rule 19.1 the fixture will be rescheduled 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 HKRU / LFCP in its absolute discretion.

19.4 MATCH CANCELLATION

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

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

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

- (a) the Match will be replayed in full, in which case:
 - (i) The Union 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.

20. FAILURE TO HONOUR FIXTURES

20.1 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 23.5 and may be deducted up to a further four League Competition points and receive a monetary fine, as the LFCP considers appropriate.

21. EFFECT OF FORFEITURE OF THREE (3) OR MORE MATCHES

21.1 Any team which forfeits three (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.

22. GENERAL COMPETITION RULES

22.1 First Aid or Physio Requirement

22.1.1 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.

22.1.2 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.

22.2 Team uniforms and Players Personal Equipment:

22.2.1 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.

22.2.2 If the Match officials becomes aware that a Premiership team has duplicate numbered jerseys on the field of play, the Match officials will request that one of the Players be removed from the field until such time as a different numbered jersey, which none of the other Players on the pitch are displaying, is worn.

22.2.3 The wearing of a mouth guards is STRONGLY RECOMMENDED by the Union at senior level.

22.3 Incomplete Season

22.3.1 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 one full round robin of fixtures has been completed. Thereafter a league winner will be declared based on, league standings of the number of complete rounds played (for example if during Round 8 there is a Friday night match and on Saturday the league is shut down, this would be classed as an incomplete round and the Round 7 standings would be the final standings to declare a league winner)

23. LEAGUE COMPETITION POINTS

23.1 Premiership will play three (3) rounds of league, followed by Grand Championship, Semi-Finals and Final. Premiership teams will also contest the "Broony Quaich" that will start with the team that currently holds the Quaich, that team will defend it during their first home game, and then whoever holds it thereafter has to put it on the line at their next designated home fixture. It is not contested when the holder is playing away other than during Super Saturday weekends when the Broony Quaich must be defended regardless of location of the fixture.

23.3 Premiership A will play three (3) rounds of league followed by Grand Championship, Semi-Finals and Final.

23.3 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

23.4 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.

23.5 Match Forfeitures

In the event that a team forfeits a League Competition Match:

- (i) 5 League Competition points will be awarded to the team that receives the forfeiture.
- (ii) 5 League Competition point will be deducted from the team that forfeits the Match
- (iii) The team receiving the forfeiture will receive 40 Match points for and nil Match points against
- (iv) The team forfeiting the Match will receive nil Match points for and 40 Match points against

24. GRAND CHAMPIONSHIP RULES

24.1 The top 4 teams will participate in the GC semi-finals.

Semi Final 1: 1st Vs 4th

Semi Final 2: 2nd Vs 3rd

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.

25. DURATION OF MATCHES

25.1 40 minutes x 2 with 5 minute interval

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

25.3 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.

26. DRAWN MATCHES

26.1 If there is a draw in any knockout competition:

26.1.1 Extra Time - Following an interval of five (5) minutes, extra time of ten (10) minutes each way (with an interval of five (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.

26.1.2 If after extra time there is still a draw then there will be a **Kicking Competition**. If the match is still tied at the end of sudden death, the Referee will conduct a place-kicking competition to determine the winner of the match, according to the following procedures:

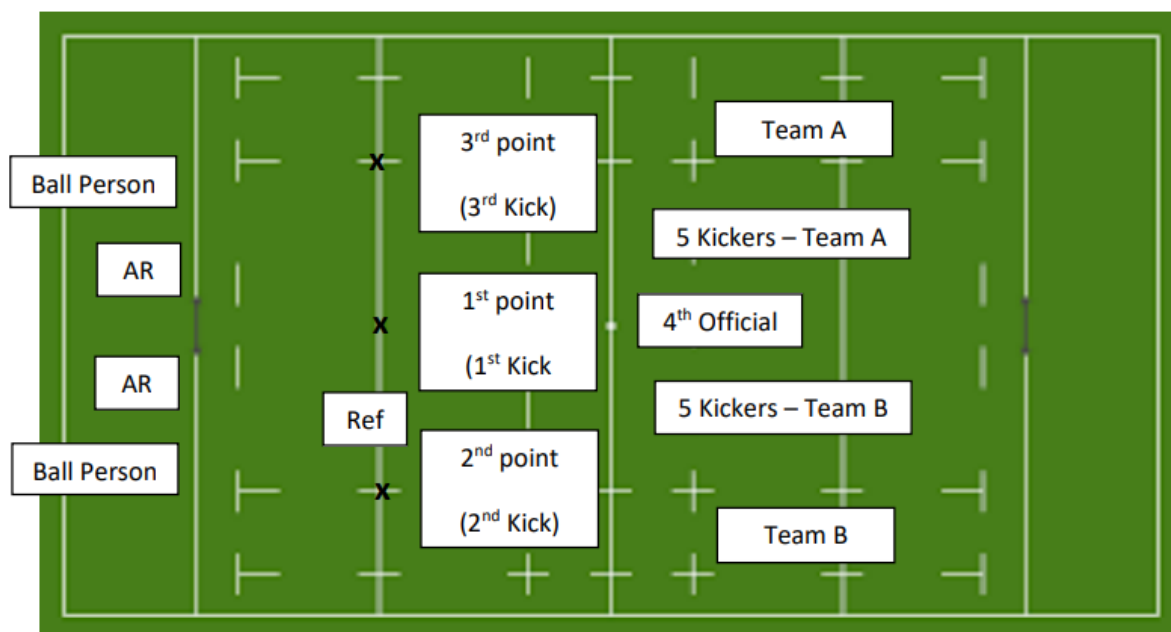
- i) All players and Match officials will remain on the playing area. The Referee will call the captains of the two teams together and will conduct a coin toss. The winner of the coin toss then may either choose which team kicks first (in which case the loser chooses the end at which all place kicks will be taken) or choose the end at which all place kicks will be taken (in which case the loser chooses which team kicks first).
- ii) Each team must nominate five players to take part in the competition. Only players on the playing area at the final whistle of extra time maybe nominated. No substituted players, injury-replaced players or players who have been shown a red card may take part at any time. For clarification purposes, any player who has received a yellow card and who remains in the sin bin at the time of the final whistle of extra time may not

take in the place kick competition. The order in which the nominated players will kick does not have to be predetermined.

- iii) The match officials and the ten nominated players (five from each team) will assemble on the halfway line. Team management and players not nominated must remain behind the halfway line on the side of the playing area not used. No one other than the match officials, the match manager, two ball persons and the participating players are allowed in the part of the playing area being used for the competition (including around the playing area, behind the posts, etc).
- iv) The five players from each team will place kick from three different points all on the 22-metre line, as follows:

First Point:	Directly in front of the posts
Second Point:	On the 15 metre line on the left-hand side facing the posts
Third Point:	On the 15 metre line on the right-hand side facing the posts

- v) The referee will start the competition by calling the first player selected from the team kicking first to the kicking point. Once the player has taken the place kick, the referee calls a player from the opposing team to take a place kick from the same point.
- vi) The next two players (one from each team) will place kick from the second point in turn. This will continue until all five players from each team have place kicked (the next players place kicking respectively from the third point, the first point and finally the second point), or until one team is unable to equal the score of the other team within the remaining number of kicks (at which time the referee will declare the winner).
- vii) If there are an equal number of successful kicks once each team has completed its five place kicks, the competition continues a 'sudden death' basis, following the same order of kickers used in the first five kicks.
- viii) The competition will continue two kickers at a time (one from each team), going progressively through the three kicking points as stated above (and repeating the process if necessary) until one player succeeds with a place kick and the player from the other team taking the same place kick misses it. Once this occurs, the team of the player who succeeded with the place kicks shall be declared the winner. Each of these additional kicks shall be taken by the same 5 players in rotation.
- ix) Throughout the place-kicking competition:
 - a. Once a player has positioned the ball on the kicking tee, they must take the kick within one minute. Should they take longer, the referee shall declare the kick unsuccessful.
 - b. After each kick, the referee records the number of the player and whether the attempt was successful. The fourth official will also record the same details.
 - c. Whether or not the kick is successful in each case is the sole decision of the referee, who may at his sole discretion rely on the assistance of his assistant referees. The referee's decision shall be final and binding.
 - d. Once a player has completed their place kick, they shall return to stand with their team behind the halfway line in the side of the playing area not being used.



27. REFEREES AND CITING COMMISSIONERS

27.1 A Referee shall be appointed for each Match by the HKRU Head of Match Officiating

27.2 A Citing Commissioner will be appointed for all matches in the Premiership. They shall be entitled to cite a player for any acts of foul play that in the opinion of the Citing Commissioner warranted the player being shown a red card, even where such act(s) may have been detected by the referee and/or touch judge(s) and may have been the subject of action taken by them.

28. UNDER-AGE PLAYERS

28.1 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:

28.1.1 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 or general manager 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 "[More – Player Forms](#)" section of Union website.

28.1.2 The application and recommendation should be submitted to the Union's Head of Elite Player Development. The Union reserves the right to make the final decision as to whether to allow the applicant to play adult rugby.

29. INTERPRETATION AND BREACH OF L&C RULES

29.1 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.

29.2 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 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.

29.3 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.

29.4 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.

APPENDIX 1: Player Loan / Player Permit / Dual Registration

Player Loan / Player Permit / Dual Registration * delete as appropriate

This form is to be completed and e-mailed to the Rugby Operations Manager of the HKRU
andrew.li@hkrugby.com

Please print and complete the details in the relevant sections.

Section A. Player Loan

Player Loan (as agreed upon by the 2 clubs – maximum period up to the end of the current playing season) We RFC have agreed to loan (the player) to RFC with effect from 201_ until201_

Signed..... Name.....

Position Held Within Club.....

..... RFC

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)

We RFC have agreed to grant a permit to allow (the player) permission to play for RFC on201_

Signed..... Name.....

Position Held Within Club.....

..... RFC

Countersigned..... Name.....

Position Held Within Club.....

..... RFC

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 RFC confirm that we hold the primary registration of
..... (registered player) and that RFC hold the
player's secondary registration with effect from Date

Signed..... Name.....

Position Held Within Club.....

..... RFC (Primary Registration Holder)

Countersigned..... Name.....

Position Held Within Club.....

..... RFC (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.

HKRU Use only:
Ack.
Date: