

IGR UK League Rules 2023/24

IGR UK League 2023/24 Season

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IGR UK League Secretary



International Gay Rugby (IGR)

Document Scope


IGR UK League

The IGR UK League committee is made up of the IGR Europe Trustee, the four UK IGR Regional Representatives

- IGR Europe Trustee: Ross Barr-Hoyland
- IGR UK Regional Representatives:
 - Mike Turner (England North)
 - Jamie Upton-Speed (England Midlands & Wales)
 - Damian Giles (England South)
 - Ruairidh Macdonald (Gaelic)
- IGR UK League Secretary: John Kelly
- IGR Vice Chair: Lawrence Howard

The IGR UK League Committee

IGR UK LEAGUE RULES 2023-24 SEASON



Rule 1: All games are to be played in accordance with the laws of the game as laid down by World Rugby for the 2023/24 season, including any Experimental Law Variations (ELV's). For 2023/24 the big change is on tackle height which must be no higher than the sternum level in open play. Both the English and Welsh RFU's have agreed to this variation for the season and all IGR matches will be governed by it. This joins the 2022/23 changes that introduced the brake foot and restrictions on water carriers. The two ELV's from 2022/23 (brake foot, water carriers/technical zone) and five ELV's from the 2021/22 season (Goal Line Drop-out, 50:22, jackler protection, banning pre-bound pods in open play (flying wedge) and approving a single latcher) are now full law. 'Game On' principles have been included in World Rugby Law, and where necessary these will be applied to matches in the UK IGR Leagues (*Specific formats and requirements for a 'Game On' fixture will be provided by the UK IGR League Secretary for the number of players available*). All clubs will be required to commit to an IGR Code of conduct and reminded of 'Game On' principles at the start of each season. The IGR UK League is for player, team and club development and these are created to ensure matches are played and not called off unnecessarily.


Rule 2: All Clubs are to follow **Regulation 4** with regard to match officials. In summary this means clubs will be expected to use society and association referees, except under exceptional circumstances. In this situation ISIRR and internally qualified officials will be acceptable. Where a non-society appointment to officiate is made the IGR UK League Secretary **MUST** be informed as soon as possible and **BEFORE** the match kicks off.

Rule 3: On or before **September 1st** of each season, clubs should submit a full club team roster detailing all their playing contact members to the IGR UK League Secretary, outlining who is going to play for the team in the forthcoming season. Teams fielding a Tier 1 and Tier 2 team in the IGR UK League **MUST** demonstrate that they can field a squad of no less than 15 development players to enter the Merit League. Changes to the roster (such as new players joining and players permanently leaving a club) should be communicated to the IGR UK League Secretary. Any player in a matchday team **MUST** have been registered on the Team Roster for **AT LEAST** 14 days prior to their appearance. Any club fielding a player under this 14-day period will be subject to a sanction detailed below.

- 1st Offence – Deduction of 3 League Points
- 2nd Offence – Deduction of 5 League Points
- 3rd Offence – Expulsion from UK IGR League

The League Secretary will issue a call for the Team Roster prior to each season and what details are required. The IGR UK League Committee reserves the right to check if a player is a paying member of the club in question, should a complaint be made. See also **Rule 7 & Rule 18**.

Rule 4: Matches will be played as detailed in **Regulation 5**. In summary all teams will play one home and one away fixture against every other team in their league. At the end of the league



season the winners of each of the leagues will compete at the UK Grand Finals Day with the play order determined by weighted average points from games played in their league.


Rule 5: A subscription fee of £50.00 will be charged to each team participating in the UK IGR Leagues as detailed in **Regulation 2**. A payment deadline of **September 15th** is set for all teams. Any team failing to pay before this deadline will face a discretionary points penalty and may be required to withdraw from the league.

Rule 6: Players and replacements on matchdays will follow **Regulation 5**. For Tier 1 matches, where possible, clubs should negotiate the number of replacements in good faith prior to each matchday in accordance with the principles of the game.

- a) The IGR UK League sets a maximum of eight **NOMINATED** replacements in any fixture.
- b) All nominated players **MUST** play at least 20 minutes unless removed from the field of play through injury or sanction.
- c) Rolling subs will operate in all Leagues and fixtures with an **UNLIMITED** number of interchanges.
- d) In the event that a game goes to uncontested scrums for any reason the opposition do **NOT** need to remove a player.

For Tier 2 (Merit League) matches, in accordance with the spirit of player development, the aim should always be for all available players to be given an opportunity to play a meaningful amount of rugby, and clubs should work to this principle.

- a) The IGR UK League sets a maximum of eight **NOMINATED** replacements in any fixture.
- b) All nominated players **MUST** play at least 40 minutes (half-game rule) unless removed from the field of play through injury or sanction. Although experienced players are also covered by this rule, they can **CHOOSE** to play less time to give Development Players more game time.
- c) No more than **FIVE** players can 'play down' and be on the pitch at any one time. Additionally, these players should ideally not play full 80-minute matches, and Development players be given the majority of time on the pitch.
- d) Rolling subs will operate in all Leagues and fixtures with an **UNLIMITED** number of interchanges.
- e) In the event that a game goes to uncontested scrums for any reason the opposition do **NOT** need to remove a player.
- f) Matches can only start, and must be played throughout with an even number of players in each team (excluding in-game sanctions). Clubs should even up the number of players as per 'Game On' principles.
- g) Matches, by prior agreement, can be played as four quarters rather than two halves, to ensure extra coaching, support & player development time.

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- h) If both clubs have significant number of substitute players available, consideration can be given to arranging an additional game on the date of the fixture, including alternative formats of rugby (7s, cross pitch 7s, Rugby X, 10's etc.) in order to allow all players an opportunity to play meaningful rugby

Rule 7: A player joining an IGR club, having not previously been a member of an IGR club, is permitted to play in an IGR league fixture so long as they meet the requirements set out in **Rule 3**. The UK League Committee will generally accept all new player nominations. However, it reserves the right to look retrospectively at a players' registration in the case of complaint over a club artificially strengthening their team for a fixture. The league committee will look at the player in question with regard to future IGR match involvement to determine whether the club is in breach of **Rule 18**.


With any club that has multiple teams, it is expected that they should not 'play down' players to artificially strengthen their team for a fixture.

All players are expected to be paying members of their respective clubs. Should a club be low on players for a particular fixture, in the first instance they should approach their opposition as per 'Game On' and look to use any extra players they may have available or play a lower numbered fixture. Where available, players from other IGR teams and clubs may be used, with the caveat that these players must also be fully paying members of their respective clubs. It will not be permitted for clubs to search for players on sites and services such as FYB/BASS or to use players of a host club (whether similar level or higher level) to fill those gaps.

Rule 8: A player transferring from one IGR club to another can immediately represent their new club without being subject to the requirements specified in **Rule 3**. This is based on the assumption the player has no outstanding debts with the previous club and no justifiable objection to the transfer taking place. The league committee would confirm the transfer from one team roster to the other. Players are able to represent opposition teams through 'Game On' principles (as per **Rule 7**), they do not require a transfer in order to do so.

Student Players are able to hold dual club registration if their university and home clubs are both in the IGR UK Leagues. They are able to play based on their location on the day in question, but attention will be paid to the regularity of the games they play and for which teams to ensure transparency & fair play is adhered to, in respect of the laws and spirit of the game. The Committee reserves the right to decline permission for a student to play in the Grand Final event if the student has already represented another team on those occasions.

Rule 9: All games must start with a minimum of **TEN** players per side. There will be no more than a **ONE** player advantage to any team at the start of a game.

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- a) If a team is unable to field ten players the league fixture will be awarded to the non-offending team as a walkover.
 - b) For the Tier 2 Leagues, a Scratch Team will be permitted. To form a Scratch Team a minimum of five players shall be supplied by each team listed on the fixture, which can be 'topped up' by other clubs' members. However, a Scratch Team can only receive 2 points in the event of victory. Scratch Teams will **NOT** be permitted in the Tier 1 League (where it is expected that teams will supply at least 10 players from their own squad). Failure to supply a minimum of 5 players will result in a team conceding. Please note that teams who turn up with a full squad will be allowed to use all players.
 - c) For the Tier 1 Leagues, in a situation where a starting XV has exhausted its replacements and is reduced to **LESS** than 12 players through injury the game **MUST** be called unless the captains can agree on an exchange of players. Regardless of minutes played the result at that time will be recorded as the final score. Both teams are then encouraged to mix the teams and play out the rest of the fixture as a friendly. Please note where teams are reduced to less than 12 on the pitch through sanctions this will **NOT** apply.
 - d) For the Tier 2 Leagues, there will be no player advantage to any team where numbers are reduced through injury. The opposition **MUST** drop a player and match numbers until the point at which the injury prone side is reduced to **LESS** than 10 at which point the game **MUST** be called.
 - e) For the Tier 2 Leagues if the half time score is 50 points difference or more the game **MUST** be called and the result at that time recorded as the full-time score. Where one team has failed to score during a half and the opposition already exceeded these points difference the result will be capped (e.g. if the halftime score is 0-77 it will be recorded as a 0-50 victory for the league, but teams will supply the official score on the Matchcard). In these circumstances teams are expected to mix and match players and play the second half as a friendly.

Rule 10: As an integral part of the game all fixtures are expected to feature contested scrums as detailed in **Regulation 5** but the IGR UK League allows uncontested scrums under certain circumstances. In summary, where clubs recognise that they will struggle to field a front row this **MUST** be communicated to the IGR UK League secretary at the earliest convenience. Except under exceptional circumstances a match **MUST** start with contested scrums even if this means fielding inexperienced (but trained) front row players. In that scenario the referee **MUST** be informed on arrival so they can manage safety. Where a referee is unsatisfied they may order contested scrums under U19 Law Variations (1.5m max push, 45° rotation) or uncontested scrums, either from kick-off or during any point of the game. Please note that for the Tier 2 Leagues the U19 Scrum Variation Laws are the norm to allow for player training and development.

- a) So long as a team can contest a scrum, either normally or under U19 Law variations, for at least 20 minutes of the match no sanction will be applied (League Points as defined in **Rule**

- 12** shall apply) and scrums may move to uncontested at the discretion of the referee under normal laws of the game.
- b) Should a team be unable to field a suitable front row, the game shall commence with uncontested scrums. If the team unable to field a suitable front row, win the match they will receive **TWO POINTS MAXIMUM** for winning the fixture.
 - c) Should the team with a full front row win, they will be awarded **FULL POINTS** as per **Rule 12**. The losing side receives **ZERO** points as per **Rule 12**.
 - d) A draw in a game with uncontested scrums from the start, **TWO POINTS EACH**.
 - e) All Bonus Points are awarded in addition to the above as per **Rule 12**.
 - f) All fixtures involving uncontested scrums should be reported to the IGR UK League Secretary as normal, there is a section for this on the Matchcard.
 - g) If the opposition team have extra front row players available on their bench, and these players are willing to play for the opposition to ensure contested scrums remain, these should be offered to any opposition unable to field a full front row (either from the start of or during a match). Teams declining an able and willing front row player from the opposition and choosing to play uncontested will face sanction from the IGR UK League Committee. If in the course of play these players feel uncomfortable or unsafe, or if the rest of the opposition front row feel uncomfortable or unsafe, then the player may withdraw with no sanction applied (as the team will have attempted to play out the scrums contested). In this case scrums will move to uncontested.

Rule 11: Following all IGR UK League matches, match **RESULTS** should be reported to the IGR UK League Secretary by **2359 ON THE DAY OF THE MATCH** using the IGR UK League Matchcard. All scores must be checked with the referee and agreed by both clubs. Each participating team should then complete their Matchcard and e-mail it to the IGR UK League Secretary account. In the event that teams **cannot complete the matchcard for any reason** clubs **MUST** contact the IGR UK League Secretary and supply the score using any of the following methods:

John Kelly | Phone/Text: 07940067757 | E-mail: uk.league@igrugby.org

Receipt of the score will be acknowledged and the team is expected at their earliest convenience to complete the Matchcard in the normal way. Except under exceptional circumstances this will be by **1900 ON THE MONDAY FOLLOWING THE MATCH**.

Should results **NOT** be communicated back to the IGR UK League Secretary by the deadline, the offending team will follow the sanction process outlined in **Regulation 5**. Following completion and receipt of all Matchcards, the results and updated league positions will then be posted on the websites www.inclusiverugby.com & www.igrugby.org and on Pitchhero. These results may also

be shared on the International Gay Rugby Clubhouse Facebook page and other social media channels

Rule 12: League Points will be awarded as specified in **Regulation 5**. In summary:

For the Tier 1 leagues **ONLY**

- a) Match Points
 - **FOUR** points will be awarded for a win
 - **TWO** points will be awarded to each team for a draw
 - **ZERO** points will be awarded for a loss
 - **THREE** points will be awarded to each team for a Postponed Outcome Draw (POD)
 - **FIVE** points will be awarded for a walkover win (Home WalkOver (HWO) and Away WalkOver (AWO)) where fixtures are conceded (No Bonus Points will be awarded).
- b) Bonus Points
 - **ONE** bonus point will be awarded to any side that scores four try's or more in a single match (4T Bonus Point)
 - **ONE** bonus point will be awarded to a team that loses a match by seven points or fewer (Losing Bonus Point)

For the Tier 2 Merit leagues **ONLY**

- c) Match Points
 - **TWO** points will be awarded for a win
 - **ONE** point will be awarded to each team for a draw
 - **ZERO** points will be awarded for a loss
 - **TWO** points will be awarded to each team for a Postponed Outcome Draw (POD)
 - **FIVE** points will be awarded for a walkover win (Home WalkOver (HWO) and Away WalkOver (AWO)) where fixtures are conceded (No Bonus Points will be awarded).
- d) Bonus Points
 - **ONE** bonus point will be awarded to any side that scores four try's or more in a single match (4T Bonus Point)
 - **ONE** bonus point will be awarded to a team that loses a match by seven points or fewer (Losing Bonus Point)
- e) Merit Points
 - **ONE** merit point will be awarded to each team that plays at least 10 development level players (defined as having less than 3 years senior playing experience (post 18)) for at least 50% of the game time (Development Merit Point)
 - **ONE** merit point will be awarded to each team that plays 5 or less experienced players (Fair Play Merit Point)
 - **ONE** merit point will be awarded to each team that fields a full front row and starts a match with competitive scrums (Front Row Merit Point), additionally both sides will be

awarded a further **ONE** merit point if the full match is played with competitive scrums from start to finish (Scrum Merit Point)

Rule 13: League Point Sanctions will be awarded as specified in **Regulation 5**, In summary:


- a) Administrative Sanctions
 - **ONE** point deduction for failure to pay league subscription by **15th September**
 - **THREE** point deduction for failure to pay league subscription by **1st October**
 - **FOUR** point deduction for failure to return signed Code of Conduct and Rules and Regulations acknowledgement by **1st September**
- b) Matchday Sanctions
 - **THREE** point deduction for first offence of playing an unregistered player as defined in **Rule 3**.
 - **FIVE** point deduction for second offence of playing an unregistered player as defined in **Rule 3**.
 - **THREE** point deduction for failure to submit a Matchcard by **1000 ON THE DAY** of a scheduled fixture
 - **ONE** point deduction for failure to submit a Matchcard **OR** report the score to the UK League Secretary before **2359 ON THE DAY** of a fixture
 - **THREE** point deduction for failure to submit a Matchcard before **1900 ON THE MONDAY FOLLOWING** a fixture
 - **FIVE** point deduction for failure to submit a Matchcard before **2359 ON THE WENESDAY FOLLOWING** a fixture (please note that failure to submit a Matchcard by this deadline will result in the fixture being awarded a WOW to the non-offending side. If both sides are non-compliant the fixture will be recorded as a draw)
 - **TWO** point deduction for **CHOOSING** to play uncontested scrums when an opposition front row player is able and willing to play and allow contested scrums

Rule 14: League position shall be determined by league points awarded.

At the end of the season should any teams finish level on points the final positions will be decided as per **Regulation 5**. In summary:

- Number of wins
- Number of draws
- Points Difference
- Points for
- Toss of a coin

Rule 15: Any side unable to fulfil a fixture, for **ANY** reason other than the weather, forfeits the game, except under exceptional circumstances and agreed by the IGR UK League Committee.



Exceptional requests **MUST** be submitted to the clubs' IGR Regional Representative and the IGR UK League Secretary as soon as the problem arises.

Rule 16: Clubs **MUST** fulfil their league match obligations as detailed in **Regulation 5**. In summary, a team that concedes three games in the course of a season will have their results expunged and will be disqualified from participation at Grand Finals Day. When a team's records are expunged any conceded games against that team will be expunged as well.

Rule 17: Before the start of the season teams may agree between themselves to hold one home and one away fixture as a 'Single Header'. Results of the match will count as normal but the return fixture will automatically be recorded as a draw. **BOTH** teams must agree to the change and this must be done **BEFORE 1st September**.

Rule 18: Should the IGR UK League Committee become aware that:

1. A member club has materially misled or deceived them to gain an advantage; or,
2. They are in breach of the Code of Conduct referred to in **Rule 1**

The IGR UK League Committee reserves the right to impose such disciplinary action as they deem fit including expulsion from the league under **Regulation 6**.

Rule 19: The IGR UK League Committee reserves the right to add, amend or remove any aspect of the rules and administration throughout the season as it feels appropriate under **Regulation 1**.


This needs to be proposed by a committee member, discussed by the committee and voted on. A majority of the committee must agree to impose any changes & any changes **MUST** be communicated to **ALL** IGR UK League member clubs **WITHIN 7 DAYS**.

Rule 20: Covid and airborne pathogens Match Management:

Although the threat of Covid has receded as a winter sport the IGR UK League must be prepared for a resurgence in infections and variants that might impact the season.

1. No player should be present at an IGR UK League fixture if they have tested positive for Covid-19 or any newly identified airborne pathogens – players with common cold and seasonal flu are also discouraged from playing in a match if they exhibit symptoms
2. No player should be present at an IGR UK League fixture if they have taken a PCR test and are awaiting the results.
3. No player should be present at an IGR UK League fixture if they are required to quarantine following travel from abroad.
4. No player should be present at an IGR UK League fixture if they are displaying symptoms of Covid-19 & have not taken a PCR test to ensure they are negative.

In the event that clubs are concerned a fixture cannot be completed due to Covid-19 or equivalent related reasons, they should do the following:

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- a) As early as possible in advance of the fixture, liaise with both the opposition and respective IGR RR's to decide if the fixture should be played or if it can be rescheduled if necessary. Strongly bearing in mind the 'Game On' principles & that putting out your 'best XV' players is not realistic in the vast majority of matches & shouldn't be a reason to cancel a fixture.
 - b) In the event of this liaison process not producing an amicable outcome, then the IGR UK League Committee will decide on the result of the fixture, any points allocated & any further disciplinary processes required.
 - c) Clubs are expected to engage in good faith in all IGR UK League discussions. Sympathy, empathy & understanding will be given to all clubs as and when they experience any Covid-19 related issues, but it cannot be used as a smokescreen for other issues, like poor player availability on a set date.

IGR UK LEAGUE REGULATIONS 2023-24 SEASON


REGULATION 1 – APPLICATION AND ENFORCEMENT

1.1: The Season

The IGR UK League Season will run from **1st September 2023 – 13th April 2024** and the rules and regulations will cover all league games and finals during that period. Please note that as an adult rugby non-RFU Competition, matches can be played at any time during the year, but we are adopting a fixed competition period to ensure player welfare and a sufficient off-season. Club organised tournaments are outside the scope of this document, as are friendlies and pre-season games, which fall outside the defined season.

1.2: Application

1.2.1 - These Regulations shall be binding on all IGR Member Clubs and take primacy over any national RFU (England Rugby, Wales Rugby Union, Scottish Rugby, Irish Rugby) regulations.



1.2.2 - Every Club shall ensure that it complies with these Regulations and must further ensure that it takes appropriate action to inform every member of that Club of the terms of these Regulations and the obligations of that member to comply with these Regulations. The IGR UK League may (but shall not be obliged to) from time-to-time issue guidelines in relation to the implementation of these Regulations. Any breach(es) of such guidelines may render the Member in breach of these Regulations.

1.2.3 - Except where IGR UK League rules or regulations provides to the contrary, all matches played under the IGR UK League umbrella must be played in accordance with World Rugby's Laws of the Game of Rugby Football (the "Laws") and the World Rugby Regulations Relating to the Game shall apply.

1.2.4 – Each IGR Club shall include in its own rules a rule stating that each of its members is bound by the IGR UK League's rules and regulations, the Laws of the Game and the World Rugby Regulations relating to the Game and that any breach thereof shall be a breach of the rules and shall be dealt with by the IGR UK League Committee.

1.3: Power to vary these Rules and Regulations

1.3.1 – The IGR UK League Committee shall have the power to vary these rules and regulations and to make new resolutions and Regulations at any time, in light of guidance from World Rugby and/or National RFU bodies. Where possible this will be done outside of the season, but if changes are required in season this will be communicated to clubs as soon as possible.

1.4: Duty to Act with the Utmost Good Faith


All Clubs, coaches, players, match officials, club members and spectators shall at all times act towards the IGR UK League, IGR UK League Committee and each other with the utmost good faith.

1.5: Formal Complaint

1.5.1 – Interpretation of the rules and regulations are solely under the remit of the IGR UK League Secretary. No club will be permitted to launch a complaint against the rules and regulations themselves and are restricted to where there is a deemed breach of a particular rule or regulation.

1.5.2 - In the event that a person wishes to make a complaint to the IGR UK League relating to a suspected breach of a rule or regulation, the complaint shall be made to the IGR UK League Secretary (copying in the IGR Regional Representative (RR)) who will determine the appropriate way to deal with the matter. A preliminary response to the complaint will be generated within 5 business days of the complaint being received detailing the next steps. Full details of the complaint's procedure are covered in [Regulation 6](#).

1.6: Keeping the UK League Secretary Informed



The IGR UK League Season will be administered by the IGR UK League Secretary and as such any change, circumstances, decisions, etc. which relate to the execution of games and matches **MUST** be communicated to the IGR UK League Secretary. Any unilateral action by individuals, teams or clubs will be considered in violation of the rules and subject to the discretion of the IGR UK League Secretary as to how they are sanctioned. All requests communicated to the IGR UK League Secretary will be treated sympathetically and all attempts to resolve issues will be made within the boundary of the rules and regulations.

REGULATION 2 – MEMBERSHIP & ADMINISTRATION OF THE UK IGR LEAGUE


2.1: Membership

Participation in the IGR UK League is subject to clubs being accepted as an IGR club as defined by the organisation by **0000 September 1st 2023**. The club must have played at least one full contact rugby game under a registered match official in the 6 months prior to participation in the league.

2.2: Home Ground

2.2.1 - Participants in the league must have a home ground which provides changing and showering facilities. Each Club must register its home ground with the IGR UK League Secretary prior to **September 1st 2023**.

2.2.2 – Only under exceptional circumstances will a home ground be allowed to change within the season. No Club shall move Matches (whether on a permanent or temporary basis) without first obtaining the written consent of the IGR UK League Secretary. No reasonable request will be rejected, but the reasons must be specified and evidence supplied if requested.



2.2.3 - It is the responsibility of the home Club to ensure the availability of a pitch and to correctly and clearly mark that pitch. Each home Club must make provisions to ensure that (with the exception of Permitted Personnel (Touch judges, First Aid, Match Officials and/or assistants, Coaches) all other persons are kept at a reasonable distance (at least 5m) from the playing area to the satisfaction of the referee. No person should enter the playing area without the permission of the referee.

2.2.4 - Where a fixture is played at home, the home Club shall be responsible for all match expenses including (but not limited to):

- the costs of Match Officials
- the cost of providing a reasonable meal and other refreshments for the away Club's players, replacements and match officials
- any pitch or rental fees

The away Club shall be responsible for its own travelling and other expenses.

2.3: Withdrawal and suspension from the League

2.3.1 – Clubs must fulfil their league match obligations as detailed in **Regulation 5**. A team that concedes three games in the course of a season will be sanctioned and may be suspended from the league pending investigation. The investigation will determine whether a club should be invited to withdraw.

2.3.1 - Member Clubs may withdraw from the IGR UK League by giving notice to the IGR UK League Secretary. Withdrawal may be partial (by team) or in entirety. The withdrawal will apply only for the season in which it occurred and generates no further penalty with regard to future league participation.

2.3.2 - Severe and repeated violations of the IGR UK League rules and regulations will make a Club liable to suspension or termination of its membership in the IGR UK League. This will be determined by the IGR UK League Committee and if a violation is upheld the Club will be banned from the IGR UK League for two consecutive seasons.

2.3.4 - If a Club's higher team is expelled all their teams below that team will have to withdraw. Any team expelled from the league for any reason will not automatically be re-admitted the following season.

2.4: Subscriptions

The annual subscription for Member Clubs participating in the IGR UK League is £50.00 inclusive of VAT. This subscription is expected to cover the cost of medals, trophies and league administration. A payment deadline of **15th September** shall be set for all teams. Any team failing to pay before this deadline may face a discretionary points penalty of one League Point. Any team failing to pay before a final deadline of **1st October** will face a points penalty of three league Points and may be asked to withdraw from the IGR UK League. IGR will hold the funds on behalf of the league.

2.5: Club Names and Team Names

2.5.1 A club must have a name approved and accepted by the IGR prior to participation in the IGR UK League.

2.5.2 A club may not change its name without the prior written consent of the IGR to the new name.

2.5.3 Where two or more Member Clubs are proposing to merge to form a new club, the name must be approved by the IGR. The new entity would enjoy the access to the IGR UK League that one or both clubs had prior to the merger.

2.5.4 - Whilst an application for approval for a name shall not be unreasonably withheld or delayed, the IGR shall have power to reject any name that is confusing, offensive or liable to bring the Game into disrepute.

2.5.5 - The IGR shall have the right to determine the date that the name change becomes effective.

2.6: League Administration

All clubs will be expected to fulfil the administrative tasks asked of them by the IGR UK League Secretary and the IGR UK League Committee.

2.6.1 – On or before **1st September**, clubs should submit a signed receipt for the IGR UK League Code of Conduct and the IGR UK League Rules and Regulations. Any team failing to send this by the deadline may face a discretionary points penalty of four League Points or be asked to withdraw from the IGR UK League. All clubs are expected to ensure they understand all of their obligations under both documents and communicate this to all members.

2.6.2 – On or before **1st September**, clubs should submit a full club team roster to the IGR UK League Secretary. The team roster must detail all of a club's contact playing members. The team roster format will be provided by the IGR UK League Secretary.

2.6.3 – Additions to the club team roster will be accepted at any time and will be added on the notification of the IGR UK League Secretary by a club. Clubs are also expected to inform the IGR UK League Secretary when members leave a club so they can be removed from the team roster. All members on the team roster must be fully paid-up members of the Club on their date of submission. The IGR UK League committee reserves the right to check if a player is a paying member of the club in question, should a complaint be made.

2.6.4 – Teams fielding a Tier 1 and Tier 2 team in the IGR UK League must demonstrate that they can field a squad of no less than 15 development players to enter the Tier 2 league.

2.6.5 – Teams must select a Matchday Team from the Team Roster and provide this information to the IGR UK League Secretary by 1000 on the day of the match. Any player in a matchday team must have been registered in the squad selection for at least 14 days prior to their appearance. Any team fielding a player under this 14-day period will be subject to a sanction detailed below.

- 1st Offence – Deduction of 3 League Points
- 2nd Offence – Deduction of 5 League Points

- 3rd Offence – Withdrawal from IGR UK League

The matchday team selection format will be provided by the IGR UK League Secretary.

2.6.6 – Changes to the matchday team can be made at any time up to 1000 on the day of the match, so long as they are compliant with **Regulation 2.6.3**. This can be done by e-mailing the IGR UK League Secretary who will update the team Matchcard accordingly if it has already been submitted.

2.6.7 – All clubs are expected to supply to the IGR UK League Secretary their available home game dates by **July 31st** each season. The IGR UK League Secretary will then advise clubs of their season fixture list as detailed in **Regulation 5**.

REGULATION 3 – PLAYER SAFETY

3.1: General

3.1.1 - Rugby is a physical contact sport. Like all sports, injuries may occur as a result of isolated incidents or through the continuous playing of the Game over an extended period of time. Safety is of paramount importance and it is therefore essential for those involved in the Game to consider their own safety and the safety of others at all times. They should familiarise themselves with any specific responsibilities that may be applicable to them, as set out in various documents issued by National RFU and/or World Rugby from time to time.

3.1.2 - All those involved in the Game should consider their own fitness before participating in any rugby activity. In particular, it is recommended to seek medical advice after injury and before recommencing any rugby activity. All participants in IGR UK League matches must be aged 18 or over on 1st September 2023.

3.1.3 - All clubs prior to the commencement of the 2022/23 season:

- must complete a risk assessment and ensure there is an appropriate level of immediate care and/or first aid cover for match days
- must have access to a telephone to ensure that the emergency services can be contacted immediately when needed and ensure there is clear vehicular access for an ambulance or other emergency vehicle; and
- are strongly encouraged to comply with the RugbySafe First Aid and Immediate Care Provision Guidelines.

3.2: Injuries, Head Injuries and Concussion

3.2.1 - Participants who sustain a head injury or impact but show no signs or symptoms of concussion may be temporarily replaced for medical assessment by a qualified first aider or medical professional. Where no such individual is available, participants and all those involved (including coaches, players, officials) should refer to the RFU Headcase guidance set out in:

<https://www.englandrugby.com/participation/playing/headcase>

for guidance on prevention, recognition, management and returning to play. All (players, coaches, parents, and match officials) should familiarise themselves with this RFU Headcase guidance. For the avoidance of doubt the opinion of the match official will override any other opinion on the day.

3.2.2 - Any individual who exhibits any of the signs or symptoms of concussion should be immediately and permanently removed safely from the field of play, should not return to play that day, and it is recommended that they are referred to a medical or healthcare professional for assessment and advice. Where a player has been removed from play this information must be supplied to the IGR UK League Secretary who will ensure the return to play protocols are understood.

3.2.3 - Member Clubs must ensure that any injury which results in an individual being admitted overnight to hospital (save those initially taken to an Accident & Emergency Department, but subsequently sent home after treatment) and any death occurring during rugby activity, or within 6 hours of the game or training ending, is reported to their National RFU in accordance with their National RFU's Injury Reporting System.

3.2.4 – For the safety of all, players that receive 'blood injuries' and open wounds must be removed from the field of play and treated. Any open wounds must be covered by medical tape or bandages. Where this cannot be done and where bleeding continues a player must not be allowed back on the field of play. Where a blood injury has soiled the jersey of a player this should be replaced before the player is allowed back on the field of play.

REGULATION 4 – MATCH OFFICIALS


4.1: Referees and Assistant Referees

4.1.1 - All Clubs are required to use society and association referees (wherever possible). Match Officials will be appointed by the Referees Society to which the home Club pays a subscription (or that which is local to the home Club and which at the request of the home Club normally supplies referees). As a level 9-12 competition the IGR UK League does not require assistant referees/ appointed touch judges for regular league matches. For the Grand Finals, a society appointed referee and assistant referees are expected and must be provided.

If no referees are available, clubs will have advance warning through Who's The Ref (WTR) system, and they can make a request for an International Society for Inclusive Rugby Referees (ISIRR) referee (isirr@igrugby.org). If unsuccessful clubs may contact the IGR UK League Secretary who will try and organise an official. As a last resort, clubs are encouraged to use internally qualified officials. Where a non-society referee will be used host clubs **MUST** inform **BOTH** the visiting club and the IGR UK League Secretary as soon as possible.

4.1.2 - In the absence of appointment of assistant referees, each Club shall provide a touch judge who will be expected to conduct themselves without prejudice and bias. For the avoidance of doubt the decision of the on-field referee will take primacy with relation to touch judges. Clubs which feel that there has been unfair play from touch judges should consult with the match official and if appropriate raise a concern with the IGR UK League Secretary.

4.1.3 - It is the responsibility of the home Club to confirm at least 48 hours before the match with (as appropriate) the Referee's Society, that a referee has been appointed. It is the home Club's responsibility to liaise with the appointed Match Officials directly to ensure that the Match



Officials are aware of the arrangements and have the appropriate directions to the venue for the match (or any change of venue).

4.2: Incapacity/Non-Attendance of Match Officials

4.2.1 - If the Referee appointed or provided under this Regulation 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 an Assistant Referee where appointed may referee the match.

4.2.2 - In the absence of, or in the event the Assistant Referee is unable to continue to officiate for the whole of the match in question then another suitable replacement referee who is agreed by both team captains will take charge. Any agreement reached between team captains in relation to replacement referees shall thereafter be binding upon the Clubs and the final result will stand.

4.2.3 – Where there is no other suitable replacement referee available to commence or continue the match or if both team captains do not agree to the replacement, the match shall be abandoned and the provisions of **Regulation 5** will apply.

4.3: Decisions of Match Officials

In all matches, any decision taken by the appointed Match Officials or their replacements shall be final and binding insofar as the Laws of the Game are concerned. Verbal and physical abuse of match officials (by players, coaches, spectators) before, during and after games will be considered serious breaches of both World Rugby and IGR values.

4.4: Comments of Match Officials

Any comment or opinion expressed regarding the Regulations, or the interpretation or the effect thereof by any Match Official on any circumstance that might occur before, during or after a match is not final or binding on the IGR UK League. No Club or person can rely on any such comment or opinion.

4.5: Approaches to Match Officials

No person (other than the team captains, Match Officials team or Match Officials coach, or those invited by the referee) shall approach the Match Officials at any time during the half-time interval and up to 30 minutes after the match to discuss any issue arising from the match nor shall enter the referee's changing room unless invited to do so by the referee. However, players and coaches are encouraged to shake hands and thank the officials at the end of the game.

REGULATION 5 – IGR UK CONTACT LEAGUES

5.1: General Principles

All matches played under the jurisdiction of the IGR UK League must be played in accordance with World Rugby Laws (including any Experimental Law Variations (ELV's), variations or trials), World Rugby Regulations, the IGR UK League Rules and the IGR UK League Regulations. 'Game On' principles have been included in World Rugby Law, and where necessary these will be applied to matches in the IGR UK Leagues. The IGR UK League is for player, team and club development and these are created to ensure matches are played and not called off unnecessarily.

5.1.1 - Where in the view of the IGR UK League Secretary exceptional and material circumstances have occurred during any IGR UK League fixture and which are not covered by **Regulation 5**, the IGR UK League Secretary will have final say over the outcome.

5.1.2 - The League Competition overall shall be called 'The IGR UK League Championship'. All League Matches shall be played in accordance with **Regulation 5**.

5.1.3 – The IGR UK League Committee shall decide the structure and the number of teams in each divisional league after consulting with member clubs

5.1.4 – UK IGR Clubs will be invited to apply for entry to the IGR UK League during the closed season (May – June) and provided they meet the requirements for the league as defined by the IGR and these regulations will be accepted for the season commencing in September. No application for entry to the League will be accepted if it is made later than **1st July** preceding the Season.

5.2: League Structure of the IGR UK League Championship: Season 2023-24

5.2.1 - The league comprises 6 divisions which are formed as follows:

- 4 clubs in UK North East League (Tier 1)

- 4 Clubs in UK North West League (Tier 1)
- 6 clubs in UK South East League (Tier 1)
- 4 Clubs in UK South West League (Tier 1)
- 5 Clubs in Northern Merit League (Tier 2)
- 4 Clubs in Southern Merit League (Tier 2)

Clubs are allocated to divisions using geographic proximity. These divisions are divided into 2 Tiers, a regular tier (Tier 1) and a development tier (Tier 2) in order to try and balance ability and provide the opportunity for new clubs to step up to senior competitive rugby.

5.2.2 - Tier 1 is expected to comprise Club 1st XV teams or, where the Club 1st XV plays at a standard above Level 9, the appropriately designated 2nd XV or 3rd XV. Tier 2 is expected to comprise Clubs teams which are Developmental, defined as having 66% of the team with less than 3 years senior rugby playing experience (only post 18 experience is counted, so for example a player could have played up to age 18 at school, but if they have never played adult rugby, they would be considered a development player).

5.2.3 - Teams from the same Club shall not be permitted to play together in the same league

5.2.4 - In the event a team withdraws on or after **1st September 2023** or is unable to otherwise participate, then the league will comprise the remaining clubs and any games played with that club expunged.

5.2.5 - The position of a Team within the league shall be established by awarding League Points. League Points are awarded as follows:

For the Tier 1 leagues **ONLY**

- **FOUR** points will be awarded for a win
- **TWO** points will be awarded to each team for a draw
- **ZERO** points will be awarded for a loss
- **THREE** points will be awarded to each team for a Postponed Outcome Draw (POD)
- **FIVE** points will be awarded for a walkover win (Home WalkOver (HWO) and Away WalkOver (AWO)) where fixtures are conceded.

Additional Bonus league points will be awarded to a team:

- **ONE** bonus point will be awarded to any side that scores four try's or more in a single match (4T Bonus Point)
- **ONE** bonus point will be awarded to a team that loses a match by seven points or fewer (Losing Bonus Point)

For the Tier 2 Merit leagues **ONLY**

- **TWO** points will be awarded for a win
- **ONE** point will be awarded to each team for a draw
- **ZERO** points will be awarded for a loss
- **TWO** points will be awarded to each team for a Postponed Outcome Draw (POD)
- **FIVE** points will be awarded for a walkover win (Home WalkOver (HWO) and Away WalkOver (AWO)) where fixtures are conceded (No Bonus Points will be awarded).



Additional Bonus league points will be awarded to a team:

- **ONE** bonus point will be awarded to any side that scores four try's or more in a single match (4T Bonus Point)
- **ONE** bonus point will be awarded to a team that loses a match by seven points or fewer (Losing Bonus Point)

Merit league points will also be awarded to a team:

- **ONE** merit point will be awarded to each team that plays at least 10 development level players (defined as having less than 3 years senior playing experience (post 18)) for at least 50% of the game time (Development Merit Point)
- **ONE** merit point will be awarded to each team that plays 5 or less experienced players (Fair Play Merit Point)
- **ONE** merit point will be awarded to each team that fields a full front row and starts a match with competitive scrums (Front Row Merit Point), additionally both sides will be awarded a further **ONE** merit point if the full match is played with competitive scrums from start to finish (Scrum Merit Point)

5.2.6 - If two or more Clubs have the same number of League points at the end of the Season, final league positions shall be determined:

- firstly by the number of wins achieved
- then the number of draws
- then on the basis of match points difference
- then on the basis of match points scored
- finally by toss of a coin

A Club with a larger number of wins in the League shall be placed higher than a Club with the same number of League points but fewer wins. A Club with a larger number of draws shall be placed ahead of a Club with a fewer number of draws.

If Clubs have equal League points and an equal number of wins and draws in the League then a Club with a larger difference between match points 'for' and match points 'against' shall be placed higher in the League than a Club with a smaller difference between match points 'for' and match points 'against'. Should two Clubs have the same number of League points and an equal number of wins and draws, and the same match points difference, a Club having scored more match points 'for' shall be placed higher in the League than a Club having the lesser number of match points 'for'. If this still does not establish the positions then the UK IGR League Secretary will award a deciding bonus point on the flip of a coin, in the presence of an independent witness. This decision will be final and cannot be appealed.

Play order for Finals Day will be determined using a Weighted Average Points System:

- Away Win will get 2 points
- Home Win will get 1 point
- Draw will get 0.5 points

- Walkovers, POD and loss will get 0 points
- 4T scored in a match will get 1 point
- Score will be divided by number of fixtures, resulting higher weighted average will be the higher placed team for finals day.

5.2.7 - Given the relatively small size of the IGR UK Leagues there is not a traditional promotion and relegation structure, however there are some principles that guide the outcome. Winners of the Northern and Southern Merit Leagues (Tier 2) would be expected to play in Tier 1 for the 2024/25 Season. Bottom placed Teams in Tier 1 can apply for consideration to be relegated to the Merit league (Tier 2) for the 2024/25 Season but there is no automatic relegation from either Tier 1 or Tier 2 for the 2023/24 Season.

5.2.8 - Where a team wins all home and away games convincingly and the subsequent finals the UK League Committee will consult with the club and consider whether that team still meet the criteria for participation in the IGR UK League or whether they should join a local merit league to continue their rugby journey.

5.2.9 - Following the conclusion of all IGR UK League matches, successful teams will be invited to The IGR UK League Grand Final. For the 2023/24 Season this will be held on **Saturday 13th April 2024**. The purpose of The IGR UK League Grand Final is to determine the UK Champion for each Tier. The format of the Grand Final will be as follows:

IGR UK League Championship

- Winner Northern Tier 1 vs Winner Southern Tier 1 (IGR UK League Cup)
- Runner-up Northern Tier 1 vs Runner-up Southern Tier 1 (IGR UK League Plate)

IGR UK League Challenger Cup

- Highest ranked non-finalist Northern Tier 1 team vs Highest ranked non-finalist Southern Tier 1 team (IGR UK Challenger Cup)

IGR UK Merit League Championship

- Winner Northern Merit League vs Winner Southern Merit League (IGR UK Merit League Trophy)

Additional exhibition or charity matches may be scheduled to give unsuccessful teams the opportunity to participate in the day (format and teams to be decided by the hosts). Winners of the IGR UK League Championship and IGR UK Merit League Championship will receive the league trophy to keep for a year, that will then be presented to the next winners as well as a trophy and plaque that the team will keep. Runner-up of the IGR UK League Championship will receive a bowl and plaque that the team will keep. Runner-up of the IGR UK Merit League will receive a shield and plaque that the team will keep. Winners of the IGR UK League Plate will receive a plate to keep for a year, that will then be presented to the next winners as well as a plate and plaque that the team will keep. The runner up will receive a Tankard and plaque that the team will keep. Winners of the Challenger Cup will receive a cup that they will keep, with the runners up receiving a shield.



5.2.10 - Hosting the IGR UK Grand Final will be rotated around the UK based IGR clubs, with a bias to alternating between the north and the south in respective years. Prior to the season beginning, Clubs will be invited to bid for the opportunity to host The IGR UK League Grand Final and will be open to any UK based IGR Club, whether they participate in the IGR UK League or not. Any club hosting a previous Grand Final will not be eligible to bid to ensure the showpiece of the IGR UK League is rotated around the country. Bids must be received by **22nd August 2023**. From the bidding teams, a random draw will be made by the IGR UK League Committee to choose the host, which will be held on **1st September 2023**. Host clubs are expected to keep the IGR UK League Secretary informed of progress in organising the day and to provide the final format of the Grand Finals Day to the IGR UK League Secretary by **1st March 2024** so that all potential participating clubs can be informed. Hosting clubs shall be responsible for all match expenses including (but not limited to):

- the costs of Match Officials
- the cost of providing a reasonable meal and other refreshments for all players, replacements and match officials
- any pitch or rental fees

The IGR UK League will provide all trophies and medals and will provide some support to help with costs. Outside of the competition format clubs are free to choose all other aspects (such as socials, fundraising, exhibition matches, non-rugby events, etc.) during the day and if desired night. The formats and timings for the competitive element will be provided to all interested clubs by the IGR UK League Secretary.

5.2.11 – Since a winner for the finals days must be determined the format differs slightly from a regular match. In the event of a draw at Full Time (FT), there shall be a five-minute break. After this break, the teams will change ends and there shall be a period of extra time between the teams of 10 minutes each way, with a one-minute interval. If after Extra Time (XT) no result is achieved, the match will proceed to a penalty drop out with rules as follows:

- Each team shall nominate one player from its number on the field of play at the final whistle to participate on its behalf in a place-kicking competition.
- Each kicker in turn shall attempt a place kick from the pre-determined positions indicated below until such time as, after an equal number of attempts, one kicker has kicked more goals than the other:
 1. the centre of the 22-metre line
 2. the intersection of 22-metre and 15-metre lines to left of posts facing
 3. the intersection of 22-metre and 5-metre lines to left of posts facing
 4. the intersection of 22-metre and 15-metre lines to right of posts facing
 5. the intersection of 22-metre and 5-metre lines to right of posts facing
- After these five attempts if the score is still level, the sequence will repeat in turn under sudden death format until a winner is decided.

5.3: League Fixtures

5.3.1 – The date and the identity of the home and away Clubs in any Match shall be as determined and notified by the IGR UK League Secretary. All matches must be played on Saturday unless some other date is requested and accepted by both teams and the IGR UK League secretary. The kick-off time for the match will be organised by representatives of each club, but shall be no later than 1500 and no earlier than 1000 (with a recommendation that matches kick-off at 1400). Clubs organising a kick-off earlier than 1400 or later than 1500 must notify the IGR UK League Secretary no later than three days prior to the date of the match. Any delay from the specified or agreed kick-off time may be reported by the non-offending Club or the Referee to the IGR UK League Secretary and may lead to sanctions being imposed. Fixture lists will be prepared by the IGR UK League Secretary, following clubs' submission of home fixture availability and published in **August 2023**, ahead of the 2023/24 Season. A copy will be sent to all clubs and will be available on the IGR UK League site and Pitchhero.

5.3.2 – In Tier 1 and Tier 2 each team will play one home fixture and one away fixture against every other club in the league division in which they are competing.

5.3.3 – For the 2023/24 Season, prior to the season start, a team may agree with their opposition to play one home and one away fixture as a Single Header. The outcome of the match would stand but the return fixture will be recorded as a draw and both teams awarded two league points. This provision will be reviewed in future seasons, however it is important to note that there will be no reciprocity clause in the fixture. This means that neither team will be under any obligation to reverse the fixture for the following season. No single header matches will be permitted once the season starts under any circumstances.


5.3.4 - Subject to 'Game On' variations, all Matches shall be of 80 minutes duration, divided into two halves of 40 minutes each. In all matches, the interval between each of the two halves shall not be more than 15 minutes during which time the teams may leave the playing enclosure, with the permission of the referee. The Referee has the right to insist that the half time interval is shorter and that the teams shall not leave the pitch and their decision will be final. In the event of exceptionally hot weather the game may be split into four quarters with a 2-minute water break before play resumes, but this must be agreed with the referee before kick-off.

5.3.5 - Where some or all of its Players have been unavoidably delayed, a Club may request the Match referee to delay the kick-off to enable it to achieve a full side. No Match may be delayed such that the Match would not be completed in good time. The Match referee shall be the sole judge in this regard.

5.3.6 - All clubs playing cross-border matches should ensure they have completed the required National RFU permission forms to play these fixtures.

5.4: Postponed Matches

5.4.1 - Any side unable to fulfil a fixture, for any reason other than the weather, forfeits the game, except under exceptional circumstances and agreed by the IGR UK League Committee. Exceptional



requests **MUST** be submitted to the clubs' IGR Regional Representative and the IGR UK League Secretary as soon as the problem arises.

5.4.2 - Where a home Club is concerned or has any cause to doubt the suitability of the Pitch or Weather Conditions making the match potentially unplayable:

- The home Club must as soon as it is aware of the position advise their opposition and the IGR UK League Secretary of its concerns and keep them advised of the position. All steps possible should be taken to prevent unnecessary travel.
- If a Club is concerned or has any doubt that the match may need to be cancelled for Pitch or Weather Conditions, it must try to obtain an opinion of a member of the Club's Local Referees' Society as to whether the match is likely to be played or cancelled. A Match should not be cancelled because of Pitch or Weather Conditions without an inspection of the pitch by a Referee or the agreement of the IGR UK League Secretary.

5.4.3 - When a late decision (i.e. within 3 hours of kick-off) as to the fitness of the pitch for playing a match is necessary, the decision shall be made by the captains of the teams involved. If the captains agree for the match to proceed, the Referee is still entitled to decline to referee any match on safety grounds or other substantial reason. If one or both of the captains do not agree for the match to proceed, the match will not be played and the matter will be referred to the IGR UK League Secretary.

5.4.4 - Any team refusing to play a match due to unplayable conditions must provide supporting evidence of such unsuitability.

5.4.5 - Postponed matches may be freely scheduled within the remaining weeks of the league season following the scheduled match. League matches take precedence over all other arranged fixtures (including friendlies and tournaments).

5.4.6 - Where a free weekend is not available the IGR UK League Secretary may decide to award a Postponed Outcome Draw (POD) which will be recorded as a 0-0 draw with 3 League Points awarded to both sides.

5.4.7 - If a team is unable to play on the rescheduled date the non-offending team will be awarded a WOW (Walkover Win) recorded as a 50-point victory and 5 League Points.

5.4.8 - In the event of a match having to be postponed, it shall be the responsibility of the home Club to inform:

- their opponents
- the referee and his assistants
- the UK League Secretary

As soon as possible. Failure to do so may result in the home Club being liable for all or part of the expenses of their opponents and match officials.

5.5: Abandoned Matches

5.5.1 – Where a match is abandoned due to weather conditions (which shall be deemed to include bad light in the sole opinion of the Referee):

Less than 40 Minutes Played

- If Weather Conditions solely prevent a match being played or result in a Match being abandoned with less than forty minutes having been played, then the match will be considered postponed and follow the protocol established in **Regulation 5.4**
- In consultation with the teams, the IGR UK League Secretary may decide to apply a POD as per **Regulation 5.4.6**.

40 or more Minutes Played

- If a match is abandoned solely because of Weather Conditions when forty 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.

5.5.2 – Where a match is abandoned for other reasons, that is where the Referee finds it necessary to abandon a match for any reason other than Weather Conditions, then, irrespective of the number of minutes played, the following shall apply:

- If it is possible for the match to be reconvened on another pitch at the hosting venue and that pitch is compliant with the applicable World Rugby Regulations, the match must be reconvened on such pitch unless the Referee deems (in his or her absolute discretion) that such pitch is unsuitable or that it is inappropriate to reconvene the match
- If it is not possible to reconvene the match the reason for abandonment, score and amount of time played must be communicated to the IGR UK League Secretary by both teams and the referee, who will decide the outcome of the match based on the information provided by the clubs and the referee. This must be done within 24 hours of the kick off.

5.6: Conceding Matches

5.6.1 – Teams must fulfil their league match obligations in compliance with these regulations. A team that concedes three games in the course of a season will be sanctioned and may be expelled from the league for the 2023/24 season. When a team's records are expunged any conceded games against that team will be expunged as well.

5.6.2 - If the IGR UK League Secretary considers that a team has unjustifiably failed to fulfil its obligations, it will result in a sanction and possible deduction of League Points. For the avoidance of doubt, long distance travel, lack of players or insufficient front row players with Effective Registration whether through injury, illness or because of work or other commitments shall not be deemed to be a justifiable reason for not playing or seeking a postponement of a League Match. 'Game On' principles will apply and in these circumstances a league match will be valid so long as at least 10 players from each side are available to play the match. Clubs unable to field 10 players will be considered in default and will award the opposition a WalkOver Win (WOW). Clubs will be given the benefit of the doubt and allowed one home and one away WOW. Any further defaults will result in deduction of league points and/or expulsion from the league.

5.6.3 - Where a valid reason exists and entirely at the discretion of the IGR UK League Secretary a non-default WOW may be awarded. This will not count towards default WOW's (so it is possible that a team might have 3 or more WOW's and not be sanctioned) but will be granted only under exceptional circumstances.

5.6.4 – WOW's will be recorded as a 50-point victory for the non-offending side who receive five League Points with no additional Bonus Points awarded. Where the away team concedes, the match will be reported as a Home WalkOver (HWO). Where the home team concedes, the match will be reported as an Away WalkOver (AWO).

5.6.5 – Where a match looks like it is going to be conceded, the team should contact the IGR UK League Secretary before the Thursday ahead of the fixture to discuss any options. In the event of a match being conceded, it shall be the responsibility of the conceding Club to inform:

- their opponents
- the UK League Secretary
- the referee and his assistants (if the home side)

As soon as possible. Failure to do so may result in the conceding Club being liable for all or part of the expenses of their opponents and match officials.

5.7: Eligibility and Restriction on Players

5.7.1 - A Club may only play or select as a replacement or substitute players who are members of that club as detailed in **Regulation 2**. The RFU expect that all players are registered on the Game Management System (GMS) and it will be required that English IGR Clubs comply with that mandate. The WRU has an equivalent called the WRU Game Locker and it will be required that Welsh IGR Clubs comply with that mandate. The SRU has an equivalent called SCRUMS and it will be required that Scottish IGR Clubs comply with that mandate. Each Club is responsible for ensuring its strict compliance with this Regulation and must take all reasonable steps to ensure compliance.

5.7.2 - All players are expected to be paying members of their respective clubs. Should a club be low on players for a particular fixture, in the first instance they should approach their opposition as per 'Game On' and look to use any extra players they may have available or play a lower numbered fixture. Where a club is unable to field a full XV with their own players, the club will be permitted to field fully registered players of another IGR Club in the IGR UK League. It will not be permitted for clubs to search for players on sites and services such as FYB/BASS or to use players of a host club (whether similar level or higher level) to fill those gaps. Non-registered players with the IGR will not be accepted.

5.7.3 - A player joining an IGR club, having not previously been a member of an IGR club, is permitted to play in an IGR league fixture so long as they meet the requirements set out in **Regulation 2**. The UK League Committee will generally accept all new player nominations. However, it reserves the right to look retrospectively at a players' registration in the case of complaint over a club artificially strengthening their team for a fixture. The league committee will



look at the player in question with regard to future IGR match involvement to determine whether the club is in breach of **Regulation 1.4**.

5.7.4 - A player transferring from one IGR club to another can immediately represent their new club subject to the requirements specified in **Regulation 2** and would be immediately available for selection on notice to the IGR UK League Secretary. This is based on the assumption the player has no outstanding debts with the previous club and no justifiable objection to the transfer taking place. The league committee would confirm the transfer from one team roster to the other. Players are able to represent opposition teams through 'Game On' principles, they do not require a transfer in order to do so.

5.7.5 - Student Players are able to hold dual club registration if their university and home clubs are both in the IGR UK Leagues. They are able to play based on their location on the day in question, but attention will be paid to the regularity of the games they play and for which teams to ensure transparency & fair play is adhered to, in respect of the laws and spirit of the game. The Committee reserves the right to decline permission for a student to play in a Regional/Grand Final event if the student has already represented another team on those occasions.

5.7.6 - With any club that has multiple teams, it is expected that they should not 'play down' players to artificially strengthen their team for a fixture.

5.7.7 - Clubs fielding unregistered players will be sanctioned by the loss of three league points for a first offence, five league points for a second offence and expulsion from the league for a third offence. Administrative oversight will not be accepted as an excuse for playing unregistered players.

5.7.8 - Clubs will have the right to appeal to the IGR UK Committee where they feel that they were justified in playing the player but the ruling will be final, no further appeals will be accepted. Deliberate misleading of the IGR UK League by playing 'ringers' is deemed a serious offence and if clubs are found to violate the rules knowingly, they will be expelled from the league.


5.7.9 - Clubs will be required to prove their roster players are registered and paid up with the IGR club and list any additional clubs that the player plays for or is registered with. This will be audited by GMS, Game locker and SCRUMS.

5.7.10 - No Club shall knowingly play in any match players who have been suspended or expelled by their National RFU. All red and yellow cards must be reported to the IGR UK League secretary at the end of a match and the outcome of any appropriate club, county or national RFU disciplinary committee passed on.

5.8: Players and replacements on Matchdays

5.8.1 - Every Club must in all matches play its strongest possible 1st XV ahead of any other team unless otherwise agreed by the IGR UK League Secretary

5.8.2 - In the event of Clubs having clashing or similar colours the home team shall be responsible for changing its colours subject to the satisfaction of the appointed Referee.



5.8.3 - The jerseys of Clubs should all be numbered in accordance with any World Rugby requirements in order to ensure the correct identification of all players and replacements during a match. Repeat numbers and personalised jerseys are not permitted in IGR UK League matches.

5.8.4 - In respect of finals days, the home team will be decided by the toss of a coin at least two days before the match by the IGR UK League Secretary in the presence of an independent witness.

5.8.5 - For Tier 1 matches, where possible, clubs should negotiate the number of replacements in good faith prior to each matchday in accordance with the principles of the game.

- a) The IGR UK League sets a maximum of eight nominated replacements in any fixture.
- b) Where clubs use the full allocation of replacements there must be six players in the team who can play in the front row to ensure that on the first occasion that a replacement hooker is required and on the first occasion that a replacement tight-head prop forward and on the first occasion that a replacement loose-head prop is required, the team can continue to play safely with contested scrums. The principle will apply on a sliding scale for fewer replacements (5-7 replacements, five front row players; 1-4 replacements, four front row players; 0 replacements, three front row players).
- c) It is a team's responsibility to ensure that all front row players and front row replacements are suitable trained and experienced
- d) For Finals Days, players who were replacements or substitutes in an earlier match may not participate in a later match on the same day.
- e) Nomination of replacements is not compulsory, if one team wishes to use replacements then it may do so even if the other does not and is not required to match numbers.
- f) All nominated players must play at least 20 minutes unless removed from the field of play through injury or sanction.
- g) Rolling subs will operate in all Leagues and fixtures with an unlimited number of interchanges.
- h) In the event that a game goes to uncontested scrums for any reason the opposition do NOT need to remove a player.


5.8.6 - For Tier 2 matches, in accordance with the spirit of player development, the aim should always be for all available players to be given an opportunity to play a meaningful amount of rugby, and clubs should work to this principle.

- a) The IGR UK League sets a maximum of eight **NOMINATED** replacements in any fixture.
- b) Where clubs use the full allocation of replacements there must be six players in the team who can play in the front row to ensure that on the first occasion that a replacement hooker is required and on the first occasion that a replacement tight-head prop forward and on the first occasion that a replacement loose-head prop is required, the team can continue to play safely with contested scrums. Below this number of replacements there must be four players in the team who can play in the front row. This is in recognition of the development nature of the tier.

- c) It is a team's responsibility to ensure that all front row players and front row replacements are suitably trained. The idea of the Tier 2 league is to provide experience so players can gain confidence, this means that additional coaching may be provided by the referee at the scrum and extra leeway in terms of the Laws.
- d) For Finals Days, players who were replacements or substitutes in an earlier match may not participate in a later match on the same day.
- e) Nomination of replacements is not compulsory, if one team wishes to use replacements then it may do so even if the other does not and is not required to match numbers.
- f) All nominated players must play at least 40 minutes (half-game rule) unless removed from the field of play through injury or sanction.
- g) No more than five 'experienced' players can 'play down' and be on the pitch at any one time. Experienced players are defined as those players that have more than 3-years senior rugby experience. Additionally, these players should ideally not play full 80-minute matches, and Development players be given the majority of time on the pitch.
- h) Rolling subs will operate in all Leagues and fixtures with an unlimited number of interchanges.
- i) In the event that a game goes to uncontested scrums for any reason the opposition do NOT need to remove a player.
- j) Matches can only start, and must be played throughout with an even number of players in each team (excluding in-game sanctions). Clubs should even up the number of players as per 'Game On' principles.
- k) Matches, by prior agreement, can be played as four quarters rather than two halves, to ensure extra coaching, support & player development time.
- l) If both clubs have significant number of substitute players available, consideration can be given to arranging an additional game on the date of the fixture, including alternative formats of rugby (7s, cross pitch 7s, Rugby X, 10s etc.) in order to allow all players an opportunity to play meaningful rugby

5.8.7 - All games must start with a minimum of ten players per side. There will be no more than a one player advantage to any team at the start of a game.

- a) If a team is unable to field ten players the league fixture will be conceded to the non-offending team as a walkover.
- b) For the Tier 2 League, a Scratch Team will be permitted. To form a Scratch Team a minimum of five players shall be supplied by each team listed on the fixture, which can be 'topped up' by other clubs members. However a Scratch Team can only receive two points in the event of victory. Scratch Teams will not be permitted in the Tier 1 League (where it is expected that teams will supply at least ten players from their own squad). Failure to supply a minimum of five players will result in a team conceding. Please note that teams who turn up with a full squad will be allowed to use all players.



5.8.8 – For Tier 1 Leagues, in a situation where a starting XV has exhausted its replacements and is reduced to less than twelve players through injury the game must be abandoned, unless the captains can agree on an exchange of players. Regardless of minutes played the result at that time will be recorded as the final score. Both teams are then encouraged to mix the teams and play out the rest of the fixture as a friendly. Please note where teams are reduced to less than 12 on the pitch through sanctions this will not apply.

5.8.9 - For the Tier 2 Leagues, there will be no player advantage to any team where numbers are reduced through injury. The opposition must drop a player until the point at which the injury prone side is reduced to less than 10 at which point the game must be abandoned.

5.8.10 - For the Development Leagues if the half time score is 50 points difference the game will be abandoned and the result at that time recorded as the full-time score. In these circumstances teams are expected to mix and match players and play the second half as a friendly. Where one team has failed to score during a half and the opposition already exceeded these points difference the result will be capped (e.g., if the halftime score is 0-77 it will be recorded as a 0-50 victory for the league, but teams will still report the 'official' score on their Matchcard).

5.9: Uncontested Scrums

5.9.1 - The Referee shall order uncontested scrum(s) when:

- a front row Player is required to be replaced if, having made enquiry of and having confirmed with the captain of the team (or such other person nominated by the Club as the manager or other person responsible for the team), there is no suitably trained and experienced front row replacement who started the match or from the nominated replacements in accordance with **Regulation 5.8**.
- the Referee deems it unsafe for any other reason to start or continue the Match with contested scrums

5.9.2 - As an integral part of the game all fixtures are expected to feature contested scrums but the IGR UK League allows uncontested scrums under certain circumstances. Where clubs recognise that they will struggle to field a front row this must be communicated to the IGR UK League Secretary at the earliest convenience. Except under exceptional circumstances a match must start with contested scrums even if this means fielding inexperienced front row players. In that scenario the referee must be informed on arrival so they can manage safety. Where a referee is unsatisfied, they may order contested scrums under U19 Law Variations (1.5m max push, 45° rotation) or uncontested scrums (as per **Regulation 5.9.1**), either from kick-off or during any point of the game. Please note that for the Tier 2 Leagues the U19 Scrum Variation Laws are the norm to allow for player training and development.

5.9.3 – There will be no requirement to invoke the 'man-off' rule in the IGR UK League. If a match moves to uncontested scrums there must be eight players bound in the scrum. Where a team has been reduced to less than eight in the scrum through sanction or injury, a player from the backs will be required to be 'bound in' the scrum.

5.9.4 - So long as a team can contest a scrum, either normally or under U19 Law variations, for at least 20 minutes of the match no sanction will be applied (League Points as defined in **Regulation 5.2.5** shall apply) and scrums may move to uncontested at the discretion of the referee under normal laws of the game.

5.9.5 - Should a team be unable to field a suitable front row, the game shall commence with uncontested scrums. If the team unable to field a suitable front row, win the match they will receive two League Points maximum for winning the fixture.

5.9.6 - Should the team with a full front row win, they will be awarded full League Points as per **Regulation 5.2.5**. The losing side receives zero points as per **Regulation 5.2.5**.

5.9.10 - A draw in a game with uncontested scrums from the start will result in two points being awarded to each side as per **Regulation 5.2.5**.

5.9.11 - All Bonus Points are awarded in addition to the above as per **Regulation 5.2.5**.

5.9.12 - All fixtures involving uncontested scrums should be reported to the UK IGR League Secretary as normal, there is a section for this on the Matchcard.

5.9.13 - If the opposition team have extra front row players available on their bench, these should be offered to any opposition unable to field a full front row (either from the start of or during a match). Teams declining an able and willing front row player from the opposition and choosing to play uncontested will face sanction from the UK League Committee. This regulation does not prevent players volunteering, subsequently refusing to play on grounds of safety. Similarly, the otherwise uncontested front row may object on grounds of safety and the player may withdraw with no sanction to either side (as the team will have attempted to play out the fixture with contested scrums). In these circumstances scrums will move to uncontested in the normal way.

5.10: Game On Principles


5.10.1 - 'Game On' principles have been included in World Rugby Law, and where necessary these will be applied to matches in the IGR UK Leagues. The IGR UK League is for player, team and club development and these are created to ensure matches are played and not called off unnecessarily.

5.10.2 – Where a match is to be played under 'Game On' principles the IGR UK League Secretary must be notified so that the appropriate match format for numbers can be supplied to both sides and also sent to the match official ahead of kick-off.

5.10.3 – 'Game On' will apply so long as there are ten or more players available to play the fixture. Teams failing to meet this threshold will have to concede the game.

5.10.3 – All clubs will be obliged to fulfil a fixture under 'Game On' principles so long as the IGR UK League Secretary and opposition are informed before 1200 on the Friday before a scheduled match. Notifications after this time will not be accepted to avoid unnecessary cost and travel and the match will be conceded by the offending team.

5.11: Notification of Matchday Teams and Match Results



5.11.1 – Teams must select a matchday team and provide this information to the IGR UK League Secretary by 1000 on the day of the fixture using the Matchcard format provided by the IGR UK League Secretary. Failure to submit a Matchcard by 1000 on the day of the match will result in a sanction of one League Point deduction regardless of result.

5.11.2 – Changes to the matchday team can be made up to 1000 on the day of the match. If a team's matchcard has already been submitted, this can be done by e-mailing the IGR UK League Secretary who will update the team Matchcard accordingly.

5.11.3 - Each Club shall be responsible for correctly completing the Matchcard in accordance with these Regulations and any other relevant instructions. Following all IGR UK League matches, match results should be reported to the IGR UK League Secretary by 2359 on the day of the match. Ideally this should be by using the IGR UK League Matchcard, but as long as the score is received teams will be in compliance and can submit the Matchcard later. All scores must be checked with the referee and agreed by both clubs. Each participating team should then complete their Matchcard and e-mail it to the IGR UK League Secretary account. In the event that there are IT issues clubs must contact the IGR UK League Secretary and at the very least supply the score. Receipt of the score will be acknowledged and the team is expected at their earliest convenience to complete the Matchcard in the normal way. Except under exceptional circumstances this will be by 1900 on the Monday following the match.

5.11.4 - Should results not be communicated back to the IGR UK League Secretary by the deadline, the following sanctions will apply:

- One League Point deduction for failure to submit the final score **OR** a Matchcard before 2359 on the day of a fixture
- Three League Point deduction for failure to submit a Matchcard before 1900 on the Monday following a fixture
- Five League Point deduction for failure to submit a Matchcard before 2359 on the Wednesday following a fixture (please note that failure to submit a Matchcard by this deadline will result in the fixture being awarded a WOW to the non-offending side. If both sides are non-compliant the fixture will be recorded as a 0-0 draw)

5.11.5 - Following completion and receipt of all Matchcards, the results and updated league positions will then be posted on the websites www.inclusiverugby.com & www.igrugby.org and on Pitchhero. These results may also be shared on the International Gay Rugby Clubhouse Facebook page and other social media channels.

5.11.6 - Once a Matchcard has been submitted it cannot be altered unless the other Club agrees. Both clubs must contact the IGR UK League Secretary who will consider the changes and situation that led to the club refusing.

5.11.7 - Each Club must ensure that information provided on a Matchcard is accurate. The provision of false or misleading information on players, sanctions, results or replacements shall be a serious breach of this Regulation and may result in league expulsion.

REGULATION 6 – CONDUCT, DISCIPLINE & DISPUTES


6.1: General Provisions

The IGR UK League Committee expects the highest standards of discipline from all participating clubs, their players, officials, members and spectators. All breaches will be dealt with by the appropriate RFU constituent body Disciplinary Committee (Usually County or where appropriate National RFU) in accordance with the disciplinary regulations for the RFU, which can be found in RFU Handbooks and on the RFU websites. The RFU constituent body Disciplinary Committee has jurisdiction to deal with, and impose sanctions for, the disciplinary offences listed in **6.1.1 – 6.1.6**. All individuals and Member Clubs are primarily under the jurisdiction of the affiliated RFU and are required to cooperate with an RFU disciplinary investigation or disciplinary proceedings. All Clubs are further required to appoint an internal disciplinary panel responsible for investigating and taking appropriate action in relation to disciplinary matters and the conduct of its players, officials, members, spectators and employees, and for generally maintaining discipline within that Club.

6.1.1 – Sending offs, where a player has been dismissed from the field of play by the referee. In all such cases, the referee must, within 48 hours after the end of the match, send a completed copy of the sending off report to the Secretary of the appropriate RFU constituent body Disciplinary Committee and to their own Referee's Society or Organisation. Clubs must inform the IGR UK League Secretary of any Red Card sanctions with the name of the player(s) involved and the reason for the sanction, as well as the ultimate outcome when the disciplinary committee has ruled.

6.1.2 - Abuse of a match official, where a player, Club official or member is reported by a match official for abuse during the game or after it while they are still on or at a Club's premises. Again, a written report should be completed by the match official and sent to the persons named in **Regulation 6.1.1** within 7 days from the day of the match. Clubs must inform the IGR UK League Secretary of any instances of match official abuse, which are considered a very serious offence by the IGR UK League, at the earliest opportunity. The outcome of any investigation must also be passed on at its conclusion.

6.1.3 - Citing's by a Club or an Accredited Referee Assessor/ Advisor, i.e., where a player is alleged to have committed an act of foul play but has not been sent off for that act. In such cases, a written citing complaint must be made to the appropriate RFU constituent body Disciplinary



Secretary and received by him not later than 2 weeks from the day immediately following the match in which the incident took place. Clubs should note that this time limit cannot be extended under any circumstances. If a club is making a citing, they should also inform the UK IGR League Secretary who can advise on the full procedure.

6.1.4 - Any words or conduct of any kind, which is prejudicial to the interests of the Union or the game. Such a breach may be by a Club, a team, an individual player, an official or member. Clubs should note that, although a RFU constituent body Disciplinary Committee may not have jurisdiction to sanction a spectator, who is not a member of a Club, the Club itself is responsible for controlling the behaviour, and ensuring the good conduct, of its spectators. Thus, a Club itself may be sanctioned for the misconduct of a non-member spectator. Complaints must be in writing and made to the appropriate RFU constituent body Disciplinary Secretary within a reasonable time. Any Club or individual, whether a member of a Club or not, may make such a complaint. Please note that when this rule is breached with regard in particular to the IGR and its values, the Regional Representative and IGR UK League Secretary should be informed.


6.1.5 - Bad disciplinary record. Clubs should note that where players from or other members of a Club or people linked to a Club appear before a Disciplinary Committee (which includes a Club Disciplinary Committee) on more than 5 separate occasions in any one season, then that Club may be deemed to have a bad disciplinary record and sanctions may then be imposed on the Club itself or any of its teams. A separate process is applicable for the IGR UK League, where clubs will be referred to the IGR UK League Committee if they appear before a Disciplinary Panel on three or more separate occasions to explain themselves. The IGR UK League Committee may then decide to separately sanction the club or refer the club to the IGR for investigation and possible sanctions.

6.1.6 – Clubs should be aware of all ‘Age Grade’ restrictions on players and ensure all necessary paperwork has been completed and filed with their representative body (RFU/WRU/SRU/IRFU). Only players aged 18 and over on 1st September 2022 will be eligible to play in the IGR UK League.

6.1.7 – The IGR UK League recognises any sanction, suspensions, bars, bans or equivalent of any other RFU constituent body and vice versa. No player may participate in the IGR UK League while serving a disciplinary sanction imposed by any RFU constituent body, their Club or the IGR. Players and Member clubs must adhere to disciplinary outcomes and where a Member Club has wilfully violated these outcomes, they will be immediately expelled from the IGR UK League.

6.1.8 – All other pastoral matters regarding club players, officials, members and spectators are under the jurisdiction of the Member Clubs Disciplinary Committee in line with that clubs Constitution and regulations.

6.1.9 - For IGR UK League disputes and feedback jurisdiction will be with the IGR UK League Committee. Disputes, feedback and complaints should be reported in writing to the IGR Regional Representative and IGR UK League Secretary and received not later than 2 weeks from the day immediately following the incident in question. Whilst it is not the intention to be too regulatory with respect to the leagues, it is important that the rules are upheld and seen to be upheld by all Member Clubs.



6.1.10 - The overriding objective of **Regulation 6** is to maintain and promote fair play, protect the health and welfare of Players (and others involved in the Game), ensure that acts of Foul Play and Misconduct (on and off the field of play) are dealt with expeditiously and fairly by independent means within the Game and that the image and reputation of the Game is not adversely affected. By signing the **IGR Code of Conduct** all clubs agree to be bound by it.

6.2: Procedure, Composition of Disciplinary Panels and Appeals

6.2.1 - Disciplinary hearings and appeals shall be conducted in a fair and just manner and in accordance with the fundamental principles of natural justice, whilst recognising that neither a Disciplinary Panel nor an Appeal Panel is a court of law and as such panellists or those appearing before panels may not be legally qualified. Therefore, in the interests of achieving a just and fair result, procedural and technical considerations shall take second place to the overriding objective.

6.2.2 - The standard of proof in all disciplinary cases (including before the Appeal Panel) is the balance of probabilities.

6.2.3 - A person, Player, or Member Club whose conduct is the subject of inquiry is entitled to be represented or assisted by one additional person of their choice and is entitled to be present throughout the proceedings except during the deliberations of the Disciplinary Panel or Appeal Panel.

6.2.4 - The IGR UK League Disciplinary Panel shall be chaired by the IGR UK League Secretary.

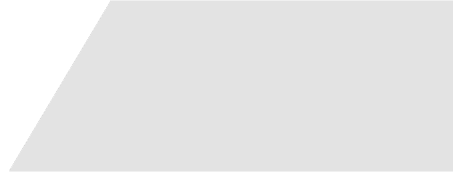
6.2.5 - The Disciplinary Panel shall consist of the five members of the IGR UK Committee (IGR Europe Trustee and the 4 Regional Representatives). The panel must have a minimum of three members and all meetings will be minuted by the IGR UK League Secretary or a designated secretary, who is not a member of the Disciplinary Panel and shall not take part in the deliberations of the panel.


6.2.6 - No person with an interest in the proceedings shall be permitted to sit on the Disciplinary Panel and will be expected to recuse themselves if there is a conflict of interest.

6.2.7 - The committee will discuss the scenario and feedback/impose a penalty as appropriate. The league committee reserves the right to impose any penalty that they feel is appropriate following a discussion and a vote by committee members. A majority of the committee must agree to impose a penalty, with the Europe Trustee having the deciding vote should a majority not be found.

6.2.8 - The decision of the Disciplinary Panel is considered final and appeals will only be granted in exceptional circumstances where there is irregularity with the process.

6.2.9 - In the event of an appeal, a panel of three Member Club chairs will be selected by the IGR UK League Secretary (In compliance with **Regulation 6.2.6**) to rule on whether the process has been correctly followed. If this panel rules the process has been followed the original decision will be upheld. If the process is found to be deficient the Appeal Panel will dismiss the complaint and no sanction will be applied.





Digitally/hand sign below to confirm your club understands and undertakes to uphold these rules and regulations during the UK IGR League Season until it's completion.

Club Name _____

Club Chair or President Name _____

Club Chair or President Signature _____

Date of agreement _____

IGR Office Use

Verified by _____

Date _____
