

# **CUMBRIA R. F. U. LIMITED.**

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Regulations for Cumbria Knock-Out Competitions and  
Cumbria Shield Leagues

### **CUMBRIA RUGBY FOOTBALL UNION LIMITED**

#### ***COMPETITION REGULATIONS – KNOCK-OUT COMPETITIONS***

**1. *Description***

These regulations apply to all knock-out competitions under the control of or recognised by Cumbria Rugby Football Union Limited. Each competition may have its own title including the name of sponsor (if any) as determined by the Committee.

**2. *Form***

All matches in the competitions shall be played under the Laws of Rugby Union and comply with the Rules and Regulations of the Rugby Football Union (hereinafter called “the RFU”).

### 3. Organising Committee

The competitions will be organised by an Organising Committee (hereinafter referred to as “the Committee”) appointed by and reporting to the C.B.R.D.P. The decision of the Committee shall be binding and shall be final on any matter not provided for in and on the interpretation of these regulations. The Committee shall appoint an Organising Secretary for each competition.

### 4. Eligibility of Clubs

- 4.1 The competitions shall be open to any Club situated in Cumbria being a member of the Cumbria Rugby Football Union Limited. Each club may enter only one team in any competition.
- 4.2 The Clubs eligible to take part in the Cumbria Cup shall be the seven Clubs that finish highest in the English Clubs Rugby Union Championship in the previous season together with the Club winning the Cumbria Plate in the previous season. Applies to Clubs’ First XV only.
- 4.3 The Clubs eligible to take part in the Cumbria Plate shall be all those who are not eligible to take part in the Cumbria Cup. Applies to Clubs’ First XV only.
- 4.4 The Clubs eligible to take part in the Shield Knock-Out shall be those that participated in the Shield League during that season.

### 5. Eligibility of Players

#### 5.1 Youth Competitions

A club in a competition match may play or select as a replacement, only players

- a) Who are registered with that Club under the Rugby Union Youth Player Registration Scheme for the appropriate age group of the competition and have been issued with a Registration Card which must be available for inspection at all competition games.
- b) Who are registered as above to play for another club in membership of Cumbria Rugby Football Union Limited which is not taking part in the competition, provided that both clubs notify the Organising Secretary in writing to be received 7 days before the player plays in the competition.

#### 5.2 Senior Competitions

A Club in a competition match may only play or select as a replacement, players-

- (a) Who hold EFFECTIVE registration for that Club in accordance with the RFU Registration of Players Regulations.
- (b) Who hold EFFECTIVE registration for that club in accordance with the Cumbria Rugby Football Union Limited Youth Player Registration Scheme and have reached their seventeenth birthday by the day of the match.
- (c) Who are “established club players” who do not hold effective registration with their club only because the club’s Player Register is full.
- (d) Who are ‘bona fide playing members’ aged 17 or over who do not hold effective registration with any other club provided that this clause shall apply only in the case of clubs which do not participate in the RFU Player Registration Scheme. Note: clubs may be required to produce evidence of “bona fide playing membership”.
- (e) (U19+ U21 Cup only) who are qualified as above to play for another club in membership of Cumbria Rugby Football Union Limited which is not taking part in the competition, provided that both clubs notify the Organising Secretary in writing to be received 7 days before the player plays in the competition, and

(U21 Cup only) are under 21 years of age on 1 September of the current season, or (U19 Cup only) are under 19 years of age on 1 September of the current season.

#### 5.3 All Competitions

Any person who has played for another club in that competition in the current season may not represent a second club in the competition. More than three players who have represented the club in the County Cup or Plate Competitions in the current season may not represent a club in the Shield knockout in any match.

Any infringement of this Regulation will result in the disqualification from the competition for that season for the player and Club involved.

The Committee shall have the power to reinstate a Club in the competition when it has been eliminated by a Club that has been in breach of this Regulation. That power shall cease to apply at

2 p.m. three days before when a further round of the competition immediately following that in which the breach was committed is scheduled to be played.

By entering the competition, the club authorises a copy of its Players Register to be supplied to the Organising Secretary and Committee.

## 6. The Draw

The draws in the competitions shall be made as follows-

- 6.1 The draw for the first round of the competitions will be made in accordance with arrangements made by the Committee.
- 6.2 The draw for each round after the first shall be made on the Monday following the day specified for the completion of the preceding round, unless agreed otherwise by the Committee.
- 6.3 The first named Club to be drawn in a match shall be considered the home team and unless otherwise mutually agreed, the venue of that match shall be the ground of such home team, except in the final, where the Committee shall determine the ground.

## 7. Dates of Rounds

- 7.1 Rounds shall be played on the dates fixed by the Committee unless otherwise determined by the Committee, and published in the County Year Book in respect of any fixture.
- 7.2 Clubs may, in exceptional circumstances, subject to the approval of the Organising Secretary, arrange by mutual agreement to play matches on a date before the date fixed for the round concerned. Applications to re-arrange matches must be submitted in writing, to the Organising Secretary not less than 14 days before the date on which permission is sought to play the match, or 14 days before date fixed, whichever is the sooner.
- 7.3 In the event of a match not being played on or before the appointed date both Clubs must notify the Organising Secretary in writing within 48 hours with their reasons. The Organising Secretary shall convene a meeting of the Committee who shall consider all the circumstances, making further enquiries as necessary and give a ruling within seven days.

The Committee may direct the match to be played before a further date or may eliminate one or both Clubs from the competition.

## 8. Drawn Matches

In all rounds, except the Final, if after full time has been played in accordance with the Laws of the Game the scores are level, there shall be an immediate period of replay between the two teams of 10 minutes each way, with a one-minute interval. If the scores are then still equal the team that has scored the most tries shall go forward into the next round. If this does not produce a result, the team that has produced the most goals from tries goes forward into the next round. If the scores still be equal and the goals from tries still be equal, the visiting team shall go forward into the next round.

- (b) In the Final, if after full time has been played in accordance with the Laws of the Game the scores are level, there shall be an immediate period of replay between the same teams of 10 minutes each way, with a one-minute interval. If the scores are then still equal the team that has scored the most tries shall be the winner. If this does not produce a result, the team that has produced the most goals from tries shall be the winner. If no result is then achieved the match shall be replayed as determined by the Committee.

## 9. Clash of Colours/Identification of Players

- (a) In the event of Clubs having similar or clashing colours, the away team shall be responsible for changing its colours subject to the satisfaction of the appointed referee. For the Final, the away team will be decided by the toss of a coin, at least two days before the match concerned.
- (b) The jerseys of teams competing in the competition should all be numbered or lettered to ensure correct identification of all players and replacements during the match

## 10. Referees and Touch Judges

- 10.1 The Referee for each match shall be appointed by the Lakeland Referee Society, or failing that, the home Club shall appoint or provide the holder of a Referee's Certificate.

- 10.2 Where a Referees' Society does not appoint touch judges to a match each Club shall provide a competent touch judge. In an emergency a replacement may act as a touch judge with the agreement of the referee.
- 10.3 If a referee appointed or provided under Regulation 9.1 has not arrived at the agreed kick-off time or if the referee is unable to officiate for the whole of the match for any reason and a replacement referee is available, the captains of the two Clubs concerned may agree that the replacement referee can officiate and the result shall count in the Competition. Such agreement shall thereafter be binding upon the Clubs. If there is no agreement then the match shall not count in the Competition and it must be replayed in accordance with the provisions of Regulation 12.
- 10.4 The home Club is responsible for confirming directly with the referee his appointment to the fixture.

## 11. Replacements and Substitutes

- 11.1 Up to seven replacements or substitutes are permitted in all matches in accordance with RFU Regulations.
- 11.2 In the interest of safety each team must have at least five players in their nominated match squad, all at least eighteen years old, who are suitably trained and experienced to be capable of playing in the front row to ensure that on the first and second occasions (whether due to injury or consequent to a player(s) being temporarily suspended or ordered off) that a front row player is required to be replaced, the team can continue to play safely with contested scrums. If any front row player requires to be replaced and his team cannot provide a replacement or other player suitably trained and experienced at least eighteen years old from those who started the match or from the nominated replacements to enable the match to continue safely with congested scrums, the referee, having made enquiry of and having confirmed this fact with the Captain of the Team (or other such person nominated by the Club as the Manager or other person responsible for the Team:
- (i) on the first and second occasion the match will continue with uncontested scrums, the offending team will be prevented from replacing the injured player(s) and
  - (ii) on the third and subsequent occasion the match will continue with uncontested scrums and (subject to Regulation 10.3 below) the final result will stand.
  - (iii) The Committee may review the circumstances in every case where a match is completed with uncontested scrums.

## 12. Postponed and Abandoned Matches

- 12.1 In the event of a match not being played on the appointed date or abandoned both clubs must notify the Organising Secretary in writing within 48 hours with their reasons
- 12.2 If conditions prevent a match being played or a match is abandoned because of such conditions with less than 60 minutes having been played, it shall be played or replayed before the date of the next round on a day and at a time agreed by the two Clubs concerned and agreed by the Committee. If there is no agreement within four days of the date of the match that was not played or abandoned or if the date and time agreed between the two Clubs is not deemed acceptable by the Committee, the date and kick off time of the replay will be as directed by the Committee upon the application of either club.
- 12.3 If a match is abandoned because of weather conditions when 60 or more minutes have been played then the score at the moment of abandonment shall stand and be deemed the final score in the match. The Referee's decision as to the necessity for abandonment and the number of minutes played at the moment of abandonment shall be final.
- 12.4 In the event of a match being abandoned other than because of weather conditions or a shortage of front row players as referred to above the result of the match as at that time will be deemed to be the final result if more than 60 minutes has elapsed and if less than 60 minutes play has elapsed the match shall be replayed before the date of the next round. If there is no agreement within four days of the abandonment or if the date is not deemed acceptable by the Committee, the date will be as directed by the Committee on the application of either Club.

## 13. Notification of Results

- 13.1 Each Club shall be responsible for informing the Organising Secretary by telephone of the result by 10.00 a.m. Monday following the match.
- 13.2 Each club shall complete the match result card in accordance with the instructions set out in the Administration instructions issued with the cards. The Committee is empowered to impose monetary fines for failure to comply with such instructions.

Note: Both clubs shall submit a completed match result card to the Organising Secretary by 5pm on Tuesday following the match.

- 13.3 The Committee is also empowered to expel a club from the competition for non-payment of fines or failure to notify results

#### 14. Kick-Offs and Delayed Arrivals

All matches shall start at the home Club's normal kick-off time, which shall, on Saturdays, be between 2.15 p.m. and 3.00 p.m. An earlier or later kick-off time may be instructed by the Committee or arranged by mutual agreement between the two Clubs concerned. Any delay may be reported by the non-offending Club to the Committee who may impose such penalty as it thinks fit.

#### 15. Grounds

- 15.1 A home Club is responsible for correctly and clearly marking its pitch and it must make proper provision to ensure that (with the exception of the touch judges) all spectators, replacements and officials are kept at a reasonable distance from the field of play.
- 15.2 When a late decision as to the fitness of the ground for the playing of a match is necessary, it shall be made by the respective captains of the Clubs involved but if the captains are not able to agree, the decision shall be made by the appointed referee.
- 15.3 A late decision is defined as one made within 3 hours of the scheduled kick-off time.

#### 16. Finance

- 16.1 Except for the final, the home team shall bear all match expenses and shall take all gate monies. The visiting team shall pay its own travelling expenses.
- 16.2 All gate monies for the final shall be the property of Cumbria Rugby Football Union Limited that shall bear all match expenses: both teams shall pay their own travelling expenses.
- 16.3 An entry fee may be levied and sent with the entry application to the relevant Competition Secretary.

#### 17. Protests, Disputes and Transgressions

Any matters in dispute or any transgression of these Regulations shall be referred immediately to the Organising Secretary by telephone if necessary, providing written confirmation follows within 48 hours setting out the ground of complaint in full. The Committee shall have an absolute discretion to resolve any such protests or disputes as it shall think fit and without prejudice to the generality of the foregoing may decline to act upon a protest validly made if it considers doing so to be in the interests of the competition generally. The decision of the Committee shall be final and binding on all parties.

#### 18. Medical Safety

Wherever possible, the home team should ensure a doctor or other medically qualified person is in attendance throughout the match.

#### 19. Media Rights

Media Rights together with their sole right of exploitation except in so far as has been expressly agreed belong to the Cumbria Rugby Football Union Limited

#### 20. Terms and Conditions of Participation

- 20.1 Each Club by commencing its first match in the Competition agrees it has entered into a legally binding obligation with the Cumbria Rugby Football Union Limited and as separate obligations with other Clubs in the Competition and with any Sponsor of the Competition that it will:
- 20.1.1 comply in every particular with these Regulations 1 to 20 (inclusive)
- 20.1.2 at all times comply with each and every of the obligations and requirements entered into by the Cumbria Rugby Football Union Limited with third parties, including, but not limited to, any sponsors of the Competition under the terms and conditions of any sponsorship agreement provided that details of any such obligations and requirements have been notified by the Cumbria Rugby Football Union Limited to the participating Clubs.
- 20.2 Each Club commencing its first match in the competition agrees it has entered into a legally binding obligation with the Cumbria Rugby Football Union Limited and as a separate covenant with each Referee, Touch Judge or Match Official involved in any match in the competition or cancellation or abandonment thereof that it will not hold liable or make any claim against such official.

20.2.1 for any loss charge compensation or expenses arising out of or in connection with any kind of injury or illness suffered by any player, spectator or other person.

20.2.2 for any damage to property of any kind.

20.2.3 for any other loss cost charge expenses or damages be it for loss of profit expense incurred or otherwise and whether directly or consequential arising out of or due to any decision or action that such official may take under the Law of the Game these regulations or any other rules or regulations published in the Handbook or which have been properly introduced by the Cumbria Rugby Football Union Limited or in respect of the normal procedures to hold play, control, cancel or abandon a match.

## **CUMBRIA SHIELD LEAGUE REGULATIONS**

It is expected that Clubs will not play regular 1st Team players in Junior League matches (except Ambleside and Silloth)

### **Laws of the Game.**

All games shall be played in accordance with the Laws of the Game as laid down by the Rugby Football Union, except only as amended herein.

Society Referees shall referee all matches as far as is possible. In the event of a Society Referee being unavailable, the Team Captains shall agree on a person to officiate.

### **Number of Players**

Games may be played with a reduced number of players. The minimum number shall be ten, five of whom shall form the scrum (for safety). There shall be no more than one-man advantage to either team.

The length of the match may be reduced if there are fewer than fifteen players, to not less than 30 minutes each way.

### **Awarding of League Points**

Three points shall be awarded to the winning Team.

Two points shall be awarded to each Team for a drawn match.

One point shall be awarded to the losing Team.

### **Uncontested Scrums**

If there is a shortage of experienced Front-row players, the match shall be played with uncontested scrums and the score shall stand.

### **Unplayed matches**

In the event of a Team being unable to honour a match, except only because of adverse weather conditions, it shall forfeit the match and three points shall be awarded to the non-offending Team.

Matches not played due to adverse weather conditions shall, if possible be re-arranged. If it is not possible to re-arrange the match, one point shall be awarded to each Team.

### **Notification of Match Results**

Each Team shall notify the League Secretary of the result of the match, using the official Result Card, not later than the Friday following the match. Failure to do so will result in the deduction of one league point.

### **Jurisdiction**

The League Secretary on behalf of the CBRDP Over 18 Sub-Committee shall administer the League. Any matter in dispute shall be referred to the Secretary of that Sub-Committee, in writing, to arrive not later than the Friday following the event giving rise to the dispute. The decision of the CBRDP Over 18 Sub-Committee shall be final. If any team has not played a League Match in September, their position will be reviewed.