



## Connacht Women's Rugby Regulations 2018/2019

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### 2. General:

- 1.1. These regulations govern the Connacht Women's League, the Connacht Women's Cup and the Connacht Women's Invitational Cup for 2018/19. In addition to these regulations the Connacht Branch competitions shall be played under the International Rugby Board Laws of the Game and the International Rugby Board Regulations and also under the Laws and Regulations of the Irish Rugby Football Union.
- 1.2. Each participating club has indicated its wish to participate in the Connacht Women's League and shall therefore be deemed to have accepted and to be bound by these regulations.

### 3. Definitions:

- 3.1. The competitions shall be called the Connacht Women's League, the Connacht Women's Cup and the Connacht Women's Invitational Cup, hereafter for the purposes of these regulations referred to as "the League, the Cup and Invitational Cup".
- 3.2. In these regulations the expression "the Branch" shall mean the Connacht Branch, Irish Rugby Football Union and shall where the content so admits or requires include the Committee of the Branch and any person nominated or authorised by the Branch to act on behalf of the Branch for the purpose of these regulations.



#### **4. Administration and Management of the League, Cup and Invitational Cup:**

- 4.1. The Competitions Committee shall have responsibility for the operation and control of the competitions and for ensuring compliance by all Clubs and persons involved with these regulations.
- 4.2. Subject to the overriding authority of the Branch, the competitions shall be organised and controlled by the Competitions Committee, comprising a Chairman, the D.R.M., the Club and Competition Support Executive and a representative from various clubs of the Branch.
- 4.3. The Competitions Committee shall have power to act on its own initiative and to make decisions for the proper administration of the competitions and compliance with these regulations and to impose such sanctions as may be permitted by these regulations.
- 4.4. The Branch shall have no liability to any Club or person arising from any negligence or failure by the Branch to ensure compliance with these regulations.
- 4.5. The Competitions Committee shall be entitled to delegate to the Club and Competition Support Executive (or in his absence such other person as may be nominated by the Branch) or such one or more members of the Competitions Committee as it may determine such of its functions as it may reasonably decide, confirm or ratify and any decision of such person or persons shall be as valid and effective as if made by the full Competitions Committee and for the purposes of these regulations shall be regarded as a decision of the Competitions Committee.
- 4.6. The Club and Competition Support Executive may at his sole discretion
  - I. Make decisions himself or
  - II. Refer the matter to the Chairman of the Competitions Committee to make the decision or
  - III. Refer the matter to the Competitions Committee (of which he is a member) to make the decision.  
Any such decision shall be called "the first decision".
- 4.7. Where the Club and Competition Support Executive asks the Chairman of the Competitions Committee to make the first decision it shall be within the discretion of the Chairman of the Competitions Committee or the Competitions Committee as appropriate to decide whether or not to hold a full hearing.
- 4.8. The first decision shall be communicated to such Club, or person as may be directly affected as soon as reasonably possible.

#### **5. Enforcement Powers**

- 5.1. Where the Competitions Committee, the Chairman of the Competitions Committee or the Appeals Committee request a Club or person to provide information in relation to any matter, a reasonable time limit may be imposed and notified for the provision of such information and in the event that such time limit is not complied with, the Competitions Committee or the Chairman of the Competitions Committee or the



Appeals Committee (as may be appropriate) may deal with the matter in the absence of such information.

- 5.2. Where there is a breach or non-observance of any regulation, law or code of conduct, misconduct, disciplinary matter, failure to fulfil a fixture, non-compliance with any regulation or bye-law of the Branch or non-compliance with a regulation, requirement or decision of the Competitions Committee or of a Committee of the Branch or in any case considered to be detrimental to the best interests of the Game, the Competitions Committee, the Chairman of the Competitions Committee or the Appeals Committee shall be entitled in its or his unfettered discretion to impose all or any of the following sanctions or penalties on the offending Club or player:
  - I. Imposition of a fine
  - II. Requirement to replay the match at such time and at such venue as is thought fit.
  - III. Forfeiture of and/or the granting of the points for the match.
  - IV. Loss of as many League points as may be determined.
  - V. Suspension or expulsion of the Club or the player from the League and/or Cup for such period as it thought fit
  - VI. Such other penalty or sanction as may be deemed appropriate.
  - VII. Make an award of costs against any party.
- 5.3. Failure to fulfil a fixture not sanctioned by the Competitions Committee may result in the deduction of not less than one league point and any other sanction that the Competitions Committee may deem appropriate.

## 6. Objections and Appeals

- 6.1. Any objection or appeal from any decision made pursuant to these regulations or in relation to the operation of these regulations or in relation to a breach of these regulations shall be in writing and shall be received by the Branch not later than 72 hours from the date of the event giving rise to the objection or decision.
- 6.2. All objections or appeals must be in writing and signed by the Honorary Secretary or Acting Honorary Secretary of the Club and state the grounds of the objection or appeal.
- 6.3. All objections must be accompanied by a deposit of €200. All appeals must be accompanied by a deposit of €500. Such payments may be refunded if the objection or appeal is deemed not to be frivolous.
- 6.4. No objection or appeal shall be accepted from any person who is not a member of a Club affiliated to a Branch of the Union and any such objection or appeal must be made by the Honorary Secretary or Acting Honorary Secretary of such Club on behalf of such person.
- 6.5. No person shall be entitled to be a member of any committee hearing an appeal who has made, or acted on any committee who has made, the decision which is the subject of the appeal, or who is a member of a Club involved in or directly affected by the appeal.



- 6.6. The Branch shall cause a copy of an objection or an appeal to be sent to any Club, or person directly affected with all reasonable speed.
- 6.7. Where a decision is made pursuant to these regulations by an authorised person or Committee, which affects the League position of any Club, it shall not be permissible for any Club which was not involved in or did not participate in the match in respect of which the objection or appeal arose, to lodge an objection or appeal against any such decision.

## **7. Hearing of Objections or Appeals**

- 7.1. Where the first decision is made by the Club and Competition Support Executive himself any objection to such decision shall be heard by the Chairman of the Competitions Committee and there shall be a right of appeal from his decision to the Branch Appeals Committee (The Appeals Committee) to be appointed by the Committee of the Branch.
- 7.2. Where the first decision is made by the Competitions Committee or the Chairman thereof any objection or appeal in relation to same shall be heard by the Appeals Sub Committee
- 7.3. The Branch shall arrange for the Chairman of the Competitions Committee, or the Appeals Committee as may be appropriate (the Hearing Committee) to adjudicate upon the objection or appeal in which event
- 7.4. The Branch shall arrange for a hearing of such objection or appeal with all convenient speed at such time and place as it may determine provided that any Club or person directly affected shall be given reasonable notice either in writing or orally to be confirmed in writing, of the time and place of such hearing.
- 7.5. The Hearing Committee shall permit any Club or person directly affected by such appeal including a representative of the Competitions Committee to submit evidence, call witnesses and make representations at the hearing.
- 7.6. No Club or person appearing at a hearing before the Hearing Committee shall be entitled to be represented by more than two persons.
- 7.7. Subject to the requirements of Natural Justice the procedures to be adopted at the hearing shall be entirely at the discretion of the Hearing Committee. The Hearing Committee shall be entitled to call such witnesses and seek such advice as it may require.
- 7.8. The decision of the Hearing Committee shall be notified to all parties directly affected as soon as reasonably possible.
- 7.9. The decision of the Appeals Committee hearing the appeal shall be final and binding on all parties and shall not be appealed to or reviewed by a Court of Law.



## 8. Player Registration and Eligibility

- 8.1. If a club has more than one adult team, players who have started 5 or more games at the higher level are then ineligible to play at the lower level. i.e. a player who has 5 starts in the AIL League and/or Cup are ineligible to play in the Connacht League, Cup or Invitational Cup.
- 8.2. Players who start at a higher level (AIL) on a given weekend cannot play at a lower level (Connacht League or Cup) on that same weekend.
- 8.3. **Registration of Players**

On or before September 1st each Club playing in the League shall have all its playing members registered for the League season. Each player must have a current registration number with The Branch. A player transferring from one Club to another Club should also comply with the IRFU Regulations governing rugby at Club level. A player may register with one Club only. If she registers with more than one Club her registration may be declared void. All players must have a valid registration number and any team which includes a player who does not have a valid registration number shall be subject to the sanctions as laid out above.
- 8.4. **Eligibility of players**

The following are eligible to register:

  - (a) Players who qualify to play for Ireland under IRB Regulations. (This includes players who have completed three years residency immediately pre-ceding the time of playing)
  - (b) Players who hold a passport issued by a country which is a member of the E.U. and who are resident in Ireland on 1st September and remain in residence until the commencement of the League program (Excluding bona fide students and with Competitions Committee approval)

For the purposes of this regulation residency is defined as “Permanent place of residence”.

Exceptions:

In any season each Club may register one player who does not satisfy the above criteria provided that he has taken up residence and has been properly registered prior to the 1st October.

Other players are regarded as overseas players. Each Club is permitted to register one such player per team in any season provided that she has taken up residence and has completed her registration one week prior to the official commencement of the League program. Only one overseas player is permitted to play on any one team. A player who has registered with the Union cannot play rugby in another Union without receiving written clearance from the Union.
- 8.5. A player who during the current season has played at any level for a Club in Ireland or for a Club from another Union shall be ineligible to play in competition for another Club, without the consent of the Competitions Committee.
- 8.6. A player may not play adult rugby until she has reached her 18th birthday.
- 8.7. Notwithstanding the provisions of this Regulation 13, any player or Club shall be entitled in writing to submit to the Branch any special circumstances she or it considers relevant to registration. The submission shall be considered by the



Chairman of the Competitions Committee who shall in appropriate cases be entitled in his absolute discretion to accept the registration of such player provided the submission is made before the commencement of the League program.

- 8.8. Players may transfer into Connacht clubs up to 1st October provided the player involved hasn't started in Connacht competitions already in that season. There will be a transfer window between Friday 7th Dec 2018 and Thursday the 10th January 2019 to allow players who have not played in the League to apply for transfer during this period. Players who have not played rugby in the preceding season may apply for a transfer outside of this window.
- 8.9. In exceptional circumstances the Competitions Committee may at its absolute discretion, on application in writing by the player supported by the consent in writing of both Clubs, agree to the player changing Clubs notwithstanding that the League has started and that the player has already played in the competition.

## 9. Dual Status Players

- 9.1. The term "dual status" refers to a player who although a bona fide member of a non AIL League Club in Ireland may play for a Club in the AIL provided the following regulations are observed.
- 9.2. An AIL Club shall be limited to selecting or playing not more than five such players in one season. Selection shall include players who are selected as replacements/substitutes for League and/or Cup matches.
- 9.3. Players can only play up the divisions. Players from higher division clubs shall not play for lower division clubs.
- 9.4. A League Club wishing to use the dual status principle shall follow the procedures set out below:
  - I. A request shall be made to the Secretary of the player's Club on a match by match basis. When permission is obtained, an application shall be made in writing to the League Sub Committee (IRFU) at least forty eight hours prior to each match in which they intend to play, enclosing the written permission of the non-League Club.
  - II. The name/s of dual status player/s shall be indicated on the League or Cup team sheet (D/S). Taking in to account the electronic team sheets, if the player only exists as a guest player, as a last resort, managers should handwrite their name and IRFU PIN on the team sheet for the referee and opposition.
  - III. A player shall only be a dual status member of one AIL League Club in any one season.
  - IV. A player cannot start two matches within 48 hours.
  - V. A player must have played in a minimum of 4 matches for their Dual Status club before they are eligible to play in knock out stages of the league.
- 9.5. The "dual status" principle shall be available to all AIL League Clubs only.
- 9.6. The "dual status" principle cannot be used by teams competing in the Connacht League, Cup or Invitational Cup.



## 10. League and Cup Fixtures

- 10.1. Matches shall be played on dates decided by the Competitions Committee who shall arrange the fixture list for each season. Matches shall normally be played on Sundays but the Competitions Committee shall have full power to arrange matches on other days and to alter previously fixed dates and venues should circumstances arise to warrant such alteration.
- 10.2. Matches shall kick off at 1pm on the Sunday (unless otherwise determined by the Competitions Committee). However, if for special reasons two Clubs mutually agree to an alternative date or kick off time; both Clubs shall apply in writing to the Committee by 10am on the Wednesday prior to the date of the match in question and obtain consent in writing from the Committee prior to the match.

## 11. Structure of the League, the Cup and the Invitational Cup

- 11.1. The structure of the League, the Cup and the Invitational Cup shall be determined prior to the beginning of each season based on the number of teams wishing to take part.
- 11.2. The structure of these competitions will be communicated to all clubs a minimum of three weeks prior to the start of the season. Details of the structure of these competitions can be found in the appendix of this document.
- 11.3. The position of a Club in a division/pool shall be established by awarding four (4) League points for a win and two (2) League points for a draw.
- 11.4. One bonus point shall be awarded to a Club scoring four or more tries in a match and one bonus point shall be awarded to a Club losing by 7 points or less.
- 11.5. A team in receipt of a conceded/awarded match shall be awarded 5 points.
- 11.6. If any team has failed to show their sustainability during the League then they may be excluded from the Cup and other subsidiary competitions.
- 11.7. A three (3) strike rule will be in place in the League. Any Club who concedes 3 matches and/or has 3 matches awarded against them will be removed from the competition.
- 11.8. Any Club which concedes a walkover or has a match awarded against them in the Cup will be excluded from competing in either the Plate/Shield subsidiary competitions.
- 11.9. If two teams are equal on points in League table their finishing position will be determined by result of the game(s) against each other during the round robin stage. If two teams finish equal on points the following will be used to determine finishing positions.
  - I. The team with the least amount of walkovers conceded/games awarded to opposition in head to head matches.
  - II. The team with the best overall points difference in head to head matches.
  - III. The team with the most points scored in head to head matches.
  - IV. The team with the most tries scored in head to head matches.



- V. The team with the least amount of walkovers conceded/games awarded to opposition in all league matches.

In the event of more than two teams finishing level on league points with an identical head to head record the following will be used to determine league position.

- I. The team with the least amount of walkovers conceded/games awarded to opposition in head to head matches between the teams finishing level on points.
  - II. Point's difference from games involving teams finishing level on points – points gained against teams who have given walkovers to any of the teams finishing level on points will not be counted.
  - III. Most points scored in games involving teams finishing level on points – points gained against teams who have given walkovers to any of the teams finishing level on points will not be counted.
  - IV. Points difference from all league games – points gained against teams who have given walkovers will not be counted.
  - V. Most points scored in all league games - points gained against teams who have given walkovers will not be counted.
  - VI. The team with the least amount of walkovers conceded/games awarded to opposition in all league matches.
- 11.10. In the event of a draw in the final of the League, Cup or Invitational Cup the following regulations will come in to effect:
- I. If clubs are tied at full time, extra time of 10 minutes each way shall be played.
  - II. If still tied, a replay will be ordered.
- 11.11. In the event of a draw in the knockout stages of the League, Cup or Invitational Cup the following regulations will come in to effect:
- I. If clubs are tied at full time, extra time of 10 minutes each way shall be played.
  - II. If still tied, the Club who has scored most tries in the entire match shall be the winner.
  - III. If still tied, the team who scored the 1st try of the match shall be the winner.
  - IV. If no tries have been scored, the team that scored the first points of the match shall be the winner.
  - V. If the game is scoreless, the away team will be declared the winner.

## 12. Match Regulations

- 12.1. Under 19 scrum variations will be used in the League, Cup and Invitational Cup.
- 12.2. Match duration:
  - I. 14 or 15 players = 40 minutes each way
  - II. 12 or 13 players = 35 minutes each way
  - III. 10 or 11 players = 30 minutes each way
- 12.3. All teams contesting fixtures shall endeavour to compete with 15 players, and no more than seven nominated substitutes.





- 12.4. Where a side fulfils fixture obligations with 15 players and a full substitute bench, no fewer than five (5) among the 22 shall be qualified and ready to contest scrums as bona fide front-row players.
- 12.5. Competitive fixtures can be played with a minimum 12 players where one or both sides cannot list additional players for that fixture.
- 12.6. Team composition in the event a 12-a-side fixture being contested, shall comprise six forwards in 3-2-1 format (no flankers), and six backs (arranged at each individual team's discretion).
- 12.7. Team composition where 13 players fulfil a fixture, shall comprise seven forwards in a 3-2-2 format (flankers and no eight) and six backs.
- 12.8. Team composition where 14 players fulfil a fixture, shall comprise either eight forwards and six backs, or seven forwards and seven backs at the discretion of the non-offending team.
- 12.9. Should a side or sides be unable to fill 15 players for the fixture teamsheet, the fixture may commence as competitive with 14, 13 or 12 players, matched on-field by the opposition. A minimum of three players however, shall be nominated front-rowers able and ready to contest scrums at the outset.
- 12.10. Teams must start a match with every available player. i.e. if a team has 14 players available they cannot choose to play 12 or 13 a side.
- 12.11. The opposition (non-offending club) may substitute their bench AND those players unable to start the fixture had it been 15-a-side. i.e. they have full use of their entire squad (max. 22 players)
- 12.12. Should a side be unable to field a minimum of 12 players from the beginning of a fixture, the game is forfeited with full competition points to the opposition. Any fixture which then commences does so at the discretion and mutual agreement of the teams concerned as a non-competitive fixture.
- 12.13. Should a side or sides be unable to fill more than 12 players for the fixture teamsheet, but commences the fixture, and a player is forced from the field thereafter (be it card or injury), the fixture continues with 11 v 12.
- 12.14. In the event a match commences with fewer than the standard 15 players, and injuries force players from the field the fixture may continue competitively until such time as one team is reduced to fewer than 10 players. The match shall then be forfeited to the opposition. The game may continue by mutual agreement and at the teams' collective discretion as a non-competitive fixture.
- 12.15. It is the responsibility of the home club to return the result of a match. This must be done within 3 hours of the match ending.



### 13. Uncontested Scrums

13.1. If a team is unable to field the required number of front row players to start a match, as outlined in law 3.5 below, and as a result the match must begin with uncontested scrums the following will be the consequence:

- I. The team who are unable to field a full front row will be restricted to fielding 14 players only and will not be allowed to make any substitutions. (or 1 less player than their opposition if the game is to start with less than 15 a side)
- II. If the team who are unable to field a front row win they are entitled to a maximum of two points (unless they score four or more tries in which case they will be entitled to three points)
- III. If the team who are unable to field a front row lose but score four tries they are entitled to one point.
- IV. The opposing team are entitled to a MINIMUM of two points even if they lose without scoring four tries or being within 7 points.
- V. If the opposing team lose and score four tries they are entitled to three points.
- VI. If the opposing team lose and are within 7 points they are entitled to three points.
- VII. If the opposing team lose, score four tries and are within 7 points they are entitled to four points.
- VIII. If there is a draw the team unable to field a front row shall be entitled to one point and the opposing team shall be entitled to three points plus a bonus point should they score four tries or more.

13.2. If a team is capable of beginning a match with contested scrums but fail to nominate the required number of additional players capable of playing in front row positions their squad size will be reduced as per law 3.5 below. If after injuries and/or a red card /yellow given to a front row player the captain of that team declares that she has no front row replacements, the match will continue with uncontested scrums and the following shall apply:

- I. The team who need to go to uncontested scrums cannot replace the front row player who is leaving the field thereby reducing their number by one.
- II. No point's restrictions shall apply.
- III. Both teams still have use of their substitutes in accordance with the laws of the game.

13.3. If a team begin a match with contested scrums and do nominate the required number of players capable of playing in front row positions, as per law 3.5 below, but after injuries and/or a red card /yellow given to front row players the captain of that team declares that he has no front row replacements, the match will continue with uncontested scrums and the following shall apply:

- I. The team who need to go to uncontested scrums cannot replace that front row player who is leaving the field thereby reducing their number by one.
- II. No point's restrictions shall apply.
- III. Both teams still have use of their substitutes in accordance with the laws of the game.



- 13.4. If a club cannot satisfy the front row requirements and the above laws are then applied, the said club will provide the Competitions Committee with a written explanation as to why they were unable to field the required front row players. Should a club find itself in the position of being unable to field the requisite front row players on a second occasion then the matter will be investigated by the Competitions Committee and further sanctions and or penalties may be applied.

*NOTE: IRB Law 3.5*

#### *3.5 SUITABLY TRAINED AND EXPERIENCED PLAYERS IN THE FRONT ROW*

*The table below indicates the numbers of suitably trained and experienced players for the front row when nominating different numbers of players.*

*Number of Players & Number of Suitably Trained and Experienced Players*

*15 or less - 3 players who can play in the front row*

*16, 17 or 18 - 4 players who can play in the front row*

*19, 20, 21 or 22 - 5 players who can play in the front row*

## **14. Replacements and Substitutes**

- 14.1. Clubs may tog out up to seven additional players, who may act as substitutes or replacements, subject to Law 3 of the Laws of the Game. A team should have five players who can play in front row positions, two of whom can play hooker and three of whom can play prop. For Guidance the following table indicates the numbers of suitably trained and experienced

Players for the front row when nominating different numbers of players:

Number of suitably trained & experienced players

15 or less        3 players who can play in the front row

16, 17 or 18    4 players who can play in the front row

19, 20, 21 or 22 5 players who can play in the front row

- 14.2. Rolling substitution laws are applicable up to a maximum of 12 changes.

## **15. Postponements, Re-Arrangements, Fitness of Ground**

- 15.1. Only in very exceptional circumstances shall a League or Cup match be postponed and then only with the approval of the Competitions Committee or its nominee. When a League match is postponed or abandoned, unless there has been a failure to fulfil a fixture, it shall be played or replayed later in the season at the earliest available date, such date to be decided by the Competitions Committee or its nominee.
- 15.2. The Competitions Committee shall provide a list of nominated persons to act on the Ground Fitness Panel, as set out in the regulations, who shall be available for consultation when the fitness of a ground is to be considered. A Club which has doubt about the fitness of its ground shall contact the Competitions Committee. The Committee or its nominee will discuss the situation with the Club and if necessary



visit and inspect the ground. Where there is doubt about the fitness of a ground and there is a reasonable prospect that with improved weather conditions the ground could be playable by kick off time, a decision on whether or not the pitch is playable shall be postponed until close to the kick off time. Matches may not be postponed on basis that the safety of the players might be prejudiced unless with the additional approval of the match referee.

- 15.3. The determination of the fitness of the ground shall be the responsibility of the member of the Ground Fitness Panel, whose decision shall be final. In the event of the appropriate member of the Ground Fitness Panel not being available on any occasion the Competitions Committee may nominate another person to act on the Ground Fitness Panel.
- 15.4. In the event of a match having to be postponed, it shall be the responsibility of the home Club to inform (a) their opponents, (b) the referee and touch judges (c) the Competitions Committee 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.
- 15.5. Subject to the provisions of regulation 15.2 above where doubt exists as to the fitness of a ground, the home Club shall make early contact with the visiting Club as to its travel arrangements etc., in order that contact can be made prior to a Club commencing its journey.
- 15.6. Where it is known prior to a League or Cup match that a pitch is unlikely to be playable, the home Club shall endeavour to find a suitable alternative venue.

## **16. Referees and Touch Judges**

- 16.1. Referees for Branch Competitions shall be appointed by the Association of Referees, Connacht Branch.
- 16.2. In the event of the referee failing to turn up for a match or being unable to continue to referee a match, the two clubs should endeavour to agree a replacement referee (refer to Law 6a1 & 6a2 of the Laws of the Game) Failing agreement the home club shall appoint a referee. Any person appointed to referee a match must be an active member of the Association of Referees Connacht for U17 and above matches, for U16 and below matches appropriately qualified Affiliate referees maybe appointed.
- 16.3. In the event of the referee failing to turn up for a League or Cup match or being unable to continue to referee a match or being unable to continue to referee a match and if no replacement can be found, the match shall be abandoned with the match re-fixed at the same venue.

## **17. Players Sent Off the Field Of Play or Cited**

- 17.1. Players sent off or cited in League or Cup matches shall be dealt with under the Union's Disciplinary Regulations.



## 18. Conduct and Responsibility

- 18.1. Clubs participating in the League, Cup and Invitational Cup are responsible and accountable for the conduct of their players, officials, members and supporters in attendance at League and Cup matches.
- 18.2. Clubs, players, officials and members shall ensure that:
  - I. Matches are played in accordance with disciplined and sporting behaviour
  - II. None of the persons referred to in 18.1 engage in an act or acts of misconduct.
- 18.3. For the purposes of the League, Cup and Invitational Cup, misconduct shall mean conduct, behaviour or practices on or off the playing enclosure which may bring the game of rugby or the Union into disrepute or may be detrimental to the best interests of the Union or of the game in accordance with the Union Regulation 5.
- 18.4. No player may participate in the League or Cup while serving a disciplinary sanction imposed by the Union, by a Branch of the Union or by her Club.

## 19. Clash of Colours

- 19.1. In the event of a clash of colours, of which the referee is the sole judge, it shall be the responsibility of the home Club to change into a playing strip, which is significantly different in colours from the normal playing strip.

## 20. Team Sheets and List

- 20.1. Electronic team sheets will be in operation for the League, Cup and Invitational Cup.
- 20.2. E-teamsheets must be returned by 10am on the Wednesday after a match has taken place.
- 20.3. Prior to the kick off, each Club shall be required to submit to the referee and the opponent Club its list of starting players and replacements / substitutes, correctly numbered. This list shall include each player's registration number. A player shall wear the jersey whose number corresponds to her number on the team list. The name/s of replacements / substitutes and players who can play in the front row positions must be indicated by a P/H as appropriate for Prop and Hooker. Failure to comply with this regulation may be the subject of a complaint by the opposing team, or the Competitions Committee and shall be dealt with accordingly.

## 21. Match Balls

- 21.1. Rhino Rugby balls must be used for all Connacht competitions.

## 22. Trophies

- 22.1. Connacht Women's League winner: Trophy and 22 medals.
- 22.2. Connacht Women's Cup winner: Trophy and 22 Medals.



- 22.3. Connacht Women's Plate winner: Trophy and 22 Medals.
- 22.4. Connacht Women's Invitational Cup winner: Trophy and 22 Medals
- 22.5. Connacht Women's Invitational Plate winner: Trophy and 22 Medals.

### **23. Applicable Law**

- 23.1. These regulations shall be governed by and construed in accordance with the Laws of the Republic of Ireland.

### **24. Unforeseen Circumstances**

- 24.1. The League Sub Committee shall be entitled to make decisions on all matters not provided for in these regulations.
- 24.2. No proceedings pursuant to these regulations shall be quashed or held invalid by reason only of any defect, irregularity, omission or other technicality, provided there has been no miscarriage of justice.



## Appendix

- A. Connacht Invitational Cup Structure 2018/19
- B. Referee Request Procedure

### A - Connacht Invitational Cup Structure 2018/19

#### **Format:**

- 10 a side
- Two pools of 3 teams
- The 1st placed finishers in each pool will play off in the Cup Final
- The 2nd placed finishers in each pool will play off in the Plate Final
- The 3rd placed finishers in each pool will play off in the Bowl Final
- All finals will be played at the home ground of one of the finalists. A toss of a coin will determine who receives home advantage

#### **Rules:**

- Normal World Rugby Laws apply
- 10 players per team
- 5 subs (clubs may mutually agree to name extra subs if confirmed to Connacht Rugby in advance)
- Rolling subs apply
- 25 minutes per half
- 5 person scrum
- No pick and go allowed from a scrum
- 4-person lineout plus the hooker
- Conversions taken via drop-kick
- Scoring team restarts
- Extra time is 5 minutes per half (play-off matches only)



## B - Referee Request Procedure

- Clubs should email the Club & Competition Support Executive, Richard Doyle, **NO LATER THAN 11am ON WEDNESDAY** to request a referee for their weekend fixtures.
- Requests received beyond this deadline will not be considered.
- This email should clearly outline the date, time, league and venue for the fixture. The two clubs involved should also be clearly identified.
- The opposition team manager/coach/contact should be copied on the mail.
- These fixtures will then be sent to the referee's association on Wednesday afternoon so they can appoint referees at their selection committee meeting on Wednesday evening.
- All clubs/ teams should check [www.arcb.ie](http://www.arcb.ie) on Thursday morning to see if a referee has been appointed to their game.
- **NO REQUEST = NO REFEREE**
- No changes should be made to date/time of the fixture after the 11am deadline on Wednesday other than in exceptional circumstances.
- If any changes are required they should be communicated to Richard Doyle.
- The Richard Doyle will then inform the referee association.
- If games need to be cancelled at very short notice the home club should first obtain the permission of Connacht Rugby.
- Once it is agreed that the game is to be cancelled it is the responsibility of the home club to inform the match referee and other officials where appropriate. The fixture secretary in each club has a full list of contact details for referees and this should be used to call (not text) the referee directly to ensure he/she does not travel to the match.
- Clubs who fail to follow this protocol will be sanctioned accordingly, with severe repercussions for repeat offenders.

Richard Doyle – Club & Competition Support Executive

[Richard.doyle@connachtrugby.ie](mailto:Richard.doyle@connachtrugby.ie)

**NOTE: THE CENTRAL REFEREE'S PHONE IS NO LONGER IN USE, CLUBS MUST CONTACT THE MATCH REFEREE DIRECTLY THROUGH THE CLUB FIXTURE SECRETARY.**