

EORU Game Regulations

Revised May 2015

1. Scope

- 1.1 These Regulations complement the ORU Game Regulations and apply to all games played in or scheduled by the EORU. These games shall be played in accordance with the World Rugby Laws of the Game.
- 1.2 All Clubs must have one fully certified NCCP Rugby Competition Introduction / World Rugby Level 2 coach actively involved in coaching.
- 1.3 All Coaches must have completed a Safe Rugby Course and maintained currency by completing World Rugby's Rugby Ready Certification annually: <http://www.irbrugbyready.com>

2. Safety

- 2.1 Games may not be scheduled at the home fields of clubs, which have not filed for an Emergency Action Plan in accordance with ORU Safety Regulations.
- 2.2 The team designated as the home team shall ensure that the playing field is properly marked out and shall have installed flags, poles and other devices in accordance with Law 1. All goalposts shall be protected with padding. All flagpoles shall be flexible. Cones shall not be used in lieu of flagpoles.
- 2.3 The playing enclosure shall extend three metres beyond the touchline and the dead ball line. Nonparticipants, including replacement players and coaches shall remain outside the playing enclosure.
- 2.4 The surface of the playing enclosure shall conform to Law 1. It must be grass covered or, where this is not available; clay or sand, provided the surface is not of dangerous hardness. It shall be free of holes, rocks and objects that protrude above the surface. Where these objects are immovable, the game shall not commence until the objects are covered with protective material, e.g. foam rubber over the rim of a running track, earth around sprinkler heads.
- 2.5 Lines shall not be marked with quicklime or slaked lime.
- 2.6 Player's dress shall conform to Law 4. In particular, metal objects, e.g. rings, chains, etc. or any object with dangerous projections shall not be worn.
 - footwear with studs in accordance with Law 4 (3) and its regulations;
 - if these "studs" are "blades", the blades must conform to the IRB Regulations;



- molded rubber multi-studded soles are deemed to be acceptable. These are deemed to be such as are found commonly on footwear designed and used for association football (soccer) on a natural surface, therefore “turf shoes” with ridges or mini studs or other such athletic shoes with a molded rubber or plastic/rubber welt and sole combined shall not be worn;
 - jerseys of suitable strength, not t-shirts or other jerseys of similar flimsiness.
- 2.7 It is the responsibility of each player to be properly dressed for the game. If at any time before or during a game the referee notes that a player’s dress does not conform to Law 4 and the above requirements, the referee shall order the player from the field until the deficiency is corrected
- 2.8 Prior to the start of a game, the home team shall inform the visiting team and referee if a medically trained person is available. NOTE: This definition includes athletic therapists and physiotherapists.
- 2.9 Each team shall have an adequately equipped first aid kit.

3. Referees

- 3.1 The Eastern Ontario Rugby Referees Society (EORRS) will endeavor at all times to provide referees for each game. In the event that the EORRS is unable to provide a referee 72 hours prior to the match, it is the responsibility of the home team to appoint a qualified and registered referee and to provide the away team with reasonable notice of the situation. If the home team cannot provide a Club referee they may be in default unless the teams can find a mutually agreeable date to reschedule the game in accordance with Game Regulation 5.
- 3.2 Prior to each season, each club must designate at least one qualified member as a “Club Referee.” Ontario League Clubs must have two Club Referees.
- 3.3 A “Club Referee” is a member in good standing of an EORU rugby club who has passed an World Rugby Level 1 Match Officials course (or higher) within the last four years, is registered with Rugby Canada as a referee, and has a current certification for Safe Rugby. A “Club Referee” does not also have to be a member of EORRS. A club member who is also a member of EORRS and who is appointed to matches on a regular basis by EORRS may not be designated as a “Club Referee.”

4. Game Confirmation

- 4.1 It is the responsibility of the home team to confirm with the visiting team, the appointed referee and venue not later than 7:00 pm 2 days prior to the Game day, the pitch location, date and time.



5. Re-scheduling

- 5.1 Any EORU league team having four or more players participating in a representative match of the same level within 24 hours of a Branch league or cup game, may apply in writing (incl. e-mail) to the Fixtures Director or VP Game to have the fixture re-scheduled. Notification of the request should also be made to the opposing team, the Referee and the venue a minimum of 72 hours before the scheduled game.
- 5.2 Clubs may apply for re-scheduling of other games, provided that a written request (inc. e-mail) is made to the Fixtures Director or VP Game by both clubs. Both clubs, prior to the date of the original fixture, should agree to the date of the re-scheduled game.
- 5.3 Two weeks notice (post-marked date) is normally required for re-scheduling. A copy of the request must be sent to the EORRS Appointment Secretary **and the Director of Communications for scheduled “Match of the Week” contests** with the same notice period. In exceptional circumstances, a club that would not be able to fulfill a fixture due to lack of numbers must request a reschedule to other club by no later than 7:00 PM two days prior to the fixture. The clubs will have until one week after the fixture to arrange for a re-scheduled date. If the clubs cannot agree on a date the VP Game will rule upon the re-scheduled date.
- 5.4 Changes made without the necessary approvals may result in the nullification of results.

All rescheduled games must be scheduled by June 30 for all games played in May and June, and July reschedules must be scheduled by August 4.

6. Structures of Leagues and Cups

- 6.1 League and Cup structures and teams will normally be determined each year at Executive meetings open to clubs. These meetings will be scheduled so as to allow the EORU Fixtures Director sufficient time to consult with the clubs in preparing the fixtures. At the discretion of the Executive, a division can be added, removed or changed in size based on the available number of teams participation in lower divisions will be based on the number of registered players (normally 20 per team).
- 6.2 A Game Advisory Committee will reassess the EORU Game Regulations every year before the beginning of the season and at the end of the season, but before the AGM.
- 6.3 Teams may be dropped from schedules if they do not have sufficient numbers, eg. 15, of registered players before the beginning of the season.



7. Standings

- 7.1 The Fixtures Director will keep an up-to-date list of standings. A team's position in a division will be determined by the number of points it has been awarded as follows:

Win	4 Points
Draw	2 Points
Loss by < 6 points or less 4 tries or more	1 Point (bonus) 1 Point (bonus)
Defaulting team	0 points (0-20 score)
Non-defaulting team	5 points (20-0 score)

- 7.2 Should two teams from the same club play in the same division, all scheduled games for those teams will be played, otherwise no points will be awarded to either team for games not played.
- 7.3 Should not all teams compete in the same number of games within a division, the standings shall be determined by Points Percentage that is the percentage of points the club achieved against the maximum possible points the club could have achieved based on the number of games played.
- 7.4 In the event of a draw in the standing, a team's position will be determined by applying R406 and R407 of the ORU Game Regulations.

8. Reporting Results

- 8.1 Prior to the start of a game, the home side shall appoint an Official Scorer. This person shall:
- 30 minutes prior to the start of the game, obtain from the Captain, Manager or Coach of each team their complete line-ups (see Note 1 below), listed on the Official ORU Game sheet, and verified and signed by the Team Official in Charge. Players Jersey numbers should correspond to the number beside their number on the game sheet.
 - Submit the complete line-up of the competing teams to the Referee prior to the game, for their examination.
 - During or after the game, enter on the Official ORU Game Sheet a correct record of all points scored, and by whom they were scored
 - At the completion of the game, sign the Official ORU Game Sheet and have the referee mark and sign it to identify any Red or Yellow Cards issued, to verify the score and, to the best of the referees knowledge, the identity of the scorers.
 - Record the name of the Player of the Match, as advised by both teams



- Provide the “Official ORU Game Sheet” to the winning team for submission to the ORU office by email or fax within 72 hours of the completion of the game (see Note 2).
- Additionally, the signed game sheets must be scanned/photographed and emailed to the VP Game within 72 hours after the completion of the match. **The email address is game@eorugby.com** . (see note 3)

Note 1: All players listed must be registered with Rugby Canada, as members of the clubs; non-compliance will result in a default. Please note that all registered players are expected to provide valid photo identification upon request to a referee or union official. All clubs shall have a list of registered players from the online system available.

Note 2: For all interlock games with the FRQ, the EORU club will be responsible for reporting the game result (and submitting) to Rugby Ontario and the EORU no matter what the result. The FRQ club will be responsible for reporting the result to the FRQ.

Note 3: A fine of \$100.00 will be assessed for failure to comply with this regulation, and further sanctions may apply if non compliance continues. Sanctions may result in increased financial penalties and/or loss of league points at the discretion of the Competitions Committee.

Note 4: A fine of \$100.00 will be assessed to the home team for incomplete game sheets. An incomplete games sheet is defined as: not providing the first and last name of all players, listing the score and having the signature of the referee. The game sheets must be legible, illegible game sheets will be considered as being incomplete.

9. Team Colours

- 9.1 When two teams have jerseys of similar colour, the home team shall provide or wear a set of jerseys of contrasting colour.

10. Fixture Fulfillment

- 10.1 When a team fails to fulfill a fixture, it will automatically lose points for that game and be fined \$100. An additional \$200 fine will be added when the non-offending team has travelled more than 50 kilometers. This amount will be reimbursed to the non-offending team. A defaulting team may be asked to play the next fixture on the ground of the non-offending team. If two teams do not meet again in the season in which the default occurs, this penalty may be applied to the following season. This applies to all senior league matches and U18 and U16 Junior Men and U18 Junior Women leagues.

- 10.2 Following a second default by a team, the VP Game retains the right to suspend the team from the remainder of the season. Reinstatement into the League will require the Club to satisfy the Vice President, Game that it has the playing strength and commitment to fulfill all future schedule obligations. If a team has two or more defaults in one season, the team may be relegated for the following season. All monetary and relegation default sanctions will be approved by the EORU Executive Committee following club representation.

11. Defaults

- 11.1 A team or teams may be considered to be in default due to any of the following circumstances:
- playing of ineligible or unregistered players
 - failure to fulfill a fixture
 - failure to kick-off within 20 minutes of the scheduled kick-off time.
Except where R305 of the ORU games Regulations may apply.
 - failure to comply with any of the ORU's Safety Regulations
 - failure to appoint a referee (see paragraph C)
 - failure to have 11 or more players on the field at the kick-off time
 - failure to report a score.
 - failure to submit team sheets
- 11.2 Where the non-offending team has the option of claiming a default, none will be considered unless its captain registers his/her intentions to claim a default with both the referee and the offending team captain before the start of the game, except in the case of failure to report a score or submit a game sheet. Defaults may only be claimed by written notice (inc. an e-mail) to the Fixtures Director and the offending team, post-marked or emailed no later than 3 days after the date of the fixture.

12. Eligibility

- 12.1 See Section 15 of the ORU Game Regulations. The Vice President, Game is responsible for queries and permission.
- 12.2 All players and persons affiliated with a team, (coaches, administrators, trainers, athletic therapists and the like); representing an ORU member club in matches, festivals or tournaments sanctioned by or approved by the ORU must be registered with Rugby Canada as members of that club. Registration shall be on the appropriate form, and in accordance with the Rugby Canada registration guidelines. In the event that an unregistered player participates in a game, the



offending team and Club shall be subject to sanctions noted in ORU Game Regulation 1502.

13. Appeals

- 13.1 Appeals will be handled following the process outlined in Section 13 of the ORU Game Regulations and must be sent to the President and postmarked or emailed within 5 days of the date of notification of a decision by the Fixtures Director or Vice-President, Game.

14. Discipline

- 14.1 Discipline on the field will be the responsibility of each team's captain, as described in the ORU Discipline Regulations and Code of Conduct.
- 14.2 Discipline issues will be dealt with under these guidelines by the EORU Director of Discipline.

15. Recreational Rugby

- 15.1 Recreational rugby is intended to promote the growth of rugby and to maximize participation. The EORU Fall Leagues are considered recreational rugby. Teams participating in these developmental leagues and tournaments are exempt from the above Regulations except for the sections dealing with safety and discipline.
- 15.2 If 11-a-side games are played, the laws will be the same as for 15-a-side except that there be equal numbers in the scrum and the defending scrum-half may not advance beyond the point of put in.

16. Developmental Divisions

- 16.1 In order to encourage the growth of rugby within Eastern Ontario and the honouring of fixtures, the following additional rules are set out for the Developmental Divisions:
- Teams within these divisions will match numbers down to 10 players per side;
 - Teams are allowed unlimited substitutions up to a maximum of 25.
 - Confirmation of the game should include a confirmation of estimate of players 48 hours in advance of the game.

17. Interpretation

17.1 These regulations are to be administered in accordance with the following two principles (originally approved in 1984):

- ensuring FAIR treatment for all teams; and
- promoting the growth of rugby in Eastern Ontario.

Any queries should be directed to the Vice-President, Game. Where situations arise that are not covered by these Regulations, the ORU Game Regulations will be used for guidance or, failing that, the CRU's Regulations governing National Championships.

Play-offs

All clubs must submit to the VP-Game a list of players who will participate in play-off games. Each club may list a maximum of 25 registered players per team per division. Players may move up a division, but they cannot move down. Under exceptional circumstances modifications may be made to this rule when clubs submit a request to the VP-Game. Play-off games will be played at the home field of the home club.

Addendum to the EORU Game Regulations

Developmental Divisions:

In an attempt to help develop and grow Rugby in Eastern Ontario the EORU Games Committee may designate some Divisions as being “Developmental.”

Often these Divisions may have interlocking games with higher Divisions. The reason for this is two fold:

- 1) It will allow developing clubs to field teams against higher levels of competition and
- 2) It will allow already developed teams to play their younger and less experienced players in games which do not effect their standings in the higher Division.

These Developmental games will be played according to the Game Regulations devised for them, eg. teams are to play equal numbers of players. The confirmation of these games should also include a confirmation of numbers 2 days prior to the game.

It will be considered unsporting for teams from higher levels to “stacking” their teams or “run up the score”. This type of action is not positive for developing Rugby in Eastern Ontario.

The Developmental Divisions should promote good and Safe rugby. They should be a positive experience for both teams. Any occurrences contrary to the spirit and intent of developmental games will be reviewed by the Games Committee.