

Edmonton Rugby Union Rules & Regulations:

Local Rulings for Senior Competitions

05 May 2024



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1. Jurisdiction

- 1.1. As an official affiliate Sub-Union with Rugby Alberta (RA) the Edmonton Rugby Union (ERU) is responsible for the governance, administration, and organisation of all official member clubs and their registered members wishing to participate in local ERU competitions.
- 1.2. At the writing of this document, the 2022 Rugby Alberta Rules & Regulations ([RA R&R](#)) is the most current available documentation governing “all Clubs and registered players residing within or visiting the province of Alberta and playing Rugby under the jurisdiction of Rugby Alberta or one of its Sub-Unions” (p.4). The intent of these Edmonton Rugby Union Rules and Regulations (ERU R&R) is to provide regional-specific rulings and law clarification for ERU senior rugby competitions.
- 1.3. The ERU R&R align with the RA R&R as well as the World Rugby Laws of the Game (WR Laws). Where necessary and when deemed appropriate, the ERU R&R will refer and/or defer to the RA R&R and all rulings within are to be “interpreted in a manner consistent with the principles of fair play, sportsmanship and of allowing for maximum participation” (p.02)
- 1.4. It is the responsibility of all individuals to review and be familiar with the RA R&R – more information and access to the appropriate documents may be found at <https://www.rugbyalberta.com/policy/>

2. Club Responsibilities

Please refer to [RA R&R Sections 02 & 03](#) for additional information about club executives, team nominations, team eligibility, registration of players, player transfers, player eligibility, tour sanctioning, spectators, and team responsibilities.

Please refer to [the ERU Field Use Agreement](#) for the responsibilities of the Field Provider (Host Club) and Field User (Visiting Club).

2.1. Club Information

- Upon request, every Club shall provide to the ERU the following information:
- o A current list of the Club’s Board of Directors and staff, including their positions, e-mail addresses and telephone numbers.
 - o A physical address, and/or email address to which information can be forwarded to the Club.

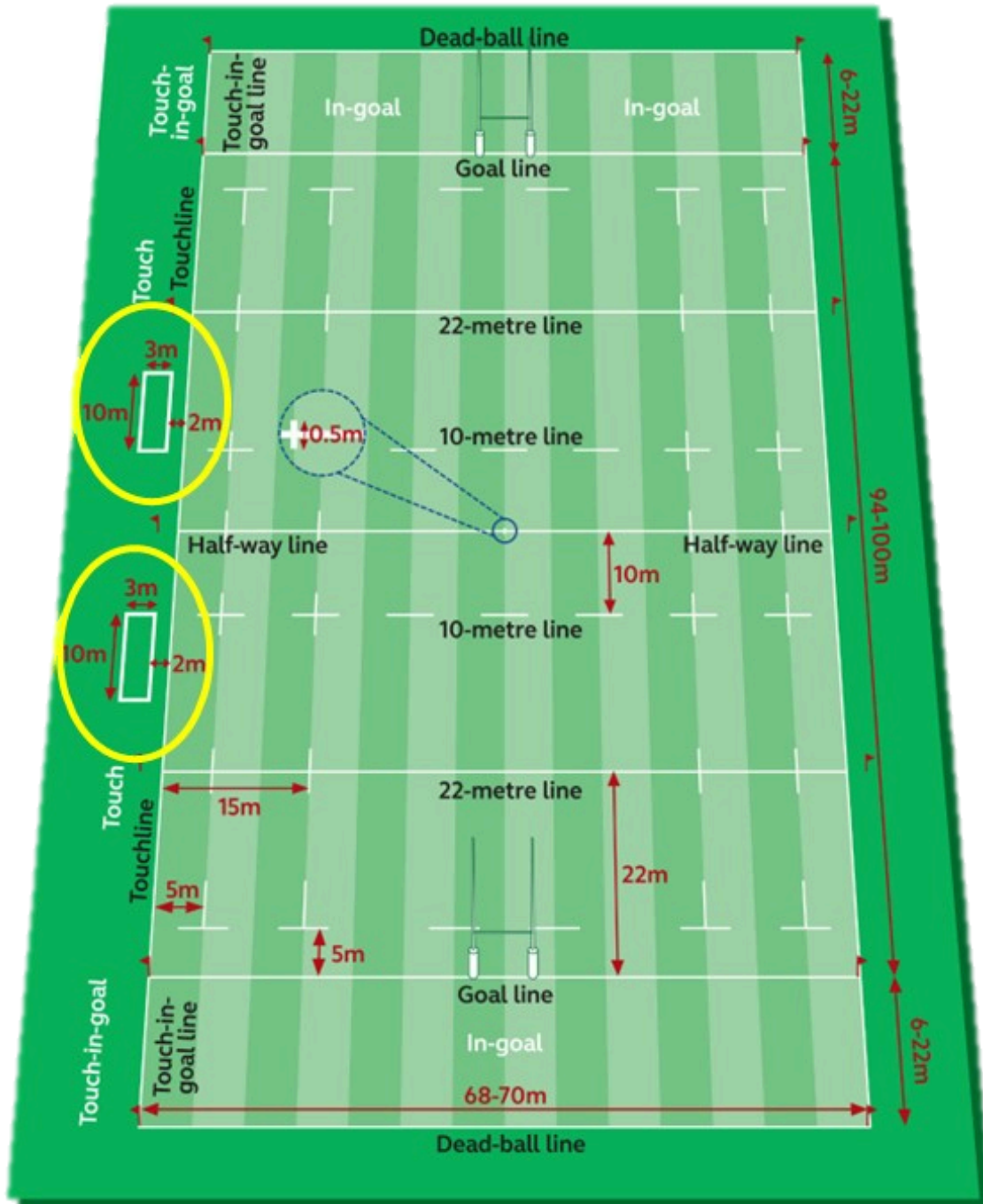
2.2. Facility Maintenance

- o The playing surface (pitch) and ball, and players clothing are to follow the requirements as defined by [WR Laws: Law 1, 2, 3](#)

2.3. Technical zone

The Host Club is responsible to clearly identify two (2) technical zones (home and away bench) per pitch. These zones must be marked with cones and/or turf paint to clearly identify where replacement players, water carriers, and coaches must remain until required.

Figure 1. Technical Zone & Pitch Dimensions





2.4. Spectator Control

- a. The behaviour of spectators remains the responsibility of the home team. The ERU reserves the right and the responsibility to sanction offending individuals and/or the Club to whom they are affiliated.
- b. Spectators who, in the discretion of the match official, are acting in an offensive or unruly manner shall be removed to no less than one hundred metres from the playing enclosure. Noncompliance of a spectator ordered to leave a match will result in the game being called and the team to whom the spectator is affiliated to be found in default and sanctioned in accordance with [RA R&R, Section 09: Defaults](#).
- c. Offensive or abusive conduct towards ERU or RA Executives, Match Officials, Touch Judges, Assistant Referees, players and other spectators or other participants in the Game of Rugby at any event held under the jurisdiction of either the ERU or RA may result in sanctions being imposed against the offending party and/or the Club to whom they affiliate.
- d. Disciplinary procedures for offensive and/or abusive behaviour will be administered by the ERU's VP of Discipline and will be escalated to Rugby Alberta when deemed appropriate.
 - Such disciplinary procedures will be initiated by an incident report being submitted by an interested party in writing (letter, e-mail or fax), within 72 hours of the incident occurrence. The submission of an incident report after 72 hours shall not automatically preclude the ERU or RA from acting.

3. Match Official(s) Responsibilities

Please refer to [RA R&R Section 04: Match Official\(s\) Responsibilities](#) for additional information regarding Discipline Reporting, Match Official(s) (MO) no-show/replacements, etc.

3.1. Prior to the match

- a. Review the playing surface and weather conditions to ensure it is safe to play;
- b. Meet with a representative from each team and confirm the following:
 - o Match type & length (e.g. Game On adaptations &/or quarters or halves, refer below to Section 6. Game Play)
 - o Online rosters are complete and accurate according to the Roster Requirements outlined below in Section 4: Team Responsibilities
 - o Ensure each team supplies a "knowledgeable" touch judge where necessary (i.e. if no accredited Assistant Referees are allocated to the match)



3.2. During the match

- a. Officiate the match to the best of their ability according to the World Rugby Laws of the Game;
- b. Retain discretion over safety, with the option to refuse to continue play should the playing environment be deemed unsafe.

3.3. After the match

- a. Meet with a representative from each team to confirm the score is accurate and correct.
- b. Enter the final score and number of tries scored by each team to the online MO form.
- c. Complete match incident reporting as required within 24 hours

4. Team Responsibilities

Please refer to [RA R&R Section 2.0: Club Responsibilities & Section 10 Team Withdrawals](#) for additional information.

4.1. Team Eligibility

- a. All member clubs must be in good standing with RA and the ERU in order to enter a team into annual leagues or any competition.
- b. Teams must clearly communicate their intent to enter a team(s) into the league by attending pre-season planning meeting and meeting all of the following declaration deadlines:
 - 31 January - Preliminary declaration for all ERU local divisions & formal declaration for AC/AWP
 - Note that AC/AWP declarations are to provided to both the ERU and RA
 - 21 February - Formal declaration & request club days/blackout dates
 - 15 March - Drop dead date, last day to formally declare
 - 15 April - Team fees must be paid in full for the team to be included in the fixtures

4.2. Complete & Accurate Rosters

Please refer to [RA R&R Section 2.7: Player Eligibility](#) for additional information.

- a. All senior players taking part in any Alberta leagues must be registered and listed on an official online team sheet prior to taking the field. Online team sheets must be completed 24 hours prior to kickoff.



- b. Online team sheet rosters are to be complete and accurate prior to kick off, such that:
- o All players are wearing the appropriate jersey number;
 - o Front row players are indicated with “FR”;
 - o Dual membership players are indicated with “G”;
 - o Foreign players are indicated with “I”
- c. Any substitutions or revisions to the team sheets must be done online within **24 hours of the game’s completion**. Failure to complete or revise a team sheet within the 24-hour limit will result in a defaulted game for the offending team. No change in the team sheet or addition to the team sheet shall be permitted after the commencement of the game except:
- Where a player is late and their name has been included on the team sheet prior to the game, they will be permitted to participate;
 - When a player has been inadvertently omitted from the team sheet, the respective club has 24 hours after the conclusion of the match to make the necessary addition.
 - Failure to correctly complete all details of the team sheet may result in such player being ineligible for further play and the team being subject to sanctioning.

5. Player Responsibilities

Please refer to [RA R&R Section 2.0: Club Responsibilities & Definitions](#) and the [RA Website: Registration](#) for additional information.

5.1. Membership Registration Type

- a. *72-hour temporary registration*. Any player participating in any level of rugby for 72 hours or less (Limit: 1 per person).
- Participants must upgrade membership accordingly (i.e. to a 15-day or full season registration) if playing in any competition after the 72 hour window has expired.
 - o A maximum of one (1) 72 hour guest registration per player is permitted in a season
- b. *2-week temporary registration*. Any player participating in any level of rugby for 14 days or less (Limit: 1 per person).
- Participants must upgrade membership accordingly if playing in any competition after the 14-day window has expired.
 - A maximum of one (1) 2-week temporary guest registration per player is permitted in a season

Note: All temporary/visitor registrations, will expire immediately prior to the first play-off game regardless of date of issue



- c. *Full season registration.* Any player participating in any level of rugby for a complete season (i.e. longer than 2-weeks or 72-hours). Memberships are valid from 01 May to 30 April of the next calendar year.
- d. *Dual memberships.* Registered members can add additional clubs to their Sportlomo accounts by requesting a dual membership. This would allow you to appear on team sheets and membership databases of both clubs.

5.2. Transfers

Please refer to [RA R&R Section 2.6: Player Transfers](#) for complete and detailed information regarding Domestic and International Transfers.

- a. *Domestic Transfers.* A player wishing to transfer from one Club to another must submit their request for transfer through the online registration system.
- b. *International Transfers.* In accordance with World Rugby Regulation 4, when moving to another country all players (both youth & adults) are required to obtain international clearance from their current Union in order to play rugby for a club in another Union.
 - Please visit <https://rugbycanada.sportlomo.com/outbound/> for information from Rugby Canada regarding International player transfers.

5.3. Dispensations

All age dispensations must follow the dispensation policy and procedures. Please see [Rugby Alberta Rules & Regulations Appendix C](#) for full details.

6. Game Play

6.1. Roster size

- a. In all divisions governed by the Edmonton Rugby Union (ERU), the maximum number of players per roster and identified on a Team Sheet is 27 (twenty-seven).

6.2. Length of Game

Please see [RA R&R Section 07: Length of Game](#) for full details regarding abandoned matches, delayed kick-offs, etc.

- a. All matches are 80-minutes, running time. Unless teams agreed to play modified length as per the [WR Game On Law Variations \(Appendix A\)](#)
 - *Regular Season.* Prior to kickoff, one representative from each team must confirm with the Match Official if they are choosing to play Quarters or Half. Please refer to the Game On section below for more information.
 - *Playoffs.* All matches are 80-minute run time. All substitutions follow WR Laws.



- b. The Match Official (MO) shall be the sole judge of the amount of time played in the game. A MO has the power to abandon a game at any time if, in their opinion, the game should not continue to full time.

6.3. Substitutions and Replacements

- a. During Regular Season matches, rolling substitutions are permitted **at the quarters and at halftime only.**
- *Injury substitutions.* If a player is injured and substitution of the injured player occurs, the injured player cannot return to the game;
 - *Blood substitution.* Any player that is bleeding (i.e. laceration) must leave the field of play. Players may return within 10-minutes and will be allowed at the discretion of the MO. If the players uniform is bloodied, it must be removed and replaced with a new uniform.
- b. During play off matches all substitutions are to follow Alberta Rugby Rules & Regulations

6.4. Additional Match Requirements

- a. In the event there is a problem with similar colour uniforms, the HOME team shall wear uniforms of contrasting colours.
- In the playoffs, the higher ranked team will have a choice of uniform colour and is to inform the competition of their choice 48 hours prior to kick off/
- b. The Host team must provide the game ball.
- c. The match score is to be reviewed with the Match Official by both teams.
- d. If no accredited Match Official (MO) has been appointed or if a MO fails to show for a game, the two teams may agree upon and appoint a registered and certified MO. If they cannot agree, the home team appoints the registered and certified match official. This is in accordance with World Rugby Law (6.A.1). If no certified Match Official is available the game will not be played and the fixture will be postponed and rescheduled
- e. If no accredited Assistant Referees are allocated to the match, each team must supply a "knowledgeable" touch judge.

6.5. Game On

Please review [WR Game On Law Variations \(Appendix A\)](#) for additional information.

- a. Teams must have 17 (seventeen) players available to play with 4 (four) trained front rowers. If 17 players are not available to play the teams may agree to continue play following these Game On Variations:
- i. *15-a-side:* 80 minutes (2x 40minute halves + 10minute half-time or 4x 20 minute quarters + 2 minute quarter breaks and 5 minute halftime)



- the match shall be counted in league/playoff standings
 - Should one team be reduced to 14 or less players, the opposition may choose to continue play with a full side of 15-players. If a team is reduced to 13 players play shall cease.
- ii. *14-a-side*: 70 minutes (2x 35 minute halves + 10 minute half-time or 4x 17.5minute quarters + 2 minute quarter breaks and 5 minute half-time)
- the match shall be counted in league/playoff standings
 - Should one team be reduced to 13 or less players, the opposition may choose to continue play with a full side of 14-players. If a team is reduced to 12 players play shall cease.
- iii. *13 -a-side*: 60 minutes maximum (2x 30 minute halves + 10 minute half-time or 4x 15 minute quarters + 2 minute quarter breaks and 5 minute half-time)
- the match shall be counted in league/playoff standings
 - Should one team be reduced to 12 or less players, the opposition may choose to continue play with a full side of 13-players. If a team is reduced to 11 players play shall cease.
- iv. *12 or less players*: the match shall be deemed a default, the teams may agree to play any variation in good spirit.

6.6. Postponements & Cancellations

Please refer to [RA R&R Section 9.0: Defaults](#) for additional information. Policies and documentation is located here: <https://www.rugbyalberta.com/policy/>

- a. The ERU maintains the right to schedule make-up games at times and venues that it may designate, including mid-week games if they are deemed necessary.
- b. A game may be postponed and played at a later date, in its entirety, in the following circumstances:
- Where weather conditions make the proper and safe play of the game impossible. This will first be governed by any Rugby Alberta weather policies and then be governed by the discretion of the Match Official.
 - Where a game that has commenced cannot be completed due to circumstances beyond the control of either team.
 - Where a Club has submitted a formal written request (by email) for a postponement of a match to Rugby Alberta for Alberta Cup and Alberta Women's Premier games and to the Edmonton Rugby Union for all ERU division matches. The written request must:
 - be received at least seven (7) days in advance of the scheduled match or the request will not be considered:
 - identify the justification for the postponement request and,



- must not be based upon an assumption that an automatic postponement will be approved by RA or the ERU.
- The re-scheduling of a postponed game shall be done by the agreement between the opposing teams; however, in the event of disagreement between the opposing teams, the ERU shall reschedule the game, with preference given to the non-postponing team and the availability of the appointed match officials and field availability.

6.7. Defaults

Please refer to [RA R&R Section 9.0: Defaults](#) for additional information.

A team shall be considered to have defaulted a match in the following circumstances:

- Failure to fulfil an approved fixture of Rugby Alberta and/or the ERU;
- Failure to have a minimum of 12(twelve) players on the field by the scheduled kick-off time;
- Failure to fulfil 'Game On' rules. (See Appendix A for full Game On rules);
- A team plays an ineligible or unregistered player as defined by the [RA R&R](#);
- Failure on the part of the home team, after a second warning pursuant, to provide adequate field markings and equipment in accordance to these rules and regulation and in the World Rugby laws of the game, where in the Referees discretion a fixture cannot be played. In this event the home team will default the game;
- Failure to complete the team sheet within 24 hours of the completion of the match.

6.8. Penalties

Please refer to [RA R&R Section 9.2: Penalties](#) for additional information.

- a. The score of a defaulted game shall be 20-0 in favour of the non-defaulting team and they will be awarded five (5) points for a bonus win. A team sheet must be submitted, by the non-defaulting team, within 48 hours of the game. If no team sheet is submitted, no points shall be awarded to the non-defaulting team and the game shall be recorded as not having been played (0-0). Defaulting teams will be subject to sanctions as laid out below:
 - The team shall be deducted 5 (five) league points from the league standings
 - \$500 is to be paid immediately to the host facility to cover facility costs
 - If the non-defaulting team is travelling, or makes arrangements to travel (outside their home City or its immediate area), the travelling team will be awarded \$500 to assist with travel expenses to be paid by the defaulting team.
 - In the event that a team defaults an away fixture, the non-defaulting team will have the option of hosting the defaulting team in their next league game at the home facility of the non-defaulting team.
 - In the event that the defaulting team is the team who would have incurred the travel expenses (e.g. Grande Prairie travelling to Edmonton), the \$500 will stay with the Edmonton Rugby Union to be used for development initiatives as directed by the ERU Board of Directors.



- In the event that a team defaults a play-off game an additional fine of \$250 will be levied by Rugby Alberta
 - All surplus funds collected by Rugby Alberta for AC/ AWP and any regional division play-off defaults will be moved to the Rugby Alberta Development fund to assist in all levels of rugby development. All funds allocated to the Rugby Alberta Development fund will be distributed by the Rugby Alberta Board of Directors as they see fit.
- b. If a team defaults for a second (2nd) time in a season, that team will not be permitted to participate in the playoffs, and all other sanctions listed above shall be levied.
- c. Any team suspended from league play for defaulting 3 (three) league matches in a season must apply for reinstatement for entry into the league for the following season. The ERU will determine if the team will be permitted to reenter the league.
- If a team defaults for a third (3rd) time in a season, that team will be suspended from league play for the remainder of the competition, and all other sanctions listed above shall be levied.

7. Division Standings

Please refer to [RA R&R Section 11: Division Standings and Section 12: Playoffs](#) for additional information.

7.1. Division Standings.

Points shall be awarded in league standings as follows:

- Win - 4 points
- Draw - 2 points
- Loss - 0 points
- Win by Default - 5 points

Bonus points awarded:

- 4 tries or more in a game - 1 point
- Loss by 7 points or less - 1 point

7.2. Playoffs

- a. All Play-off games, dates, times and venues will take place according to the schedule posted by RA, ERU, & CRU each year
- b. The home team shall be the team with higher-placing in the final league standings.
- c. Where applicable, the victor of the ERU division final (i.e. City Final) shall play in the Provincial final for that division to determine the Provincial Champion.
- d. In the event a play-off game for a senior men or women's division is tied at the end of regulation time, the following overtime format shall be used:



- A coin toss shall be held to determine selection of ends and kick-off
 - Two 10-minute overtime halves shall be played, with a 5-minute break between halves and changing of ends at the half.
 - Should the game still be tied at the end of the first 2 overtime halves, the teams shall continue to play successive sudden death 10-minute periods, with 5-minute breaks and the switching of ends between periods, the first team to score will be declared the winner.
- e. Player eligibility for play-off games shall follow the criteria outlined by Rugby Alberta in the [RA R&R Section 12.9](#)

8. Protests & Interpretations

Please refer to [RA R&R Section 13: Protests and Section 14: Interpretations](#) for information.

For ERU divisions all communication shall first be made with the ERU board prior to escalation to the RA Rules and Regulations Committee.

9. Sanctioned Tournaments & Exhibition Matches

Please refer to [RA R&R Section 15: Sanctioned Tournaments](#) for complete information.

- Online event sanctioning applications should be submitted at least 2 weeks in advance of the event. Additional information may be found on this RA website:
<https://www.rugbyalberta.com/sanctioning/>

10. Dispensation Policy

Please refer to [RA R&R Section 16: Dispensation Policy](#) for complete information, to review the RA Age Dispensation Policy, and to access Dispensation documentation.

11. Appendices

Please review additional documentation/memos/etc which shall be released alongside document this as an addendum, correction, or support.