

FÉDÉRATION DE RUGBY DU QUÉBEC



SENIOR Rules and Regulations 2011

Note: The use of the male gender is inclusive and meant solely to facilitate the reading of the text.

ARTICLE 1 LAWS OF THE GAME

- 1.1 The laws of the game are those established by the Canadian Rugby Union (C.R.U.) and the International Rugby Board (I.R.B.).
Women's : senior
Men's : senior

ARTICLE 2 ADMISSIBILITY REGULATIONS

As per article 10 of the F.R.Q. By-laws and regulations.

ARTICLE 3 COMPETITION REGULATIONS

3.1 Procedures and schedules

Refer to the official schedule.

3.2 Format

Men's leagues

- Super League and reserves : home and away games
- Division A & reserves : home and away games
- Division B & reserves : home and away games
- Division C : home and away games
- Division D : home and away games + 1 away game

Women's leagues

- Super League : home and away games
- Division A : home and away games
- Division B : home and away games in host group + 1 game against each team in other group

3.3 Game day logistics

- 3.3.1 For the men's divisions, the Super League reserves will play their game before the Super League (if there is a third Club team, this team will play before the Super League reserves). The division A reserves will play before division A. The division B reserves will play before division B. The same system is in place should a division C team also have a reserve squad. The same system is in place for the women's leagues. The same system is in place for the cup rounds.
- 3.3.2 For cup rounds, point 3.3.1 must be respected. However, if two clubs each with two teams host games at the same field and each of these clubs is hosting a team from the same club, the host clubs will determine the order of games only if their reserves play before their first teams from that division.
- 3.3.3 Two game sheets will be required at each game. The home team must complete their game sheet and the visitors must also complete their own game sheet. One game = 2 completed game sheets (1 for the home team and one for the visiting team.) The I.D. number of each player and coach must be registered on the game sheets. The game number must be registered on both game sheets.

- 3.3.4 Re. 3.3.3 there must be a total of no more than 44 names on both game sheets (22 names/sheet).
- 3.3.5 In men's Division D, unlimited substitutions will be allowed; however, a player who leaves the playing enclosure may not return to the game. As per law, a front row player may return to the game after consulting the referee.
- 3.3.6 All teams taking part in the competition must have a minimum of one coach on the field who is take is course the "Introduction to Competition" level.
- 3.3.7 All teams must wear game jerseys which are numbered 1 to 22. This applies to all divisions: Men's Super League, Super League reserves, division A, division A reserves, division B, division B reserves, division C, division D and Women's Super League, division A and division B.

3.4 Standings

Standings by divisions

- 3.4.1 For the following divisions: Men's Super League, A, B, C, Super League reserves, A reserves and B reserves and for Women's Super League and A, standings will run from 1 to 6 according to the number of total teams in that division (1 to 7 in men's B and B reserves; 1 to 4 in men's division D.) Standings are separate to each division.
- 3.4.2 In Women's division B, standings will be inter-divisional with pool 1 and pool 2 standings shown separately.
- 3.4.3 Further divisions require separate standings.
- 3.4.4 One team with the highest number of points will be in first place.
- 3.4.5 Tie-breaking criteria are as follows :
- 3.4.5.1 The team with the fewest forfeits
 - 3.4.5.2 The number of wins between the teams
 - 3.4.5.3 The number of total wins
 - 3.4.5.4 The number of bonus points
 - 3.4.5.5 Points for / against differential
 - 3.4.5.6 Most points scored
 - 3.4.5.7 Most tries scored
 - 3.4.5.8 Coin toss

3.5 Scoring system

Win

- 3.5.1 Definition 1 : During the season, a win is awarded to the team with the greater number of points at the end of regulation time.

3.5.2 Definition 2 : During playoff rounds, a win is awarded to the team with the greater number of points at the end of regulation time. Or the team with the greater number of points at the end of added time (see 3.8). Or the team with the greater number of successful kicks at goal (see 3.8.6).

3.5.3 During the season, a win is worth 4 points in the standings.

Ties

3.5.4 Definition 1 : During the season, a game is declared a tie when both teams have the same number of points at the end of regulation time.

3.5.5 Definition 2 : There are no ties in the playoff rounds.

3.5.6 During the season, a tie is worth 2 points in the standings.

Loss

3.5.7 Definition : During the season, a game is lost by the team that has the fewest points at the end of regulation time.

3.5.8 During the season, a loss is worth 0 points in the standings.

3.6 Forfeit

3.6.1 Definition 1 : If the team is not present 15 minutes after the start of the game.

3.6.2 Definition 2 : If the team does not have the players' cards 15 minutes before the start of the game.

3.6.3 Definition 3 : If the team has less than 12 players at the start of the game.

3.6.4 Definition 4 : If the team has less than 12 payers on the field during the game. Note that this can be the result of player suspension (yellow or red cards), injury, etc.

3.6.6 During the season, a forfeit eliminates all opportunity for tie-breaking points in the standings.

3.6.7 A forfeit results in a loss of 1 point in the standings during the season and is a loss in the case of playoff rounds.

3.6.8 The team that forfeits a game is liable to a financial penalty of up to \$1 000 in the men's and women's Super League, up to \$550 at the men's Super League reserves, A reserves and women's A. For men's division C, fines will be progressive: \$250 for the first instance, \$300 for the second with a loss of 3 points in the standings, and \$550 combined with exclusion from the competition upon a third forfeit. Financial penalties will be \$150 for men's division D and women's division B.

3.6.9 All financial penalties must be paid within two weeks of the forfeited game. That is to say that the penalty must be paid by 5:00 p.m. (eastern time) on the second Friday after the forfeited game. Failure to meet this timeline results in all teams of that club incurring forfeits up to the time the penalty is finally paid.

3.6.10 The score of a forfeited game will be 20-0 in favour of the non-offending team. The non-offending team will also garner their offensive bonus point for the game.

3.7 Bonus Points

3.7.1 A bonus point will be added to the standings for a team that scores four or more tries in a regular season game.

3.7.2 A bonus point will be added to the standings for a team that loses by 7 or less points during a regular season game.

3.7.3 The maximum points total permitted for one game is 6; the minimum is 4. No team may garner more than 5 points for any one regular season game.

3.7.4 Divisions that are covered by the 4-2-0 (minus1) and bonus points system include:

Men's Super League, division A, division B, reserves A, reserves B and women's Super League, divisions A, and B.

Men's division D is covered by the 4-2-0 (minus1) scoring system but are not able to garner bonus points.

3.8 Extra time in a game

Extra time in a regular season game

3.8.1 In the event of a tie, there is no extra time in a regular season game.

Extra time in a playoff game

3.8.2 If two teams are tied at the end of regular time in a playoff game, two ten-minute halves will be played. A two-minute rest period will take place before each extra time half. A coin toss will determine which team is to kick-off or defend one end of the field. The team that scores more points at the end of the extra time will be declared the winner

3.8.3 A winner is declared after the entire extra time has been played.

3.8.4 If two teams remain tied at the end of the extra time, two 5-minute, sudden-death periods will be played. A 2 minute rest period will be taken during which time a coin toss will determine which team is to kick-off or defend one end of the field.

3.8.5 If two teams remain tied at the end of the sudden-death periods, kicks at goal will determine the winner. A coin toss will determine the order of the kickers. The winner of the coin toss decides if he wishes to kick first or second. Three kicks will be taken. Kicks will occur from the intersection of the 22 m. line and the line-out 15 m line from the left side of the field, from the 22 m. line at the center of the posts, and from the right side of the field at the intersection of the 22 m. line and the line-out 15 m line.

3.8.6 If a tie persists after the three kicks, a further series of kicks will be taken. This series of kicks will be backed up by 10 m. This will continue until one kicker is successful while his counterpart is not. The team of the successful kicker will be declared the winner. Both kickers must have attempted the same number of kicks.

3.8.7 One kicker from either team will be chosen from the players on the field at the end of the last extra time period.

3.8.8 If one team's kicker is injured while kicking, his team will be declared the loser of the game.

3.9 Promotion and relegation:

3.9.1 The team that finishes first in division A will be promoted to the men's Super League taking the place of the Super League team that finished second to last.

3.9.2 The team that finishes second in division A will be promoted to the men's Super League taking the place of the Super League team that finished last.

3.9.3 The team that finishes first in division A must be promoted if it meets all of the requirements outlined in 3.9.5.

3.9.4 The team that finishes second in division A must be promoted if it meets all of the requirements outlined in 3.9.5.

3.9.5 A team subject to promotion in the men's Super League, divisions A and B must have a reserves team before being promoted. This team must take part in the regular season where promotion would be established (for instance: the first place team in division C must have a team in division D of the same year in order to be promoted).

3.9.6 A men's team whose reserves fail to compete at the end of the season would be automatically scheduled to compete in division C (in 2011, this division is primarily teams without reserves) no matter what division the main team had competed in. This much being established, if another team should be relegated in the same season, it may stave off relegation due to the opening for a team in the division

3.9.7 The team that finishes first in men's division B will be promoted to division A taking the place of the division A team that finished second to last.

3.9.8 The team that finishes second in men's division B will be promoted to division A taking the place of the division A team that finished last.

3.9.9 The team that finishes first in division B must be promoted if it meets all of the requirements outlined in 3.9.5.

3.9.10 The team that finishes second in division B will have the choice if and only if there are more than nine (9) points with the team finishing first in division B. If the team is relying on his choice, it must meet all of the requirements outlined in 3.9.5

3.9.11 If the first place team in division C does not have a reserves team competing in the same season, the second place team will be promoted if this team meets the conditions for promotion. This will occur regardless of the final points tally at the end of the season. If the second place team does not meet the promotion criteria, the third place team will be promoted if this team meets the promotion criteria and is no further than 9 points behind the first place team at the end of the regular season. No promotion will occur beyond the third place team.

3.9.12 If no division C team is liable to promotion to division B, the seventh place division B team and its reserves remain in division B.

3.9.13 If a division B club is relegated, their division B team will be placed in division C and its reserves will be placed in division D.

ARTICLE 4 ARTIFICIAL TURF FIELDS

Cleats :

As directed by the I.R.B., cleats may not exceed 13 mm.

ARTICLE 5 MATCH OFFICIALS

Match officials must be members in good standing of *la Fédération de rugby du Québec*.

In the event that the F.R.Q. cannot supply a referee for a game, it is the responsibility of the home team to have a certified referee to be the arbiter of the game. This person's name must be submitted to the Quebec Society of Rugby Referees no later than three days prior to the scheduled game.

Two assistant referees will be appointed to the women's and men's finals.

ARTICLE 6 ABANDONING A GAME

In the event that a game is abandoned for reasons beyond the match officials' control and that this occurs during the first half, the game will be replayed, with a 0 - 0 score, at a later date. Should the game be abandoned in the second half, the game will count as being played and the score line at the time of the game being abandoned shall stand

ARTICLE 7 SANCTIONS AND INFRACTIONS

Following any infractions the following sanctions procedure will be imposed by the Director of discipline (hereafter called Director) in accordance with the I.R.B.

7.1 Sanctions procedures

7.1.1 The decisions regarding sanctions are subject to a three phase process:

Phase 1

Day 1 = Sending off of a participant

48hrs = Completed game send off report to be sent to the F.R.Q. which will forward same to the Director (discipline@rugbyquebec.qc.ca)

72hrs = Participants card to be sent to the F.R.Q. offices.

96hrs = Completed sanction report to be sent to the participant's club from the Director and his committee.

Phase 2

24hrs = A request for a revision of the sanction from the club to the Director.

7 days = Hearing to be held by the Director and his committee.

24hrs = Completed revised sanctions report to be sent to the participant's club from the Director and his committee.

Only clubs in good standing with the F.R.Q. may have recourse to phase 2.

A club must provide tangible evidence (ie.: video, player misidentification, third party testimonial) in order to contest the decision of the Director. Phase 2 will not proceed without tangible evidence accompanying the request for a revision of the sanction.

Phase 3

48hrs = Request for appeal of the revised sanction to the V.P. Technical of the F.R.Q. (or the President if there is no V.P. Technical or absence thereof), from the club.

15 days = Hearing to be held by the V.P. Technical of the F.R.Q.

48hrs = Final decision by the V.P. Technical of the F.R.Q.

For phase 3 to proceed, phase 2 must have been completed and the sum of \$200 (cash or certified cheque) must be deposited at the F.R.Q. offices 48 hours following the request. If the V.P. Technical should change the sanction, the amount will be reimbursed.

- 7.1.2 Seven's tournament, provincial, national and international games do not count as suspended games. However, if these fall within the timeline of the suspension, and as far as these pertain to tournament regulations, the suspended player may not participate unless the suspension is completed.
- 7.1.3 If members of a club (technical staff, coaches, players, officials) put pressure on a referee after the game to change its ruling on sanctions yellow cards and red cards, the referee will make a report and sanctions against the club will be taken (demerit points in the standings for example).

ARTICLE 8 GAME SCORE REPORTING

8.1 Referee

8.1.1 Each referee must register the score of his game on the F.R.Q. website within 48 hours of the game's end.

In the case that this were to be impossible, the referee must contact, in a timely fashion, the executive director of the F.R.Q. to advise him of the score of the game.

8.2 Home team

8.2.1 The home team is responsible for sending the two copies of the game sheets to the F.R.Q. offices by the Thursday after the game at the latest. Should the home team fail to comply, it will lose one point in the standings. The home team will have been advised of this by the executive director of the F.R.Q.

ARTICLE 9 MEDICAL SERVICES

A trained and certified member of a reputed organization must be on hand at all times at the various competition areas.