



**Rules and Regulations  
(2022)**

## **RUGBY ALBERTA RULES AND REGULATIONS**

These Rules and Regulations are intended to enhance, promote and improve competition throughout the various levels of rugby administered by Rugby Alberta. The various levels of competition within Rugby Alberta provide the opportunity to play rugby at an appropriate level for all participants, taking into account the age, gender, skill and physical condition of the player. At all times these Rules and Regulations shall be interpreted in a manner consistent with the principles of fair play, sportsmanship and of allowing for maximum participation.

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## DEFINITIONS

- a) **Age Grade:** means a competition where participation is determined by being a particular age as determined by the Alberta Junior Rugby Association (AJRA).
- b) **AJRA:** means the Alberta Junior Rugby Association that is the Sub-Union affiliated to Rugby Alberta and responsible for all age grade Club rugby under the age of 19 years of age.
- c) **Competition:** means games, divisions, leagues (including associated playoffs), tournaments and festivals under the jurisdiction of Rugby Alberta.
- d) **Club:** means any one of Rugby Alberta's Club Members
- e) **CRU:** means the Calgary Rugby Union that is an affiliated Sub-Union to Rugby Alberta.
- f) **Division:** means a competitive level of league play.
- g) **ERU:** means the Edmonton Rugby Union that is an affiliated Sub-Union to Rugby Alberta.
- h) **Team sheet:** means the official online document where all players and scores are recorded.
- i) **Guest Player:** means a player who is registered as a 15-day temporary/visiting player with Rugby Canada. These registrations are NOT considered full registrations with respect to Section 2.8.4.
- j) **World Rugby:** is the governing body for world rugby.
- k) **Laws:** means the Laws of The Game of Rugby Union as published annually by the International Rugby Board (World Rugby)
- l) **Match Officials:** means the officially appointed referee and assistant referees to the game.
- m) **Member:** means all members registered with Rugby Alberta including Club Members and Individual Members (including players, coaches, managers, referees, therapists, administrators and officials).
- n) **Playing Enclosure:** means the area as defined in the Laws of Rugby, as separated from the spectator area by a fence or other temporary arrangement.
- o) **RAMOA:** means the Rugby Alberta Match Officials Association that governs all officials of rugby in Alberta
- p) **RRC:** means the Rules and Regulations Committee of Rugby Alberta that creates, interprets, and amends the Rules and Regulations.
- q) **Season:** a season is defined as one calendar year starting May 1st and ending April 30th.
- r) **Sub-Union:** means any Sub-Union, Association or Society affiliated with Rugby Alberta.
- s) **Transfers:** means a permanent move by a participant from one Club to another. A transfer requires the completion of a Rugby Canada Transfer/ Release Form or other approved documents

# 1. JURISDICTION

- 1.1 These Rules and Regulations shall govern all Clubs and registered players residing within or visiting the province of Alberta and playing Rugby under the jurisdiction of Rugby Alberta or one of its Sub-Unions (the Edmonton Rugby Union, Calgary Rugby Union and the Alberta Junior Rugby Association).
- 1.2 These Rules and Regulations shall not limit Clubs and players visiting the province of Alberta at the invitation of Rugby Canada and playing fixtures under the jurisdiction, management procedures and expectations of World Rugby or Rugby Canada.
- 1.3 Variations to these rules and regulations, applicable to Junior Rugby can be found in **Appendix A**, which contains the current Rugby Canada Age-Grade Variations.
- 1.4 Unless otherwise stated herein, the playing of Rugby under these Rules and Regulations shall be in accordance with the World Rugby *Laws of the Game, Regulations Relating to the Game and Playing Charter*.
- 1.5 Rugby Alberta delegates to the Rules and Regulations Committee (RRC) the management of all Rugby Alberta owned and sanctioned Competitions by providing and maintaining consistent Rules and Regulations.
- 1.6 The RRC will consist of a named representative from each of the sub unions (RA, CRU, ERU, AJRA, RAMOA) who will be appointed at the Annual General Meeting. This committee will remain in place until the next AGM.
- 1.7 Issues that arise from time to time that are not specifically addressed in the Rules and Regulations shall be subject to the final authority of the RRC.
- 1.8 All protests and any violation of these Rules and Regulations will be reviewed by the RRC. All decisions on disputes made by the RRC will be final and not subject to appeal.

# 2. CLUB RESPONSIBILITIES

## 2.1 Club Executive Information

- 2.1.1 Every Club shall provide to Rugby Alberta, at the Annual General Meeting, who will in turn provide a copy to the respective Sub-Union, the following information:
  - i. A list of the Club's Board of Directors and staff, including their positions, e-mail addresses and telephone numbers.
  - ii. A physical address, and/or email address to which information can be forwarded to the Club.
- 2.1.2 All Club Coaches and volunteers must comply with Rugby Alberta's *Screening Policy*.

## 2.2 Team Nominations

- 2.2.1 All Clubs must nominate the number of teams it intends to enter in the coming Rugby Alberta season, including the divisions in which they wish to compete. These team declarations must be submitted to the Rugby Alberta office by February 1st annually.
- 2.2.2 When nominating teams for the upcoming season, Clubs must also present the description and colour(s) of the playing jersey of each divisional team.
- 2.2.3 Approval of senior teams for the season will take place once Rugby Alberta has confirmed the registration of (15) players per declared team.

## 2.3 Team Eligibility

- 2.3.1 A Club must be in good standing with Rugby Alberta and the applicable Sub-Union in order to enter a team into annual leagues or any competition.
- 2.3.2 The Rules and Regulations Committee (RRC) and the Rugby Alberta Board of Directors shall determine the eligibility of all teams wishing to compete in all Alberta provincial leagues, Men's Alberta Cup (AC) and Alberta Women's Premiership (AWP) based on their results and disciplinary record in the previous season. The eligibility of all senior teams outside of AC or AWP competition will fall to the respective Sub-Union in which the team is wishing to play games.
- 2.3.3 Teams that have defaulted games in the prior season will be reviewed in advance of a new season and the RRC will have sole discretion on whether that team will be permitted to compete in any provincial league program under the jurisdiction of Rugby Alberta.
- 2.3.4 The eligibility of all teams wishing to play in the Sub-Union non-interlock leagues will be governed by the respective Sub-Union.
- 2.3.5 All Clubs wishing to enter the Men's Alberta Cup (AC) or Alberta Women's Premiership (AWP) must follow the minimum criteria below:

<b>DIVISION</b>	<b>ADDITIONAL MANDATORY TEAMS REQUIRED BY ALL CLUBS WITH (AC) &amp; (AWP) BY MAY 1st</b>	<b>ADDITIONAL RECOMMENDATIONS</b>
<b>Men's Alberta Cup</b>	<b>2nd Division Team and U19 or U21 Boys team</b>	<b>Mini's Program and one of the following U13 or U15 boys</b>
<b>Alberta Women's Premiership</b>	<b>Another senior women's Team or U19 Girls team</b>	<b>Mini's Program and one of the following U13 or U15 girls</b>

- 2.3.6 Clubs may request dispensation at the time of making team declarations to the Rules and Regulations Committee. A Club must present in writing, the reason for the dispensation request and a growth development plan that addresses how the Club will improve its position in the coming years. This plan should have clearly defined, measurable goals and timelines for completion.. On this basis, the Rules and Regulations Committee will make a ruling on the dispensation request. Please contact the RRC for more information on how to prepare an appropriate growth development plan.
- 2.3.7 Combined teams between Clubs requires annual approval from Rugby Alberta (for AC/AWP) or the Sub-Union (for all lower division and junior teams).

## **2.4 Registration of Players**

- 2.4.1 All persons active in a Club must be registered in the Rugby Canada Online Registration System. This includes all players, coaches, managers, therapists and members of the Club's Board of Directors. Registration provides liability and accident insurance coverage.

**All Clubs should be familiar with Rugby Canada's Insurance Policy which is available on Rugby Canada's registration portal**

- 2.4.2 To be registered, ALL Club participants under 18 years of age at the time of registration must have their registration form signed by their legal guardian. All players that are under the age of 18 as of January 1st must register as a junior player within the online registration system..
- 2.4.3 A player can play adult contact rugby, or train with other adults in contact rugby, when they reach their 17<sup>th</sup> birthday provided: (a) they have been assessed as capable of playing with adults by the AJRA and/or Sub-Union and Rugby Alberta; (b) the Rugby Alberta Dispensation form has been duly completed and signed; and (c) the player does not train or play in the front row of the scrum. Once a player has reached the age of 18, the player may play in any position. Please see **Appendix C** for current dispensation process and forms.
- 2.4.4 Club Members must register online PRIOR to participation in any Club training activity. All categories of membership for a participant should be indicated at the time of registration (i.e., if a participant plays, coaches, and/or officiates then all of these roles should be indicated during the registration process).
- 2.4.5 For players wishing to transfer from another Club please see section 2.6 (Player Transfers).

## **2.5 Fifteen Day Guest Registration**

- 2.5.1 Guest players must be registered in the Rugby Canada Online Registration System prior to participating in any match or Club training activity.
- 2.5.2 A maximum of one (1) fifteen (15) day guest registration per player is permitted in a season.
- 2.5.3 All Visitor registrations, junior and senior, will expire immediately prior to the first play-off game regardless of date of issue.

## **2.6 Player Transfers**

### **2.6.1 DOMESTIC TRANSFERS**

- 2.6.1.1 A player wishing to transfer from one Club to another shall submit their request for transfer through the online registration system. The player is not considered transferred until all administrative levels (Club, Sub-Union, and RA, as required) have approved the transfer and it is completed in the online registration system.
- 2.6.1.2 Players shall only be allowed to transfer from one Club to another up until 4 weeks prior to the first playoff game.
- 2.6.1.3 A player's current Club shall not consent to the issue of a clearance if that player is under suspension on disciplinary grounds, unless such suspension is for a period of five weeks or less, and the new Club has confirmed in writing that a suspension for an equal period of the balance of the suspension will be imposed on the player in the competition(s) for which the new Club/union is to register him/her.

### **2.6.2 INTERNATIONAL TRANSFERS**

- 2.6.2.1 Transfers within National Rugby Unions are subject to World Rugby Regulation (4.6) Movement of Players between Unions. Particular reference should be made to regulation 4.6.1.
- 2.6.2.2 A Player leaving or proposing to leave his or her Current Union to play in another Union shall not be Registered or eligible to participate in competitions organized, recognized or sanctioned by that New Union until the New Union has received the original version (or a facsimile copy of the original version) of an World Rugby Clearance form.

### **2.6.3 PLAYER TRANSFER (OUTBOUND)**

- 2.6.3.1 Any player wishing to play in another Union overseas must gain clearance from their Club, Provincial Union and Rugby Canada.
- 2.6.3.2 It is recommended that this clearance be obtained prior to departure from the player's current Union.
- 2.6.3.3 Procedures for outbound clearances can be found at <https://rugbycanada.sportlomo.com/outbound/>

### **2.6.4 PLAYER TRANSFER (INBOUND)**

- 2.6.4.1 Any player wishing to transfer from their current Union overseas to play in Alberta or Canada must first gain clearance from their current Union prior to participating within a new union.
- 2.6.4.2 Procedures for inbound clearances can be found at <https://rugbycanada.sportlomo.com/inbound/>

## **2.7 Player Eligibility**

- 2.7.1 All players wishing to play rugby under the jurisdiction of Rugby Alberta and its Sub Unions must have registered online in the Rugby Canada Online Registration System. All senior players taking part in any Alberta leagues must be registered and listed on an official online team sheet prior to taking the field.
- 2.7.2 Only a player who is currently registered with Rugby Alberta and its Sub-Unions shall be able to participate in competitions organized, recognized or sanctioned by that Union. A player may not be registered simultaneously with more than one Provincial Union or Sub-Union. The Union with which he/she was first registered with shall determine the status of a player. (\*Note – As per World Rugby, Students and Military can belong to more than one Union)

## **2.8 Foreign Player Eligibility**

- 2.8.1 All foreign players coming to Canada must be cleared through Rugby Canada and their existing Rugby Union. Foreign players should contact their respective Sub-Union to make sure an International Rugby Board (World Rugby) clearance form has been received and the player is cleared to play in Alberta. A foreign player is not permitted to take the field of play in Canada until the World Rugby clearance form has been approved by Rugby Canada. A player who has not been cleared through the World Rugby process will not be registered or appear on a team sheet. If Clubs fail to follow the international player transfer protocol set about above and plays ineligible players the game or games in question will be classed as a default and sanctions set out in Section 9 (Defaults)) will apply.
- 2.8.2 Clubs are restricted to nominating/dressing no more than three (3) foreign players per team on a team sheet.
- 2.8.3 A foreign player is a participant who is not a Canadian Citizen or does not have a Permanent Resident Card or Landed Immigrant status. (Proof of status may be requested by Rugby Alberta in determining if a player is classed as a foreign player).
- 2.8.4 A player is no longer classed as a foreign player once they have been fully registered with Rugby Canada for their third season. The seasons do not necessarily have to be consecutive seasons of play but must fall within a four-year period prior to the player's third season of registration. A season is defined as one calendar year. For example, a player registered in Canada on April 1st, 2019 will be considered no longer a foreign player on or after April 2nd, 2021 if they have completed consecutive seasons.
- 2.8.5 A team shall be considered to have defaulted a game if more than three (3) foreign players have been named to a team sheet or participated in a game. (Default rules can be found in Section 9 (Defaults)).



- 2.8.6 An application by a Club for dispensation for a foreign player(s) to be classified as a resident player may be presented to the Rules and Regulations Committee (RRC) a minimum of 14 days prior to any given fixture that they wish that player to take part in. Dispensation is only needed once and the player will be cleared to play for the rest of the playing season if granted approval. All Foreign Player dispensation requests should be sent by e-mail to Chair of the RRC.
- 2.8.7 In the event that a Club only runs a single team of a specific gender they may apply to the Rules and Regulation Committee to nominate to a team sheet or play more than three foreign players in league games. In this case the Rules and Regulations Committee reserves the right to impose rules or criteria on league play or playoff restrictions for that specific team. Each request will be dealt with on an individual case basis. This criterion does not apply to teams playing in AWP or AC competition. Teams cannot play more than three foreign players until written permission from the RRC is received.
- 2.8.8 All foreign players must provide a copy of their primary health insurance coverage at the time of registration. A copy of the foreign player's primary health insurance must be shown to the Sub Union registrar. If a player fails to provide proof of primary health insurance or do not have primary health insurance the player will not be permitted to register.
- 2.8.9 All foreign players must be identified on the Rugby Alberta Team sheet with the letter (I).

## **2.9 Tours (Incoming and Outgoing)**

- 2.9.1 All incoming or outgoing tours involving a Club shall require the approval of Rugby Alberta. Tours shall be reported to both Rugby Alberta and the Club's respective Sub-Union not less than 6 weeks in advance of the intended arrival or departure date. The written submission will include, at a minimum, the following information.
- i. Duration of the tour.
  - ii. Size and membership of the touring party.
  - iii. The name and number of the local contact person responsible for the tour party.
- 2.9.2 All incoming tour games need to be sanctioned by Rugby Alberta.

## **3. TEAM RESPONSIBILITIES**

### **3.1 General Responsibilities**

- 3.1.1 In the event of the non-appointment (or non-arrival) of an officially appointed Assistant Match Official, each team shall supply one touch judge for the game being played. Where no touch judge is available the team failing to provide the touch judge shall have one of their players act as touch judge. A player who is appointed to be the touch judge for the game in question must be clearly identifiable and must not be wearing the same playing jersey as either team on the field.
- 3.1.2 Each team shall supply at least one match grade ball The home team chooses which balls are used.

- 3.1.3 No changes to the approved fixtures are permitted unless authorized and confirmed by the RA (AC/AWP games) or the home team's Sub-Union administrator (all lower division games). Any request for a change to the approved schedule must be done a minimum of 7 days prior to the scheduled kick-off. It is the Sub-Union's responsibility to notify the regional referee societies and RAMOA of any change in fixtures.
- 3.1.4 The home team shall ensure that the field is properly marked in accordance with the World Rugby Laws of the Game of Rugby (Law 1 – The Ground). The home team will also ensure that the goal posts are properly protected.
- 3.1.5 The home team shall have a barrier or rope, not less than 6 feet from the touchline of each side of the field, to keep spectators from the touchline.
- 3.1.6 The home team must supply adequate change and shower facilities. If a Club is unable to meet this criteria they must apply for dispensation in writing to the Rules and Regulations Committee a minimum of 14 days prior to the game.
- 3.1.7 The home team must have access to a full set of playing jerseys should there be a clash in colours. The match official will determine whether the home team needs to change to an alternate. If the home team does not have access to an alternate kit then the game will be considered a default.
- 3.1.8 Both the home and away team shall complete an online Team Sheet within the Rugby Alberta league management system, segregating starting players from substitutes (and specifically identifying front row players with FR and foreign players with I). It is the responsibility of both the home and away teams to complete their online team sheets at least 24 hours prior to kickoff. Any player not listed on the team sheet will not be permitted to participate in the match. Any substitutions or revisions to the team sheets must be done online within 24 hours of the game's completion. Failure to complete or revise a team sheet within the 24-hour limit will result in a defaulted game for the offending team.

No change in the team sheet or addition to the team sheet shall be permitted after the commencement of the game except:

- i. Where a player is late and his name has been included on the team sheet prior to the game, he will be permitted to participate;
- ii. When a player has been inadvertently omitted from the team sheet, the respective club has 24 hours after the conclusion of the match to make the necessary addition.
- iii. Failure to correctly complete all details of the team sheet may result in such player being ineligible for further play and the team being subject to sanctioning.

## **3.2 Spectator Control**

- 3.2.1 The behaviour of spectators remains the responsibility of the home team. In the event of a game being played at a Sub-Union facility, spectator behaviour is the responsibility of both teams. Sub-Unions have the right and the responsibility to sanction offending individuals and/or the Club to whom they are affiliated with. Conduct of Club members at the premises of the respective Sub-Unions and their member Clubs shall be the responsibility of those member Clubs and as such the respective Sub-Union may sanction the offending party and/or their Club.
- 3.2.2 Spectators who, in the sole discretion of the Sub-Union or provincial executive or the referee of the match, are acting in an offensive or unruly manner shall be removed to a distance of not less than one hundred meters from the playing enclosure. Noncompliance of a spectator ordered to leave a match will result in the game being called and team to whom the spectator is affiliated to be found in default and sanctioned in accordance to Section 9 (Defaults).
- 3.2.3 Consumption of alcohol outside of the designated areas of the Sub-Union's or Club's premises is strictly prohibited and may result in sanctions being imposed against the offending party and/or their Club.
- 3.2.4 The use of illegal drugs on the premises of the respective Sub-Unions and their Member Club's is strictly prohibited and, in addition to any sanctions at law, may result in sanctions being imposed against the offending party and/or their Club.
- 3.2.5 Offensive or abusive conduct towards the Sub-Union or Provincial Union Executive, Match Officials, Touch Judges, Assistant Referees, players and other spectators or participants in the Game of Rugby at any event held under the jurisdiction of either Sub-Union or Rugby Alberta may result in sanctions being imposed against the offending party and/or the Club to whom they affiliated with.
- 3.2.6 Disciplinary procedures for offensive and/or abusive behaviour will be administered within each of the Sub-Unions. Such disciplinary procedures will be initiated by an incident report being submitted by an interested party in writing (letter, e-mail or fax), preferably within 72 hours. The submission of an incident report after 72 hours shall not automatically preclude Rugby Alberta or a Sub-Union from taking action.
- 3.2.7 The only parties allowed inside the playing enclosure should be:
- i. The Players participating in the game and players being treated for blood injury
  - ii. The Match Official(s)
  - iii. Two (2) water carriers per team
  - iv. The Therapist for each team

## **4. MATCH OFFICIAL(S) RESPONSIBILITIES**

- 4.1 The Match Official will remind the manager or coach in charge of each team that they should have completed team sheets online and to identify the number of front player substitutes available.

- 4.2 Any send-off or any incident requiring a Discipline Report must be sent by the Match Official to the Sub Union Director of Discipline and a copy sent to the Rugby Alberta office to be filed for records within 72 hours of the completion of the match. A Match Officials discipline report form is available on the Rugby Alberta website. [www.rugbyalberta.com](http://www.rugbyalberta.com)
- 4.3 For a send-off that involved input from an Assistant Match Official, it is that Assistant Match Official's responsibility to submit a second report within 72 hours. An Assistant Match Official's discipline report form is available on the Rugby Alberta website. [www.rugbyalberta.com](http://www.rugbyalberta.com)
- 4.4 The Match Official(s) must be appointed by, and registered with, the Rugby Alberta Match Officials Association (RAMOA). In exceptional cases an appropriately accredited visiting Match Official may be appointed by RAMOA to a Rugby Alberta sanctioned game or tournament.
- 4.5 If no appointed Match Official has been appointed or if a Match Official fails to show for a game, the two teams may agree upon and appoint a registered and certified Match Official. If they cannot agree, the home team appoints the registered and certified match official. This is in accordance with World Rugby Law (6.A.1). If no certified Match Official is available the game will not be played and the fixture will be postponed and rescheduled.
- 4.6 At the conclusion of the match, the appointed Match Official shall enter the final score and the number of tries scored by each team on the online match official form.
- 4.7 The appointed Match Official retains discretion over safety and has the option to refuse to commence a game (or the option of refusing to continue with an already commenced game) in the case of an unsafe playing environment.
- 4.8 The appointed Match Official should take note of any inadequacies of playing facilities such as field markings, incorrect dimensions, inadequate equipment, lack of spectator barriers, etc. The Match Officials should report the field inadequacies to Rugby Alberta via the comment section of the Match Official form within 72 hours of the conclusion of the game. The offending Club will be notified of any inadequacies in facility or field conditions. Once informed the Club will be held to the following criteria:
  - i. First Match Official Report Warning
  - ii. Second Match Official Report Home team will default the game.
  - iii. Third Match Official Report No more games to played at that facility in the season

## **5. PLAYER DRESS**

- 5.1 Players shall wear kit consisting of jerseys, shorts and socks of a uniform colour with that of their team.

- 5.2 The referee of the match shall be the sole judge of whether any equipment, including but not limited to footwear, headgear and body padding or bracing, is acceptable under (World Rugby Law 4 – Players’ Clothing). In the event such equipment is not acceptable to the referee of the match, the offending equipment shall not be worn in the match.
- 5.3 All kits for all Senior Division matches shall contain 23 jerseys that shall be numbered from 1 to 23. Junior divisions shall have:
- i. Matching shirts for U5 to U11
  - ii. Matching jerseys for U13 and higher, with non-repeating numbers
- 5.4 In the event the home and visiting teams have jerseys which in the opinion of the referee of the match are too similar in appearance, the home team shall change their jerseys to the satisfaction of the referee of the match. If the home team are unable to change their jersey to the satisfaction of the referee the result will be a default of the game by the home team.

## **6. SUBSTITUTIONS AND REPLACEMENTS**

- 6.1 For Rugby Alberta matches a team may nominate up to eight (8) replacements/substitutes.
- 6.2 Rugby Alberta and its member Sub-Unions and Clubs will follow the guidelines on substitutions according to the World Rugby Laws of the Game (Law 3)
- 6.3 All men’s AC/2nd Division and/or women’s AWP Division games shall be forfeited if the team must move to a depowered scrum because it is unable to make two (2) trained front row substitutions due to lack of qualified front row.
- 6.4 The score of a forfeited game shall be 20-0 in favour of the non-forfeiting team and the non-forfeiting team awarded five (5) points for a bonus point win. The forfeiting team will not be docked any points as they committed and fulfilled the fixture.

## **7. LENGTH OF GAME**

- 7.1 All regular season senior games shall consist of two forty (40) minute halves with a half-time break of five minutes. There will be no overtime. All games for players under the age of 19 shall consist of:

<b>Age Grade</b>	<b>Game Length</b>
Adult	80 Minutes
U16-U19	70 Minutes
U15	60 Minutes
U13	50 Minutes

There will be no extra time for junior league games.

- 7.2 If for any reason a match does NOT start at the official commencement time, the remaining time for these matches shall be divided equally after allowing for a 5-minute interval between matches and an appropriate half-time interval so that succeeding matches may start on time.
- 7.3 A referee has the power to abandon a game at any time if, in his/her opinion, the game should not continue to full time. The referee must report the reasons for making this decision to the Sub-Union in which the game was played. A game shall be deemed abandoned if it cannot be completed due to unforeseen circumstances (e.g., weather conditions, medical emergencies).
- 7.4 If the playing time of an abandoned match amounts to less than forty minutes, then the game shall be rescheduled, the result of a shortened game would have no bearing on any league or other competition standings. If the playing time of an abandoned match amounts to more than forty minutes, the score at the time of the match being abandoned shall be recorded as the final score. This regulation does NOT apply to games ended by the referee because of disciplinary problems on or off the field.
- 7.5 The referee shall be the sole judge of the amount of time played in the game.

## **8. POSTPONEMENTS**

- 8.1 Rugby Alberta and its Sub-Unions have the right to schedule make-up games at times and venues that it may designate, including mid-week games if they are deemed necessary.
- 8.2 A game may be postponed and played at a later date, in its entirety, in the following circumstances:
- i. Where weather conditions make the proper and safe play of the game impossible. This will first be governed by any Rugby Alberta weather policies and then be governed by the discretion of the Match Official.
  - ii. Where a game that has commenced cannot be completed due to circumstances beyond the control of either team.
  - iii. Where a Club has submitted a formal written request (by email/fax) for a postponement of a game to Rugby Alberta for interlocking Alberta Cup and AWP games or the Sub-Union in the case of a non-interlocking game. The written request must:
    - be received at least seven (7) days in advance of the scheduled match or the request will not be considered:
    - identify the justification for the postponement request and,
    - must not be based upon an assumption that an automatic postponement will be approved by Rugby Alberta or the local Sub-Union.
- 8.3 The re-scheduling of a postponed game shall be done by the agreement between the opposing teams; however, in the event of disagreement between the opposing teams, the Sub-Union shall re-schedule the game, with preference given to the non-postponing team and the availability of the appointed match officials and field availability.

8.4 An Alberta Cup or an Alberta Premiers Women's AWP game will not be postponed due to players being unavailable due to representative duties. Bonus points are to be awarded to losing teams if they have 3 or more registered players playing for a representative team, (i.e., National Teams, America's Rugby Championships, CRC, National Age Grade Championships, NWL, Rugby Alberta). The representative game must occur within 96 hours of the date of the scheduled league game, or where the representative team is playing outside the province and the players selected for the team are therefore also outside the province.

Bonus Point system for regular season fixtures:

- 3 – 5 players (1 bonus point)
- 6 or more players (2 bonus points)

8.5 If circumstances beyond a Club's control prevent a team from participating in a fixture the Club may apply to the Rules and Regulations Committee (RRC) for dispensation.

8.6 The Rules and Regulation Committee has the power to declare a winner, order a replay, declare a no contest, in which case no points are awarded to either Club, and may apply such sanctions as it deems fit. If a replay is ordered it shall be held under conditions established by the Rules and Regulations Committee. No appeals shall be granted.

8.7 Clubs must fulfill all league fixtures and Clubs cannot mutually agree not to play a fixture.

## 9. DEFAULTS

### 9.1 Defaults

9.1.1 A Club shall be considered to have defaulted an AC/AWP game in the following circumstances:

- Failure to fulfil an approved fixture of Rugby Alberta and its Sub -Unions
- Failure to have a minimum of 12 players on the field by the scheduled kick-off time.
- A team plays an ineligible or unregistered player as defined by these Rules and Regulations.
- Failure on the part of the home team, after a second warning pursuant, to provide adequate field markings and equipment in accordance to these rules and regulation and in the World Rugby laws of the game, where in the Referees discretion a fixture cannot be played. In this event the home team will default the game
- Failure to complete the team sheet

9.1.2 A Club shall be considered to have defaulted a lower division game in the following circumstances:

- Failure to fulfil an approved fixture of Rugby Alberta and its Sub -Unions
- Failure to fulfill 'Game On' rules. (See **Appendix B** for full Game On rules)
- A team plays an ineligible or unregistered player as defined by these Rules and Regulations.
- Failure on the part of the home team, after a second warning pursuant, to provide adequate field markings and equipment in accordance to these rules and regulation and in the World Rugby laws of the game, where in the Referees discretion a fixture cannot be played. In this event the home team will default the game

- v. Failure to complete the team sheet

## 9.2 Penalties

- 9.2.1 The Club shall be deducted (5) league points from the league standings and an additional (5) points will be deducted from all lower division teams of the same gender. The Club must also forthwith pay a MINIMUM fine of \$1000 for a default offence to Rugby Alberta for AC and AWP games to be dispersed as outlined below. Regional Sub-Union(s) will use the outline below for all lower division games, but can reduce the fines at their discretion.
- i. \$500 is to be paid to the host facility to cover facility costs.
  - ii. If the non-defaulting team travels, or makes arrangements to travel (outside their home City or its immediate area), the travelling team will be awarded \$500 to assist with travel expenses.
  - iii. In the event that a team defaults an away fixture, the non-defaulting team will have the option of hosting the defaulting team in their next league game at the home facility of the non-defaulting team.
  - iv. In the event that the defaulting team is the team who would have incurred the travel expenses (*E.G. Knights travelling to ERP to play Rockers*), the \$500 would stay with Rugby Alberta (AC/AWP) or the Sub-Union(s) for all lower divisions.
  - v. All other surplus funds will remain with Rugby Alberta to be placed into a rugby development trust fund. These funds may be used for development initiatives as directed by the Rugby Alberta Board of Directors.
  - vi. In the event that a team defaults a play-off game an additional fine of \$250 will be levied by Rugby Alberta.
  - vii. All surplus funds collected by Rugby Alberta for AC/ AWP and any play-off defaults will be moved to the Rugby Alberta Development fund to assist in all levels of rugby development. All funds allocated to the Rugby Alberta Development fund will be distributed by the Rugby Alberta Board of Directors as they see fit.
- 9.2.2 If a team defaults for a second (2nd) time in a season, that team will not be permitted to participate in the playoffs, and an additional five (5) league points from all lower division teams of the same gender will be deducted from the standings. The local Sub-Union will consider the circumstances and may apply additional fines.
- 9.2.3 If a team defaults for a third (3rd) time in a season, that team will be suspended from league play for the remainder of the competition and an additional five (5) league points from all lower division teams of the same gender will be deducted from the standings. The Rules and Regulations Committee in conjunction with the regional Sub Union will consider the circumstances and may apply additional fines if deemed appropriate. Teams that have points deducted due to defaults of a higher division team are not to have considered to have defaulted any game.



- 9.2.4 Any team suspended from league play for defaulting three league matches in a season will need to apply for reinstatement to their Sub-Union for entry into the league for the following season. The respective Club's Sub-Union will determine if the team will be permitted to reenter the league in the following season. For AC & AWP teams, the Club must apply to Rugby Alberta's RRC.
- 9.2.5 The score of a defaulted game shall be 20-0 in favour of the non-defaulting team and nondefaulting team will be awarded five (5) points for a bonus win. A team sheet must be submitted, by the non-defaulting team, to the respective Sub-Union within 48 hours of the game. If no team sheet is submitted, no points shall be awarded to the non-defaulting team and the game shall be recorded as not having been played (0-0). The defaulting team will still be subject to sanctions as laid out in this Section.

## **10. TEAM WITHDRAWALS**

- 10.1 A senior team that withdraws from a league will not be permitted to re-enter a team into the league in question for the following season unless approved by the RRC and appropriate fines will be applied as per section 10.2.1. A withdrawal from any league program will count as a default on the season. For withdrawals in divisions lower than AWP or AC the RRC will work in conjunction with the Sub-Unions to take appropriate action against the offending Club.
- 10.2 If a senior team defaults / withdraws on part or all of a league season, the offending Club will pay for each fixture not fulfilled to a maximum of \$3500. This money will remain with RA for all AC/AWP teams and respective the Sub-Union for all lower divisions.
- 10.3 If a Club withdraws a team from league play, the Club's other teams will not be fined or docked points.
- 10.4 If a team has withdrawn from the competition, all points for, points against and competition points gained by all Clubs that had previously played the withdrawn team will not be counted in the standings.
- 10.5 However, all red and yellow cards accrued by any player in any match played against a withdrawn team stand.

## **11. DIVISION STANDINGS**

- 11.1 Points shall be awarded in league standings as follows:

- i. Win 4 points
- ii. Draw 2 points
- iii. Loss 0 points
- iv. Win by Default 5 points

Bonus points awarded

- v. 4 tries or more in a game 1 point
- vi. Loss by 7 points or less 1 point

The Alberta Junior Rugby Association will also use the above points system for league sanctioned games

- 11.2 Scores are considered official when the match official enters it into the league management system.
- 11.3 Clubs shall have 14 days from the posting of game scores on the Sub-Union or Rugby Alberta website, to notify the respective union in writing of any error in the game score and/or team roster. Posted game scores and team rosters shall stand as correct in the final league standings if errors are not identified, in writing, within 14 days.
- 11.4 In the event of a tie in the standings at the conclusion of the regular season, the following tiebreaking formula shall apply to determine the higher placed team. The formula is to be applied in the sequence listed immediately below. If a tie-breaking procedure fails to break the tie, proceed to the next tie-breaker in the formula. Once the tie is broken, the remainder of the sequence becomes irrelevant.
- i. Any team with a default in the applicable season shall be eliminated from the tie breaking formula.
  - ii. In the event the teams do not play the same amount of games at the conclusion of the season, the team with the highest winning point percentage between the teams that are tied.
  - iii. The team with the highest net points (points for minus points against) scored in the most recent game of the current season between all teams that are tied.

Example:

Teams A, B and C are all tied through 11.4 (i) and 11.4 (ii). Using their most recent game scores from the current season, calculate Points For – Points Against (PF-PA).

Team A vs Team B (25 – 15) Team A vs Team C (29 – 36) Team B vs Team C (19 – 13)

$$\text{Team A PF-PA} = (25+29) - (15+36) = 3$$

$$\text{Team B PF-PA} = (15+19) - (25+13) = -4$$

$$\text{Team C PF-PA} = (36+13) - (29+19) = 1$$

- iv. The team with the highest total offensive points (points for) scored in the most recent game of the current season between all teams that are tied.

Example:

Teams D, E and F are all tied through 11.4 (i), 11.4 (ii) and 11.4 (iii). Using their most recent game scores from the current season, calculate Points For (PF).

Team D vs Team E (20 – 17) Team D vs Team F (55 – 62) Team E vs Team F (35 – 20)

Team D PF = 20 + 55 = 77

Team E PF = 17 + 35 = 52

Team F PF = 62 + 20 = 82

- v. The team with the highest average net points (points for minus points against) in regular league play.
- vi. The team with the highest average total points scored in regular league play
- vii. The winner of a play-off between the teams tied at a location determined by the governing body of the game to be played. Should more than two teams still be tied at this point, the president of the governing body of the game to be played shall draw one of the teams at random for the remaining playoff spot.

## **12. PLAYOFFS**

- 12.1 All Play-off games, dates, times and venues will take place according to the schedule posted by ERU & CRU each year.
- 12.2 The home team in the respective Sub-Union play-offs shall be the team with the higher-placing in the final league standings.
- 12.3 The home team will have the option of playing their Quarter Final (if applicable) and Semi Final playoff game(s) at their home field or at their Sub-Union's main facility. All Sub-Union finals will be played at the Sub-Union facility. AWP and Women's first divisions do not technically have Sub-Union finals and the home team will have the option of playing their semi-final game at their home field or at their Sub-Union's main facility. The team that finished highest in the standings will get home team advantage.
- 12.4 The victor of the Sub-Union division final (where applicable) shall play in the Provincial final for that division to determine the Provincial Champion.
- 12.5 The home team for the Provincial final game shall be the team from the Sub-Union that is hosting the Provincial Final game.
- 12.6 All Provincial finals shall be played at the main facility of the Sub-Union that is hosting the game and is determined by Rugby Alberta.

- 12.7 In the event a play-off game for a senior men or women's division is tied at the end of regulation time, the following overtime format shall be used:
- A coin toss shall be held to determine selection of ends and kick-off.
  - Two 10-minute overtime halves shall be played, with a 5-minute break between halves and changing of ends at the half.
  - Should the game still be tied at the end of the first 2 overtime halves, the teams shall continue to play successive sudden death 10-minute periods, with 5-minute breaks and the switching of ends between periods, the first team to score will be declared the winner.
- 12.8 U17/U18 playoff games can be played as two 35-minute halves, with no overtime available if there is a tie OR as two 30-minute halves, with two 5-minute overtime periods available. The teams must inform the match official in advance of the playoff game which option they would like. If there is no agreement between the teams, the default will be 35-minute halves with no overtime. If there is a tie at the conclusion of 70 minutes of total play, the game will be decided by penalty kicks. Each team shall name one player as its kicker and these two players shall commence kicking at goal from the centre of the 22-metre line. A coin will be tossed to decide which player shall kick first. Each player shall attempt an equal number of kicks. The team whose kicker succeeds where the other fails shall be declared the winner. After five successive kicks, each from the 22-metre line, the referee may, at his/her discretion, move the kickers either a further ten metres back or five metres closer and the kickers shall commence at this point. The competition shall continue as before, until a winner is declared.
- 12.9 Player eligibility for play-off games shall, in addition to the criteria set out elsewhere in these Rules and Regulations, be determined as follows:
- i. A Participant must be fully registered and be named on a minimum four (4) regular league team sheets for his/her Club if a senior player, or a minimum of two (2) regular league team sheets for his/her Club if a U17/U18 player in the current season in order to be eligible to play in the playoffs. Team sheets will be monitored by each of the Sub Unions.
  - ii. If a player is included on more than one team sheet in a day then only one team sheet of the highest division in which that player started (1 – 15 on the team sheet) that day will count towards the (4) game requirement. Request for dispensation of the four-game rule may be made to the RRC up to 14 days prior to the first play-off date. Applications after 14 days prior to the first play-off date will not be considered. Grounds for dispensation may include, but are not limited to, return from injury or illness, participation on national camps and other circumstances beyond the control of the player. Each request will be reviewed on an individual basis.
  - iii. A fully registered player may use representative games played at a higher level as part of their 4 regular season games if it prevented them from playing for their Club. This is providing that player was recorded and registered with the Club in the Rugby Canada IT system at the time of the representative games being played. In this instance a Club should apply to the RRC in writing stating the dates, times and games that the player took part in representative duties to gain dispensation. The RRC will determine the Club level at which the representative games will be recognized at.

Representative Level	Club Equivalent
RC, ARC, CRC, NWL, Senior Rep (AB, Mavs/Gold)	Highest division the Club participates in
CRC U19, NWL U20, Adult Age Rep (i.e. U21, U23)	SA2/E2, EW2/SW2
U18 Rep	U18/U19, E3/SA3, EW2/SW2

- iv. A player shall be deemed ineligible to participate in a playoff match if they have played 70% or more of their games in a higher division. If a player is included on more than one team sheet in a day then only one team sheet of the highest division in which that player started (1 – 15 on the team sheet) that day will count towards the 70% calculation. See example calculations below. Request for dispensation of the 70% calculation may be made to the RRC up to 14 days prior to the first play-off date. Applications after 14 days prior to the first play-off date will not be considered.

**Definitions of the rule 70% of games or more in a higher division.**

To work out a player's percentage in a particular division you carry out the following:

**(Total # of games played in higher division(s) ÷ total # of games played in all divisions) × 100**

\*\*If more than one game played in a day, only the highest division started (1 – 15 on the team sheet) of the team sheets counts in calculations. (as per section 13.9.iv) \*\*

Example 1:

Tommy has played 7 AC games, 5 2nd division games and 2 3rd division games. All games were on different days. **Is he eligible for third division playoffs?**

$((\text{Total AC Games Played} + \text{Total 2nd Division Games Played}) \div \text{total games played in all divisions}) \times 100$

$((7+5) / (7+5+2)) \times 100 = 85.7\%$ , meaning Tommy has played 70% or more of his games in a higher division and is NOT eligible for 3rd division playoffs.

**Is he eligible for 2nd division playoffs?**

$(\text{Total AC Games Played}) \div \text{total games played in all divisions} \times 100$

$(7 / (7+5+2)) \times 100 = 50\%$ , meaning Tommy has played less than 70% of his games in a higher division and is eligible for 2nd division playoffs.

Example 2:

Tammy has played 7 AWP games and 4 2nd division games. On one day she played both divisions, but only started in the AWP game. **Is she eligible for 2nd division playoffs?**

$(\text{Total AWP games played}) \div \text{total games played in all divisions} \times 100$

$(7/7+3^*) \times 100 = 70\%$ , meaning Tammy has played 70% or more of her games in a higher division and is NOT eligible for 2nd division playoffs. \*only three of the 2nd division games count, as one of the four 2<sup>nd</sup> division games was played on the same day as an AWP game in which she started, which means only the AWP game counts in calculations.

Example 3:

Timmy played 4 AC games, 6 2nd team games, and 5 3rd team games. On two days, multiple games were played – one day he started AWP and played 2nd division, and the second day he started 2<sup>nd</sup> division and played 3rd division. **Is he eligible for third team playoffs?**

$((\text{Total AC Games Played} + \text{Total second team Games Played}) \div \text{total games played in all divisions}) \times 100$

$((4 + 5) \div (4+5+4*)) \times 100 = 69\%$ , meaning Timmy has played less than 70% of his games in a higher division and is eligible for 3rd division playoffs. \*only 5 of the 2nd division games count, as one was played on the same day as an AC game in which he started and only 4 of the 3rd division games count, as one was played on the same day as a 2nd division game in which he started.

- v. Each team in any play-off game must state its starting fifteen players (1-15) on the team sheet. These players are then tied to that team for play-offs. The remaining players (16-23) are eligible to play in that game as well as in a lower division playoff game providing that they fall below the 70% rule.
- vi. Players can only play for the Club to which they are currently registered to during the play-offs. Combined Club teams must prove that a player has played the majority of their games for the combined team and the player has not played 70% or games at a higher division for any other Club.

### **13. PROTESTS**

- 13.1 Any Club may protest against any other Club if they believe, and can provide sufficient evidence, that the Rules and Regulations have been contravened.
- 13.2 Such protests shall be made in writing to the Rules and Regulations Committee NOT later than forty-eight hours after the match in which the violation allegedly occurred. The Club lodging the protest shall provide a copy of the protest to the Chair of Rules and Regulation Committee and the Club against which the complaint is being made. Reasonable effort must be made to ensure the Club against which the complaint is being made is notified. Failure to notify the Club against which the complaint is being made will result in the complaint being dismissed by the RRC. Upon receipt of the protest by the RRC, the Club against which the complaint is being made will have forty-eight hours in which additional evidence can be submitted to the RRC. No additional evidence will be looked at beyond that timeframe.
- 13.3 All protests shall be determined by the Rules and Regulations Committee.
- 13.4 All rulings by the RRC are final.

### **14. INTERPRETATIONS**

- 14.1 Interpretation of these Rules and Regulations will rest with the Rules and Regulations Committee.

- 14.2 Situations not covered by these Rules and Regulations, where relevant, will be referred to the Rules and Regulations Committee.
- 14.3 The Rules and Regulations may be amended or added to as needs arise by the Rules and Regulations Committee.
- 14.4 If a Club wishes to make amendments to the Rules and Regulations they must submit in writing to the RRC any amendments proposed clearly stating the following:
- i. The original rule as it stands in the Rules and Regulations.
  - ii. The proposed change, addition or deletion to the written section of the Rules and Regulations.
  - iii. The reason and justification for requesting the change, addition or deletion.
- 14.5 Any recommendation for changes to the Rules and Regulations by the RRC must be approved by the Rugby Alberta Board of Directors before being incorporated into the document.

## **15. SANCTIONED TOURNAMENTS**

- 15.1 All tournaments and events that are to be sanctioned by Rugby Alberta must comply with the following requirements:
- i. A Rugby Alberta [Event Sanction Form](#) must be completed and submitted to the Rugby Alberta office 6 weeks prior to the tournament or event taking place.
  - ii. Sanctioning by Rugby Alberta that the tournament or event has been approved.
  - iii. Tournament has adequate event insurance provided by Rugby Canada
- 15.2 All tournaments, games and events sanctioned by Rugby Alberta are to be refereed by sanctioned and appointed Match Officials.

## **16. DISPENSATION POLICY**

- 16.1 All age dispensations must follow the dispensation policy and procedures. Please see **Appendix C**.

## LIST OF APPENDICES

### **Appendix A – Rugby Canada – Age Grade Variations for Club Rugby (2022)**

[https://rugby.ca/uploads/Community/Age\\_Grade\\_Law\\_Variations\\_for\\_Community\\_Rugby\\_2022\\_Eng\\_v3.pdf](https://rugby.ca/uploads/Community/Age_Grade_Law_Variations_for_Community_Rugby_2022_Eng_v3.pdf)

### **Appendix B – World Rugby – Game On Rules**

[https://resources.world.rugby/worldrugby/document/2021/11/26/29c29456-608f-4bf5-8987-f740de6cf747/Game\\_on\\_Global\\_ENGLISH.docx](https://resources.world.rugby/worldrugby/document/2021/11/26/29c29456-608f-4bf5-8987-f740de6cf747/Game_on_Global_ENGLISH.docx)

### **Appendix C – Rugby Alberta – Dispensation Policy and Procedure**

[https://sportlomo-userupload.s3.amazonaws.com/uploaded/galleries/14156\\_uploaded/958a2a5aeb29273aec3fb79b533baa2bd6f386dc.pdf](https://sportlomo-userupload.s3.amazonaws.com/uploaded/galleries/14156_uploaded/958a2a5aeb29273aec3fb79b533baa2bd6f386dc.pdf)

[https://sportlomo-userupload.s3.amazonaws.com/uploaded/galleries/14156\\_uploaded/47d28df21710e036f216055ce80ebd3c37a3c34a.pdf](https://sportlomo-userupload.s3.amazonaws.com/uploaded/galleries/14156_uploaded/47d28df21710e036f216055ce80ebd3c37a3c34a.pdf)