

Women's Premiership and National Leagues

League and Competition Rules 2018/19

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
- (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) **International Rep Player** means a player who has played rugby for the senior fifteen-a-side or next senior fifteen-a-side National Representative Teams or National Representative Sevens teams of a Union other than Hong Kong and falls within Regulation 8.2 of the World Rugby Rules.
- (vi) **L&C Rules** means these Women's Premiership and National Leagues League and Competition Rules 2018/2019
- (vii) **League** means the domestic XV's rugby Competitions administered by the Union
- (viii) **League Competition** means a Competition within the League
- (ix) **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 seven members of the rugby community appointed by the Union each Season to represent a cross section of Clubs. The Union will nominate one of these members to perform the role of League Commissioner. Currently the LFCP members are: [To be updated when confirmed for Season]

Men's and Women's Premiership and Premiership A

Peter Else (Chair)

Don Rider

Paddy Donovan

Men's and Women's National Leagues

John Bruce (Chair)

Fred Au

Wu Yuet-ming

Paul Deayton

- (x) **Match** means a rugby union Match administered by the Union
- (xi) **National League** shall mean any Competition within the League below the Premiership League
- (xii) **National Player** means a player who is a member of the senior Hong Kong 15's or 7's team(s) as at 1st October 2018. This does not include a player who has only represented Hong Kong as a HKRU national age grade representative at U20 or below.
- (xiii) **Non Premiership Club** means any Club that is not a Premiership Club
- (xiv) **Premiership Club** means USRC Tigers, Valley RFC, Gai Wu, City RFC, Kowloon RFC, SCAA CWB, HKFC and Tai Po
- (xv) **Premiership Squad** means the squad of Players that each Premiership Club has registered with the Union and listed as its Premiership Squad
- (xvi) **Premiership League** means the highest League Competition within the League
- (xvii) **Player Transfer Form** means a form the Player must sign and have counter signed by the Player's current Club chair or Club coaching officer and new Club chair or Club coaching officer
- (xviii) **Player** means a Player playing a Match administered by the Union
- (xix) **Season** means the League season, which typically runs from September to March
- (xx) **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.
- (xxi) **Union** means the Hong Kong Rugby Union

2. COMPETITIONS

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

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

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

3. EFFECTIVE REGISTRATION

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

3.2 Dual Registration No Player may hold Effective Registration with more than one Club at any time unless approved by the LFCP, with the exception of a Dual Registered Player. A Premiership Club may dual register up to 6 Players from a Non Premiership Club with approval from the HKRU Head of Women's Performance Rugby. 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 for the Premiership Club in the Premiership and Premiership A League Competitions only throughout the Season without limitation. Dual Registered Players must be registered as such with the Union by 1 December 2018.

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

3.4 New Players (currently not registered to any other Club) may be registered with a Club at any time up to 31 January 2019.

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

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

3.5.2 Has not obtained a Player Permit under the Player Permit System allowing the Player to play for the Club in the relevant Match; or

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

4. LOSS OF EFFECTIVE REGISTRATION

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

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

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

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

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

5. FALSE OR MISLEADING INFORMATION

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

6. SQUAD REGISTRATION AND REQUIREMENTS

6.1 Premiership Squad Registration Each Premiership Club must register **28** Players with the Union as its Premiership Squad at least one week before the first Premiership Ranking fixture of the Season. Each Premiership Club must comply with the following:

6.1.1 Performance List

- (i) Each Premiership Club that played in the Premiership League Competition following the ranking round in the preceding Season must identify its top 15 performing players within its Premiership Squad who will not be able to play down in National League 1 or 2 (except as permitted in rule 7 below).
- (ii) Each Premiership Club that played in the Premiership-A League Competition following the ranking round in the preceding Season must identify its 12 performing players within its Premiership Squad who will not be able to play down in National League 1 or 2 (except as permitted in rule 7 below).
- (iii) The list of players identified by the Premiership Clubs under (i) and (ii) above shall be referred to as the Performance List. Each Premiership Club must submit its Performance List to be approved by the HKRU Head of Women's Rugby Performance 2 weeks before the first Premiership Ranking fixture of the Season.

6.1.2 Trained Front Row Players Each Premiership Club must identify and register a minimum of 5 Trained Front Row Players within its Premiership Squad. It is the team's responsibility to ensure that all front row players and potential front row replacements are suitably trained.

6.1.3 HKID Requirement

- (i) All Premiership Squad players must have a Hong Kong Identity Card. A Player on a visitor's visa is not eligible to play in the Premiership Squad or in the Premiership or Premiership-A League Competitions.
- (ii) Each Premiership Club must confirm that it has checked the Hong Kong Identity Cards of all Premiership Squad players and any other Player who plays for the Premiership Club in the Premiership or Premiership-A League Competitions.

6.1.4 National Players All National Players must be registered with a Premiership Squad.

6.1.5 International Rep Players A Premiership Club may register a maximum of 3 International Rep Players in its Premiership Squad.

6.1.6 Changes to Premiership Squad

- (i) During the period from 2 December 2018 to 7 January 2019 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 Rule 6.1:
- De-register and replace up to a maximum of 3 Players within its Premiership Squad
 - Change the Dual Registered Players named under Rules 3.2 and 9.
- (ii) A request to replace a Player within the Premiership Squad may be made at any time up to 7 January 2019 based on medical grounds (long term injury or pregnancy) 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.

6.2 Womens National League 1 Registration Each Club participating in National League 1 must register **25** players with the Union as its National League 1 Squad at least one week before the first National League 1 fixture of the season. Each Club participating in National League 1 must comply with the following:

6.2.1 NL1 Performance List

- (i) Each Premiership Club with a team in National League 1 and National League 2 must list 12 players within the National League 1 Squad that can only play National League 1 or Premiership.
- (ii) Each Non-Premiership Club with a team in National League 1 and National League 2 must list 12 players within the National League 1 Squad that can only play National League 1.
- (iii) The list of players identified by the Clubs under (i) and (ii) above shall be referred to as the NL1 Performance List. Each Club must submit its NL1 Performance List to be approved by the HKRU Head of Women's Rugby Performance 2 weeks before the first National League 1 fixture of the Season.

6.2.2 Trained Front Row Players Each National League 1 team must identify and register a minimum of 4 Trained Front Row Players within its National League 1 Squad. It is the team's responsibility to ensure that all front row players and potential front row replacements are suitably trained.

6.2.3 International Rep Players A Club may register a maximum of 1 International Rep Player in its National League 1 Squad. A Club may play a maximum of 1 International Rep Player in a National League 1 Match.

6.3 Womens' National League 2 Registration Each Club participating in National League 2 must register 25 players with the Union as its National League 2 Squad at least one week before the first National League 2 fixture of the season. Each Club participating in National League 2 must comply with the following:

6.3.1 Trained Front Row Players Each Club must identify and register a minimum of 3 Trained Front Row Players within its National League 2 Squad. It is the team's responsibility to ensure that all front row players and potential front row replacements are suitably trained.

6.3.2 No National Players or International Rep Players No National Player or International Rep Player may be registered in a National League 2 Squad or play in a National League 2 Match.

7. PLAYERS DROPPING DOWN AND PLAYING IN LOWER LEAGUES

7.1 Premiership Squad Players

7.1.1 A maximum of 4 Players, including up to 1 Player from a Premiership Club's Performance List, including National Players and International Rep Players, may drop down into and play in National League 1. These players may change from week to week.

7.1.2 Where a Premiership Club does not have a team in National League 1, a maximum of 4 Players from the Premiership Squad may drop down into and play in National League 2 provided that the Players are not named on the Premiership Club's Performance List and are not National Players or International Rep Players. These players may be changed from week to week.

7.1.3 Premiership Clubs that have a team in both National League 1 and National League 2 may not drop Players from their Premiership Squad down to play National League 2.

7.1.4 Any team that plays a Player in breach of Rules 7.1.1 to 7.1.3 shall forfeit the Match and any League Competition points obtained in respect of the Match in which the Player played in breach.

7.2 National League 1 Squad Players

7.2.1 A maximum of 4 Players from a Club's National League 1 Squad may drop down into and play in National League 2 provided that the Players are not National or International Rep Players. These players may change from week to week.

7.2.2 A Player that is on a Club's NL1 Performance List may not drop down into and play in National League 2.

7.2.3 Should a Club breach Rules 7.2.1 or 7.2.2, any forfeiture of League Competition points imposed by the LFCP in relation to the breach will apply to the Club team that played the

National League 1 Player only. No additional forfeiture of League Competition points may be imposed in relation to the Club Premiership or National League 1 team (as the case may be).

8. PLAYER PERMIT SYSTEM

8.1 Permits may be granted to allow Players to play in a named Competition for another Club.

8.2 A Permit is required to allow a Player to play for a Club, other than the Club for which the Player is registered, in any fixture.

8.3 A Club may take no more than 4 Players on loan or permit at any one time provided that the Players are not National or International Rep Players.

8.4 No named Premiership Squad player is permitted to play in National League 1 or National League 2 for another Club.

8.5 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 agreed in writing (by fax, letter or email) by both the Club with which the Player is registered, and the Club with which she is to play on permit and lodged with the Head of Women's Rugby Development before the Match takes place.

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

9. DUAL REGISTRATIONS

9.1 A Premiership Club may register up to a maximum of 6 Players registered with Non Premiership Clubs with prior agreement of the Player and her Club. These Players must be registered by name with the Union and be clearly identified as "Dual Registered Players" with the Premiership Club. A Dual Registered Player may only play in the Premiership or Premiership A League Competition for the Premiership Club with whom she is registered. A Dual Registered Player may not play in the NL1 League Competition for the Premiership Club (unless separate approval has been obtained under the Player Permit System under Rule 8).

9.2 Should a Premiership Club play a Player in breach of 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 Dual Registered Player only. No additional forfeiture of League Competition points may be imposed in relation to the Premiership team.

10. TEAM MANAGEMENT, REPLACEMENTS AND SUBSTITUTIONS

10.1 Women's Premiership

10.1.1 Premiership teams will follow World Rugby Law 3: Number of Players – The Team, save as amended in these Rules. Women's Premiership games will be 80 minutes long (2 x 40 minute halves)

10.1.2 Premiership match day squads may consist of a maximum of 22 or 23 players, which must contain at least 5 Trained Front Row Players (or 6 Trained Front Row Players in the case of a 23 player squad). There must be sufficient Trained Front Row Players to play at hooker, tight-head prop, and loose-head prop 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 wishes to field 5 Trained Front Row Players, the match day squad will be limited to 22 Players in line with World Rugby rules, which is a minimum requirement for a Premiership fixture.

Premiership teams will be allowed a maximum of 7 or 8 replacements during the game. A team may substitute up to two or three front row players and up to five other Players.

10.1.3 Substitutions may only be made when the ball is dead and with the permission of the referee. If a player is substituted, that player may only return to play when replacing an injured front row player in accordance with World Rugby Law 3.5, a player with a blood injury in accordance with World Rugby Law 3.11 or a player who has been injured as a result of foul play (as verified by the referee).

10.1.4 Where uncontested scrums are ordered during a Premiership Match as a result of there being no front row player replacement for any reason, the team concerned shall not be entitled to replace the Player whose departure has caused uncontested scrums. At all times during a Match a team must not have fewer than eight Players in the scrum, even if it is uncontested scrums.

10.1.5 Any team that plays more than 23 Players in a Match (or 22 Players if the team commenced the Match with a match day squad of 22 Players) shall forfeit the Match and any League Competition points obtained in respect of the Match in which the Player played in breach.

10.2 National League 1

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

10.2.2 National League 1 match day squads may consist of a maximum of 22 or 23 players, which must contain at least 4 Trained Front Row Players (or 5 Trained Front Row Players in the case of a 23 player squad). There must be sufficient Trained Front Row Players to play at hooker, tight-head prop, and loose-head prop 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.

It is the team's responsibility to ensure that all front row players and potential front row replacements are suitably trained.

National League 1 teams will be allowed a maximum of 7 or 8 replacements during the game. A team may substitute up to two or three front row players and up to five other Players.

10.2.3 National League 1 teams are permitted to play 'rolling substitutions' with unlimited interchanges. Substitutions may only take place when the ball is dead and with the referee's permission.

10.2.4 A National League 1 team that has a full match day squad but is unable to safely form a contestable scrum at the start of the match may 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.

10.2.5 Where uncontested scrums are ordered during a National League 1 Match as a result of there being no front row player replacement for any reason, the team concerned shall not be entitled to replace the Player whose departure has caused uncontested scrums. At all times during a Match a team must not have fewer than eight Players in the scrum, even if it is uncontested scrums.

10.2.6 Any team that plays more than 23 Players in a Match (or 22 Players if the team commenced the Match with a match day squad of 22 Players) shall forfeit the Match and any League Competition points obtained in respect of the Match in which the Player played in breach.

10.3 National League 2

10.3.1 National League 2 games will be 70 minutes long (2 x 35 minute halves).

10.3.2 National League 2 match day squads of 25 players – this must contain 3 Trained Front Row Players.

10.3.3 National League 2 teams are permitted to play 'rolling substitutions' with unlimited interchanges. Substitutions may only take place when the ball is dead and with the referee's permission.

10.3.4 In the event of a National League 2 team being unable to safely form a contestable scrum at the start of the match, the referee will order the game to be played with uncontested scrums. The game will continue without either team having to drop a player. Uncontested scrums as a result of sending off, temporary suspension or injury must be played with eight players per side.

11. GAME DAY ADMINISTRATION

11.1 All teams that play are required to submit a completed team sheet of its match day squad to the Women's Rugby Officer by midday prior to match day. Teams are required to identify and mark on the teamsheets their Trained Front Row Players.

11.1.1 Premiership and National League 1 match day squads should name a minimum of 15 and a maximum of 23 players (or 22 players depending on the number of Trained Front Row Players listed in the squad).

11.1.2 National League 2 match day squads should name a minimum of 15 and a maximum of 25 players.

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

12. POSTPONEMENT OF MATCHES

12.1 Subject to Rules 12.2 and 12.3, a Club must fulfil its Competition fixture obligations in respect of any Match on the date and at the time appointed for such fixture.

12.2 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.

12.3 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.

12.4 In the event that a Match is to be rearranged in accordance with Rule 12.2 and 12.3, 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.

13. FAILURE TO HONOUR FIXTURES

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

14. EFFECT OF FORFEITURE OF 3 OR MORE MATCHES

14.1 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.

15. GENERAL COMPETITION RULES

15. 1 First Aid or Physio Requirement

15.1.1 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.

15.1.2 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.

15.1.3 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.

15.2 Team uniforms and Players Personal Equipment:

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

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

16. LEAGUE COMPETITION AND POINTS

16.1 All Premiership teams will play an initial Premiership Ranking round to decide which League Competition they will be placed into. After completion of the Premiership Ranking round, the Premiership teams which are ranked 1st, 2nd, 3rd, 4th will qualify to play in the Premiership League Competition and the teams ranked 5th, 6th, 7th, 8th will qualify to play in the Premiership-A League Competition.

The points from the Premiership Ranking round will not be carried forward or be included in the points for the Premiership and Premiership-A League Competitions.

All rules relevant to Premiership teams will continue to apply to Premiership teams in the Premiership and Premiership-A League Competition.

The Premiership and Premiership- A League Competitions will consist of a further 2 rounds of Matches. The teams that are placed first in the Premiership and Premiership-A League Competitions respectively at the end of the 2 rounds will be declared the League Champions for the respective League Competitions.

The team that is placed last in the Premiership- A League Competition at the end of the 2 rounds will be required to play a relegation and promotion game against the team that is placed first in the National League 1 League Competition provided that the team is from a Non-Premiership Club. This Match will be played the weekend after the Grand Championship finals.

16.2 National League 1 and 2 will play 2 league round robins. The teams that are placed first after all league matches are concluded will be declared the League Champions for National League 1 and National League 2 respectively.

16.3 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

16.4 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.

17. MATCH FORFEITURES

17.1 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) 1 League Competition point will be deducted from the team that forfeits the Match
- (iii) The team receiving the forfeiture will receive 20 Match points for and nil Match points against
- (iv) The team forfeiting the Match will receive nil Match points for and 20 Match points against.

18. GRAND CHAMPIONSHIP RULES

18.1 Premiership & Premiership- A: The four teams in the Premiership League Competition and the four teams in the Premiership-A League Competition will play in 2 separate Grand Championships. The Grand Championships will consist of a Semi-Final and a Final to determine the winner of the Premiership and Premiership-A Grand Championships.

Premiership & Premiership-A Semi Final(s) 1: 1st Vs 4th

Premiership & Premiership-A Semi Final(s) 2: 2nd Vs 3rd

Premiership & Premiership-A Final(s): Winner of Semi Final 1 Vs Winner of Semi Final 2

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

18.2 National League 1: The League Champion will receive a bye into the Semi-Final with the remaining 6 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 QF 3

Semi Final 2: Winner QF 1 Vs Winner QF 2

Final: Winner SF 1 Vs Winner SF 2

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

18.3 National League 2: The top 8 teams in National League 2 will play quarter finals to determine which teams will qualify for the Semi-Final and Final of the National League 2 Grand Championship.

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 QF 1 Vs Winner QF 4

Semi Final 2: Winner QF 2 Vs Winner QF 3

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

The higher ranked teams will enjoy home advantage where feasible.

19. DRAWN MATCHES

19.1 If there is a draw in any knockout competition:

19.1.1 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.

19.1.2 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.

20. REFEREES

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

21. UNDER-AGE PLAYERS

21.1 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):

21.1.1 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.

21.1.2 The application and recommendation should be submitted to the Union's Head of Women's Rugby 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.

22. INTERPRETATION AND BREACH OF L&C RULES

22.1 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.

22.2 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.

22.3 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.

22.4 Should a Premiership or Non-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.