PLAYING REGULATIONS

2025 Canadian University Men's Rugby Championship

1. COMPETITION

1.1. Championship Format

The Canadian University Men's Rugby Championship (CUMRC) shall have a total of twelve (12) games taking place over five (5) days. There will be eight (8) teams in a quarterfinal knock-out format on Day 1, semifinals on Day 3 and Finals on Day 5 which consists of a Gold, Bronze, 5th and 7th place game.

1.2. Championship Berth Structure

The Berth Structure is the makeup of the teams that qualify for the National Championship tournament and will include at a minimum, a Host and Region Champions from each of the five (5) Regions: BC, Prairies, OUA, RSEQ and the Atlantic.

1.3. Teams

The participating teams for the **2025** Championship will be as follows:

- BC: Region Champion **and Runner-Up**
- Prairies: Region Champion
- OUA: Region Champion **and Runner-Up**
- RSEQ: Region Champion **and Host** (if Host is Region Champion, then Region Runner-Up)
- Atlantic: Region Champion

1.4. Seeding and Draw

1.4.1. Seeding Principles and Considerations

The Men's Rugby seeding principles are as follows:

- Results of Region playoffs must be respected.
- Region match ups between the Champion and Runner-up of the same region will be avoided on Day 1.
- Previous year's final seedings will be taken into consideration such that a Region Champion shall be seeded higher than the Region Champion from a lower finishing Region from the previous year.
- Region Runner-ups and Region third berths (if allocated) shall be seeded by taking into consideration previous year's Championship results and interconference play.

1.4.2. DRAW

The draw is defined as how a team is scheduled into the National Championship tournament:

- 1 vs 8
- 4 vs 5
- 2 vs 7
- 3 vs 6

1.4.3. Draw Committee

The draw committee is composed of all CUMRC Board members who are neither employed or associated in a volunteer capacity with any of the participating Universities. The CUMRC Board may add additional members to the draw committee at their sole discretion.

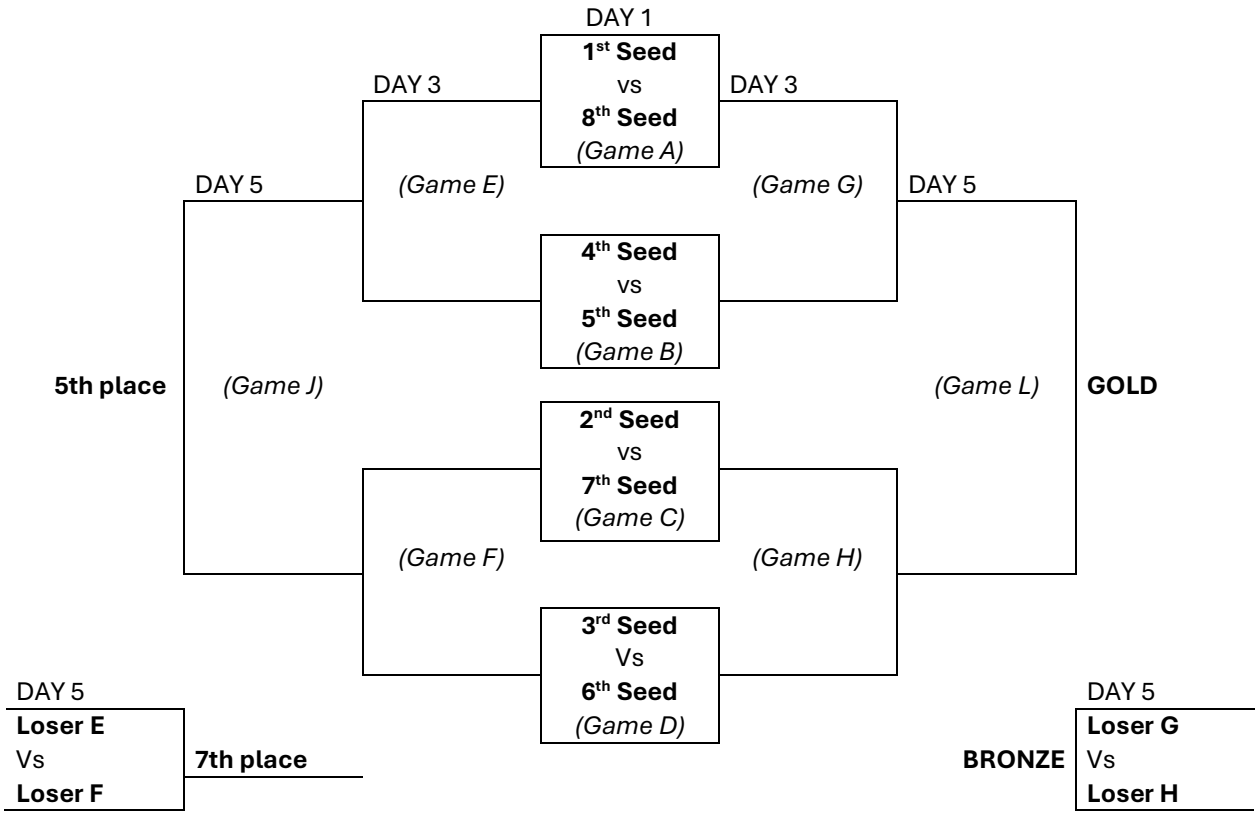
1.4.4. Draw Process for Completing the Draw

1. The five Regions will be put in order based on final standing of the highest finishing team from each region at the previous year's Championship.
    a. Final Region standings from the **2024** CUMRC are:
        i. **RSEQ**
        ii. **OUA**
        iii. **BC**
        iv. **Prairies**
        v. **Atlantic**
2. The remaining three berths (**BC2, OUA2, RSEQ2 or Host if not RSEQ Champion**) will be positioned in the draw order while respecting the Seeding Principles and Considerations in section 1.4.1.
    a. **Note**: A Region Runner-Up may end up above another Region Champion if the Draw Committee considers the strength of a region to be significantly stronger than another.

1.4.5. Draw Procedures

1. Immediately following the completion of the Regional Championships, the CUMRC will release the final draw and schedule.
2. There shall be no appeal of decisions regarding at-large berth selections (if applicable) or seeding.

1.5. Format



1.6. Schedule

The final schedule is at the discretion of the Host Committee working in consultation with the CUMRC Board.

1.7. Game Times and Length of Games

The Host Committee, in consultation with the CUMRC Board, will determine game start times. Length of Games will be:

- 2 x 30-minute halves
- 10-minute halftime
- Time served for temporary suspension (Yellow Cards) shall be as follows:
    - 60-minute games: 7-minute Yellow Card

The process with respect to Weather delays are detailed in APPENDIX A.

1.8. Practice Times and Warm-ups

The Host Committee must work with participating teams to organize practice times and locations. A minimum of 45 minutes must be provided, per team, at the competition venue starting at least one day prior to the start of the Championship. Consideration will be given to teams traveling as it relates to time zones. Teams may arrive at the facility in practice field in advance but must not be in a position to view another team's practice for more than five (5) minutes before their scheduled start time. At the conclusion of their allocated session, teams must immediately leave the field area, so they are not in a position to view the next team's practice.

All of the players on the Championship Roster are allowed to warm-up. Warm-up may occur on an adjacent playing field at the discretion of the Host Committee in consultation with the CUMRC Board.

1.9. Overtime, Time-Outs and Tie-Breaking

Should a tie exist at the conclusion of full time play, two 10-minute overtime periods will be played. If still tied, the tie breaking procedures below will be used.

Note: There will be no overtime in the 5th and 7th place games. If tied at the conclusion of full-time play, move directly to penalty kicks as per #5 below.

1. The team scoring the higher number of tries shall be deemed the winner.
2. If a tie still exists, the team scoring the higher number of goals (converted tries) shall be deemed the winner.
3. If a tie still exists, the team scoring the higher number of drop goals shall be deemed the winner.
4. If a tie still exists, the team scoring the higher number of penalty goals shall be deemed the winner.
5. If there is still a tie, each team shall nominate five kickers to kick at goal from the 22-meter line (any player on the Match Roster may be nominated, unless that player is serving a suspension). The kickers from each team will alternate. All kickers will kick. The team that scores the highest number of successful kicks out of five, will be deemed the winner.
6. If there is still a tie, kicks will be taken from a position a further ten meters from the posts. The competition shall continue until one kicker in the series succeeds where their opposition misses. The team whose kicker has recorded the successful kick out of this pair shall be deemed the winner.
7. This shall be repeated until a winner is declared.

1.10. Scoring

- Try: 5 points
- Conversion: 2 points
- Drop Goal: 3 points
- Penalty Kick: 3 points

1.11. PROTESTS

If a team wishes to lodge a protest at the end of the game, its team representative must do so in writing and submit the protest to the Tournament Technical Director within thirty (30) minutes of the end of the game, having declared their intention to do so above their signature on the game sheet. The Tournament Technical Director shall normally make its decision within two (2) hours of the end of the final game of the day. The decision shall be final.

2. PARTICIPANTS

2.1. CHAMPIONSHIP ROSTER

Each Championship team may declare up to twenty-eight (28) players. Championship Rosters must be submitted no later than noon EST the Friday before the start of the tournament. Any changes or additions may be made up to 48 hours prior to the start of the first game of the tournament. No additions or changes will be permitted after this time.

At a minimum, all Championship rosters must contain the following:

- First Name
- Last Name
- Pronunciation
- Date of Birth
- Height
- Weight
- Position
- Eligibility Year (*per: CUMRC Student-Athlete Eligibility available on www.cumrc.com*)
- Academic Program
- Academic Year
- Hometown
- Club (if applicable)

2.2. ELIGIBILITY CERTIFICATE

Each Championship team must provide a letter from the University Registrar or designate attesting to the fact that all players on the roster to compete at the CUMRC Tournament meet the requirements detailed in the CUMRC Eligibility Rules available on www.cumrc.com.

Participating Universities may submit a "long list" as long as all players on the final Championship Roster are listed on the eligibility certificate. Eligibility Certificates must be submitted no later than noon EST the Friday before the start of the tournament.

2.3. PARTICIPANT REQUIREMENTS

2.3.1. AWARDS BANQUET ATTENDANCE

All players and staff listed on the Championship Roster are required to attend the Awards Banquet. Any request for exemption must be submitted in writing by the Head Coach or Manager to the Tournament Technical Director for approval. Teams in violation of this requirement will forfeit their entire banquet subsidy and will be invoiced the full banquet ticket price for all individuals on the Championship Roster.

2.3.2. WEBCAST AND SOCIAL MEDIA INTERVIEWS

Upon request, one staff and one player from each team must be available for webcast or social media interviews before the game, at halftime, and at the conclusion of the match. Any breach of this requirement will result in a fine of $250 per occurence, which will be deducted from the team's tournament subsidy. Where

no subsidy remains, or if the fine exceeds the available subsidy, an invoice will be issued directly to the team. Failure to pay such an invoice will render the team ineligible to participate in the CUMRC until the fine has been paid in full. There shall be no appeal of decisions regarding media availability sanctions.

2.4. Match Day Roster

Each Championship team may dress up to twenty-six (26) players per game from their Championship Roster. The Match Day Roster for each game which must be provided to the Tournament Organizers a minimum of four (4) hours prior to the respective game's kick-off. Front Rows should be marked on the game sheet with 'FR'.

Any changes to the Match Day Roster within four (4) hours of the game (i.e. a warm-up injury), must be immediately communicated to the Tournament Technical Director.

The Host Organizing Committee will supply a form to each Head Coach for each game and this form must be used to submit each Match Day Roster.

2.4.1. Front Row Requirements

Each Championship team shall make every effort to bring as many suitably trained front rows as each Head Coach deems necessary to allow for contested scrums in all games. This includes having enough front row to have a replacement for each front row position (tighthead, loosehead and hooker) at the first time of asking in each game per Law 3 Team - Section 8 from the World Rugby Laws of the Game here: https://www.world.rugby/the-game/laws/home.

In the event a team is unable to replace a front row player at the first time of asking per position, uncontested scrums will be ordered and the departing player cannot be replaced per Law 3 Team – Section 17 (i.e. the team will play with 14 players).

World Rugby Law Application Guidelines for Uncontested Scums shall apply: https://www.world.rugby/the-game/laws/guidelines/16

2.5. Team Bench

A team can have a maximum of 34 team members in the team bench and playing area including student-athletes and staff.

Note: Any team member above the 34 is considered a spectator and will sit in the stands.

2.6. Team Designation

The Head Official will designate home and away uniforms at the technical meeting prior to the Championship.

3. SUBSTITUTIONS AND THE REPLACEMENT OF PLAYERS

3.1. Replacements

Replacements shall be governed by Law 3 of the World Rugby Laws of the Game, with the exception that all teams are eligible to use eleven (11) substitutions, based on the approved rosters for the tournament. All three-starting front-row players must be substituted for teams to be permitted eleven (11) substitutions.

3.2. Substitution process

All substitutions must be made through the Technical Zone Manager, with Substitution Cards correctly completed prior to substitutions being permitted.

3.3. Head Injury Assessment

There will be no Head Injury Assessment process in place during this tournament. Players with suspected head injuries shall be removed from play.

4. SANCTIONS

4.1. Temporary Suspension

4.1.1. Length of temporary suspension

When a player receives a Temporary Suspension (yellow card) for an offence at the Championship, the following suspension timelines will apply: 60 Minute Game = 7 Minute Suspension

4.1.2. Players temporarily suspended

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

4.1.3. Warm-up

A one-minute warm-up period is permitted prior to the temporarily suspended player returning to the field of play. The warm-up must be conducted in the designated area.

4.2. Disciplinary Matters

The process regarding disciplinary matters, citing and appeals is detailed in APPENDIX B.

4.3. Sanctions from other Jurisdictions

Sanctions issued in another jurisdiction will be recognized by tournament organizers and officials. As such, any player with any time remaining on a previously issued sanction will not be eligible to participate in a game until the term of the sanction has been completed. For clarity, the player may be named to the Championship Roster but not on a Match Day Roster until the term of the sanction is complete.

5. EQUIPMENT AND FACILITY

5.1. Ball

The official CUMRC Ball is a Gilbert Size 5 Rugby Ball.

5.2. Recording of Games

5.2.1. Game Film – Host Requirement

The Host must record all games at the Championship and provide the recordings to each participating team and the officials at the conclusion of each match and no later than two (2) hours after the final whistle.

5.2.2. Game Film – Coach Requirement

Coaches may scout games, however, if they record any part of such game, it must be provided to the Host no later than two (2) hours after the final whistle for distribution to all participating teams.

Note: There will be no video recording of any Championship tournament practices or still pictures taken by another team scouting a practice for any reason.

5.3. Uniforms

Teams are encouraged to travel to the Championship with two sets of jerseys, one light set and one dark set.

5.3.1. CUMRC Logo

CUMRC reserves the right to require participants in the Championship to wear a CUMRC logo on their uniforms. These logos will be provided to each team in advance of the Championship. The logo must be placed on the top, right chest area of each uniform, if required.

5.3.2. Corporate Logos

Should any team have a corporate logo on their jersey, they must send a photo to the CUMRC prior to the conclusion of their conference playoffs for approval by the CUMRC Chair. Teams who do not provide this will not be approved to wear corporate logos on their uniforms and must remove / cover prior to competition.

5.3.3. Numbering

Players uniforms must be numbered on the back. Numbers must be contrasting colours to the uniform colour (easily distinguishable from the predominant colour and pattern).

Jersey numbers should correspond to the player's position per World Rugby Regulation 15 https://www.world.rugby/organisation/governance/regulations/reg-15.

Should a team's numbering system not correspond with the World Rugby numbering system above, this must be indicated, and positions identified, on the Match Day Roster.

6. LAWS OF THE GAME

All laws for the competition are to comply with the 2024 World Rugby Laws of the Game and current Global law trials.

1. Where possible, the Championship shall be played on grass or on a World Rugby Regulation 22 approved artificial surface.
2. Where possible, football goal posts should be removed in favor of rugby uprights.

3. Five (5) balls will be used at the Championship, with one (1) ball in play and four (4) balls being placed around the field. In addition, four (4) ball runners will be used to assist with keeping the ball in play.
4. There must be a safety perimeter of at least three and a half (3.5) meters all the way around the playing field from the sideline / in-goal to the nearest obstruction (concrete, bleachers, walls, etc.)
5. The field must be marked according to World Rugby Law 1: The Ground: https://passport.world.rugby/laws-of-the-game/laws-by-number/1-the-ground/

7. MEETINGS

7.1. Technical Meeting

A Technical meeting will be held on the day prior to the first game at the Championship. Time of the meeting is at the discretion of the Host Committee.

The Head Coach from each participating team, an Officials Representative (ideally the Head Official or Referee Coach/Supervisor), the Tournament Technical Director, the CUMRC Delegate (which may be the Tournament Technical Director), and members of the Host Committee must attend this meeting. Teams should target two individuals from each participating team.

The Chair of the Technical Meeting may be from the Host Committee or the CUMRC.

Note: A representative of the Official Broadcaster may be in attendance.

7.2. Coaches Meeting

An unofficial Coaches meeting may be organized and require a meeting room during the Championship. Date and time of the meeting is at the discretion of the Host Committee working in consultation with the Chair of the Coaches Association.

Note: This is not an official meeting of the coaches and thus any decisions affecting CUMRC Policy or Regulations must be sent to the Coaches Association for review. This is the responsibility of the Chair of the Coaches Association or their designate.

8. MATCH OFFICIALS

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

9. TECHNICAL ZONES

9.1. Medically trained personnel and water carriers

No more than two medically trained personnel (physicians, certified therapists, student trainers – see note below) and two water carriers (who may not be the head coach but may be assistant coaches or players), for a total of four per team, are permitted to operate from the Technical Zones. The individuals will be supplied with a pinnie that must be worn. The pinnies must be left in the technical zone after the game for subsequent personnel.

Note: Student trainers are permitted if they are currently enrolled in a recognized medical, athletic therapy, physiotherapy, or similar program. A student trainer may either:

- Act independently and count as one of the two medically trained personnel; or
- Shadow under the supervision of one of the medically trained personnel listed above, in which case the student and their supervising medical personnel are considered one (1) position for the purposes of the two-person limit.

9.2. Entry into the Playing Enclosure

Two (2) Team Medical Staff members may be within the playing enclosure for the purposes of attending to injured players. They must, however, wear clothing that will distinguish them from the competing teams. Additional Team Medical Staff should remain outside of the playing enclosure until required. Coaching staff are not permitted to have dual roles of medical and coach/manager for a team at any time. In the event that a coach/manager is a medical practitioner, they may only enter the playing enclosure at an appropriate time as indicated by the referee of the game.

9.3. Position of Medically Trained Personnel

One of the medically trained personnel permitted to operate from the Technical Zone, as listed above, may be positioned on the far side of the playing area on the touchline opposite the Technical Zone, and may move along the touchline. The second medically trained person permitted to operate from the Technical Zone, as listed above, may be positioned on the near side of the playing area on the touchline and may move along the touchline. Medically trained personnel that move along the sideline must do so at least two (2) metres away from the sideline and must not coach or otherwise direct players on the field of play.

9.4. Water Carriers

Water carriers shall only be permitted to enter the Field of Play at an appropriate stoppage in play, as indicated by the match official.

9.5. Technical Zone Sanctions

Any breaches of the above Technical Zone regulations will result in a verbal warning from any member of Tournament Staff (Match Officials, Tournament Organizer, Tournament Technical Director, etc.). Repeated or serious breaches may be issued written warning accompanied by a fine of $250, which will be deducted from the team's tournament subsidy. Where no subsidy remains, or if the fine exceeds the available subsidy, an invoice will be issued directly to the team. Failure to pay such an invoice will render the team ineligible to participate in the CUMRC until the fine has been paid in full. There shall be no appeal of decisions regarding technical zone sanctions.

10. PERSONNEL OUTSIDE OF THE TECHNICAL ZONE

10.1. Replacements

"The replacement bench and the location of the coaches must be outside the playing enclosure, preferably behind a physical barrier such as a fence.

10.2. REPLACEMENT WARM-UP

If replacements require warm-up and there is not an area outside the playing enclosure, they may warm up in the opposition in-goal area but must not use balls or any other rugby equipment in their warm-up. Balls and hit shields may be used where there is a designated warm-up area.

11. REPORTING OF SCORES

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

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

APPENDIX A

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

1.1. WEATHER

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

1. If inclement weather prevents the commencement of game(s), they are to be played later that day or on the following day, as is appropriate and weather permitting. Where required, games are to be shortened to allow completion of the competition. All such alterations shall be at the sole discretion of the Tournament Technical Director in consultation with the CUMRC Board.
2. If inclement weather delays commencement on the final day, or if no games can be played at all, "no result" will be recorded for those games.
3. Should there be no games played and the competition is a preliminary round to subsequent events during the same calendar year and there is insufficient time/funding to arrange for another competition; then the winner of the tournament shall be decided by the toss of a coin.
4. If a game is abandoned on account of inclement weather, any time up to half time, the game is to be replayed in its entirety on the following day as per above.
5. If a game is called at any time after half-time, the score at that time is to stand as the final result.
6. In every case, the referee, in consultation with the Tournament Technical Director and CUMRC Board as well as the respective captains, is to decide whether or not the game is to continue.

1.2. NOTICE OF GAME DELAYS

In the event of unforeseen game delays, where possible, the team managers will be notified in advance of their departure to the tournament venue by a tournament representative and all necessary transport arrangements will be updated to allow appropriate arrival to the tournament venue for a delayed kick-off.

1.3. DELAY PROCEDURE

If two teams arrive at the tournament venue for a scheduled fixture and a delay is enforced due to unforeseen circumstances the following protocol will take place:

1. If teams arrive at the tournament venue and there is a delay of no more than thirty (30) minutes the fixture will be played at the delayed kick-off time and the teams must remain at the venue for the fixture.
2. If teams arrive at the tournament venue and for unforeseen circumstances, the delay is greater than thirty (30) minutes the two team managers under the guidance of the Tournament Technical Director may mutually agree to play the fixture at the designated delayed time and field.
3. If teams arrive at the tournament venue and for unforeseen circumstances, the delay is greater than thirty (30) minutes and the two team managers do not mutually agree on the designated kick-off time and field location, the Host Organizing Committee will reschedule the fixture to the next available field and time. Recovery time between games will be adhered to where possible if teams have other games scheduled for that day.

APPENDIX B

1. DISCIPLINARY PROCESS

The Disciplinary Process attempts to be in conformity with World Rugby Regulations 17 and 20. In any situation where there is a conflict between the World Rugby Regulations and these provisions, the process below will prevail.

1.1. The Judicial Officer

The Tournament Technical Director, in consultation with the Head Official, will appoint a Judicial Officer. The Judicial Officer's role is to review incidents of a disciplinary nature including sending offs and citings, and administer the disciplinary policies as contained in this document.

1.2. The Citing Commissioner

The Tournament Technical Director, in consultation with the Head Official, will appoint a Citing Commissioner. The Citing Commissioner's role is to review citing referrals from teams and decide whether such referrals should be submitted to the Judicial Officer to be adjudicated upon. The Citing Commissioner will have four (4) hours following the submission of a Citing referral from a team to render a decision. Their decision is final and cannot be appealed.

1.3. Procedures Concerning the Sending Off of an Individual from a Match by a Referee ("On-field Matters")

For incidents where the referee has ordered a player to be sent off from a match, the Judicial Officer shall first determine whether or not the relevant acts of foul play warranted the Player being ordered off and the player may either admit the act of foul play warranted them being ordered off, in which case the Judicial Officer will determine the appropriate sanction, or the player may deny it in which case the player may seek to show that the decision of the referee was wrong. The Judicial Officer shall not make a finding contrary to the decision of the referee unless satisfied that the decision of the referee was wrong. The burden of proof is on the player to establish on a balance of probabilities that the decision of the referee was wrong.

1.4. Referee's Report

The referee shall, as soon as possible after the conclusion of the game, submit a report to the Tournament Technical Director or their nominee, naming the player(s) involved and describing the circumstances which necessitated the sending off. The Tournament Technical Director or their nominee, in consultation with the Judicial Officer, will arrange for a Judicial Hearing.

1.5. Procedures Regarding the "Citing of Players"

Where a player commits an act of foul play which has not been detected by match officials, either of the Teams or affiliated organizations participating in the match have the discretion to cite that player within four (4) hours of the conclusion of the match to show cause why they should be held accountable in the same way as a player who has been sent off. This must be presented to the Tournament Technical Director and the Citing Commissioner or their nominee in writing.

1.6. CLEAR AND CONVINCING EVIDENCE

In order to cite a player, the citing party must have clear and convincing evidence, including video footage of the incident, that the accused player has committed an act of foul play. Presuming the above evidence, to the satisfaction of the Citing Commissioner, is submitted, a judicial hearing can be convened in accordance with section 9 below.

2. JUDICIAL HEARING

2.1. NOTICE OF HEARING

The Tournament Technical Director, in consultation with the Judicial Officer, shall arrange for appropriate notice of a hearing to be delivered to all those noted below who have the right to attend. The hearing shall be held in camera.

2.2. TIMING OF THE JUDICIAL HEARING

The Tournament Technical Director and the Judicial Officer will make every reasonable effort to conduct a Judicial Hearing prior to the next scheduled match of the team to whom the offending player(s) belong.

2.3. PROVISIONAL SUSPENSION

In the interim period, a player who has been sent off due to a match official's report shall be provisionally suspended pending the hearing of the case until the decision of the Judicial Officer has been reached. A player who had been cited under 1.5 shall not be provisionally suspended pending the hearing of the case.

2.4. APPEARANCE AT JUDICIAL HEARING

The accused must appear at the hearing and has the right to be represented by one advocate. The role of the advocate is to provide support and to speak on behalf of the student-athlete if required. The Judicial Officer shall have full discretion as to the procedure and as to what evidence is required, within the framework of these guidelines.

2.5. SANCTIONS

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

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

2.6. APPEAL

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

1. A Player and / or the Team to which a player is affiliated may appeal from a decision of the Judicial Officer. Any appeal of such decision must be lodged with the Tournament Technical Director within **12 hours** of

the time on which the decision of the Judicial Officer has been notified. An appeal must be in writing, specifying the grounds of appeal.

2. An appeal will proceed pursuant to the provisions of World Rugby Regulations 17 and 20 and the appeal officer hearing the appeal shall have the power to conduct and regulate the appeal proceedings as they sees fit having regard to the circumstances of the case but will generally conform to the procedures stated in World Rugby Regulations 17 and 20. An appeal will be heard as determined by the Appeal Officer but will be conducted as soon as practicable.
3. Where the player has been suspended by the Judicial Officer, or had other sanctions imposed, such suspension and / or sanction shall remain in place pending the outcome of the appeal.
4. The Appeal Officer shall report the decision, in writing, to the individual(s) involved, the team to which the individual(s) are affiliated and the Tournament Technical Director.
5. The decision of the Appeal Officer is final and binding.