

MIDWEST RUGBY FOOTBALL UNION INC.

RULES AND POLICY FOR MEN'S CLUB CONTESTS

These rules for Club Contests are the regulations drawn up by the Competition Committee for the playing and controlling of the game of Rugby Union in accordance with the Constitution of the Midwest Territory (MWRFU), and in conjunction with the rules of Rugby Union in the United States as determined by USA Rugby (USARFU).

The Competition Committee is made up from members of the Midwest Territory.

The Rules and Policies, shall apply to all Men's Senior Clubs, their Teams, Coaches, Players, and affiliated bodies involved in Rugby within the Midwest Territory.

- **The competitive league season will begin (and be inclusive of) the last weekend in August until the first weekend of November.**
- **The Union will be split (for competition purposes) into two Geographical regions of East and West. Start date is August of 2006.**
- **The men's senior competition will use a linear model based on the geographical regions to define divisional play and for promotion and relegation.**
- **Division 1 will play in a two 5-conference system based on East and West. The season will entail home and away games. Div 2 will have East and West conferences of 3 sections.**

1. REGULATIONS OF MATCHES

- a. When reading Competition Committee authority is referred to the Midwest Vice President of Competition, acting on behalf of the Midwest Territory in the best interests of Rugby in Midwest.**
- b. No Club Team shall play any league match without the prior consent of the Competition Committee, and any matches played are subject to any conditions imposed by the Competition Committee.**
- c. All Clubs shall have approved registered colors and uniform for all Teams within the Club.**
- d. All Teams shall play in their registered colors and uniform with correctly numbered jerseys (if required) except:**
 - **Where there is a similarity in colors that a potential for confusion/mistakes exists:**
 - **The Home Team shall provide themselves with alternative colors.**

2. RULES FOR CLUB COMPETITIONS

- a. All league matches are under the control of the Competition Committee, and all Team entries require approval by the Competition Committee.**
- b. The Competition Committee shall define/amend Leagues, as it considers necessary from time to time:**
 - Clubs shall only be allowed to enter one Team in any league, which leads to a National Championship.** Clubs may be allowed to enter teams in Divisions with the consent of the Competitions Committee if it is in the best interest of Rugby Union in the Territory.
 - Promotion and relegation will be used to define League play.** Teams that turn down promotion will be declared ineligible for the Midwest play-offs for a period of 1 year.
- c. The Competition Committee/League Commissioners will complete a schedule for each League for approval by the VP of Competitions.**
- d. Details of schedules to be advised to Clubs a minimum of two full months prior to the commencement of each competition.**
- e. Fixtures may be arranged on the principal of reciprocal home matches, but the Competition Committee shall always have regard for the best interests of the Rugby Union when allocating fixtures/venues.**
- f. In each League, each Team will play every other team in that League at least once.**
- g. The Competition Committee shall set the value of competition points each season prior to the commencement of competition.**

- Current competition points are set as follows:**

Win:	4 Points
Draw:	2 Points
Loss by seven (7) points or less:	1 Point
Loss by more than seven (7) points:	0 Points
Four (4) or more tries scored in a match:	1 Point

- h. The Team scoring the most competition points shall be the winner of the League/Competition (whichever is appropriate).**

- i. **In the event of a tie there will be a playoff if feasible.
If not feasible, the Team that won their previous match (against each other) will be declared the winner.**
- j. **If that is not decisive, the Team with the best aggregate of scores for and against (head to head) shall be deemed the winner.**
- k. **If still indecisive or in the event of unforeseen circumstances, the Competition Committee may declare joint winners or make a decision it deems equitable.**
- l. **Any competition may be terminated at the discretion of the Competition Committee.**

DEFAULTS:

- m. **All matches shall commence at the time appointed by the Competition Committee. Any variation to match times, and/or dates is subject to the approval of the opposition Club, the appointed Referee, and the League Commissioners.**
- n. **Any Club/Team unable to keep its engagement (defaulting) in any match must give notice to:**
 - **The VP of Competitions/Conference Coordinator.**
 - **The Referees Appointments Officer**
 - **The opposition Club and/or Match Secretary on/by Wednesday prior to the match.**

The maximum competition points (5) shall be awarded to the opposition Team, and the match will be listed as a win of 28 points to zero.
- o. **The default shall be noted so that if the defaulting Team were the away Team, they will still be required to travel when they are next due to play the other Team involved.**
- p. **Any Club, which defaults in Division I, II or III, may be fined an amount set by the Disciplinary Chair to pay to the opposing Club as a reimbursement for expenses incurred, and/or potential revenue forfeited.**
- q. **The minimum number of players a Team may field without default is twelve (12). However, Teams turning up to play a match with**

- r. insufficient players yet willing to play will not be subject to the fine of noted above.
- s. At every Division I, II, and III match, the home Team shall provide two (2) match balls for the match.

TEAM LISTS:

- t. At the beginning of each match, a match report is to be provided to the Referee by the Club Coach, or Captain, or Club Administrator of each Team containing the names and CIPP numbers of each player and reserve. In league play only, each player will be requested to show a government/state issued photo ID to a representative of the opposition Team (Photocopies are acceptable) if sought. Any issues are to be reported to the Referee to be added to his report. Issues that may arise are to be reported to the League Commissioner immediately.
 - The Referee will fill in the result on the Match Report, sign it, and return it to the respective home team representative.
 - Each home Club is responsible for the return of the Match Report to the League Commissioners (via post, fax, or hand delivery) by Wednesday following the match (or 3 days if the match is played on any day other than a Saturday).
 - If the League Commissioner does not receive a Match Report as required, the offending Club shall be fined an amount of \$50.00 per Match Report outstanding.
 - The League Commissioners will report to the Competition Committee with regard to outstanding Match Reports.
- u. In the event of any player being ordered off, or a match called off by a Referee, the Referee must report the matter to the League Commissioners as soon as possible.
 - The Referee may be required to file a report with the Discipline Committee hearing resulting from the action taken (noted above).
- v. The Midwest Rugby Referees Association, as an affiliated member of the MWRFU, will make the appointment of Referees for division matches.

3. REGISTRATION OF PLAYERS

- a. All players must be CIPP registered to play, and provide proof of insurance.
- b. Any Club, which has a Team, playing an unregistered player, will be considered to have forfeit the match, and a win will be credited to the other Team, along with maximum number of competition points (5), and a score of 28 to zero, which could have been secured from the match.
 - If both Teams played unregistered players, each Team will be debited with a forfeit.
 - *No right of appeal to that ruling will be allowed.*
- c. **ALL** players must complete the USARFU CIPP Registration each year, which is compulsory, and provides Insurance Cover for liability while playing Rugby.
- d. Any player, and Club, who have not completed the USARFU CIPP Registration, along with the Club Registration prior to game time, will not be allowed to play until this is completed.

4. TRANSFER OF PLAYERS

- a. The transfer of players is governed by the rules of USA Rugby.

5. JUDICIARY PROCEDURES

Refer to Midwest Judiciary Procedures

6. APPEALS - PROTESTS & DISPUTES

Refer to USA Rugby Guidelines

PLAYOFF/FINALS RULES

In the event of a draw at fulltime, or tied points in the round robin playoff/semifinal system:

- **The match finishes at the end of the Referee's time:**
- **Two ten (10) minute periods of extra time is to be played.**
- **If match remains, a “sudden death” consisting of (2) five minute periods (each way) shall be played.**
- **If the match remains tied, a “Sudden Death Penalty Kicks” will commence from the center of the 22-meter line. Kicks will move back in 5-meter increments until a winner is determined.**

