

# **Edmonton Rugby Union Rules & Regulations**

## **Local Rulings for Senior Competitions**



**Season of Play: 2025**

*Last update: 23 May 2025*

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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/>
- 1.5. This document is designed to uphold the principles and values of the ERU Strategic Plan, specifically “Advancing Rugby Culture and Building Community” and “Ensuring Safety and Welfare”

## 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:

- A current list of the Club’s Board of Directors and staff, including their positions, e-mail addresses and telephone numbers.
- A physical address, and/or email address to which information can be forwarded to the Club.

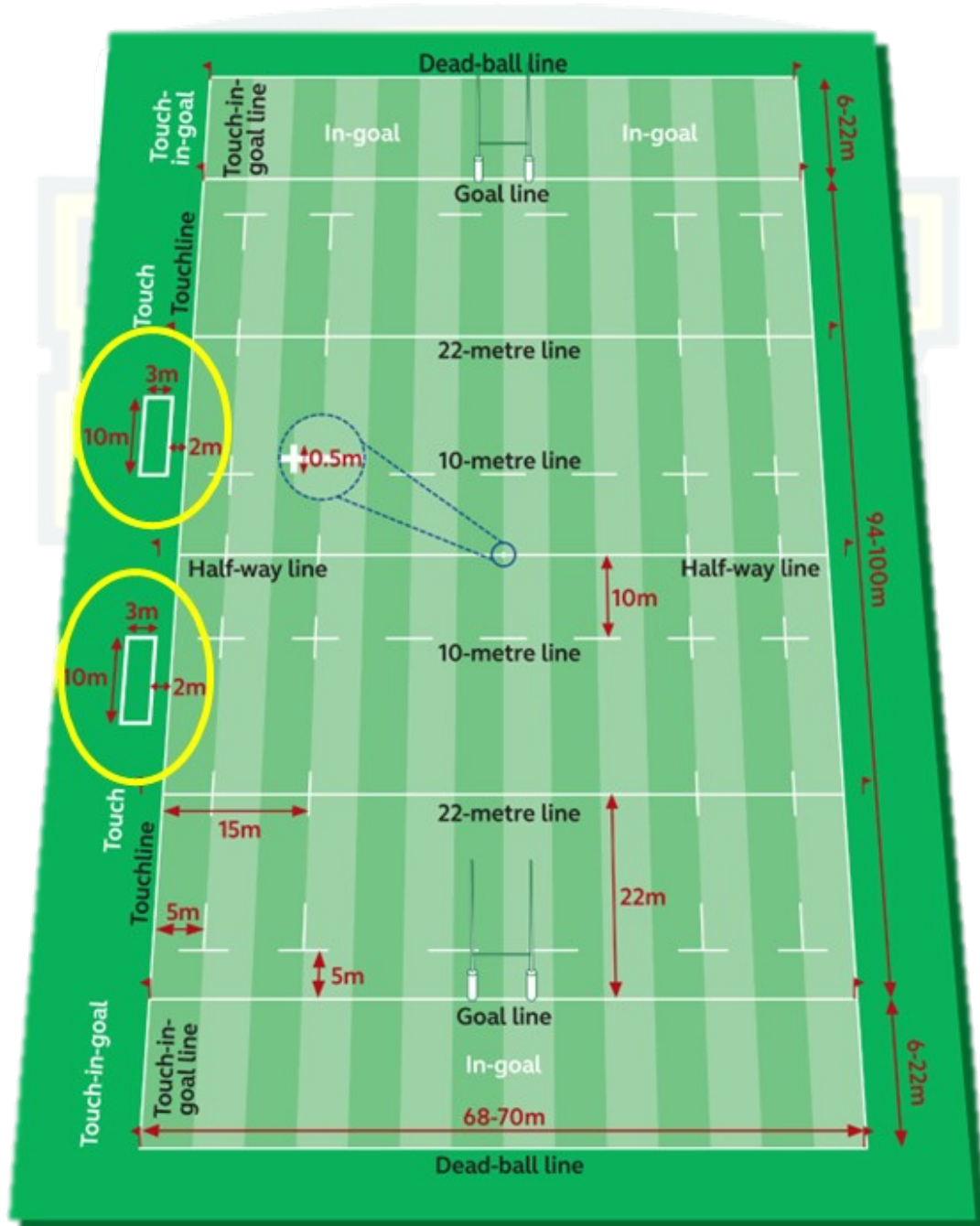
## 2.2. Facility Maintenance

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.

Fig 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.
- e. 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:
  - i. Match type & length (e.g. Game On adaptations &/or quarters or halves, refer below to [Section 6. Game Play](#))
  - ii. Online rosters are complete and accurate according to the Roster Requirements outlined below in Section 4: Team Responsibilities
  - iii. Ensure each team supplies a "knowledgeable" touch judge where necessary (i.e. If no accredited Assistant Referees are allocated to the match as per [Section 6.5.e Additional Match Requirements](#))



### 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 within 60 minutes after conclusion of the match.
- c. Complete match incident reporting as required within 24 hours, preferably within 60 minutes after conclusion of the match.

## 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 and are to abide by the Player Registration thresholds and other team eligibility considerations outlined during the Preseason planning meetings.

### 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.**
- b. Online team sheets must be completed **24 hours prior to kickoff.**
- c. Online team sheet rosters are to be complete and accurate prior to kick off, such that:
  - All players are wearing the appropriate jersey number;
  - Front row players are indicated with “FR”;
  - Dual membership players are indicated with “G” where required;
  - Foreign players are indicated with “I”
- d. 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 may result in a defaulted game for the offending team.**

- e. 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**

- 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.
  - 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

**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 allows players to appear on team sheets and membership databases of both clubs and is required for all Affiliate players (see 5.2 Affiliate Players below)

## 5.2. Affiliate Players

- a. *Eligibility for Affiliation.* Players wishing to affiliate with another club must meet the eligibility criteria outlined in [RA R&R Section 2.7](#)
  - Players may affiliate to HIGHER OR LOWER divisions as appropriate for their ability.
  - Players may only affiliate with ONE other club aside from their Home Club.
  - Players may only affiliate if their Home Club does NOT offer a team(s) in their desired division and/or category (e.g. Premier/ERU local divisions, Men/Women)
    - i.e. A Club fields two teams: Men's 3rd Division & Women's AWP. Accepted affiliations are Men's Division 2 or AC; and Women's Division 1 or 2.
- b. *Registration as an Affiliate Player.* Players wishing to affiliate must change their registration type to a Dual Membership with both clubs.
  - Dual Memberships are subject to the usual approval process involving Rugby Alberta, Edmonton Rugby Union, and the two clubs involved.
  - Clubs may choose to charge or waive any additional club fees for Dual Members.
- c. *Regular Season*
  - For the purposes of Minimum Player Registration Thresholds, affiliate players count ONLY for their Home Club.
  - Affiliate players are eligible to play any number of regular season games for either of their Dual Membership clubs.
  - Affiliate players MAY NOT play games for their affiliated club's teams in divisions where their Home Club also fields a team(s).
- d. *Playoff Eligibility*
  - Eligibility for playoffs follows the criteria outlined in the [RA R&R Section 12.9](#).
  - Playoff eligibility (i.e. named on four regular season team sheets, 70% rule, etc.) must be met for each club individually.
  - Affiliate players may only participate in the playoffs for ONE of their Dual Membership clubs.

**Should a player choose to compete in playoffs with their Affiliate club, a declaration is required in writing a minimum of ten (10) business days prior to the 1st playoff game for either team.**

- e. *Team Sheets (Rosters)*
  - All affiliate players must be identified on team sheets as Guest Players indicated with "G" where necessary .
  - ERU Divisions: Men/Women 1, 2, 3. There are no restrictions on the number of affiliate players that may be named on a roster (rostered).
  - Alberta Provincial Divisions: AC/AWP. The number of affiliate players that may be named on a roster is restricted as per the affiliate threshold table below.



- The total number of ERU players affiliating with AC/AWP is calculated separately for each Category (Men's or Women's). Clubs will be notified by email should the threshold increase.

ERU PREMIER DIVISION AFFILIATE PLAYER THRESHOLDS		
Total number of ERU players affiliating to AC/AWP	Number of affiliate players allowed per team sheet	Number of foreign players allowed per team sheet
0 - 10	3	3
11 - 15	4	3
16 - 20	5	3
21 - 25 +	6	3

- A team shall be considered to have defaulted the match if the identified restrictions are exceeded.
- Foreign players named to a roster are still limited to three (3) players and are otherwise governed by [RA R&R Section 2.8.3](#)

### 5.3. Player Transfers (Domestic & International)

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

- Domestic Transfers.* A player wishing to transfer from one Club to another must submit their request for transfer through the online registration system.
- 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 regarding International player transfers.**

### 5.4. 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

The following Game Play considerations are primarily for 15-a-side competitions. Alternative competitions (i.e. 7-a-side, 10-a-side or 12-a-side) will be modified appropriately and teams will be provided a separate Game Play document.

### 6.1. Roster Size & Number of Players

- a. In all divisions governed by the ERU (i.e. ERU Division 2 & 3), the maximum number of players per roster and identified on a Team Sheet is 27 (twenty-seven).
- b. Teams must have 15 (fifteen) players available to play with 3 (three) trained front rowers. If 15 players are not available to play the teams may agree to continue play following the ERU Game On Law Variations (Appendix A)
- c. Whichever number is settled upon, the game is to be played under the 15-a-side laws of the game Game on Law Variations (Appendix A)

### 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. 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.
- b. *15-a-side matches.* 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.* It is preferred that matches are 80-min run time divided into two halves of 40-minutes. However, teams may agree to play 20min quarters. In both instances, substitutions are rolling and permitted during the match only when approved by the Match Official.
  - *Playoffs.* All matches are 80-minute run time. All substitutions follow WR Laws.

### 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. Ideally three (3) to ensure replacements if any are lost during play.
- 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 Appendix A for ERU Game On match adaptations where teams are unable to field a full team in their competition.

#### 6.6. Postponements, Cancellations, & Match Change Requests

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 Sunday or mid-week games when 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. Please review [ERU Air Aware & Inclement Weather policy](#) for details.
  - 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 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.

**All match changes requests must be emailed to**

**[FIXTURES@EDMONTONRUGBY.COM](mailto:FIXTURES@EDMONTONRUGBY.COM) and must include the following:**

- justification for the postponement request. *Requests are not to be based upon the assumption that an automatic postponement will be approved by RA or the ERU.*
- Confirmation of the change request with the opposition team
- CC the following contacts:
  - Referee allocators: [mhargas19@gmail.com](mailto:mhargas19@gmail.com) & [edmontonrugbyreferees@gmail.com](mailto:edmontonrugbyreferees@gmail.com)
  - AC/ AWP must also cc [info@rugbyalberta.com](mailto:info@rugbyalberta.com)

**Written requests MUST BE received at least seven (7) calendar days in advance of the scheduled match or the request may not be considered.**

**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:

- a. Failure to fulfil an approved fixture of Rugby Alberta and/or the ERU;
- b. Failure to have a minimum of players on the field by scheduled kick-off time:
  - 15-a-side: minimum 12 (twelve) players
- c. Failure to fulfil 'Game On' rules should a team have 12 or less players available. (See Appendix A for full Game On rules);
- d. A team plays an ineligible or unregistered player as defined by the [RA R&R](#);
- e. 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;
- f. 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
- b. A team sheet must be submitted by the non-defaulting team, **within 24 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).
- c. 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 on 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.
- d. 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.
- e. 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. Unless otherwise declared, 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, or 1v4/2v3) 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:

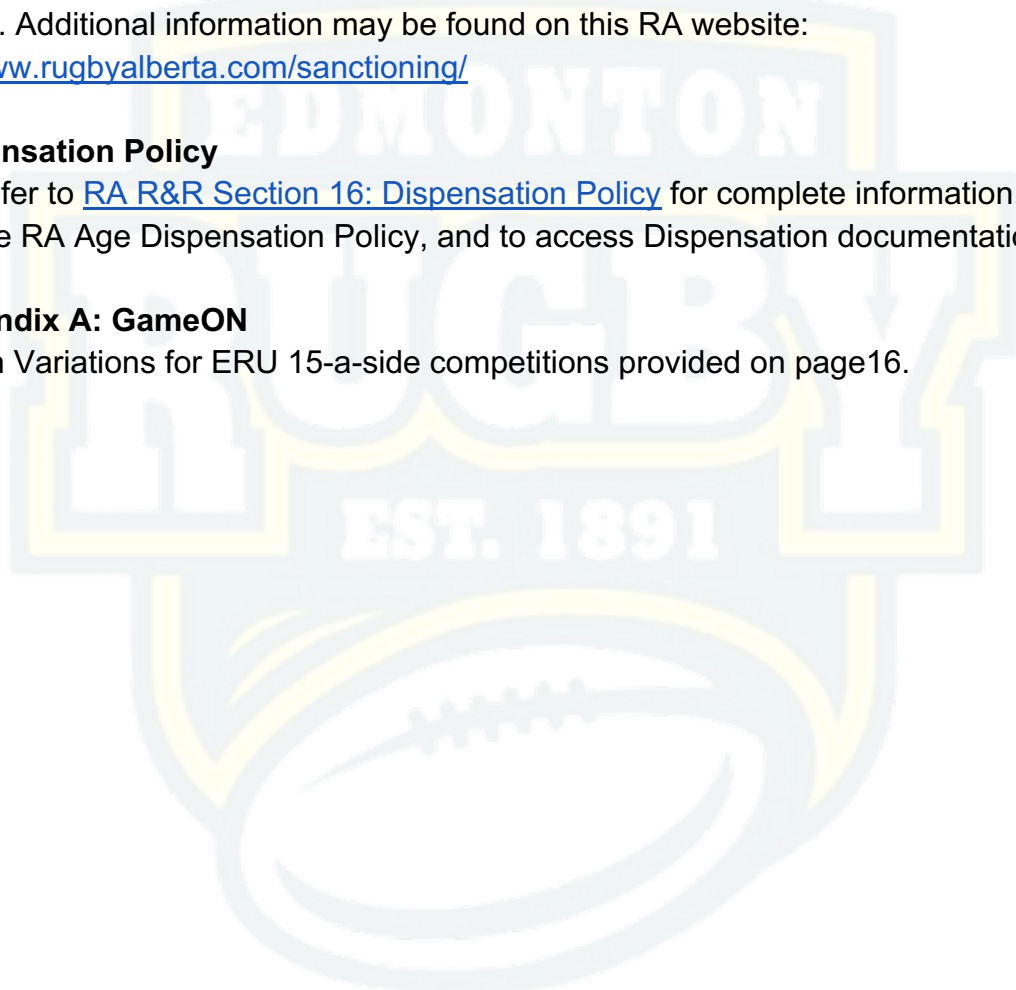
<https://www.rugbyalberta.com/sanctioning/>

## **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. Appendix A: GameON**

Game On Variations for ERU 15-a-side competitions provided on page16.



## Game On: Law Variations for ERU 15-a-side Rugby

Unless otherwise specified, follow current [World Rugby Laws of the Game](#) and [Global Law Trials](#). Please review [WR Game On Law Variations](#) for additional information and clarification as required.

<b>Pitch Size</b>  100m x 70m (Full field)	<b>Numbers per Team</b>  10 - 14 per team	<b>Substitutions</b>  Rolling subs  Teams to apply Half Game Rule whereby all players must play at least half a match	<b>Match Official</b>  Certified and appointed MO where possible	<b>Restart</b>  Drop-Kick from the halfway mark
<b>Time per Match</b>  10-a-side: 40min 11-a-side: 50min 12/ 13 -a-side: 60min 14-a-side: 70min  Games should be a minimum of 40 minutes, but can be split into equal halves, quarters or thirds		<b>Kicking</b>  <b>Goal (Conversion)</b> Yes within 60s of try being scored.  <b>Open Play</b> Apply World Rugby Laws of the Game  <b>Penalty / Free Kick</b> Apply World Rugby Laws of the Game <i>OR</i> May only be kicked to touch from inside a team's half		
<b>Offside &amp; Penalties</b>  Apply World Rugby Laws of the Game		<b>Maul</b>  Apply World Rugby Laws of the Game	<b>Tackle &amp; Ruck</b>  Apply World Rugby Laws of the Game	
<b>Yellow / Red Card</b>  Yes.  Yellow Card: 7 to 10-a-side: 2 min 11 to 13-a-side: 5min 14 or 15-a-side: 10min	<b>Scrum - Reset</b>  ONE scrum reset per team per match  If a scrum is unsuccessful, the game restarts with a Free Kick to the team who originally put the ball in	<b>Scrum - Numbers</b>  7/8-a-side: 3 players 9/10/11-a-side: 5 players 12/13 -a-side: 6 players 14-a-side: 7 players 15-a-side: 8 players	<b>Scrum - Push</b>  Teams may agree to 1.5m push  <i>OR</i> Teams may agree to no pushing but strike contested  In both instances scrum halves must pass from the base of the scrum.	
<b>Lineout</b> Teams may agree to NO contest or NO lift. If uncontested ball must be passed (i.e. No Maul)  <i>OR</i> Teams may agree to Apply World Rugby Laws of the Game				