



Game Regulations

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1. Structure of the League

The Toronto Rugby league shall be structured into as many divisions as necessary to provide competition for member clubs. Terms of play and the schedule shall be circulated to the member clubs prior to the start of the season. *All league and playoff structures shall be approved by the board. All declaration, league and playoff start dates shall be approved by the board and published as part of the annual calendar (Feb/14).*

2. Pitches

a) The home team should ensure that the playing field is properly marked, having flags, poles and other devices in accordance with the Law:

- i) All goal posts shall be protected with padding.
- ii) All flagpoles shall be flexible.
- iii) Cones shall not be used in lieu of flagpoles.

b) The playing enclosure should be clearly marked. It should extend three metres beyond the touchline and the dead ball line where possible. Non-participants, including the replacement players and coaches, shall remain outside the playing enclosure.

c) The surface of the playing enclosure shall be free of holes, rocks and objects that protrude from the surface. If 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 the running track, earth around the sprinkler heads).

d) Lines shall not be marked with quicklime or slacked lime.

e) The playing enclosure should be clearly defined and protected from interference by ropes or other barriers suitable to TR.

f) Clubs using 'turf' fields must notify the opposing club and the convenor at least one week in advance of their match. Standard rugby studs must be allowed at all venues involving TR games.

3. Spectator Control

a) Home clubs are 100% responsible for the conduct of ALL persons attending a venue that the club owns, leases or rents and has the authority to ask people to leave. If spectators or members of another club are visiting and acting inappropriately, it is the responsibility of the home club to advise the visiting club that their behavior is unacceptable and if it becomes necessary to order the offending person(s) to leave the premises. This in no way negates the responsibility of the visiting participants to act in an appropriate manner.

b) Clubs are 100% responsible for the conduct of ALL club members, club officials and club spectators at public venues. The club will also be expected to support officials as required to ask other spectators to modify their behaviour if their conduct is detrimental or abusive.

c) Any behaviour contrary to the spirit of the game of rugby will be subject to sanctions.

4. Safety

a) Each team shall have an adequately equipped first aid kit.

b) 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. NOTE: this definition includes athletic therapists, physiotherapists, Chiropractors, Doctors or any other certified first responders working with or playing with the club.

c) The home team or hosting organization shall have an Emergency Action Plan that has been approved by its executive and is posted or readily available on site. Details of the plan shall be given on request, to the visiting team and referee, and may be requested at anytime from Toronto Rugby.

5. Player Dress

a) In the event two opposing teams have the same or similar colours, the onus is on the home team to provide itself with alternative distinctive dress. The referee may pass judgment upon the dress of players at any time.

b) All Toronto Rugby teams are required to wear identifying numbers or letters on their playing jerseys. U-16 division and higher must adhere or will be fined \$150 per game.

c) Player's dress shall conform to Law 4. In particular, metallic objects (e.g. rings chains, etc.) or any object with dangerous projections shall not be worn.

d) Players in the first and second row of the scrum (the front five) shall wear for all games other than seven-a-side:

i) Footwear which conforms to current IRB standards.

ii) Jerseys of suitable strength, not T-shirts or other jerseys of similar flimsiness.

e) It is the responsibility of each player to be properly dressed for the game. If at any time in the 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.

6. Player Registration

All players representing Toronto Rugby member clubs in league or cup play organized by Toronto Rugby shall be registered with Rugby Canada.

7. Referee

- a) The Referees Society will endeavor at all times to provide a referee for each game. In the event that the Referees Society is unable to provide a referee, it is the responsibility of the home team to appoint a referee according to the laws of the game.
- b) All referees shall have a valid certification and be registered with Rugby Canada.
- c) The referee may refuse to start a game if the requirements relating to the playing field and equipment under the Laws of the Game and these regulations are not fulfilled.

8. Kick-off Times

- a) Games shall be played on the dates and at the times shown in the Toronto Rugby schedule as drawn up by the Toronto Rugby League Convenor.
- b) All kick-off times and pitch locations shall be confirmed with the visiting club, by the home club, at least 72 hours prior to kick-off. Playing colours should be ascertained at this time to avoid any confusion. Fixture secretaries should make themselves available for such communication. Referees will be notified only if there is a cancellation of the game, change in time, date or location from the official league schedule.
- c) Games shall start on time. To allow for a game of higher priority to begin on time, a referee must terminate a game in progress; in such circumstances, the game in progress must finish no later than 90 minutes after the scheduled kick-off time.
- d) In situations where clubs have more than one team (i.e. firsts & seconds), the lower ranked team will always play before the first-team game.

9. Time and Venue Changes

- a) Request for changes in the venue or kick-off times of scheduled games must be made at least six days prior to the scheduled fixture. Such requests must have the agreement of both clubs and the Toronto Rugby League Convenor. The changes (once approved) must be communicated to the TDRRS Appointments Secretary.
- b) If, due to unusual circumstances on or just prior to the day of the game, it is played at a different venue or time than scheduled and the clubs involved are unable to abide by Regulation 8(a), the reasons for the change(s) and the manner of notification to all interested parties shall be communicated to the Toronto Rugby League Convenor within 48 hours of the scheduled game.

10. Abandoned or Incomplete Games

- a) If games cannot be completed due to unforeseen circumstances - e.g. weather conditions, medical emergencies:
 - i) If the playing time amounts to less than forty minutes, the game shall be rescheduled, although this is not mandatory if the result would have no bearing on league or other competition standings. The referee shall be the sole judge of the amount of time

played in the game. This regulation does NOT apply to games ended by the referee because of disciplinary problems on or off the field.

- ii) If the playing time amounts to more than forty minutes, the game shall be considered to have been played in full and the results shall stand. The referee shall be the sole judge of the amount of time played in the game.

b) The rescheduling of games will be left up to the discretion of the League Convenor if an appropriate venue, date and time cannot be agreed upon by both teams.

11. Fixture Rescheduling and Postponement

a) When a team has three or more players selected for a representative game that directly conflicts with a regularly scheduled fixture the opposition may not refuse a request for the regular fixture to be rescheduled. Such a request must be made with the approval of the Toronto Rugby League Convenor at least 72 hours in advance of the scheduled fixture.

b) Requests for rescheduling of games for other reasons will be accepted only under extenuating circumstances and only if:

- i) Both clubs involved are in agreement on the date, venue and kick-off time of the rescheduling, and
- ii) Written notice is received and permission provided by the Toronto Rugby League Convenor at least 6 days in advance of the proposed game date.

c) In instances where games have to be postponed due to unforeseen and unusual circumstances arising prior to the game date but too close to allow rescheduling to be arranged, the Toronto Rugby League Convenor and the T & DRRS fixtures secretary must be notified prior to the game date by the team requesting postponement.

d) Where games are postponed due to unforeseen and unusual circumstances on the day of the game, Regulation 9 will apply.

12. Reporting of Results

a) The winning club shall report the score of their game to the respective convenor no later than 12 hours after the scheduled kick-off time.

b) The winning club may do this by email, text or phone call.

c) If the score is not communicated to appropriate convenor by the set times, the team will not receive points.

d) Game sheets must be faxed or e-mailed by the home team to Rugby Ontario no later than 48 hours after the kickoff time. Clubs must use the approved game sheet.

13. Divisional Standings

a) The Toronto Rugby League Convenors will keep up-to-date list of the divisional standings. A team's position will be determined by the number of points it has been awarded.

Points will be awarded as follows:

- i) Win: 4 points
- ii) Draw: 2 points
- iii) Loss: 0 points
- iv) 4-Try Bonus: 1 point
- v) Loss by 7 points or Less Bonus: 1 point

b) In determining any divisional standing between two teams A and B on the basis of points scored where team A had won a game by default over team C, then the points scored where team A had won a game by default over team C and the points scored in the game between B and C shall be deducted from team B's total.

c) In the event that two or more teams are tied with an equal number of points in divisional standings, the following shall be used to determine order:

- iv) If any team has defaulted, those with the least number of defaults shall be placed higher.
- v) The team with the greater number of points scored in games between them shall be placed higher. Being still tied, then:
- vi) The team with the greatest difference between the total points scored and the total points conceded will be placed higher. Being still tied then:
- vii) The team scoring the most points shall be placed higher. Being still tied, then:
- viii) The team conceding the fewest points shall be placed higher. Being still tied then:
- ix) The tie will be broken by means mutually agreeable to the tied clubs and Toronto Rugby or
- x) As designated by Toronto Rugby.

14. Play-offs

a) Play-offs will take place according to schedule and regulations laid down by the Toronto Rugby League Convenor. The general format shall be outlined and communicated prior to league competition.

b) Overtime rules for senior playoffs:

- iii) If tied after regulation, two 5-minute halves will be played in full.
- iv) If still tied, a coin toss will occur with the higher seeded team captain calling the toss and will continue to play 5-minute halves until the first team scores. Sudden victory.
- v) Junior playoffs will use rules set by their respective League Convenor.

15. Toronto Rugby Representative Teams for the Intermediate Cup

This shall be the highest ranked team or teams in Toronto Rugby First Division play that is/are eligible to play in RO leagues, approved by Toronto Rugby and committed to promotion.

Promotion within Toronto leagues will be recommended by the league conveners (or game committee) and approved by the board.

16. Default

a) A team or teams may be considered to be in default due to any of the following circumstances:

- i) Failure to fulfill a fixture
- ii) Failure to kick off within 15 minutes of the scheduled kick-off time.
- iii) Failure to have a minimum of 12 players on the field of play at the scheduled kick-off time.
- iv) Failure to appoint a registered referee according to Regulations.
- v) Non-eligibility of player(s) or use of non-registered player(s).

b) Default by one team upon another must be claimed by phone (within 48 hours) and in writing or e-mail (post marked no later than 72 hours after the date of the fixture) to the Toronto Rugby League Convener. Such a written notice must clearly state:

- i) Time and Date of fixture and reason(s) for claiming default.
- ii) Team claiming the default and team against whom the default is claimed.

c) Sanctions applied to defaults are listed separately in the policy manual under section D.01 and apply to the examples in section a) above.

17. Suspension

A suspended team will forfeit the points for any fixtures scheduled during the time of the suspended in addition to any sanctions applied by the Toronto Rugby.

18. Eligibility

a) A player may be a playing member of only one club at a time.

b) A player is considered to be a playing member of a club by paying a fee, or by having documentary evidence of such membership.

c) A player having fulfilled the above criteria is considered to be a playing member of that club for the period covered by his/her fees unless his/her membership is discharged in writing by a executive member of the club. If a player joins or plays for another club without such permission, he/she will be liable for suspension for a period determined by Toronto Rugby and the new club for which he/she plays may be liable to sanctions.

It is acceptable for a player to play for another club, providing the above conditions are met to continue play (in the fall) when the player's club is not involved in any competitions. This "transfer" cannot be for playoff games or other games that would have an effect on the standings for promotion or relegation.

d) A player may not join or play for another club at any time if there are any outstanding financial obligations to the player's previous club.

e) It is the responsibility of the club to determine a player's eligibility.

f) This regulation is continuous, regardless of mid-season breaks.

g) No player, having played for his club, may then play for any of his club's lower divisional teams on the same day.

19. Arbitration

The Toronto Rugby Board will consider any dispute that may arise between clubs in connection with league or play-off fixtures and the awarding of points. To be considered, written notice of the dispute containing pertinent details must be sent to the Toronto Rugby Game Director, postmarked no later than seven (7) days after the date of the fixture.

20. Interpretation

a) Interpretation of these Regulations will rest with the Toronto Rugby Board of Directors.

b) Situations not covered by these Regulations will default to the Rugby Ontario regulations. If the situation is not covered by either set of regulations, the Game Director shall make recommendations to the Board of Directors.

c) Toronto Rugby Regulations may be amended or added to as needs arise by the Toronto Rugby Board.

21. Sanctions

Failure to comply with game regulations may result in sanctions by Toronto Rugby including but not limited to: Warnings, fines (\$150, \$250, \$500 and escalating), loss of points, defaults, loss of playoff dates, loss of home dates, and expulsion from Toronto Rugby leagues.

The Game Director will investigate any issues directly related to the game regulations and make recommendations to the executive committee. The Game Director may take into consideration all factors when making their recommendations. The Executive Committee at its sole discretion will determine any sanctions and advise the club in question. The club will have seven (7) days to appeal the sanction(s) to the president of Toronto Rugby who will hear the appeal (or designate a chair to hear the appeal), report the appeal to the Board of Directors who will make a final determination to uphold the sanction(s) or make changes. Due to timing issues, the Board may make a vote on the appeal by e-mail, conference call or in person.