

2022 CANADIAN UNIVERSITY
MEN'S RUGBY
CHAMPIONSHIP

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**CUMRC RULES AND
REGULATIONS**
(Revised November 29, 2022)

**All laws for the competition are to comply with the 2022 World
Rugby Global Law Trials**

1 PARTICIPANTS

1.1 Teams

- BC: University of Victoria and University of British Columbia (Host)
- Prairies: University of Calgary
- Ontario: Laurier University and University of Guelph
- Quebec: McGill University
- Atlantic: Memorial University
- Wild Card: Trinity Western University

1.2 Roster

Each championship team can declare up to twenty-six (26) players. At least six (6) or more of the 26 player roster must be designated as suitably trained and experienced Front row. Teams may dress any twenty-six (26) of these players for each championship game. All eleven (11) substitutions may enter the game.

1.3 Match Officials

Match officials are selected through consultation between the host University, the provincial Union where the tournament is to be played, and the Rugby Canada High Performance Match Official Manager. The Rugby Canada High Performance Match Official Manager shall serve as the Head Official for the tournament.

1.4 Identification

The Head Official will designate home and away uniforms at the Technical meeting (Nov. 29) prior to the championship

2 COMPETITION FORMAT

The Canadian University Men's Rugby Championship (CUMRC) shall have twelve (12) games taking place over five (5) days. There will be eight (8) teams in a quarterfinal knockout format with a 3rd place game, a 5th place game and a 7th place game. Each team will play 3 games in 5 days.

2.1 Game times

All matches will be played with 2 X 30-minute halves in consideration of players' health and safety

Practice times/Warm-ups

Setting up practice times is at the Host's discretion. Generally times are booked on a first come first serve basis while trying to accommodate teams' arrival times.

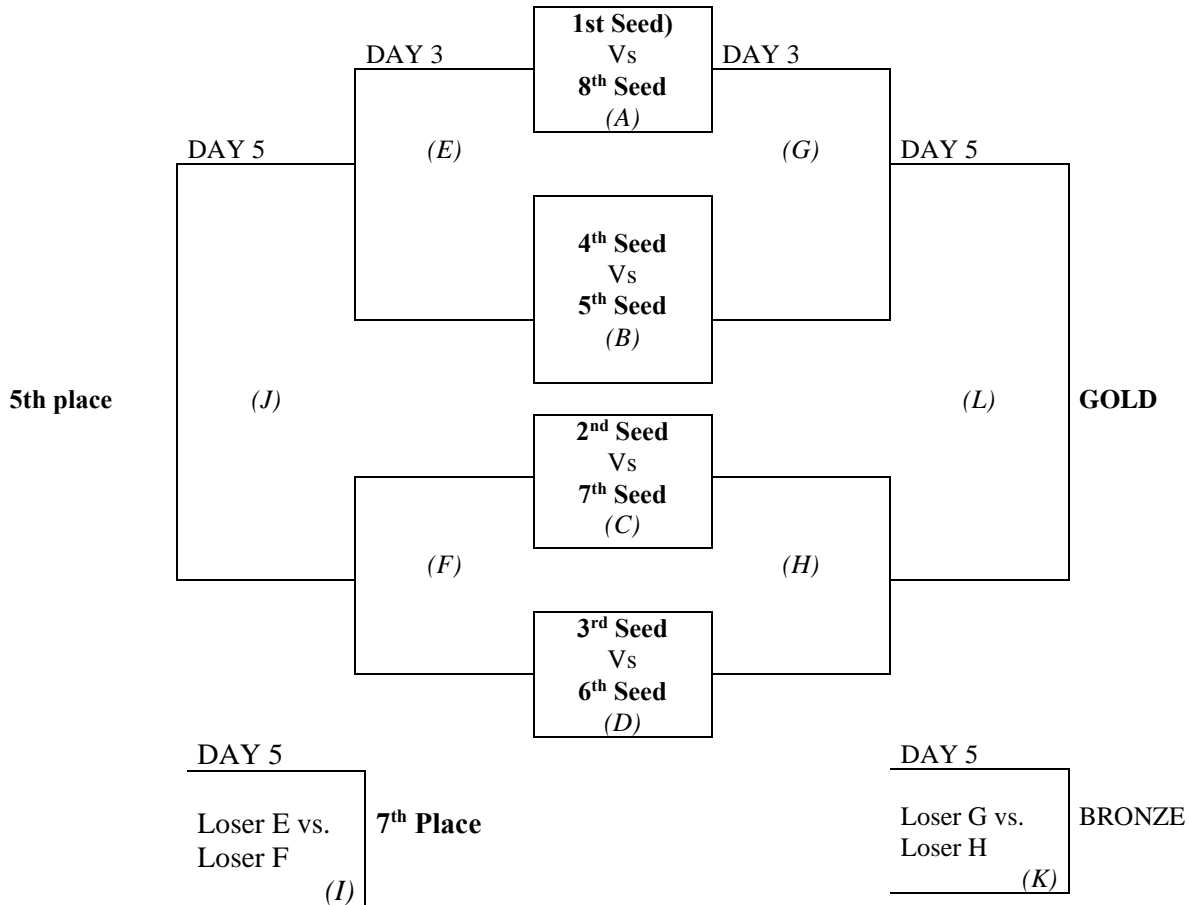
2.2 Tie-breaking

Should a tie exist at the conclusion of full-time, two 10-minute overtime periods will be played. If still tied, the tie-breaking procedures below will be used. NOTE: There will be no overtime in the 5th place or 7th place games. If tied at the conclusion of full-time play, move directly to penalty kicks as per #e) below.

- a) The team scoring the higher number of tries shall be deemed the winner.
- b) If a tie still exists, the team scoring the higher number of goals (converted tries) shall be deemed the winner.
- c) If a tie still exists, the team scoring the higher number of drop goals shall be deemed the winner.
- d) If a tie still exists, the team scoring the higher number of penalty goals shall be deemed the winner.
- e) If there is still a tie, each team shall nominate five kickers to kick at goal from the 22-meter line. The kickers from each team will alternate. All kickers will kick. The team that scores the higher(est) number of successful kicks out of five, will be designated a higher(est) place.
- f) If there is still a tie, kicks will be taken from a position a further ten meters from the posts. The competition shall continue until one kicker in the series succeeds where his/her opposition misses. The team whose kicker has recorded the successful kick out of this pair shall be designated the higher(est) place.
- g) This shall be repeated until a winner is declared.

2.3 SCHEDULES OR ORDER OF EVENTS

The Seedings & Matchups and the Schedule are determined by the CUMRC Board and Host Committee respectively. Games are scheduled on Wednesday, Friday and Sunday. The starting times are set to maximize attendance (generally to ensure the host is scheduled for “prime time”).



3 LAWS OF THE GAME

The CUMRC shall be governed by the World Rugby Laws of the Game. When using turf fields, they should be World Rugby Regulation 22 Compliant

4 SUBSTITUTIONS AND THE REPLACEMENT OF PLAYERS

- 4.1 Replacements shall be governed by Law 3 of the World Rugby Laws of the Game, with the exception that all teams are eligible to use 11 substitutions, based on the approved rosters for the tournament. All three starting front-row players must be substituted for teams to be permitted 11 substitutions.
- 4.2 All substitutions must be made through the Technical Zone Manager, with Substitution Cards correctly completed by Teams’ Managers prior to substitutions being permitted.
- 4.3 There will be no Head Injury Assessment process in place during this tournament. Players with suspected head injuries shall be removed from play.

5 Technical Zone and Personnel Permitted in the Technical Zone

- 5.1 No more than two medically trained personnel (physicians, certified physiotherapists, student trainers only) and two water carriers (who may not be the head coach but may be assistant coaches or players), for a total of four per team, are permitted to operate from the Technical Zones.
- 5.2 Two (2) Team Medical Staff members may be within the playing enclosure for the purposes of attending to injured players. They must, however, wear clothing that will distinguish them from the competing teams. Additional Team Medical Staff should remain outside of the playing enclosure until required. Coaching staff are not permitted to have dual roles of medical and coach/manager for a team at any time. In the event that a coach/manager is a medical practitioner, they may only enter the playing enclosure at an appropriate time as indicated by the referee of the game.
- 5.3 One of the medically trained personnel permitted to operate from the Technical Zone, as listed in 7.1 above, may be positioned on the far side of the playing area on the touchline opposite the Technical Zone, and may move along the touchline.
- 5.4 The second medically trained person permitted to operate from the Technical Zone as listed in 7.1 above may be positioned on the near side of the playing area on the touchline, and may move along the touchline.
- 5.5 Water carriers shall only be permitted to enter the Field of Play at an appropriated stoppage in play, as indicated by the referee.

6 PERSONNEL OUTSIDE OF THE TECHNICAL ZONE

- 6.1 The replacement bench and the location of the coaches should, wherever possible, be outside the playing enclosure.
- 6.2 If replacements require warm-up and there is not an area outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area.

7 YELLOW CARDS

- 7.1 When a player receives a Temporary Suspension (yellow card) for an offence at the CUMRC the following suspension timelines will apply:

60 Minute Game = 7 Minute Suspension

Players Temporarily Suspended

- 7.2 When a player has been temporarily suspended (yellow card) that player is to be situated in the designated area, which must not be in the Technical Zone, and must remain there for the duration of the Temporary Suspension.
- 7.3 The player may be given water and the provision of warm clothing. If halftime occurs during the sin bin period, the player may go to his team's changing room but must return directly to the sin bin for the remaining time of his suspension when the second half resumes.
- 7.4 A one-minute warm-up period is permitted prior to the temporarily suspended player returning to the field of play. The warm-up must be conducted in the designated area.

8 DISCIPLINARY PROCESS

- 8.1 The Disciplinary Process will be in conformity with World Rugby Regulations 17 and 20. In any situation where there is a conflict between the World Rugby Regulations and these provisions, the World Rugby Regulations will prevail.
- 8.2 **The Judicial Officer:** The Tournament Technical Director, in consultation with the Head Official, will appoint a Judicial officer. The Judicial Officer's role is to review incidents of a disciplinary nature including sendings off and citings, and administer the disciplinary policies as contained in this document.
- 8.3 **Procedures Concerning the Sending Off of an individual from a match by a Referee ("On-field Matters"):** For incidents where the referee has ordered a player to be sent off from a match, the Judicial Officer shall first determine whether or not the relevant acts of foul play warranted the Player being ordered off and the player may either admit the act of foul play warranted him being ordered off, in which case the Judicial Officer will determine the appropriate sanction, or the player may deny it in which case the player may seek to show that the decision of the referee was wrong. The Judicial Officer shall not make a finding contrary to the decision of the referee unless satisfied that the decision of the referee was wrong. The burden of proof is on the player to establish on a balance of probabilities that the decision of the referee was wrong.
- 8.4 **Referee's Report:** The referee shall, as soon as possible after the conclusion of the game, submit a report to the Tournament Technical Director or his/her nominee, naming the player(s) involved and describing the circumstances, which necessitated the sending off. The Tournament Technical Director or his/her nominee, in consultation with Judicial Officer, will arrange for a Judicial Hearing.
- 8.5 **Procedures Regarding the "Citing of Players":** Where a player commits an act of foul play which has not been detected by match officials, either of the Teams or affiliated organizations participating in the match have the discretion to cite that player within two (2) hours of the conclusion of the match to show cause why he or she should be held accountable in the same way as a player who has been sent off. This must be presented to the Tournament Technical Director or his/her nominee in writing.
- 8.6 In order to cite a player, the citing party must have clear and convincing evidence, including video footage of the incident, that the accused player has committed an act of foul play. Presuming the above evidence, to the satisfaction of the Tournament Technical Director or his/her nominee, is submitted, a judicial hearing can be convened in accordance with section 9 below.

9 JUDICIAL HEARING

- 9.1 The Tournament Technical Director, in consultation with the Judicial Officer, shall arrange for appropriate notice of a hearing to be delivered to all those noted below who have the right to attend. The hearing shall be held in camera.
- 9.2 The Tournament Technical Director and the Judicial Officer will make every reasonable effort to conduct a Judicial Hearing prior to the next scheduled match of the team to whom the offending player(s) belong.
- 9.3 In the interim period, a player who has been sent off due to a match official's report shall be provisionally suspended pending the hearing of the case until the decision of the Judicial Officer has been reached. A player who had been cited under 8.5 shall not be provisionally suspended pending the hearing of the case.
- 9.4 The Judicial Officer shall have full discretion as to the procedure and as to what evidence is

required, within the framework of these guidelines. The accused must appear at the hearing and has the right to be represented by one advocate. The role of the advocate is to provide support and to speak on behalf of the athlete if required.

9.5 Sanctions

9.5.1 The Judicial Officer will decide upon the appropriate sanction for the player(s), pursuant to World Rugby Regulation 17, Appendix 1. The Judicial Officer shall take into account previous disciplinary issues, which have occurred at or prior to the CUMRC. The Judicial Officer may also take into account reports forwarded by Provincial Unions Disciplinary Committees.

9.5.2 The Judicial Officer shall report the decision, in writing, to the individual(s) involved, the Team to which the individual(s) are affiliated and the Tournament Technical Director.

9.6 Appeal

9.6.1 The Tournament Technical Director, in consultation with the Head Official, will appoint an Appeal Officer whose role is to hear and decide any appeal from a decision of the Judicial Officer.

9.6.2 A Player and/or the Team to which a player is affiliated may appeal from a decision of the Judicial Officer. Any appeal of such decision must be lodged with the Tournament Technical Director within **12 hours** of the date on which the decision of the Judicial Officer has been notified. An appeal must be in writing, specifying the grounds of appeal.

9.6.3 An appeal will proceed pursuant to the provisions of World Rugby Regulations 17 and 20 and the appeal officer hearing the appeal shall have the power to conduct and regulate the appeal proceedings as he/she sees fit having regard to the circumstances of the case but will generally conform to the procedures stated in World Rugby Regulations 17 and 20. An appeal will be heard as determined by the Appeal Officer but will be conducted as soon as practicable.

9.6.4 Where the player has been suspended by the Judicial Officer, or had other sanctions imposed, such suspension and/or sanction shall remain in place pending the outcome of the appeal.

9.6.5 The Appeal Officer shall report the decision, in writing, to the individual(s) involved, the team to which the individual(s) are affiliated and the Tournament Technical Director.

9.6.6 The decision of the Appeal Officer is final and binding.

10. PROTOCOL FOR ABANDONMENT DUE TO INCLEMENT WEATHER AND EVENT DELAYS

10.1 Should inclement weather disrupt Championship games, the following rulings shall apply.

10.2 If inclement weather prevents the commencement of game(s), they are to be played later that day or on the following day, as is appropriate and weather permitting. Where required, games are to be shortened to allow completion of the competition. All such alterations shall be at the sole discretion of the CUMRC Board.

- 10.3 If inclement weather delays commencement on the final day, or if no games can be played at all, "no result" will be recorded for those games.
- 10.4 Should there be no games played and the competition is a preliminary round to subsequent events during the same calendar year and there is insufficient time/funding to arrange for another competition; then the winner of the tournament shall be decided by the toss of a coin.
- 10.5 If a game is abandoned on account of inclement weather, any time up to half time, the game is to be replayed in its entirety on the following day as per above.
- 10.6 If a game is called at any time after half-time, the score at that time is to stand as the final result.
- 10.7 In every case, the referee, in consultation with the CUMRC Board and the respective captains, is to decide whether or not the game is to continue.
- 10.8 In the event of unforeseen game delays, where possible the team managers will be notified in advance of their departure to the tournament venue by a tournament representative and all necessary transport arrangements will be updated to allow appropriate arrival to the tournament venue for a delayed kick-off.
- 10.9 **If two teams arrive at the tournament venue for a scheduled fixture and a delay is enforced due to unforeseen circumstances the following protocol will take place:**
- 10.9.1 If teams arrive at the tournament venue and there is a delay of no more than 30 minutes the fixture will be played at the delayed kick-off time and the teams must remain at the venue for the fixture.
- 10.9.2 If teams arrive at the tournament venue and for unforeseen circumstances, the delay is greater than 30 minutes the 2 team managers under the guidance of a Rugby Canada representative may mutually agree to play the fixture at the designated delayed time and field.
- 10.9.3 If teams arrive at the tournament venue and for unforeseen circumstances, the delay is greater than 30 minutes and the 2 team managers do not mutually agree on the designated kick-off time and field location, the Tournament Committee will reschedule the fixture to the next available field and time. Recovery time between games will be adhered to where possible if teams have other games scheduled for that day.

11. REPORTING OF SCORES

The onus is on the referee of each match to submit his/her scorecard to the CUMRC Event Tournament Office. This should be done immediately after the game is completed. In the absence of volunteer scorekeepers or 4th official, the team managers and Coaches are responsible for providing to the Tournament Office the names of the individual(s) who have scored points for their team. This should be done immediately after the game is complete.

Note: Liability Insurance coverage for Tournament Officials provided by Rugby Canada.