



MCTAVISH CUP PLAYING REGULATIONS

Last update: September 2026

1. GENERAL

1.1. APPLICATION

These regulations govern the McTavish Cup, the annual Canadian University Men's Rugby Championship. They apply to all participating teams, including their players, coaches, staff, and other team personnel, from the release of the draw until the conclusion of the McTavish Cup.

1.2. LAWS OF THE GAME

The Championship will be played under the World Rugby Laws of the Game in effect for the year of competition, as modified by World Rugby global law trials in effect and by these regulations. Where these regulations conflict with a global law trial, these regulations will prevail.

1.3. RUGBY CANADA SANCTIONING

The McTavish Cup is a Rugby Canada sanctioned tournament. All players and team personnel must register in PlayHQ in accordance with Section 3.2 Rugby Canada Registration. All participants must comply with the regulations and policies of Rugby Canada and World Rugby.

1.4. GOVERNING DOCUMENTS

The following documents govern the Championship:

- these Playing Regulations;
- the McTavish Cup Eligibility Rules, which govern university and student-athlete eligibility; and
- the Championship Bulletin, which sets out event-specific details such as dates, times, venues, and the prior year's final standings.

Where there is a conflict:

- these regulations prevail over the Championship Bulletin, except for dates and deadlines, which the Championship Bulletin may set for a specific year; and
- the McTavish Cup Eligibility Rules prevail on matters of eligibility.

1.5. DEFINITIONS

In these regulations:

- **Championship Roster:** the list of up to twenty-eight (28) players and the Team Personnel declared by a team for the Championship.
- **CUMRC:** the Canadian University Men's Rugby Championship, the governing body of the McTavish Cup.
- **CUMRC Board:** the Board of the CUMRC.
- **CUMRC Delegate:** the individual appointed by the CUMRC Board to represent the CUMRC at the Championship.
- **Head Official:** the individual designated by Rugby Canada to lead match officials for the Championship, or their designate.
- **Host:** the university hosting the Championship.
- **Host Organizing Committee:** the organizing committee established by the Host to deliver the Championship.
- **Long List:** the list of up to forty (40) players from which a team's Championship Roster is finalized.
- **Match Day Roster:** the list of up to twenty-six (26) players named by a team for a specific game.

- **Match Officials:** the referee, assistant referees, and any other officials appointed to a game.
- **Match Organiser:** for the purposes of the World Rugby Laws of the Game, the Tournament Technical Director.
- **McTavish Cup** (also "the Championship"): the annual tournament governed by these regulations.
- **Region:** one of the five (5) regions from which teams qualify: BC, Prairies, OUA, RSEQ, and Atlantic.
- **Team Personnel:** the coaches, managers, medical staff and other non-playing members declared by a team on its Championship Roster
- **Technical Zone Manager:** the individual appointed by the Host Organizing Committee to manage replacements and the technical zones.
- **Tournament Staff:** the Match Officials, the Tournament Technical Director, the CUMRC Delegate, and members of the Host Organizing Committee acting in an official capacity.
- **Tournament Technical Director:** the individual appointed by the CUMRC Board to oversee the technical conduct of the Championship. Unless the Board appoints another person, the CUMRC Delegate will serve as Tournament Technical Director.

1.6. DEADLINES

All deadlines in these regulations are in the time zone where the Championship is held.

1.7. MATTERS NOT COVERED

Any matter not covered by these regulations will be decided by the Tournament Technical Director in consultation with the CUMRC Board. The decision is final.

1.8. AMENDMENTS

The CUMRC Board may amend these regulations. Participating teams will be notified in writing of any amendment made after the regulations are published.

2. CHAMPIONSHIP STRUCTURE

2.1. CHAMPIONSHIP FORMAT

The McTavish Cup tournament will 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.

2.2. CHAMPIONSHIP BERTH STRUCTURE

The Berth Structure is the makeup of the teams that qualify for the McTavish Cup 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. Each Region has sole authority to determine how its Region Champion and Region Runner-Up, if applicable, are decided.

2.3. TEAMS

The participating teams for the Championship will be as follows:

- BC: Region Champion and Runner-Up
- Prairies: Region Champion

- OUA: Region Champion and Runner-Up
- RSEQ: Region Champion and Runner-Up
- Atlantic: Region Champion

Where the Host is from a Region with two berths, the Host will occupy the Region Champion berth if the Host is the Region Champion, and the Region Runner-Up berth if it is not.

Where the Host is from a Region with one berth, the CUMRC Board will determine the berth allocation in advance, consistent with the principles in these regulations, which may include a second berth for that Region and, if so, which berth is reallocated to keep the Championship at eight (8) teams.

2.4. CHAMPIONSHIP DRAW

2.4.1. DRAW COMMITTEE

The draw committee is composed of all CUMRC Board members who are neither employed nor associated in a volunteer capacity with any of the participating Universities. The CUMRC Board may add members to the draw committee at their sole discretion.

2.4.2. DRAW PRINCIPLES AND CONSIDERATIONS

The draw 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 (Quarterfinals) only.
- Previous year's final standings will be taken into consideration such that a Region Champion will be positioned higher in the draw than the Region Champion from a lower finishing Region from the previous year.
- Region Runner-ups will be positioned in the draw by taking into consideration previous year's Championship results and interconference play, if applicable.

2.4.3. 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.
2. The remaining three berths will be positioned in the draw order while respecting the Draw Principles and Considerations in section 2.4.2. 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.

2.4.4. DRAW PROCEDURES

1. Immediately following the confirmation of the results from the regional championships, the final draw and schedule will be released.
2. There will be no appeal of decisions regarding draw positioning.

2.5. DRAW AND FORMAT

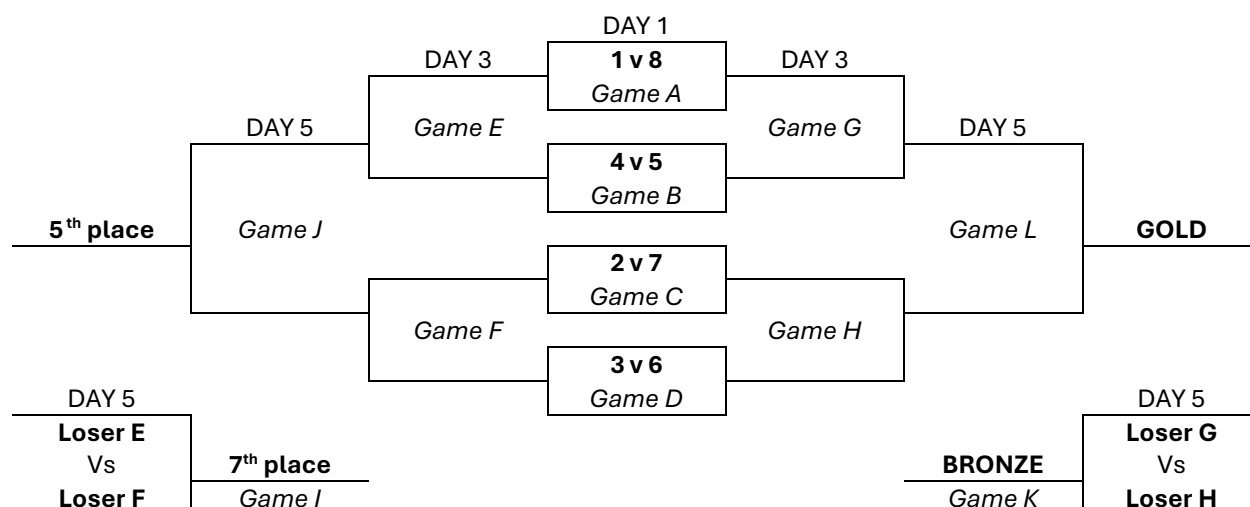
The draw is defined as how a team is scheduled into the McTavish Cup.

1 vs 8

4 vs 5

2 vs 7

3 vs 6



2.6. SCHEDULE AND GAME TIMES

The final schedule will be determined by the Host Organizing Committee working in consultation with the CUMRC Board. The process with respect to Weather delays is detailed in APPENDIX A.

3. PARTICIPANTS AND ELIGIBILITY

3.1. CHAMPIONSHIP ROSTER

Each Championship team may declare up to twenty-eight (28) players and its Team Personnel. A long list of up to forty (40) players must be submitted no later than noon the Friday before the start of the tournament as set out in the Championship Bulletin. **Teams must list players on the Long List in order of selection priority. If a team does not submit its Championship Roster by the deadline, the first twenty-eight (28) players on its Long List, in the order submitted, will form its Championship Roster.** At a minimum, all long-lists must contain the following:

- | | |
|-----------------|--|
| - First Name | - Position |
| - Last Name | - Eligibility Year (<i>per McTavish Cup Eligibility Rules</i>) |
| - Pronunciation | - Academic Program |
| - Date of Birth | - Academic Year |
| - Height | - Hometown |
| - Weight | - Club (if applicable) |

The Championship Roster must be finalized, with its players selected from the long list, and submitted according to the Championship Bulletin no later than forty-eight (48) hours prior to the start of the first game of the tournament. No additions or changes will be permitted after this time.

3.2. RUGBY CANADA REGISTRATION

All players and team personnel named on a team's Championship Roster must be registered through the McTavish Cup registration portal in PlayHQ. Each team will be given access to the portal once it qualifies for the Championship. Deadline for completing registration will be communicated to each team once qualified.

The Championship Roster will be cross-referenced against PlayHQ registrations when it is finalized. Any individual who is not registered may not be named on a Match Day Roster or operate from the team bench or technical zone.

3.3. ELIGIBILITY CERTIFICATE

Each Championship team must provide the Eligibility Certificate required by the McTavish Cup Eligibility Rules (available on cumrc.com) for all players on the long list.

All players named on the long list submitted under Section 3.1 must be included on the Eligibility Certificate or alternative documentation approved in accordance with the McTavish Cup Eligibility Rules. **Eligibility Certificates must be submitted no later than noon the Friday before the start of the tournament.**

3.4. SANCTIONS FROM OTHER JURISDICTIONS

Sanctions issued in another jurisdiction will be recognized at the McTavish Cup. 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.

3.5. PROTESTS

A team may lodge a protest only on the ground that an opposing player:

- a. was not eligible under the McTavish Cup Eligibility Rules;
- b. was not named on the Championship Roster or the Match Day Roster;
- c. was serving a sanction under Section 3.4; or
- d. was not registered in PlayHQ under Section 3.2.

Protests regarding decisions of match officials will not be accepted.

The Head Coach or Manager must submit the protest in writing to the Tournament Technical Director within thirty (30) minutes of the final whistle, stating the grounds and any supporting evidence. The Tournament Technical Director will normally decide within two (2) hours of the end of the final game of the day but may need additional time depending on the nature of the protest, but in any event before either team's next scheduled match. Where a protest is upheld, the offending team will forfeit the match, and the opposing team will be awarded the match. Once made, the decision is final.

Ineligibility discovered after the protest period will be referred to the CUMRC Board in accordance with the McTavish Cup Eligibility Rules.

4. PRE-CHAMPIONSHIP

4.1. 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 Organizing Committee.

The Head Coach from each participating team, an Officials Representative (ideally the Head Official or Referee Coach), the Tournament Technical Director, the CUMRC Delegate (if not already serving at the Tournament Technical Director), and members of the Host Organizing Committee must attend this meeting. Teams should

target two individuals from each participating team. The Chair of the Technical Meeting will be from the Host Organizing Committee.

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

4.2. COACHES MEETING

An unofficial Coaches meeting may be held during the Championship. Date and time of the meeting are at the discretion of the CUMRC Delegate 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 CUMRC Board or Coaches Association for review as appropriate.

4.3. PRACTICE TIMES

The Host Organizing Committee will organize practice times and locations. A minimum of 45 minutes must be provided, per team, at the competition venue starting one day prior to the start of the Championship. Consideration will be given to teams traveling as it relates to time zones.

Each team will be allocated a minimum of half a field, including the in-goal area and goal posts, for each practice session. Where two teams share a field, the Host Organizing Committee will not pair a team with an opponent it is scheduled to play the following day.

Teams may arrive at the practice facility 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. These restrictions do not apply between teams sharing a field under this section.

4.4. GAME WARM-UPS

Only the individuals on the Championship Roster are allowed to warm-up. Warm-up may occur on an adjacent playing field. Each team will be provided at least twenty (20) minutes to warm up on a playing field before each game regardless of delays.

4.5. UNIFORMS

Teams are encouraged to travel to the Championship with two sets of jerseys, one light set and one dark set. The Head Official will designate home and away uniforms at the technical meeting prior to the Championship.

4.5.1. CUMRC Logo

Teams may request permission to use the CUMRC Logo to wear on their uniform. Such request will be made directly to the CUMRC Chair and a high-resolution logo will be provided in return.

4.5.2. CORPORATE LOGOS

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

4.5.3. 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.

5. MATCH DAY RULES

5.1. 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 Host Organizing Committee 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 at the championship venue to the Host Organizing Committee official and the Tournament Technical Director.

The Host Organizing Committee will supply an electronic form to each Head Coach for each game and this form must be used to submit each Match Day Roster. No other form of submission will be accepted.

5.2. REPLACEMENTS

5.2.1. NUMBER OF REPLACEMENTS

Replacements will be governed by Law 3 of the World Rugby Laws of the Game, except that each team may make up to eleven (11) replacements from its Match Day Roster. The ninth replacement requires at least one starting front-row player to have been replaced, before or at the same time; the tenth, at least two; and the eleventh, all three.

5.2.2. REPLACEMENT PROCESS

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

5.2.3. HEAD INJURY ASSESSMENT

There will be no Head Injury Assessment process in place during this tournament. Players with suspected head injuries will be removed from play, will not return in that match, and must follow Rugby Canada's Blue Card and Concussion Policy before returning to play.

5.2.4. FRONT ROW REQUIREMENTS

Each Championship team will make every effort to bring as many suitably trained and experienced front-row players as the Head Coach deems necessary to allow for contested scrums in all games. This includes having enough front row to replace a loosehead prop, tighthead prop 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>.

Where a team is unable to replace a front-row player for a specific position at the first time of asking, uncontested scrums will be ordered. In accordance with Law 3.17 and at the discretion of the Match Organiser, the departing player will not be replaced. The team will play with at least one fewer player for the remainder of the match and may be required to remove a further player where the World Rugby Law Application Guidelines referenced below require it.

Exception: In further exercise of the Match Organiser's discretion under Law 3.17, a team will not be penalized under the paragraph above if the front-row player's injury results from foul play and the referee issues a yellow or red card to the opposing player during the match. The injured front-row player may then be replaced. This exception does not apply retroactively. If foul play is only confirmed through the post-match complaint process under APPENDIX B, the match result stands and only the player subject to the complaint faces disciplinary consequences.

World Rugby Law Application Guidelines for Uncontested Scrums will apply: <https://www.world.rugby/the-game/laws/guidelines/16>

5.3. LENGTH OF GAMES AND IN GAME SANCTIONS

Length of Games will be:

- 2 x 30-minute halves
- 10-minute halftime

In Game Sanctions:

- Temporary suspension (Yellow card): 7-minutes
- Send off (Red card): Permanent

5.4. OVERTIME AND TIE-BREAKING

Should a tie exist at the conclusion of full-time play, two five (5) minute overtime periods will be played, with no break between them. If still tied, the kicking competition procedures set out in APPENDIX C will be used. There will be no overtime in the 5th and 7th place games. If tied at full time, the kicking competition in APPENDIX C will be used.

6. TEAM BENCH AND TECHNICAL ZONE

6.1. TEAM BENCH

A team can have a maximum of 20 team members on the team bench (which must be outside of the playing enclosure) including student-athletes and staff (including medical personnel and water carriers). Any team member above the 20 is considered a spectator and will sit in the stands.

The team bench will be far enough back from the technical zone such that there is not free-flowing player movement between the team bench and the technical zone. In the event there is not sufficient space for a team bench to be clearly behind the technical zone, the team bench may be moved to the front row of the stands or behind a physical barrier.

6.1.1. 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.

6.2. 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 (2) person limit.

6.2.1. 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.

6.2.2. 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. A coach/manager who is a medical practitioner may attend to a player only when requested by the match officials.

6.2.3. WATER CARRIERS

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

7. SANCTIONS AND DISCIPLINE

7.1. TECHNICAL ZONE SANCTIONS

Any breaches of Section 6 will result in a verbal warning from any member of Tournament Staff. 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 tournament until the fine has been paid in full. There will be no appeal of decisions regarding technical zone sanctions.

7.2. TEMPORARY SUSPENSION

7.2.1. 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 their team's changing room but must return directly to the sin bin for the remaining time of their suspension when the second half resumes.

7.2.2. 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.

7.3. DISCIPLINARY MATTERS

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

8. TEAM OBLIGATIONS

8.1. AWARDS BANQUET ATTENDANCE

All players and a minimum of two (2) staff 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.

8.2. BROADCAST AND SOCIAL MEDIA INTERVIEWS

Upon request, one staff and one player from each team must be available for broadcast 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 occurrence, 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 McTavish Cup until the fine has been paid in full. There will be no appeal of decisions regarding media availability sanctions.

8.3. 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 180 minutes after the final whistle for distribution to all participating teams.

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

9. HOST AND VENUE REQUIREMENTS

9.1. FIELD AND EQUIPMENT

1. Where possible, the Championship will be played on grass or on a World Rugby Regulation 22 approved artificial surface.
2. 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, two (2) ball runners will be used to assist with keeping the ball in play.
3. 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/>.

9.2. MATCH OFFICIALS

Match officials are selected through consultation between the host University, the Provincial Union where the tournament is to be played, and the Head Official. Liability Insurance coverage for Match Officials is provided by Rugby Canada.

9.3. 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.

9.4. REPORTING OF SCORES

The onus is on the referee of each match to submit their scorecard to the Host Organizing Committee. 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 Host Organizing Committee the names of the individual(s) who have scored points for their team. This should be done immediately after the game is complete.

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 will 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 will be at the sole discretion of the Tournament Technical Director.
2. If inclement weather prevents a game on the final day from being played, "no result" will be recorded for those games. If the Gold Medal game cannot be played, the two teams will be declared co-champions.
3. 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.
4. If a game is called at any time after half-time, the score at that time is to stand as the final result.
5. In every case, the Match Officials, in consultation with the Tournament Technical Director and the 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 complaints, and administer the disciplinary policies as contained in this document.

1.2. THE COMPLAINTS REVIEW OFFICER

The Tournament Technical Director, in consultation with the Head Official, will appoint a Complaints Review Officer. The Complaints Review Officer's role is to review complaints from teams and decide whether such complaints should be submitted to the Judicial Officer to be adjudicated upon. The Complaints Review Officer will have three (3) hours following the submission of a complaint 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 MATCH OFFICIAL

For incidents where the referee has ordered a player to be sent off from a match, the Judicial Officer will 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 will 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. MATCH OFFICIAL'S REPORT

The referee will, 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 COMPLAINTS OF FOUL PLAY

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 may lodge a complaint against that player to show cause why the player should be held accountable in the same way as a player who has been sent off. The complaint must be submitted writing to the Tournament Technical Director and the Complaints Review Officer or their nominee within three (3) hours of the conclusion of the match, or two (2) hours after the Host provides the game film to the participating teams under Section 9.3, whichever is later.

1.6. CLEAR AND CONVINCING EVIDENCE

To lodge a complaint, the complainant must have clear and convincing evidence, including video footage of the incident (which may refer to time stamps in 'on-demand' footage), that the accused player has committed an act of foul play that would warrant them being sent off. Presuming the above evidence, to the satisfaction of the Complaints Review Officer, is submitted, a judicial hearing can be convened in accordance with the Judicial Hearing section of this appendix.

2. JUDICIAL HEARING

2.1. NOTICE OF HEARING

The Tournament Technical Director, in consultation with the Judicial Officer, will arrange for appropriate notice of a hearing to be delivered to all those noted below who have the right to attend. The hearing will 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 will be provisionally suspended pending the hearing of the case until the decision of the Judicial Officer has been reached. A player who is the subject of a complaint under 1.5 of this Appendix will 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 will 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 will 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 will 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 will have the power to conduct and regulate the appeal proceedings as they see 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 will remain in place pending the outcome of the appeal.
4. The Appeal Officer will 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.

APPENDIX C

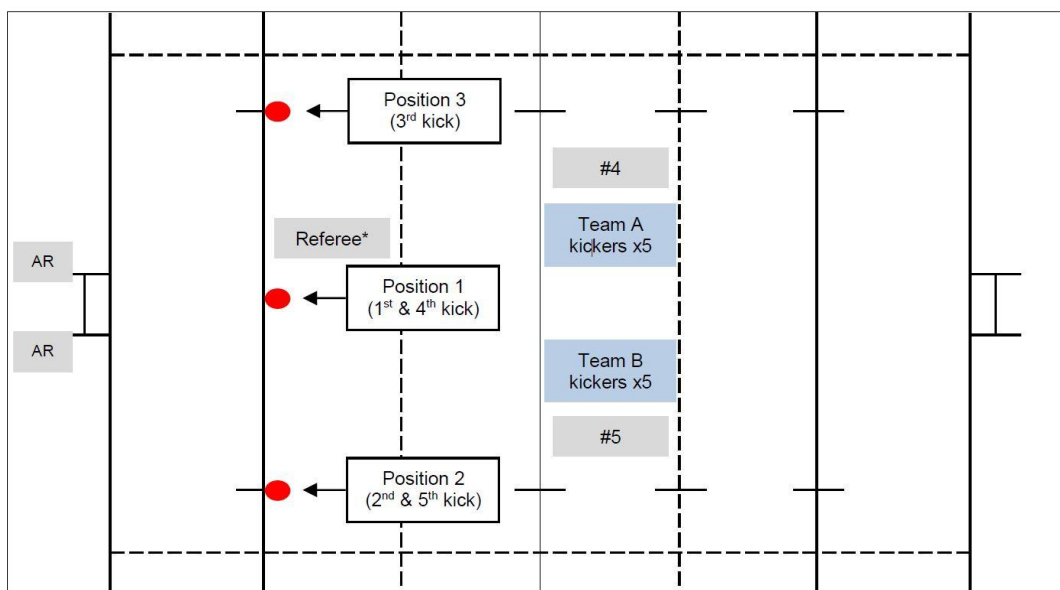
1. KICKING COMPETITION FOLLOWING A TIE

If the teams remained tied at the end of overtime, or where no overtime is played, then the referee will conduct a place-kick competition to determine the winner of the Match.

1.1. PROCEDURES

The following procedures apply:

1. All players and Match Officials will remain on the Field of Play. The referee will call the captains of the two Teams to the centre of the playing enclosure and will conduct a coin toss. The home team will call the toss. The winner of the coin toss will choose which Team kicks first.
2. Only players on the Field of Play at the time of the completion of the overtime period (or full time if no overtime is played) may take part in the kicking competition. For the avoidance of doubt, no replaced (including for injury, and/or blood), ordered off or temporarily suspended player not on the Field of Play may take part in the kicking competition at any time. Each Team captain must nominate five players to participate in the kicking competition and the order in which they kick must be specified to the referee by the start of the kicking competition.
3. The Match Officials and Team Members will assemble on the halfway line. Team Members must remain behind the halfway line in the side of the playing area not being used for the kicking competition. No one except the referee, two assistant referees and two ball runners are allowed in the part of the playing area being used for the competition.
4. The five players from each Team will place kick from three different areas, all on the 22 metre line, as follows:
 - a. Position 1: directly in front of the posts
 - b. Position 2: on the 15 metre line on the left-hand side of the posts (determined as facing the posts)
 - c. Position 3: on the 15 metre line on the right-hand side of the posts (determined as facing the posts)
5. The referee will start the competition by calling the first player selected from the Team kicking first to the first kicking position. Once the player has taken the kick, the referee calls a player from the opposing Team to kick from the same position.
6. The next two players (one from each Team) will kick from the second position in turn. This will continue until all five players from each Team have kicked (the next players kicking respectively from the third position, first position and finally the second position), or until one Team is unable to equal the score of the other Team within the remaining number of kicks. For clarification purposes, the order and positions of kickers is as follows:
 - a. Kicker 1 from each Team, from position 1
 - b. Kicker 2 from each Team, from position 2
 - c. Kicker 3 from each Team, from position 3
 - d. Kicker 4 from each Team, from position 1
 - e. Kicker 5 from each Team, from position 2



Location of the Match Official is approximate (centrally located between the 22m and 10m lines)

7. If there is an equal number of successful kicks once each Team has completed its five kicks, the competition continues on a “sudden death” basis, following the same order of kickers used in the first five kicks.
8. The competition will continue two kicks at a time (one from each Team), going progressively through the three kicking positions stated above, starting at position 1 (and repeating the process if necessary) until one player succeeds with a kick and the player from the other side taking the same kick misses it. Once this occurs, the Team of the player who succeeded with the kick will be declared the winner.
9. Throughout the kicking competition:
 - a. Players must be nominated immediately on request by the referee. Once a player has been handed the ball on the kicking area, they must take the kick within one minute. Should they take longer, the referee will declare the kick void.
 - b. Whether or not the kick is successful is the sole decision of the referee, who may at their sole discretion rely on the assistance of their assistant referees. The referee’s decision will be final and binding.
 - c. Once a player has completed their kick, they will return to stand with their Team behind the halfway line in the side of the playing area not being used for the kicking competition.
 - d. Should a player be injured during the kicking competition, this player may be replaced. If a replacement is required, the Team can call upon a replacement kicker but only select who was on the Field of Play at the end of overtime (or at fulltime if no overtime was played), and who has not already kicked. For the avoidance of doubt, a player not on the Field of Play cannot participate in the kicking competition.