

Competition Regulations

ADULT WOMEN

2023-2024

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1. Mission Statement

Leinster Rugby, in common with all affiliated Clubs in Leinster, mission statement is to affect and support high quality sustainable rugby environments for all by encouraging, promoting, growing and organising the participation in and playing of rugby in the twelve counties of Leinster.

2. DEFINITIONS

In these regulations, the following expressions shall have the following meanings:

“The Branch” shall mean the Leinster Branch of the Irish Rugby Football Union which shall, where the context so admits or requires, include the Executive Committee of the Branch or any person nominated or authorised by the Branch or the Executive Committee to act on behalf of the Branch for the purpose of these regulations

“The Administrator” shall in the case of:

- i. Senior and Under 20 Competitions mean the Honorary Secretary of the Branch or such person as he/she may appoint
- ii. Womens Competitions mean the Honorary Secretary of the Womens Section of the Branch or such person as he/she may appoint
- iii. Junior Competitions mean the Honorary Secretary of the Junior Section of the Branch or such person as he/she may appoint
- iv. Youths Competitions mean the Honorary Secretary of the Youths Section of the Branch or such person as he/she may appoint
- v. Schools Competitions mean the Honorary Secretary of the Schools Section of the Branch or such person as he/she may appoint

“The Appeals Committee” shall mean the Committee appointed by the Executive Committee of the Branch under the Bye Laws of the Branch to hear appeals

“WDFFA” means the Womens Domestic Fixtures Administrator.

“The Competition” shall mean, as the context may require, any competition designated from time to time by the IRFU, Rugby Standing Committee, or the Competitions Committee to be a competition;

“The Executive Committee” shall mean the Executive Committee of the Leinster Branch I.R.F.U.;

“The Competitions Committee” or **“the Committee”** shall mean the Sub Committee of the Rugby Standing Committee appointed by the Rugby Standing Committee of the Branch under the Bye Laws of the Branch.

“The All-Ireland League” (AIL) shall mean the competition organised by the IRFU for AIL Clubs.

“Leinster Rugby Referees” shall mean the Association of Referees Leinster Branch

“ineligible or illegal player” is a player who is not entitled to play for a Club or in a match under these Regulations.

“IRFU” shall mean the Irish Rugby Football Union

“Junior Club” shall mean any affiliated Club other than one graded as Senior, School, Youth or Occasional

“Junior Committee” shall mean the Committee of the Junior Section of the Branch

“Schoolboy/Schoolgirl” shall mean any person who is a bona fide schoolboy/girl within the meaning of the regulations governing the Schools’ Competitions.

“Youth” shall mean any person who is not over the age of eighteen years within the meaning of the regulations governing Youths Competitions.

“The Hearing Committee” shall mean the relevant committee hearing an objection or appeal.

“The Relevant Committee” shall mean the IRFU, Competitions Committee, Womens Committee, Schools Committee or the Youths Committee as appropriate.

“The Relevant Secretary” shall mean the Honorary Secretary of the Leinster Branch, the Honorary Secretary of the Junior Section of the Leinster Branch, the Honorary Secretary of the Schools Section, the Honorary Secretary of the Youths Section, the Honorary Secretary of Womens Section or the WDFB as appropriate.

Unless otherwise specifically defined in these Regulations definitions in the Branch Bye-laws shall apply.

3. GENERAL

3.1 Competitions shall be governed by the Competitions Committee where applicable.

3.2 An individual shall not be allowed to play in a Branch Competition for more than one Club in any one season without the consent of the Competitions Committee save for the exclusion outlined in 5.4 of these Regulations

3.3 No proceedings or decisions made 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. In case of conflict between these Regulations and the Bye-laws of the Branch the Bye-laws of the Branch shall prevail.

3.4 The Competitions Committee shall have a minimum of five members and the quorum for a meeting shall be three members. The Competitions Committee may convene a full meeting or empanel any three or more members to make a decision at the discretion of the Chairman of the Competitions Committee.

3.5 A Club shall be obliged to fulfil a fixture which has been arranged by the Relevant Committee.

3.6 In the event of a clash of playing colours it shall be the home team's responsibility to change their playing strip. If the match is played in a neutral venue the youngest Club shall change their playing strip. The DFA shall have the final decision on the interpretation of the youngest Club.

4. SANCTIONS FOR FAILURE TO COMPLY WITH THESE REGULATIONS

In all cases where there is a breach or non-observance of these Regulations.

The Competitions Committee has the power to sanction Clubs or Schools with a variety of penalties that include:

- (1) Loss of matches or League points at any level,
- (2) Points deduction at any level; and/or awarding of points to an opposing Club in the current season or into the future,
- (3) Refixing of match or matches at any level and/ or at any venue,
- (4) Loss of home advantage in any match or matches,
- (5) Monetary fine
- (6) Expulsion from a League(s) or Cup(s),
- (7) Demotion or relegation from a League(s)
- (8) Loss of international tickets
- (9) Any other sanction as the Competitions Committee may deem appropriate

Where individual players, members or persons breach these Regulations they may be referred to the Disciplinary Committee for further sanctions or they may be dealt with by the Competitions Committee as appropriate.

5. ELIGIBILITY OF CLUBS TO TAKE PART IN COMPETITIONS

5.1 All Clubs must be affiliated to the Leinster Branch and have paid the relevant affiliation fee and insurance premium.

5.2 Club affiliated to other Branches may by invitation take part in specific Competitions, subject to compliance with these Regulations and having paid the relevant fee. Such Clubs must have paid the relevant insurance premium.

5.3 All Clubs must pay the relevant Competition Fee for each League or Cup Competition.

5.4 The Committee shall have the power to consider representations as to the eligibility or otherwise of Clubs to take part in the various Competitions.

5.5 The Committee reserves the right to insist that a Club plays at a higher level in a Cup Competition.

5.6 The Committee reserves the right to insist that a Club plays at a higher or lower level in a League Competition.

6. ELIGIBILITY OF PLAYERS TO TAKE PART IN COMPETITIONS

6.1 No individual shall be permitted to play in any Competition unless they are registered with a Club and has been issued with an IRFU Player Registration Number. Note: Players must renew their registration annually to be eligible to play in any Competition.

6.2 With the exception of Dual Status Players, no individual shall be permitted to play in Competitions for more than one Club in any current season without the consent of the Committee

6.3 All players who have played international (including 7's), provincial, or professional rugby in any jurisdiction for the Senior full team, in the current or last 2 preceding seasons shall be ineligible to participate in any Competitions .

6.4 Any player who plays from the start in six competitive matches for a higher team or teams shall be ineligible to play for a lower team for the remainder of the season without the consent of the Committee in all Competitions, with the exception of competitions notified by the Committee from time to time. Dual Status Players who play in the All-Ireland League **are** subject to this rule.

6.5 On regrading a player can only play for the next team down in that Club for the remainder of that season. If a player who has been regraded appears on a teamsheet for a higher level team on even one occasion, then she cannot play for the lower team again without a new re-grading application. Only in **very** exceptional circumstances will a second regarding application be considered. No further regarding applications will be considered.

6.6 Where the consent of the Committee is required to enable a player to play in a Competition, notice in writing applying for such consent must be given to the WDFC setting out the fullest possible information regarding the player in question.

6.7 A player who has played for a Club in the All Ireland League (excluding a dual-status player) shall be ineligible to play for any other Club in any competitions under the control of the Committee during the same season without the consent of that Committee.

6.8 The term "dual status" refers to a player who although a bona fide registered playing member of another Club in Ireland may play for a Club in the League and/or Cup provided

the following regulations are observed. A Club shall be limited to selecting not more than three such players in one season. Selection shall include players who are selected as replacements/substitutes for League and/or Cup matches.

6.9 A player shall only be a dual status member of one Club in the same season. Players can only play up the divisions. Players from higher division clubs shall not play for lower division clubs.

6.10 A Club wishing to use the dual status principle shall follow the procedures set out below: A request shall be made to the Secretary of the player's home Club. When permission is obtained, an application shall be made by email to the Competitions Sub-Committee attaching written permission of the player's home Club.

6.11 The name/s of dual status player/s shall be indicated on the League or Cup team sheet (D/S) complete with the relevant IRFU player registration numbers.

6.12 A player must have played 4 competitive matches for their Club before they are eligible to play in knock out stages of any competition, league or cup.

A dual status player must have played in 2 competitive matches for their dual status club, before they are eligible to play in knock out stages of any competition, league or cup.

6.13 A Club shall not permit an ineligible player to represent it and any Club who contravenes this Regulation shall be sanctioned as per Sanctions set out in Regulation 3. It is the responsibility of each Club to satisfy itself that all of its players, current and new, are correctly and legitimately registered under their correct name and date of birth within the IRFU system. Furthermore, the onus shall rest with the individual Club to ensure that all of its players are eligible to play for the relevant team, in the relevant competition and within the appropriate age grade

6.14 In the event of a Club being defeated in a Cup match or winning any Cup Final (other than the Senior League), the members of such Club who played in that match from the start shall be ineligible to play in any lower-level Cup Competition in that season. A Club may apply to the Committee to seek clearance for a player, who is otherwise ineligible to play, clearly detailing the circumstances surrounding that application.

6.15 Players from lower-level teams that play in the Plate are not Cup tied from further participation in the lower-level Cups and Plates (provided they are already eligible to play in lower Cup).

An application shall be made for exceptions to the above regulations. Notice in writing applying for such consent must be given to the WDFC setting out the fullest possible information regarding the player in question. Applications will be considered by the Committee on a weekly basis; applications must be received on or before 5pm on Wednesday. Any applications received after 5pm on Wednesday will be dealt with the

following week If consent is granted the Committee may restrict the level at which the player is allowed to play.

7. TRANSFERS BETWEEN CLUBS

Transfers to or from Senior Clubs shall take place on or before the 15th of June with or without the consent of the transferor or the 1st of January of the following year with the consent of the transferor. Transfers from and between Junior Clubs shall take place on or before the 1st of September without consent or the 1st of January the following year with the consent of the transferor. A player may not transfer if they have played competitive rugby for any other Club. Any transfers thereafter must be due to **exceptional circumstances** and must be approved by the Sub-Committee. If an Irish player has not played any rugby in Ireland for at least two years, then the need for consent is dispensed with.

8. SUBMISSION BY CLUBS OF NAMES OF PLAYERS SELECTED FOR MATCHES AND NOTIFICATION OF RESULTS

8.1 Electronic team sheets must be submitted on-line for each team at least THREE hours in advance of the kick off of each fixture.

8.2 A copy of the submitted Electronic team sheet signed by the team manager/coach must be made available or given electronically to the referee (a photograph will suffice) and the opposing team at least THIRTY minutes prior to kick off.

8.3 Any changes to the submitted team sheet must be brought to the attention of the referee prior to kick off, marked on the copy of the team sheet and **changed in Rugby Connect** within 48 hours of the finish of the relevant match.

8.4 The final score of the match and number of tries, conversions, drop kicks, yellow cards, red cards, and penalties scored must be contained on the team sheet and submitted, if requested, to the DFA by the referee.

8.5 In the event of the official referee failing to attend at a match, or being incapacitated during the match, in any of the Competitions, a qualified referee mutually agreed upon by the captains of the respective teams may officiate, and if not agreed the Home Club shall appoint a qualified referee but such fact must be notified when the result of the match is being communicated to the Secretary of the Committee. If there is no qualified referee available, the match shall be re-fixed.

9. PLAYING ENCLOSURE AND TECHNICAL ZONES

9.1 All Leinster Branch approved fixtures shall be played on pitches that conform to the regulations stated by the International Rugby Board.

9.2 The playing enclosure of the main (first XV) pitch should be defined by a fence unless impractical when it shall be defined by a rope.

9.3 If there is a stand, designated seats should be made available for subs.

9.4 On the main (First XV) pitch Two technical zones should be designated, clearly marked with white paint, each nine meters long and three meters wide and not less than two meters from the touchline, one on either side of the halfway line, in which benches shall be placed to accommodate substitutes, and three members of the coaching/medical staff. If there is no bench the substitutes must remain outside the barrier. Players who are sin binned shall remain in the technical zone. The referee shall order them out of the playing enclosure if they fail to adhere to this requirement. A failure to comply with the referee's requirements may result in the abandonment of the match. A Clubs failure to comply with the directions of the referee shall result in the team being reported to the Leinster Branch and sanctions applied as provided and set out elsewhere in these regulations.

9.5 On all other pitches two technical zones should be designated, clearly marked with two traffic cones, each nine meters long and three meters wide and not less than two meters from the touchline, one on either side of the halfway line (or such other area as shall be agreed with the referee), to accommodate substitutes, and three members of the coaching/medical staff. Players who are sin binned shall remain in the technical zone. The referee shall order them out of the playing enclosure if they fail to adhere to this requirement. A failure to comply may result in the abandonment of the match. A Clubs failure to comply with the directions of the referee shall result in the team being reported to the Leinster Branch and sanctions applied as provided and set out elsewhere in these regulations.

9.6 Coaches are precluded from entering the playing enclosure (excluding the players' technical zone) during the course of a game except at half time. The coach is not permitted to act as water boy.

9.7 The home Club must provide stewards (minimum two) to ensure compliance with Regulation 7.4

9.8 The “**minimum**” requirements for the staging of fixtures under floodlights are as follows:

Lux (Eav): Uniformity (U): Glare (GR): Colour (Ra)

200 0.6 <50 <60

The minimum requirements shall be maintained and certified biannually.
(This is an IRFU Class 11 minimum and may be subject to change.)

9.9 Clubs failing to comply with the above Regulations shall be dealt with by the Relevant Committee and sanctions applied as provided and set out elsewhere in these Regulations.

10. CANCELLATION OF MATCHES, THE POWER OF THE - COMMITTEE TO FIX DATES AND RELATED PROCEDURES

10.1 Clubs do not have the right to re-arrange matches without the consent of the Committee. Any Club contravening this regulation may be dealt with as provided and set out elsewhere in the regulations.

10.2 If a Club cancels a competitive match and is still fielding team(s) at a lower level(s) the players that played from the start of the last competitive match at the level of the cancelled

game shall be deemed ineligible to play at any lower level that weekend. This team sheet does not affect player eligibility under the 6-game Regulation 5.8. Under 20's premier 1, 2 and 3 players shall not be affected by this rule.

10.3 Where there is a doubt about the fitness of the ground and there is 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 kick off time. Matches may **not** be postponed on grounds that the safety of players might be prejudiced, unless with the additional approval of the match referee.

10.4 In cases where doubt arises regarding playing conditions for a cup or league tie, the home Club must nominate a suitable alternate pitch locally within 48 hours or offer the away team the option of hosting the match. The Committee reserves the sole right to re-fix for a different venue on the same day or on a future date.

10.5 Games may be re-fixed, **only with the consent of the opposing team**, for a different day in the same weekend or re-fixed for an earlier date, with the consent of the Committee, if application is made, at least one week before the fixture is due to take place.

10.6 When a Club is awarded a match by means of a walkover etc., where bonus points are in operation in that competition, the Club shall be awarded 5 POINTS.
When a Club is awarded a match by means of a walkover etc., where NO bonus points are in operation in that competition, the Club shall be awarded 4 POINTS .

10.7 Clubs failing to fulfill fixtures shall be dealt with by the relevant Committee and sanctions applied as provided and set out elsewhere in these regulations.

11. REGRADING OF PLAYERS

All applications for the regrading of players must be submitted to the WDFA online using rugby connect, setting out the fullest possible information regarding the player in question. Applications for regradings will be considered by the Committee on a weekly basis; applications must be received on or before 5pm on Wednesday. Any applications received after 5pm on Wednesday will be dealt with the following week. Every application shall be submitted on the form provided containing full particulars of the playing record of the player to whom it relates. On regrading a player can only play for the team below in that Club. The Committee before making a decision on a regrading application may seek additional information which may result in an adjournment of a decision until the following week.

12. RULES RELATING TO SUBSTITUTIONS,

NUMBERS A SIDE	Sub	Rolling Subs
15	7	Yes
13	1	Yes
10	2	Yes

Rolling substitutions

1. A maximum of 12 substitutions (Changes) per team per match will be allowed.
2. Changes under this Law shall include blood replacements and injuries; indeed, any time one player replaces another player from the same team other than front-row replacements required after a yellow card (see 6. below).
3. When a player has a blood injury and is replaced by another player and then returns to the field of play within the permitted time that will count as 2 changes.
4. When a player is sent from the field of play under a red card that is not a change.
5. When a player is temporarily suspended under a yellow card and leaves the field of play that is not a change.
6. When a scrum is ordered during the temporary suspension of a front-row player (Player A), and as a result a player (Player B) is required to leave the field to allow another front-row player (Player C) to come on that does NOT count as a change.
7. If, at the end of the period of temporary suspension, Player A resumes and Player C leaves the field that does NOT count as a change.
8. Player B returning to the field of play is also NOT a change.
9. If, however, the team opts to leave Player C on at the end of the temporary suspension period instead of Player A returning that IS a change.
10. There shall be no tactical rolling substitutions (i.e. non injury related substitutions) until 20 minutes has elapsed in any game.
11. After all 12 changes have been made, no other changes will be allowed for whatever reason including injuries. If, after the 12 changes have been made there is any reason for a player to leave the field of play, the team must play on with one less player. Uncontested scrums will apply if this involves a front-row player.

(c) Procedural Guideline for the Administration and Control of Rolling Substitutions at Matches:

Each team shall appoint its responsible person (e.g. Coach) who shall be required to notify the appropriate change verbally in the correct sequence to the referee, touch judge, or 4th official. This must happen before each change takes place and a player enters the field of play.

13. FAILURE TO FIELD FRONT ROWS (Does not apply to Division 5)

13.1. If a team is unable to field a front row from the start, then the fixture shall go ahead with uncontested scrums and the following shall be the consequence:

- 1) The team unable to field the front row will play the match with a maximum of 14 or 12 players from the start where the match was to be played with 15 or 13 players respectively. No reduction in numbers will take place where the match was to be played with 10 players. Page 10
- 2) The offending team must have 8 or 6 players in the pack where the match was to be played with 15 or 13 players respectively. No change in numbers will take place where the match was to be played with 10 players.

13.2 If a Club fails to identify the required number of players capable of playing in front row positions on the team sheet – a prop capable of playing both prop positions and a hooker - so that after injuries or a red/yellow card given to the front row the captain of that team declares

that he has no front row replacements, the match will continue with non-contested scrums and the following shall apply:

- 1) The team unable to field the front row cannot replace that front row player thereby reducing their number by one where the match was to be played with 15 or 13 players respectively. No reduction in numbers will take place where the match was to be played with 10 players.
- 2) The offending team must have 8 or 6 players in the pack where the match was being played with 15 or 13 players respectively. No change in numbers will take place where the match was to be played with 10 players.

13.3. Uncontested scrums to be notified, together with a report, to the Referees Administrator by the referee.

13.4 Under 19 variation to scrummaging laws shall apply from Division 4 and below.

Sanctions and/or penalties as provided and set out elsewhere in the regulations may be applied by the Competitions Committee having reviewed the referees report.

14. AGE REQUIREMENTS

Youths who have not reached their 18th Birthday are ineligible to participate in any matches not under the control of the Youths Committee. Youth players who have not reached their 18th birthday are ineligible to play Adult rugby which includes Under 20's. The onus shall rest with the individual Club to ensure that all of its players are eligible to play for the relevant team, in the relevant competition and within the appropriate age grade.

15. OVERSEAS/FOREIGN PLAYERS

15.1(a) All individuals from countries other than Ireland must, prior to playing at any level in this country, fill out the relevant form and attend with their passports at the Leinster Branch Offices.

(b) Written confirmation of the individual's IRFU Player Registration number must be obtained from the I.R.F.U. and a copy of the confirmation shall be forwarded to the Branch. This also applies to players returning to Ireland having played abroad.

15.2 All individuals other than those who fall into one or more of the following categories are regarded as Overseas Players and are subject to the restrictions applicable to the various Leinster Branch Competitions as set out at (3) below:

- (a) Those who qualify to play for Ireland under World Rugby Regulations;
- (b) Those that hold a passport issued by a country which is a member of the E.U or U.K.;
- (c) Those that have lived permanently in Ireland for a period of five years immediately preceding the time of playing subject to proof of residency being produced.
- (d) A player from a non-EU Country visiting Ireland on a minimum one-year work visa or a fulltime bona fides student. This player must take up, and remain in residence, and be properly registered one week prior to the commencement of the Competition. For the purposes of

interpretation, this player is classified as an overseas player and shall be nominated as such to the DFA.

(e) In the case of (d) a player who completes a minimum of one year working or in full time education, they may then apply to the DFA to be considered a Non-Overseas player. Such status to be reviewed each year until regulation (c) shall apply.

15.3 Overseas Players – Restrictions in respect of Leinster Branch Competitions
Number permitted – See chart at 11 above

16. RESIDENCY

16.1 All players must be resident in this Country at least one week prior to the commencement of the Competition. Evidence of residence may be requested by the Leinster Branch.

16.2 Any overseas player or Irish qualified player who has been playing abroad and who arrives after the qualifying dates above cannot play without the consent of the relevant committee

An application shall be made for exceptions to the above regulation. Notice in writing applying for such consent must be given to the DFA setting out the fullest possible information regarding the player in question. If consent is granted the Committee may restrict the level at which the player is allowed to play.

17. TEAMS TIED ON EQUAL POINTS IN ALL LEAGUE COMPETITIONS

17.1 In all League Competitions, unless otherwise specifically stated, points will be awarded as follows: 4 points for a win; 2 points for a draw; 0 points for a loss; 1 bonus point for losing by 7 or less points; 1 bonus point for scoring 4 or more tries

17.2 In the event of two or more teams in a Division/Section finishing level on League points, whether at the top or the bottom of the Division/Section, final placings shall be decided by the following criteria (subject to Regulation 8.6 being satisfied):

- (i) The team with the most wins in the League;
- (ii) The team with the most drawn games in the League;
- (iii) The team with the greater number of League points in the games against each other;
- (iv) The team with the best match points difference in the games against each other;
- (v) The team that has scored most tries in the games against each other
- (vi) The team with the best match points difference against all teams in the league
- (vii) The team that has scored most tries in all games in the League
- (viii) A play off or playoffs at neutral grounds unless all relevant teams agree or due to time constraints a coin should be tossed.

18 DURATION OF MATCHES AND PROVISION FOR EXTRA TIME IN CUPS OR LEAGUE PLAY-OFFS

18.1 The duration of each match in the Competition shall normally be eighty minutes except where otherwise stated in these regulations.

18.2 Where a match is played with 13 players the match shall be of 70 minutes duration

18.3 Where a match is played with 10 players the match shall be of 60 minutes duration (30 x 2).

18.4 If any Cup or League play-off match is drawn at the expiration of normal time, an extra twenty minutes shall be played, unless, in either case, the referee decides that conditions as to state of ground, light or otherwise are unfit for further play. In the event that the match was not of 80 minutes duration, then an extra 10 minutes shall be played.

18.5 If any Cup or League play-off match is drawn after extra time the following shall determine the winning team: a) The team who has scored most tries including extra time b) The team who scored the 1 st try c) The team that scored the first points (vi) If the game was scoreless, penalty kicks shall be taken to decide the winner.

18.6 If one team leads another team by 50 or more points in a match in Division 4 and Division 5 then the match shall end.

18.7 Determination of Result

If the referee abandons a game, for whatever reason, before three-quarters of the time has been played, then the game shall be void. Otherwise the result shall stand as though the game had been completed.

19. SANCTIONS AGAINST TEAMS CONCEDED WALKOVERS

If a team fails to fulfil a fixture the following shall apply and the non-offending team shall have 5 points awarded (4 points in Division 4 and 5):

- a) 1st and 2nd failure to fulfil a fixture: an automatic deduction of 2 points
- b) 3rd and 4th failure to fulfil a fixture: an automatic deduction of 4 points
- c) 5th failure to fulfil a fixture: an automatic deduction of 4 points and the club to appear before the Competitions Sub-Committee.

The Competitions Committee may impose further sanctions if it deems such sanctions appropriate

20 NUMBERS A SIDE

20.1 Division 1, Division 2 and Division 3

- i. Teams shall play 15 a side or 13 a side. If a team can only field 13 the Competitions Sub-Committee must be informed no later than 24 hours prior to the match being played. In a 13-a-side game, the scrum must be in 3-2-1 formation.
- ii. Teams shall confirm to the opposition their numbers (if less than 15) no later than 24 hours prior to the match being played. In that instance, both teams shall start with an equal number of players.
- iii. If a team contacts the opposition to say they only have 13 players for an upcoming match, then on match day that team can only play 13 unless at the request/with the consent of the opposition.
- iv. The maximum points for a win that a team which cannot field more than 13 players in a competitive match shall be limited to 2.

- v. A team cannot declare to play with 13 players when they have 2 or more available replacement players.
- vi. If a team cannot field more than 13 players and have failed to inform both the Competitions Sub-Committee and the opposition in accordance with 19.1 (i) and 19.1 (ii) above, the Competitions Sub-Committee will decide on sanctions for the club in accordance with these regulations.

20.2 Division 4 and Division 5:

- i. Teams shall play 15 a side, 13 a side or 10 a side with all attempts to play the full 15 a side. If a team cannot field 15 the Competitions Sub-Committee must be informed no later than 24 hours prior to the match being played. In a 13 a side match the scrum must be in 3-2-1 formation. In a 10 a side match the scrum must be 3-2 formation and 5 in the backs
- ii. Teams shall confirm to the opposition their numbers (if less than 15) no later than 24 hours prior to the match being played. In that instance, both teams shall start with an equal number of players.
- iii. If a team contacts the opposition to say they only have 13 or 10 players for an upcoming match, then on match day that team can only play 13 or 10 respectively unless at the request/with the consent of the opposition.
- iv. A team cannot declare to play with 13 or 10 players when they have at least 2 or 3 available replacement players respectively.
- v. The maximum points for a win that a team which cannot field more than 10 players in a competitive match shall be limited to 2
- vi. If a team cannot field 15 players and have failed to inform both the Competitions Committee and the opposition in accordance regulations above, the Competitions Committee will decide on sanctions for the club in accordance with these regulations.

20.3 If one team has more players than the other, in order to balance the sides, the team with the greater number of players may allow players to play on the opposing team. The team with the lesser number of players cannot compel the team with the greater number of players to give them players, but the game shall start with an equal number of players on both teams, that is the lower number of players.

21. PROMOTION AND RELEGATION BETWEEN DIVISIONS

The following shall be the rules governing division winners, promotion and relegation between divisions:

Upon the completion of the regular league matches, the top team in each division will be deemed the winner of that division.

21.1 In the case of Division 1 the winning team will be the Leinster candidate for promotion to AIL in accordance with the rules and regulations of the AIL applying at that time. Should the winning team be the second team of an existing AIL team, then the runner-up in Division 1 shall be the Leinster candidate for promotion to AIL. The Leinster candidate for promotion, to AIL, if any, shall not take part in the Leinster Cup competition.

21.2 In the case of Division 1, the 2 teams chosen in accordance with criteria advised by the Competitions Sub-Committee prior to the start of the season will participate in the AIL Cup in accordance with the rules and regulations of the AIL applying at that time.

21.3 In the case of Division 1, Division 2, Division 3 and Division 4, the team finishing last upon the completion of the regular league matches will be relegated to Division 2, 3, 4 and 5 respectively.

21.4 The runner up in Division 2, Division 3, Division 4 and Division 5 will play the second last placed team in Division 1, Division 2, Division 3 and Division 4 respectively in a promotion/relegation playoff at a neutral venue. The fate of the winners and losers of these playoffs will be determined by the promotion to and relegation from AIL.

21.5 All promotion/relegation playoff games will be governed by the regulations related to the higher division.

The Competitions Sub-Committee reserve the right to promote, relegate or fail to promote or relegate teams in order to facilitate new teams or for any other circumstance deemed necessary .

22. AWARDING OF TROPHIES

22.1 The successful Club in the final match of the Competitions each season shall be entitled to hold the Perpetual Challenge Cup or Shield or Plate appropriate to such Competition from the date of such final match until such date in the ensuing year as may be specified by the Committee if such trophy exists. The successful Club shall be responsible for returning the said Cup to the Honorary Secretary of the Leinster Branch in as good order and condition as it was received. Failure to do so will result in the costs of restoring or replacing the trophy being borne by the offending Club. It shall be the responsibility of the successful Club to have its name engraved on the trophy in a manner agreed with DFA prior to the commencement of the following season. The relevant trophy must be returned to the Branch by the 1st of February.

22.2 The Honorary Secretary for the time being of the Leinster Branch shall be, to all intents and purposes, the legal owner, in trust for the Branch, of the Cup appropriate to each Competition played under the control of the Committee.