

# NRU Game Regulations - 2009

League Director for the 2009 Season is: Tom Kenny 905-323-5075

Game Results (Scores) Reported by:

**Phone:** 905-323-5075 (leave message)

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**SCORES TO BE REPORTED as required or NO POINTS WILL BE AWARDED!!**

**Weekend Games – No later than 7:00 pm on GAME Day**

**Weekday Games – Within One Hour of Game Completion**

**GAME SHEETS TO BE FAXED as required or NO BONUS POINTS WILL BE AWARDED!!**

**Game Sheets Submitted – Within 72 Hours of Game Completion**

## 1 Safety

- 1.1 These Regulations are applicable for **ALL** games played within, sanctioned or scheduled by the N.R.U.
- 1.2 The home team shall ensure that the playing field is properly marked out and have 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.
- 1.3 The playing enclosure shall extend three metres beyond the touchline and the dead ball line. Non-participants, including replacement players and coaches, shall remain outside the playing enclosure.
- 1.4 The surface of the playing enclosure 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.
- 1.5 Lines shall not be marked with quicklime or slaked lime.
- 1.6 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.
- 1.7 Players in the front and second row of the scrum (the front five) shall wear for all games other than 7-a-side:
  - i) Footwear with studs in accordance with Law 4 (3). Moulded rubber studs represent the minimum standard. All studs shall be circular in shape. Thus, "turf " shoes shall not be worn.
  - ii) Jerseys of suitable strength, not T-shirts or other jerseys of similar flimsiness.
- 1.8 It is the responsibility of each player to be properly dressed for the game. If at any time in 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.
- 1.9 Prior to the start of the game, the home team shall inform the visiting team and the referee if a medically trained person is available.
  - i) NOTE: this definition includes athletic therapists and physiotherapists.
- 1.10 The home or host organization shall have an Emergency Action Plan that has been approved by its Executive and **submitted to the ORU and the NRU offices**. Details of the plan shall be given to the visiting team and the referee.

1.11 **EACH TEAM** shall have an adequately equipped first aid kit.

## 2 **Organization**

2.1 The League will be organized in one or more Divisions according to playing merit, normally determined by the League Standings of the previous year. The top team of one Division will be placed ahead of the bottom team of the next higher Division. If league restructuring occurs, teams will be placed as required with consideration to playing merit.

i) Number of Teams per division:

a Each division will be balanced, as best as possible, to allow for a home/away schedule

2.1 A club may not have more than one team in the "Highest" Division.

2.2 Clubs shall abide by the dates, venues and times set out in the schedule. **Request for changes, supported by a written request and agreed to by BOTH teams involved, MUST be made to the League Director prior to May 1<sup>st</sup>. However, such request may be made after May 1<sup>st</sup> if made with adequate notice (ten (10) days minimum notice preferred) prior to the given venue.** Such requests may be approved at the discretion of the League Director. Changes made without the necessary approvals may result in sanctions including nullification of the results.

i) **Game Dates** - The Director of Fixtures shall determine the dates required to meet the requirements of the season. All games must be completed by the final date.

ii) **Game Days:**

a Senior games will be played on Saturdays during the set season unless otherwise scheduled to allow for extra games or other rugby events

b Junior games will be played on Wednesday nights during the set season

iii) **Game Times:**

a Senior (Weekend):	Women's A & B	12:00 pm
	Men's B	1:30 pm
	Men's A	3:00 pm

*Note:* If a club has two teams playing in the Senior Women's league it will be necessary, from time to time, to reschedule the time of the Women's second side games. The same applies to any club that has three teams in the Senior Men's league. Because of the club-on-club format it will be necessary, from time to time, to reschedule the time of their Men's B game.

b Senior (Mid-Week): Games should commence no later than 7:00 pm.

*Note:* Clubs may have to make adjustments if more than one team is scheduled. Please remember that some clubs only have one field.

c Junior:	Men's U-18	7:00 pm
	Women's U-19	7:00 pm

2.3 When more than one team is playing on any given day, ALL games must be played from lowest to highest divisions.

2.4 Participation in this league implies acceptance of these rules, and also acknowledges receipt of same.

### 3 Duties of the Home Team

- 3.2 The home team shall [contact the appointed referee](#), at the recommended time, to confirm kick-off time and venue. The home team will then confirm the game with the visiting team. [If the home team cannot contact or does not know the assigned referee by the required confirmation day they should confirm the time and venue with the NRRS Appointments Secretary.](#)
- i) **Weekend Games** – **NO LATER** than the **Wednesday preceding** the game
  - ii) **Mid-Week Games** – **NO LATER** than the **Monday or a minimum of 48 hours preceding** the game
- 3.3 The home team shall [contact the visiting team](#), at the recommended time, to confirm kick-off time and venue. The Director of Fixtures should be notified if you are unable to contact or confirm the game.
- i) **Weekend Games** – **NO LATER** than the **Wednesday preceding** the game
  - ii) **Mid-Week Games** – **NO LATER** than the **Monday or a minimum of 48 hours preceding** the game
- 3.4 When two teams have similar colour kits, the home team shall provide and wear an alternate set of jerseys.

### 4 Eligibility

- 4.2 The club must be in good standing prior to the NRU AGM the preceding November.
- 4.3 All League fees **MUST BE PAID IN FULL** by the specified required date (specified dates will be prior to the start of the current season).
- 4.4 All players must be **registered** members of a Club, participating in the NRU, and of the ORU and have signed the appropriate registration forms and waivers.
- 4.5 Players **playing** for a Club team may not play for a lower team on that day.
- 4.6 On any day when a Club's First team is **not** playing in League or Cup Competition, any player who has played in two or more of the last three League or Cup games for that team is **not eligible** to play for a **lower** team. The same ruling shall apply to a Second team player when the Second team is not playing in competition. If requested by the captain of the opposing team or by any Executive member before or within three (3) days after a game, the team captain shall provide a list of players with number of team appearances.

### 5 The Game

- 5.1 The game shall start at the pre-arranged time. Each team shall have a minimum of twelve (12) players dressed and on the field at that time.
- 5.2 The Referees Society will appoint referees. If no referee appears, the captains shall elect a referee. If the captains cannot agree, the home team captain shall make the choice (per Law 6).
- 5.3 The captains of **both** teams **shall** supply to the referee prior to the game the names of the players for that match to be recorded on the game sheet. Also, every effort should be made to supply a **competent** touch judge

## 6 League Standings

- 6.1 The winning team shall e-mail, phone or fax the game result to 905-323-5075 or [fixtures@niagarrugbyunion.com](mailto:fixtures@niagarrugbyunion.com). If results are not received within the time limit, the result will be recorded as 0-0 with **NO POINTS** awarded.
- i) Weekend Games – **No Later than 7:00 pm on Game Day**
  - ii) Mid-Week Games – Within **One Hour of Game Completion**
- 6.2 **In case of a tie, BOTH** teams are responsible for reporting the result. If only one team reports the tie, **ONLY** that team will be awarded the points.
- 6.3 The winning team shall fax or email (scanned copy), the game sheet to 905-323-5075 or [fixtures@niagarrugbyunion.com](mailto:fixtures@niagarrugbyunion.com). If not received within the time limit, **NO BONUS POINTS** will be awarded.
- i) All Games – **Within 72 Hours of Game Completion**
- 6.4 A team's position in a Division of the League will be determined by the number of League points awarded. Points will be awarded as follows:
- i) Win - Four (4) points
  - ii) Tie - Two (2) point
  - iii) Loss - 0 points
  - iv) Bonus Points
    - a One (1) bonus point for scoring 4 or more tries
    - b One (1) bonus point for a loss by seven (7) points or less
  - v) Default Win - Five (5) points (4 points for the default win + 1 bonus point)
- 6.5 If two or more teams have the same number of League points, League standing will be determined by the following rules in order of priority:
- i) the team with the fewer defaults will be placed higher.
  - ii) the team, which has scored more points in games between the tied teams, shall be placed higher (this rule will not be used if more than two teams have tied).
  - iii) the team with the greater difference of total points scored and total points conceded in all games shall be placed higher.
  - iv) the team that has scored more points shall be placed higher.
  - v) toss of a coin.
- 6.6 When a team has lost by default, the result shall be recorded as a 28-0 win for the non-offending team. In determining League standings between two teams A & B with equal League points where team-A won by default over team-C, then the points scored in the game between B and C shall be deducted from B's total.

## 7 Default

- 7.1 If a Club claims that an opposing team is in default (other than a no show, see rule 8.3) or wishes to register any other type of protest, the Club Secretary shall submit to the League Director, with a simultaneous copy to the Secretary of the opposing club, a written explanation of the circumstances of the alleged default including all pertinent information. Where possible, the captain of the team claiming the default or protesting shall inform the referee and the opposing team captain at the time the alleged default or incident took place. **To be valid, the claim shall be submitted within three (3) days of the scheduled game.**
- 7.2 Upon notice that his Club is alleged to have defaulted, the Club Secretary shall submit to the League Director a written explanation of the circumstances of the alleged default including all pertinent details. **To be valid, the submission shall be submitted within six (6) days from notification of default.**
- 7.3 Upon receipt of submissions from both Clubs, the League Director shall make such additional inquiries, as he considers necessary. If he considers that the allegations are true, he shall assess penalties as set out in Section 8, or as deemed appropriate.
- 7.4 A team will be considered to have lost by default if it fails to comply with Rules: 1.2, 1.11, 4.2, 4.3, 4.4, 5.1, 5.3

## 8 Penalties for Default

- 8.1 If a team defaults two (2) or more games, it will be the responsibility of the Club to satisfy the League Director that the team should continue to participate in the League.
- 8.2 If a team defaults an away game, the next **TWO** (2) games between the two teams will be played at the ground of the non-offending team, irrespective of the seasons except for the lowest division.
- 8.3 Once the league has been notified of a default, **the offending Club shall be liable for all assessed referee expenses.** The league will bill the defaulting Club for the expenses. Upon receipt of payment, the League will transfer the funds to the assigned referee.
- 8.4 When a team defaults a game, **the offending Club shall be liable for all reasonable expenses incurred** by the non-offending Club, **to a maximum of \$150.<sup>00</sup>** The non-offending Club may submit a claim for reasonable and documented expenses to the league Director, listing all pertinent information and including all available receipts. **To be valid, the claim shall be postmarked within three (3) days of the scheduled game.** Once reviewed and approved, the league will bill the defaulting Club for the approved expenses. Upon receipt of payment, the League will transfer the funds to the non-offending Club.
- 8.5 Clubs are liable to a league fine of \$100.<sup>00</sup> for **defaults without 36 hours notice.**  
i) **Clubs** will be considered “**Not-in-good-Standing**” until the fine is paid.
- 8.6 Clubs are liable to a league fine of \$200.<sup>00</sup> for **all subsequent defaults** within the same season.  
i) **Clubs** will be considered “**Not-in-good-Standing**” until the fine is paid.
- 8.7 When a team defaults a League or a Cup game, lower teams of the same Club playing that day will be deemed to have lost by default unless the Club can satisfy the Director that the lower team gained no advantage from the default.

- 8.8 Where a club has not paid their League Fees by the start of the current playing season the **Club and all their teams** (including ORU teams) will be considered to be in default and suspended from further league play. All games scheduled during the time it takes to pay the arrears shall be considered forfeit and defaulted.
- 8.9 At the discretion of the NRU, any club who defaults two or more league games can be required to post a bond the following season.
- i) the amount not to exceed \$500.<sup>00</sup>
  - ii) the designated amount must be paid in full prior to the start of the season in which the bond has been imposed.
  - iii) the bond will be lost if the team, who the bond is against, defaults a league game.
  - iv) final determination of lost will be at the discretion of the League Director.

## **9 Disputes**

- 9.1 The N.R.U. Games Committee will handle all disputes.
- 9.2 Items or situations not covered within these Rules and Regulations will be dealt with according to the Ontario Rugby Union "Games and Discipline Regulations".