

**Regulation No. RC 2526 of the Munster Branch IRFU**  
**laying down specific rules for the running of Rugby Competitions in**  
**Munster for the 2025-26 season**

**Approved by The Rugby Committee**

<u>Amendment No.</u>	<u>Topic</u>	<u>Passed by RC</u>
001	Annex A.8 (red cards)	27/08/2025
002	Annex C.8 (NM competitions)	27/08/2025
003	Date changes from 24/25 to 25/26	27/08/2025
004	Annex C.1 Munster Senior Challenge Cup	27/08/2025
005	Annex C.5.0 r0 Munster Women competitions	27/08/2025
006	mini and youth safeguarding document (A.14)	27/08/2025
007	Junior & Senior Schools draws	27/08/2025
008	Annex C.3 Munster Senior League	27/08/2025
009	Annex C6 Chapter IV youths – addition of points 17 & 18	27/08/2025
010	Annex C.5.0 Section D	27/08/2025
011	Annex C.6 A.3.2 20 month change to 12 month	10/09/2025
012	Article 4.10	10/09/2025
013	Annex C.8.2 Gleeson League	10/09/2025
014	Annex C.2.0	14/01/2026

## FOREWORD:

In Munster, there are approx. 120 registered Clubs & Schools, playing a wide variety of competitions across all ages and grades. In addition, there are numerous friendly fixtures played at every level throughout the season.

This Regulation lays down the provisions in relation to all rugby fixtures (competitive & friendly) in Munster for the 2025-26 season.

The format of the document is different from previous versions (which are no longer valid) in that it follows the sequence of events involved with the organisation and playing of the game i.e. the Committee, the fixtures, the players, pre-match requirements, the match itself, what happens afterwards, disciplinary matters etc.

Also, information that was previously in other places (e.g. the Red Book) is now consolidated into this document.

The Annexes are divided into three.

Annex A – Administration - matters that are primarily static information pertaining to all fixtures

Annex B – All forms are available online on the Munster Rugby Website

Annex C - Competitions - showing the essential information regarding individual competitions

The Regulation will be reviewed and, if necessary, amended at the end of the season.

## Points to Note

- **EVERY TEAM IN EVERY GAME MUST PRODUCE AN E-TEAMSHEET**

If you don't know how to generate an e-teamsheet, ask someone in your club or contact the Munster Branch office who will be only too willing to help.

- 99% of people involved in Munster Rugby, at all levels, are Volunteers. They are giving of their time freely. They won't get it right all the time but please treat them with Respect.

Finally, this Regulation is a "living document" insofar as any person, club or school may make suggestions and/or propose amendments, at any time, to the Rugby Committee, to improve the administration and playing of the game.

If and when amended, clubs and schools will be notified, and an updated version will appear on the Munster website as soon as possible thereafter (Munster Rugby / Domestic / Fixtures & Results / Regulations)

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Glossary:

**R C = (Munster) Rugby Committee****CSC = Competitions Sub-Committee (Schedule M of the byelaws)****RSC = Relevant Sub-Committee (i.e. responsible for the fixture / competition)**

## Chapter I CONTROL AND DELEGATION

### Article 1

1. In this Regulation the 'Branch' shall mean the Munster Branch I.R.F.U. and shall, where the context so admits or requires, include the Committee of the Branch and any person nominated or authorised by the Branch to act on behalf of the Branch, for the purposes of this Regulation.
2. In accordance with the Branch Bye-Laws, the Branch shall be responsible for the management of the affairs of the Game in the province of Munster.
3. The Branch shall be the sole interpreter of this Regulation, and shall have power to approve, amend and adjudicate upon all matters not specially provided herein. In the case of any inconsistency between this Regulation and the Bye-Laws of the Branch, the said Bye-Laws shall prevail.
4. This Regulation supersedes all previous versions and applies to all fixtures for the **2025-26** season and thereafter unless otherwise decided by the Branch.
5. The provisions set out hereunder are made pursuant to the Laws and Regulations of the IRFU and the Branch Bye-Laws.

### Article 2

1. In accordance with the Bye-laws, the **Standing Rugby Committee** (known hereafter as the **Rugby Committee (RC)**) has been established and empowered to carry out its Terms of Reference. The **Rugby Committee (RC)** has established various Sub-Committees to, inter alia, manage fixtures and the various competitions. These sub-committees are listed in the Schedules to the Bye-Laws and shall be known individually as the **Relevant Sub-Committee (RSC)**,  
  
Under the delegated authority of the Rugby Committee, the **Competitions Sub-Committee (CSC)** (Schedule A of the Bye-Laws) will co-ordinate and be responsible for the overall organisation and running of all fixtures in the province.
2. (i) The Rugby Committee shall have absolute discretion to make any amendments to this Regulation and/or to any fixtures schedule, at any time, in the best interests of the game. Upon approval by the Rugby Committee, any amendments made, shall, as soon as possible, be notified to the Branch Committee and to all clubs and schools.  
  
(ii) In emergency and/or unforeseen circumstances, **the Rugby Committee Chairman, along with three Branch Officers may make a Decision in the best interests of the game**. Such Decisions shall be advised to the RC, CSC and RSC as soon as possible.
3. The Rugby Committee shall delegate to its Secretary (or his Deputy as appointed by the Independent Chairman of the Munster Rugby Committee) to act, with at least two other members of the Relevant Sub-Committee, such of its functions as the Rugby Committee may reasonably decide, confirm or ratify and any Decision of such person or persons shall be as valid and effective as if made by the Relevant Sub-Committee and for the purposes of this Regulation shall be regarded as a Decision by the Rugby Committee. Requests for verbal rulings will not be considered.
4. Where the term 'Club' is used, it refers to a Club and/or School as the case may be.
5. **Each club desirous of competing in any Competition shall, by virtue of entering the competition, be deemed to have accepted and be bound by this Regulation and the Bye-Laws.** A Competition Application Form (Annex A.2) should be completed and returned to the Fixtures Sub-Committee and RSC by the stipulated date.
6. Each Club shall be responsible for distributing, informing and explaining this regulation to its officials and players in a timely manner and where a dispute arises the Club shall provide evidence that this responsibility has been fully discharged.
7. Where any breaches of this regulation occur, sanctions are laid down in Article 16.
8. The Munster Branch or any of its constituent Committees shall have no liability to any Club or person arising from any negligence or failure by the Branch or any Committee or sub-Committee of the Branch to ensure

compliance with this regulation or in relation to any other failure in the administration or management of any competition.

9. No proceedings pursuant to these regulations or their operation shall be quashed or held invalid by reason of any defect, irregularity, omission or other technicality, provided there has been no miscarriage of justice.

## Chapter II GENERAL REQUIREMENTS

### Article 3 Organisation

1. In accordance with the Branch Bye-laws and Article 2 above, all fixtures shall be run in accordance with the Articles and Annexes set out hereunder
2. All fixtures shall be played in accordance with the Laws of the Game. Any variations thereto and other specific criteria are laid down in the various Competition requirements in the relevant section of Annex C. No further variations are allowed unless notified and agreed by the Rugby Committee (RC) and/or the IRFU.
3. Except for Annex 4A (i.e. IRFU Regulation 6), where any conflict, difference or anomaly arises between these Articles and the provisions laid down in the Annexes, these Articles shall have precedence.
4. The Rugby Committee shall define what clubs and schools are in each relevant geographical area, league or conference for the purposes of any particular competition.
5. All matters pertaining to fixtures will be dealt with by the Relevant Sub-Committee (RSC) or, in between meetings, by an **Emergency sub-Committee and/or Competitions sub-Committee**. Such matters may be dealt with by a meeting, via phone or e-mail.

**Emergency / Competitions sub-Committee(s)** : should consist of at least one officer and at least two members of that Relevant Sub-Committee (RSC Officers: Chairman, Vice Chairman, Hon Secretary, Hon Treasurer, Competition Secretary or, if not available, an officer of the Munster Branch i.e. President, SVP, JVP, Immediate Past President, Hon Secretary, Hon Treasurer)

6. (a) All fixtures shall be arranged by the CSC in conjunction with the RSC and cannot subsequently be changed without CSC permission. The Rugby Committee and/or the CSC shall have the power to alter dates and/or times fixed and/or venues, should circumstances arise to warrant any alteration.  
(b) Clubs do not have the right to re-arrange fixtures.
7. In the overall interest of the game and at the discretion of the CSC and/or RSC, the format of any competition may be amended, and in the event of withdrawals, a competition may be re-drawn.
8. (a) When fixtures are arranged, they shall be posted on the e-Sports system and/or the Munster Rugby website (the Rugby Connect system automatically notifies by e-mail, the person(s) designated by each club)  
(b) Such posting shall be deemed to be the official notification to all parties.  
(c) The onus is on clubs to keep themselves informed and up-to-date as regards their likely fixtures and to use the principle of "the game is on until it's off"

### Article 4 Players

1. **IRFU Regulation 6 governing the Registration, Eligibility, Movement and Payment of Club Players applies. (see Annex A.4A)**  
(a) A "player" as defined in IRFU Regulation 6 as - any player of the Game whether male or female who is registered, intends to register or is required to register as a playing member of a club affiliated to the IRFU in order to play the Game within the jurisdiction of the IRFU.  
(b) In accordance with IRFU Reg. 6, a player shall not be eligible to play in a Competitive Match unless he is properly registered with a club and has been issued with a valid registration number.  
(c) In accordance with IRFU Reg. 6, Registration of a Player with a Club does not of itself make such player eligible to play a Competitive Match for such Club

(d) A player shall not have more than one IRFU Registration No. The onus is on both the club and/or school to ensure compliance. If / when a player is found to have more than one Registration No., the player, his club and/or school shall be in serious breach of this Regulation.

(e) Clubs & Schools should familiarise themselves with the Long-Term Player Development (LTPD) programme of the IRFU (extract in Annex A.3) and also IRFU Regulations & Guidelines in relation to Player Welfare matters such as Doping, Child Welfare, Concussion, Nutrition etc (see the IRFU website).

2. The **Registration** process is carried out in accordance with the procedures laid down in Annex A.4

3. Neither a club nor school shall permit an unqualified person to represent it.

4. The required status of a player in a competition, is set out in the relevant Competition (Annex C)

5. A player may only play with one club in a competition. Exception: Players playing with an authorised Amalgamated team or players who have received permission under the procedure outlined in Article 4.13.

6. (a) (i) Adult players may Transfer between clubs in accordance with Annex A.5 using the correct Transfer process.

(ii) They may go on Loan in accordance with Annex A.5.

(i) Age Grade Players are defined in Article 4.9. **Age Grade Players over 12 years of age can only transfer in special circumstances using the procedure in Article 4.13 (4.13 form and a fee of €50 must be submitted to the Hon Sec RC)** Note: Relevant supporting documentary evidence should be submitted.

(ii) They may go on Loan in accordance with Annex A.5. Rejected loans can be submitted in special circumstances using the procedure in Article 4.13 (4.13 form) and a fee of €50 must be submitted to the Hon Sec RC). Note: Relevant supporting documentary evidence should be submitted

**Note:** Age Grade players are children; therefore, any forms being used, must be signed by parent(s) / guardian(s).

7. Amalgamations: Amalgamations can occur when a club or clubs are unable to field a team from within their own playing resources and agree to amalgamate in order to participate in a particular competition or competitions. Players must be properly registered in accordance with this Article and be paid up members of their home club. Players will go on Loan to the "Amalgamated team" from their respective clubs but are not precluded from also playing with their 'Home' club, subject always to the 50% rule. i.e. a player's status is established on the basis of the status of the games he starts, not the club nor team that he plays with.

Such amalgamations must be notified in writing by the respective Club Hon Secretaries to and receive authorisation from the RSC and the Rugby Committee to comply with IRFU Reg. 6.

The list of players, along with their IRFU Registration Nos. must be submitted to the Rugby Committee at least 14 days in advance of commencing any competitions (copy to CSC & RSC).

On approval, the team will then be set up on the Rugby Connect system, by the Branch Registrar.

Insurance for the amalgamated team is a matter for the clubs involved and the premium must be paid before playing in the competition

8. (a) Status

(i) Nationally Contracted Player (ii) Provincial Contracted Player (iii) Development Contracted Player (as defined in eligibility criteria for AIL by IRFU)

(iv) Academy Contracted Player (v) Senior Player (vi) Junior 1 Player (vii) Junior 2 Player

(viii) Junior 3 Player (ix) Junior 4 Player (x) College Player (xi) Age Grade Player

(b) Dual Status

The term "dual status" refers to a player who although a bona fide registered playing member of a non- AIL Club in Ireland may play for a Club in the AIL and/or AIL Cup subject to IRFU Regulation 9.15 (see Annex A.4). A player shall only be a dual status member of one AIL Club and one non-AIL Club in the same season.

(i) A Dual Status player who starts an AIL game shall be allowed to participate in a Munster Junior Clubs Competition on the same weekend

(ii) Other than at u20 level, a Dual Status player may only play at AIL level with the AIL club.

- (iii) Dual Status procedures shall be in accordance with the principles of IRFU Regulation 9.15 – see Annex A.4

9. Status Definitions:

Excluding Contracted Players, a Player's status at the beginning of the season will be the same status as when he finished the previous season. (Re-grading – see para 11 below)

**Contracted Player:** Those with a professional contract in the current season, namely 8(a) (i) – (iv) above.

**Senior Player:** A player who has started in 50% or more of his sides games in the current season, in the All-Ireland League, All Ireland (Bateman) Cup, Energia Community Series (ECS) and Munster Senior Cup, all combined.

**Exemption:** This does not apply to Dual Status Players or a Junior Team and their players invited to play in the Munster Senior Cup.

**Junior 1 Player:** A player who has started in 50% or more of his side's games in the current season in the Junior League, Senior Seconds League, Manseragh Cup, Transfield Cup and Munster Junior Cup, all combined.

**Junior 2 Player:** A player who has started in 50% or more of his side's games in the current season in the Gleeson League, J2 League South, J 2 League, Webb Cup, J2 Cup, all combined.

**Junior 3 Player:** A player who has started in 50% or more of his side's games in the current season in all J3 competitions combined

**Junior 4 Player:** A player who does not satisfy any of the previous conditions above

**College Player:** A player who complies with the Eligibility criteria for Third Level Rugby in Annex C.10

**Age Grade Player:** A player eligible to play in Age Grade fixtures including 'Youth' and 'Schools'

- (a) All Age Grade players shall be under the relevant age on January 1<sup>st</sup> of the current season except boys and girls at u18.5 level where the date is July 1<sup>st</sup>.
- (b) Schools' competitions are confined to bona-fide students in accordance with Annex C.6.0
- (c) A Club or school may, under Article 4.13, make a written request with supporting documentation which must include the written permission of all parents / guardians, to the Rugby Committee, to allow an Age Grade player, to play 'up' an age grade. The request shall be considered, and a written reply made.

**Notes:**

- (i) In relation to the "50% rule" and Cup competitions, it must be noted that Plate & Bowl competitions are deemed to be separate competitions in their own right.
- (ii) Players cannot 'drop down' to a team within their club that is playing two grades below (e.g. from Senior to J2) unless the next team down is playing at that level. e.g. an AIL club whose 2<sup>nd</sup> XV is playing at J2
- (iii) With reference to status above, 50% or more, Only games physically played by the team will be taken into account (i.e a walkover will not be counted to calculate eligibility).

- 10.
  - a) A player's status is defined at the time of the game.
  - b) Age Grade Players are not allowed to play in adult competitions.
  - (i) A player who is U19 but overage for U18.5 may play for an exempt school and also play adult rugby.
  - c) Games played while a player is suspended do not count toward the 50% participation calculation.
  - d) A player who starts as a replacement is deemed not to have started the game.
  - e) Age Grade players who are 18+ and whose school/club team has completed its provincial programme may play adult rugby with their club. They may also continue playing in regional age grade competitions.
  - f) In the case of "doubled up" games (e.g. league and cup), the match will count as one game only for the purposes of player status.
- 11. Re-Grading
 

A player can only be re-graded one grade down in one season.

Re-grading shall be by written request to the RSC and, if approved, shall be sent to the RC for ratification.
- 12. Returning Irish & Overseas Players
  - (a) All non I.R.F.U. registered players or Irish players who have been playing abroad and including Foreign/Overseas players must comply with the I.R.F.U. eligibility regulations.
  - All such players shall be dealt with in accordance with Annex A.4
  - (b) The playing status of Overseas Players will be decided by the Rugby Committee.

13. Notwithstanding the provisions of this or any Article, any player or Club shall be entitled to submit along with a non-returnable fee of €50 (in the case of transfers this will include the €20 fee), in writing using form 4.13, to the Rugby Committee any special circumstances they consider relevant to registration and/or eligibility. The submission shall be considered by the Chairman with Two other members and be entitled in their absolute discretion to accept the registration and or eligibility of such player.  
Any Decision made, can be subject to an Appeal to the Branch Committee in accordance with the Branch Governance. Appeals should be sent, within 7 days, to the Branch Hon Sec, with the appropriate fee (see Article 11 et seq). Where appropriate, such Appeals may be held 'in camera'.

## Article 5

### The Game

1. (a) Conduct and Responsibility - IRFU Regulation 5.15 applies

*5.15.1 Clubs participating in matches are responsible and accountable for the conduct of their players, officials, members and supporters.*

*5.15.2 Clubs, players, officials and members shall ensure that:*

*(i) matches are played in accordance with disciplined and sporting behaviour.*

*(ii) none of a club's players, officials, members or supporters engage in any act or acts of misconduct;*

*5.15.3 For the avoidance of doubt a Club or player may be sanctioned for misconduct even if a referee has already penalised one or more players for his or their conduct during a match.*

In addition, the requirements laid down in the Branch Bye Laws and in Annex A.3 also apply. **Clubs & Schools are responsible for the behaviour of their players, coaches, mentors and supporters, both on and off the field and conduct of any kind that is deemed to be misconduct by Munster Rugby (or any of its constituent parts) will be deemed to be a breach of this Regulation and will be sanctioned accordingly.**

(b) a "Competitive Match" means any match in any competition under the jurisdiction of the Union or Branch

2. (a) Grounds & Venues: New grounds have to be inspected and approved before use. Matches shall only be played on grounds approved by the Branch and will generally be played on the ground of the first named club (i.e. the 'Home' team).

**Notwithstanding the above, the CSC shall have the power to select any venue for any game.**

**NOTE:** Where matches are played under lights, the quality of lighting must be certified annually, to the standard laid down by the IRFU and the certificate will be available for inspection.

(b) Final venues: Such Provincial venue as may be decided by the CSC and/or the RSC.

(i) where both teams are from the north, the venue should be in the north

(ii) where both teams are from the south, the venue should be in the south

(iii) where there is a 'mixed' final, the venue shall be north / south alternatively. For clarification, the 'Home' team is the one from the part of the province where the game is played.

(iv) Subject to availability, the venues shall be Thomond Park or Virgin Media Park.

(v) Where the match is a draw, paragraph 11 below, applies.

(vi) Where a replay occurs, the north/south/north sequence is unbroken i.e. a drawn game in the south => a replay in the north => next year's final will be in the south

However, the Schools Senior Cup and Junior Cup Finals can take place as a single event under the aegis of the Age Grade Competitions Committee s/c. **(The AGCC is an ad hoc sub-committee of the CSC).**

- (c) Arrangements: The home club (i.e. the first named) is responsible for ground arrangements, pitch markings, flags, footballs and meet with the requirements of the IRFU and Munster Branch re health & safety standards. (each club should comply, insofar as possible, with the IRFU H & S Statement)

3. Admission: The Branch may decide admission prices for each competition and/or individual matches and have the authority to collect or have collected on its behalf, an entry fee. In the event that a Levy is fixed by the Branch as an alternative to gate receipts the 'Levy' shall be forwarded to the Branch within fourteen days of the match. The Branch shall have power to debar a club from further participation in the competition or take other action it sees fit against a club who fail to make full return to the Branch Office within fourteen days of the match

4. Colours:

- (a) (i) In the event of a clash of playing registered colours it shall be the home team's responsibility to change their playing strip.  
(ii) In a Final, the 'Home' team is the team at the top of the draw



- (b) Referees may refuse to permit players to take part in a game if not wearing the registered Club jersey.
- (c) If the registered colours of teams in a match are of such similarity as would present playing or refereeing difficulties, it is the responsibility of the home team to make the necessary change and to notify the Referees Association and opponents of such change
- (d) Playing jerseys must be numbered sequentially, starting at No. 1 but allowance will be made for damaged or missing jerseys. Amendments must be noted on the e-teamsheet.  
However, if a club wishes to deviate from sequential numbering, it must apply in writing, outlining the alternative system and receive written permission from the Rugby Committee.

5. Teamsheets

- (a) e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6
- (b) Teamsheets are subject to scrutiny at any time by the CSC and/or RSC or their delegated persons
- (c) **NO CLUB OR INDIVIDUAL MAY MAKE DIRECT CONTACT WITH Rugby Connect FOR ANY REASON. ALL MATTERS RELATING TO PLAYER REGISTRATION, TEAM SHEETS OR ANY OTHER RELATED MATTERS MUST BE CHanneled THROUGH THE RELEVANT MUNSTER RUGBY OFFICIAL, IN WRITING. SUCH REQUESTS MUST BE SUBMITTED AND SIGNED BY THE CLUB SECRETARY AND BE ON OFFICIAL CLUB/SCHOOL /COLLEGE HEADED PAPER.**  
**Any breach of this rule will be considered a most serious breach.**

6. Referees:

- (a) The Munster Association of Referees will endeavour to provide referees for all matches.
- (b) In the event of the official referee failing to attend at a match, or being incapacitated during the match, a qualified referee mutually agreed upon by the clubs may officiate, and such fact must be notified when the result of the match is being communicated to the RSC
- (c) Referees, whether members of MAR or otherwise, are subject to the provisions of this Regulation.

7. Duration: The duration of each match shall be 80 minutes unless a specific competition requires a different duration and notwithstanding extra time where appropriate (e.g. schools / youths / minis will differ) unless the Referee decides that the conditions as to the state of the ground/weather/light or otherwise make it unsuitable for further play taking into account the safety of the players.

In an 80-minute game, if 70 minutes of playing time has elapsed the result / score stands. In the case of a 70-minute game, 62 minutes must elapse and in a 60-minute game, 53 minutes (approx. 87.5% of playing time)

Age Grade matches shall have the following duration –

for under 19, under 18 and under 17 games,	two periods of 35 minutes.
for under 16 and under 15 games,	two periods of 30 minutes.
for under 14 and under 13 games	two periods of 25 minutes

NO EXTRA TIME ALLOWED in Age Grade Rugby

8. Substitutes: Each competition shall stipulate the number of substitute players and where allowed; Rolling Substitutions shall operate in accordance with Annex A.7

10. Scrum: For all J1 competitions, if and when a game goes to uncontested scrums, the offending team shall go down a player.

11. Yellow / Red Cards shall operate at all levels in accordance with Annex A.8

Duration of Yellow Card during match:

Adult = 10 minutes

Under 17,18, 19 = 7 minutes

Under 13,14, 15 & 16 = 5 minutes

12. Drawn Cup / Knockout Games

- (a) Where there is a requirement for a 'result on the day', this shall be in accordance with Annex A.11
- (b) (i) Where there is no requirement for a 'result on the day', drawn games will be replayed.  
(ii) The club travelling in the drawn match (i.e. the 'Away' team) shall have home advantage in the replayed match. If the replay is a draw, the winner will be decided in accordance with Annex A.11

13. Settling of Ties in Finals

In the event of a draw, the CSC and/or the RSC shall decide whether paragraph 11(a) or 11 (b) will apply.

14. Abandoned Game: Where a game is abandoned, the RSC may, depending on circumstances, have it re-fixed. The venue is a matter for the RSC but in normal circumstances, a re-fixed game shall be treated as a new fixture and played at the original venue
15. Result: The obligation rests with the home club/school to notify the RSC and the CSC of each game within 12 hours of the game finishing. Where there is an appointed referee, he must notify the result within 2 hours of the game finishing.

### Chapter III

#### Article 6 Postponements

1. Using the postponement form, Postponements can (i) be requested (ii) occur due to emergency situations or (iii) occur in relation to ground conditions
2. Only in very exceptional circumstances shall a competitive fixture be postponed and then only with the approval of the CSC, in consultation with the RSC
3. The procedures to be followed are outlined in Annex A.9

#### Article 7 Un-played Games

1. If a game is un-played, the Home team must inform the MAR. The relevant MAR fixture secretary and the RSC Competition Secretary without delay.

**Clubs are liable to a €60 fine where MAR is not notified in good time of a call-off.**

- A 50% increase in fine will apply for a second offence in the same season.
2. A club refusing to play a fixture, in which it is drawn, on the stipulated date, shall be adjudged to have lost the match.
  3. A club that fails to play a competitive fixture, which for clarification includes not having suitably trained front row players, will be deemed to have given a walkover.
  4. Where a team gives a walk over in a particular game and the club has a competitive game of a lower status on the same weekend, the club shall be deemed to have lost the latter game.
- Note: A weekend for Munster Rugby is defined as Fri-Mon inclusive. Where a fixture has been set for a given weekend and a fixture date change is requested by the participant clubs and accommodated by the RSC, then that fixture will be taken as having been played on the respective weekend that it was fixed for. The RSC can adjudicate if any issue arises.
5. Where games are called off after 6.00pm on the day prior to a game the offending club shall be sanctioned.
  6. Where games are called off due to weather or with the approval of the Branch Grounds Inspector (Annex A.IX) no sanctions will apply. A team found to be in breach of this rule more than once in a season may have further sanctions imposed.

#### Article 8 Eligibility

1. Eligibility for Plate/Bowl competitions are governed by the eligibility for the relevant cup competition.
2. (a) A club that (i) fails to fulfil a Cup fixture of a higher grade and /or (ii) plays in a higher-grade League and does not play in the equivalent Cup competition, shall not be allowed to take part in any Cup competition of a lower grade that is affected by the eligibility of players not playing the higher-grade competition in the same season. However, the club may apply in writing to the Competitions Sub-Committee (CSC) to be allowed to enter such a competition.  
  
(b) Where a club is granted such approval, the “50% rule” in Article 4 is replaced by the following:  
The 15 players of each higher-grade panel, who have started the most competitive games (at each higher grade) in the season, are excluded from the lower grade cup competition
3. A side that is disqualified or withdraws itself from their League programme (see also Art 9.3 below) shall not be permitted to play in the Cup competition in that grade or a lower grade that is affected by the eligibility of

players not playing the higher-grade competition in the same season. However, the club may apply in writing to the CSC to be allowed to enter the relevant Plate and/or Bowl Competitions. If allowed to enter, the following conditions shall apply (i) paragraph 2(b) above, shall apply and (ii) all games shall be away from home.

### Article 9 League Placings

1. The following shall apply to all Leagues:

Points	Male Adult	Male u20	Female Adult	Female u/age	Male u/age
Win	4	4	4	4	4
Draw	2	2	2	2	2
Loss	0	0	0	1	0
4 Try BP	Yes	Yes	Yes	No	No
Losing BP	Yes	Yes	Yes	No	No**
Failing to field A team / giving a w/over	-2	-2	-2	-2	-2
Receiving a walkover	+ 4	+ 4	+ 5	+ 4	+ 4

\*\* In general, there are No LBP ; there are bonus points in operation in the group stages of the schools Senior and Junior Cups.

2. When a club is awarded a match by means of a walkover, objection etc., where bonus points are in operation in that competition, the club shall be awarded the number of points for a win as per the table above (bonus points are not awarded). However, at the end of the competition, if the non-awarding of the said bonus points has a bearing on the overall results e.g. promotion, relegation etc., the league table shall be re-calculated with the offending club(s) results excluded and the club(s) finishing higher/lower in this calculation shall be promoted/relegated as appropriate.
3. **If a club fails to fulfil two League fixtures the club will be deemed to have withdrawn itself from that League and their previous games will be deemed null and void.** The club will also be deemed to have withdrawn itself from the relevant Cup competitions. However, Article 8.3 applies.
4. Placing in all competitions that have a League format, shall be in accordance with Annex A.10

### Article 10 Trophies

1. Trophies
  - (a) The club winning any competition shall be responsible for the safekeeping and good condition of the trophy. The trophy shall be returned no later than **2 months** before the final of the relevant competition. Failure to return a trophy or repair a damaged trophy will result in the club being liable for the cost of replacing the trophy or repairing it.
  - (b) Only the Branch shall have the power each season to present medals (of a fixed pattern) to the members of the winning team up to a maximum of twenty-five (25).
  - (c) Medal committee will be made up of the following, Chair of the Rugby Committee, Branch Hon Sec, Chair of the Competition Sub Committee, Branch President, Branch register (Jane Burns) and others as required.

## Chapter IV

### Article 11 Objections and Appeals Administration

1. The following Objections and Appeals procedures apply to all constituents of the Munster Branch I.R.F.U.
2. The basic principle is that an Incident / Event occurs which gives rise to a Decision by a Relevant sub-committee and/or Committee. That Decision can give rise to ONE (1) Objection and ONE (1) Appeal, except Decisions made under Article 2.2(ii) and Article 4.13 which can only be Appealed to the Branch Committee.
3. All Objections will be processed by the Arbitration and Discipline sub- Committee.

4. (I) Objection Hearings shall have a quorum of 3 members, who will be appointed by the Chair of Arbitration and Discipline.

**Note:** Disciplinary matters are under the control of the Arbitration and Discipline sub- Committee

- (ii) Appeal Hearings shall have a quorum of either 1 or 3 members, who will be appointed by the Appeals Officer.

## **Article 12**

1. In relation to any Objection, it shall be heard by an Objection Hearing Committee of three (3) persons appointed by the Arbitration and Discipline Chair.

An Objection or Appeal related to an Incident / Event shall be –

- (a) submitted using the appropriate Objection or Appeal Form.
- (b) the Form shall be signed by the President, Hon. Secretary, or Hon. Treasurer of the club or by the Principal or Games-master in the case of a school.
- (c) the onus is on the party making the Objection or Appeal to furnish correct contact information

(i) Contact Names

(ii) E-Mail Address

(iii) Phone Numbers (Mobile and Landline)

(iv) Postal Address.

- (d) Accompanied by the relevant fee (cheque, Electronic Bank Transfer)

(i) €250 for an Objection including administration charge of €50

(ii) €450 for an Appeal including administration charge of €50

2. The Form & Fee must be received by the Branch Hon. Secretary (Muiris Mahon) not later than **48 hours** from midnight on the date of the Incident / Event giving rise to the Objection or **48 hours** in the event of an Appeal to the Decision on an Objection. In the case of an Objection to the holding or playing of a game, the form and fee must be received at least 120 hours prior to the commencement of that game.
3. The Form should be submitted electronically to [muirismahon@munsterrugby.ie](mailto:muirismahon@munsterrugby.ie) and [info@munsterrugby.ie](mailto:info@munsterrugby.ie)
4. The fee to be sent for the attention of Carmen Vallejos to [carmenvallejos@munsterrugby.ie](mailto:carmenvallejos@munsterrugby.ie)
5. If the form is delivered by hand, it must be to the Cork or Limerick branch offices and the relevant fee must also be hand delivered to the Branch Office or proof provided that the amount has been lodged to the Branch bank account (e.g. copy of lodgement/ bank receipt) or evidence of electronic transfer.

**Sanction: Failure to comply with any of the above will result in the Objection/Appeal being dismissed**

## **Article 13**

1. The chairperson of the relevant Hearing Committee must be in possession of the original Objection or Appeal (either hard copy or electronic format), accompanied by the appropriate Objection/Appeal Fee or must have confirmation of its receipt by the Branch office or an Officer of the Branch.
2. If the Objection is upheld, €200 will be refunded. The Objection Hearing Committee has the discretion to impose any penalty on the party that loses the Objection as per Article 16.
3. If the Appeal is upheld, €400 will be refunded. The Appeal Hearing Committee has the discretion to impose any penalty on the party that loses the Appeal as per Article 16
4. The Branch Hon. Secretary shall cause a copy of an Objection or Appeal to be sent to the club/clubs, person/Persons, directly involved, with all reasonable speed.
5. The Munster Branch or the Relevant Sub Committee shall have no liability to any Club or person arising from any negligence or failure by the Munster Branch or the Relevant Sub Committee to ensure compliance with this Article or in relation to any other failure in the administration or management of this Regulation.

## **Article 14 Hearing of Objections and Appeals**

Objections and Appeals shall be heard in accordance with the procedures laid down in Annex A.12

## **Article 15 Citing**

Where a citing occurs, this shall be done in accordance with Annex A.13

## **Chapter V**

## **Article 16 ENFORCEMENT POWERS**

1. (a) In all cases where there is any breach or non-observance of any provision, in this Regulation, rule, law of the game, or code of conduct, misconduct, disciplinary matters, failure to fulfil a fixture, non-compliance with any regulation or bye law of the Branch or non-compliance of the competitions Sub-committee or a Committee of the Branch or in any case considered to be detrimental to the best interest of the game, the Relevant Committee or Sub-Committee or Objection Committee or Appeals Committee shall be entitled in its unfettered discretion to impose one or more of the following sanctions or penalties on the offending club(s), player(s) or person(s) :
  - i) Imposition of a fine.
  - ii) Requirement to replay the match at such time and at such venue as is thought fit.
  - iii) Granting of the points in Leagues or Forfeiture of match in cups or knock out stages of competitions
  - iv) Loss of as many points in league competitions as may be determined.
  - v) Expulsion of the club from the competition.
  - vi) Loss of tickets.
  - vii) Such other penalty or sanction as may be deemed appropriate
  - viii) No sanction may apply.

Note: Some competitions (e.g. Senior Cup) have specified fines attaching to them for certain non-compliances and those fines are in addition to the sanctions listed here.

  - (b) However, the following minimum sanctions shall apply, where the following situations have occurred:
    - (i) where a club is found to have played an illegal player, the minimum sanction is (iii) above.
    - (ii) where abuse of Officials and/or racial abuse are deemed to have occurred, inside a ground, the minimum sanctions are (a)(iii) above plus a minimum fine of €500 per incident.
    - (iii) where any device(s) (e.g. flares or other incendiary devices) that are deemed to be a safety risk and/or a risk to property are used inside a ground, the minimum sanctions are (i) Fine of €500. (not schools cup games)
    - (iv) During Munster Schools Senior/Junior cup games where any device(s) (e.g. flares or other incendiary devices) that are deemed to be a safety risk and/or a risk to property are used inside a ground, the minimum sanctions are (i) 1<sup>st</sup> incident, the offending school shall self-sanction with the support of the MSSC. If not supported the MSSC will administer sanction (ii). (ii) minimum fine of €500. (iii) further breaches, the MSSC will apply sanction (ii) with a €1000 escalation per game.
2. In the case of any breach and where sanctions are imposed, the Hearing Sub-Committee or the Appeals Committee may, in exceptional circumstances or where the imposition of a fixed sanction would be unjustifiable, prejudicial or contrary to natural justice, may impose an alternative sanction (to those specified in paragraph 1) but must set out in detail the grounds which they are exercising their powers and these powers can only be exercised in exceptional circumstances
3. Should any club or member of a Club issue Court proceedings in relation to any matters under this Regulation, then in any such case the Club or member, as the case may be, shall indemnify and continue to indemnify the Munster Branch IRFU against any costs or expenses arising from any such Court proceedings and shall, if require by the Munster Branch IRFU, give security for any costs.

Note: In accordance with the Bye Laws, "Person" means a player, referee, coach, manager, official, medical officer, staff, or any individual who is or has been involved in the Game, or in the organisation, administration, or promotion of the game.

## **Chapter VI**

### **Final Provisions**

#### **Article 17**

A list of competitions is set down in Annex A.1 and may be amended from time to time.

#### **Article 18**

##### **Tours / Scratch Teams**

Whether going on tour and/or hosting a touring team and/or playing a Scratch team, the relevant Form should be completed and submitted to the Hon. Sec, Munster Branch and to the Relevant Sub-Committee, at least one month in advance.

#### **Article 19**

This Regulation is addressed to all Affiliated Clubs and Schools in Munster and shall enter into force as and from its approval by the Rugby Committee or Management Committee, Munster Branch, IRFU.

**Patrick Durkan, Chairman, Rugby Committee**

**27/08/2025**

RC 2526 r0		Annex A.1.0 d0		
Relevant Sub-Committee	Competition	Annex	Status	LTPD Stage
CSC / SCC	Senior Challenge Cup	C.1.0	Senior	4 +
SCC	Senior Challenge Plate	C.1.0	Senior	4 +
SCC	Senior Seconds League	C.3.0	Junior 1	4 +
CSC	Junior Challenge Cup/Plate /Bowl	C.2.0	Junior 1	4 +
CSC	Donal Walsh Trophy	C.4.0	u20	4 +
Women's	Leagues - Qualifying & Development	C.5.0		3 +
	Provincial Cup			3 +
	Girls Under Age			2 +
AG & Schools	Senior Cup	C.6.0 et seq		3 +
	Junior Cup			3 +
	Bowen Shield			3 +
	McCarthy Cup			2 +
	Barry Cup			3 +
	Kidney Cup			3 +
	Limerick Senior City Cup			3 +
	Limerick Junior City Cup			3 +
	Mungret Cup			3 +
	Mungret Shield			3 +
	O'Brien Cup			3 +
	O'Gorman Cup			3 +
	King Cup			3 +
	Giles Shield			3 +
	Cleary Cup			2 +
				3 +
AG & Youths	Munster Youths U16 & U18 Cups			
JCC	Qualifying League	C.7.0 et seq	Junior 1	3 +
	Junior Clubs Challenge Cup		Junior 1	3 +
JCC / Cork	Cork County Cup / O'Neill Cup		Junior 1	3 +
	Kelly Cup		Junior 2	3 +
	McCarthy Cup		Junior 3	3 +
JCC / Kerry	McElligott Cup		Junior 1	3 +
	Galwey-Foley Cup		Junior 2	3 +
JCC / Tipperary	Garryowen Cup		Junior 1	3 +
	Manseragh Cup		Junior 1	3 +
	Evans Cup		Junior 2	3 +
	Gleeson Memorial Cup		Junior 2	3 +
	O'Connor Cup		u20	3 +
NMSC	Limerick Charity Cup	C.8.0	Senior seconds	3 +
	Transfield Cup		Junior 1	3 +
	Gleeson League		Junior 2	3 +
	Webb Cup & Carroll Plate		Junior 2	3 +
	McInerney Cup		Junior 2	3 +
NMSC & SMSC	Under 20 Cups			3 +
	Junior 2 League & Cup		Junior 2	3 +
SMSC	Cork Charity Cup & Cyril Fitzgerald Plate	C.9.0	Senior Seconds	3 +
	South Munster Junior League		Junior 1	3 +
	South Munster Junior 2 Cup, Plate and Bowl		Junior 2	3 +
	South Munster Junior 2 League		Junior 2	3 +
	The Dennehy Cup / Muskerry Cup		Junior 2	3 +
	South Munster Junior 3 Cup, Plate and Bowl		Junior 3	2 +
	South Munster Junior 3 League		Junior 3	2 +
Colleges	O'Boyle	C.10		3 +
	Johnny Moroney Cup			3 +
South Munster Youths	u18: 'A' Cup & Plate, 'A' League, Development League			3 +
	u16: 'A' Cup & Plate, 'A' League, Development Cup & Plate			3 +
	u14: 'A' Cup & League, Development Cup, Plate & Bowl leagues			2 +
	u13: Cup & League			2 +
West Munster Youths	u18: Cup & Plate,			3 +
	u16: Cup & Plate			3 +
	u15: Development League			2 +

	u14 : Cup, Plate & League	2 +
	u13 : Development League	2 +
North Munster Youths	u18 : Open Cup, North Munster Cup & Development League	3 +
	u17 : Development League	3 +
	u16 : Open Cup, North Munster Cup & Development League	3 +
	u15 : Cup & League	2 +
	u14 : Cup & League	2 +
	u13 : Cup, League & Introductory Tournament	2 +



## Annex A.2 r0

## Competition Application Form

To: Munster Rugby Fixtures Sub-Committee

Season \_\_\_\_\_

Club / School \_\_\_\_\_

We, the undersigned, wish to apply to enter the following competitions (Adult &amp; Age Grade - Male &amp; Female)

- |           |           |
|-----------|-----------|
| 1. _____  | 11. _____ |
| 2. _____  | 12. _____ |
| 3. _____  | 13. _____ |
| 4. _____  | 14. _____ |
| 5. _____  | 15. _____ |
| 6. _____  | 16. _____ |
| 7. _____  | 17. _____ |
| 8. _____  | 18. _____ |
| 9. _____  | 19. _____ |
| 10. _____ | 20. _____ |

On behalf of the above named club / school, we

- (i) hereby apply to participate in the named competitions**
- (ii) hereby confirm that we are aware of, and undertake to abide by the Competition Rules laid down by the Munster Rugby Committee**
- (iii) hereby undertake to ensure that all players, officials and supporters will conduct themselves in a fitting and sporting manner, both on and off the field of play and especially toward match officials and opposition.**
- (iv) understand and agree that for Charity Cups, Senior Seconds League and the Donal Walsh Trophy, there is a fine of €500 for giving a walkover and that Article 16 also applies.**

A cheque for the amount of € \_\_\_\_\_ is enclosed (Fees are set by each RSC)

Signed:

(i) President / School Principle \_\_\_\_\_

(ii) Hon Sec / Gamesmaster \_\_\_\_\_

(iii) Head Coach / DOR / Rugby Chairman \_\_\_\_\_

(iv) Hon Treasurer \_\_\_\_\_

Clubs must sign (i) – (iv); Schools must sign (i) – (iii)

NO FORM IS VALID WITHOUT ALL SIGNATURES

## Annex A.3 r0

**SUMMARY OF DUTIES AND RESPONSIBILITIES OF A RUGBY CLUB / SCHOOL**

It is a fundamental responsibility of clubs and schools to ensure that all members and stakeholders have an enjoyable experience where they can play and socialise in a safe environment.

To that end, coaches and especially Age Grade coaches, have an onus on them to ensure that players reach their potential, whatever that level will be (only 3% of players will become 'elite' players!)

**1. IRFU Long Term Player Development****Stage 1 - Fundamental**

Players in this category are age-grade players (5 - 12 approx.)

THE PLAYER - PLAYS

The capacities of young players dictate that most learning activities are best promoted through the medium of play. This theme does not just apply to modified games but also to reduced exercises and drill activities. Specific techniques and corrections can be integrated throughout the activity while still maintaining maximum participation and enjoyment. This will also ensure that players receive a positive and motivating experience.

THE COACH - GUIDES

To facilitate the needs and capacities of younger players the coach should act as a Guide, providing the environment for players to explore in a safe and exciting way. Corrections and guidance should be subtle and simple, dealing with issues in a broad rather than detailed perspective.

THE GAME - FUN

The end product should be a fun and safe experience. The emphasis is placed on open play (general movement) with all players running, passing and tackling. Younger players will continue to participate in activities that are **enjoyable and rewarding**. As players mature and develop greater capacities, their needs and the demands of the game will also change.

**Stage 2 - LEARN TO PLAY & PRACTICE**THE PLAYER - EXPLORES

Players in this category are age-grade players (12-14 approx.).

At this stage the players' capacities allow them to learn through exploring. Trying out new approaches, pursuing solutions and new experiences in a controlled environment will facilitate the development of the player. Individuals are capable of problem-solving and should be encouraged to express their opinions.

THE COACH - TEACHES

Due to maturation, the players are now capable of longer periods of concentration and attention; therefore, teaching rather than guiding is more appropriate for accelerating learning. Knowledge of how to facilitate learning through understanding is critical together with skill development and progressions.

THE GAME - STRUCTURED

With the capacity for greater understanding and technical competence the game develops from open play to a more structured format to include the development of basic unit play (restarts - forwards & three-quarters). **The game is still fun, safe and enjoyable with ample running, passing and tackling.**

**Stage 3 - TRAIN TO TRAIN**THE PLAYER - FOCUSES

Players in this category are two-fold; age-grade players (15-17 approx.) & adult 'junior' players. Age-grade players have the capacity to focus and therefore can increase their competencies radically with the correct attention & application. Greater self-awareness and responsibility are characteristics of players at this stage, which if nurtured will form the foundations for future realization and success. Players are highly competitive and foster a greater

awareness of team spirit and common goals and values. Adult players (junior) have similar technical and tactical competencies due to limited development, but have greater physical, mental and lifestyle capacities due to greater maturation and experience/achievement.

### THE COACH - CHALLENGES

Given the greater capacities of players, the requirement for the coach is to go beyond teaching and challenge players to become more proficient and achieve higher standards of performance. Therefore, the coach extracts a higher level of performance through appropriate challenges and application of pressure.

### THE GAME - PERFORMANCE

Even though players are now highly competitive and play in league & cup competitions the essence at this stage is precise performance of the individual, units and team in the pursuit of achieving goals. The game is clearly structured and cohesive, with a greater emphasis on the role of the units. However, to maximise development, **the focus should be on performance in the pursuit of desired outcomes and results.**

## **Stage 4 - TRAIN TO COMPETE**

### THE PLAYER - SPECIALISES

Players in this category are two-fold; players (18-21 approx.) & 'junior 1 & above' players. Players have now committed themselves to rugby as their chief sport and are willing to invest a significant amount of time and energy to become successful. They are driven and are fiercely competitive with a greater capacity for all game related competencies. Players pay more attention to developing themselves as positional specialists in order to undertake their functional roles. With their increase in knowledge and maturity, players are capable of strong opinions and of taking greater responsibility while also contributing more towards problem solving.

### THE COACH - FACILITATES

Since the characteristics of players are such that they have the capacity for greater input, the role of the coach shifts towards facilitation. Allowing opportunity for opinions and problem-solving is critical if players are to develop confidence and relative autonomy. The coach will still need to employ teaching, challenging and guiding skills where appropriate, the emphasis should be on developing players' ability to 'navigate' rather than 'replicate'.

### THE GAME - OUTCOME

The game is fiercely competitive with positional specialists clearly influencing events, mini units & units well synchronised and team play concentrated on reducing error and maximising success. **The focus is on achieving desired outcomes in respect to attack & defence goals** (team, unit, mini-unit). For example, winning the lineout is more important now than thinking about the performance; however, the essences of the previous stages (performance, structured, fun) are all brought to bear in the pursuit of achieving the 'outcomes'.

## **2. Match Day Requirements**

The following are in addition to the requirements laid down in any other notice from Munster Rugby

**Clubs & Schools are responsible for the behaviour of their players, coaches, mentors and supporters and conduct of any kind that is deemed to be misconduct by Munster Rugby (or any of its constituent parts) will be deemed to be a breach of this Regulation and will be sanctioned accordingly.**

### 1. PRE-MATCH

- a) Club Fixtures Secretary / Games master should make contact with opponents on the week of the game, to confirm fixture, date, time, venue (and changing facilities – see Note below)
- b) Ensure that the ground is available, fit for play and correctly marked and flagged.
- c) Any change in venue should be confirmed with the Branch, the Opposition and the MAR at the earliest possible time.
- d) Teams should arrive in good time, be properly equipped for the game (with particular reference to studs) and should have a touch judge.

- e) The opposition and referee should be met by an official of the home team and shown to the changing accommodation. Every Club should endeavour to provide washing and changing facilities for visiting clubs and referees.
- f) First Aid equipment (including a stretcher) should be available at the ground.

NOTE: For clubs / schools with dressing rooms at a separate location to their playing field, the following procedure should be implemented

- g) Notify MAR of exact location of dressing rooms e.g. Hotel, Community Centre, etc. at earliest possible date.
- h) Ensure during the week preceding a game that each visiting team is made familiar with the location of the dressing rooms
- i) An official of the Home Club / school should meet, on their arrival, both the referee and the visiting team and should also direct them after changing to the pitch

## 2. DURING THE MATCH

- a) Players are expected to play within the spirit of the game and must accept all decisions of the referee without dissent of any kind.
- b) **Clubs & Schools are responsible for the behaviour of their supporters** and should ensure that they behave properly with regard to shouting abuse at players, referee or opposition supporters

## 3. AFTER THE MATCH

- a) Team selectors / mentors are asked to take account of vicious or unfair play whether detected by the referee or not, when selecting future teams.
- b) Clubs & schools should encourage players and members to mix with the opposition after the match, and the captain should ensure that the referee is afforded due hospitality.

**Clubs & Schools are responsible for the behaviour of their players, coaches, mentors and supporters and conduct of any kind that is deemed to be misconduct by Munster Rugby (or any of its constituent parts) will be deemed to be a breach of this Regulation and will be sanctioned accordingly.**

## Annex A.4 r0

## Player Registration

## General

To be read in conjunction with Annex A.4A and where the term 'Club' is used, it refers to a Club and/or School as the case may be.

RugbyConnect is the sole platform for all aspects of game and competition management. It is a self-registration system, and all players and coaches must renew their registrations each season.

All up to date user guides and tutorial videos can be found on the Irish Rugby website:

<https://www.irishrugby.ie/running-your-club/rugbyconnect/>

1. Branch Registrar Jane Burns

Address: Munster Rugby Office

Virgin Media Park

Tramore Road

Cork

Tel: 021-4323563

E-mail: [janeburns@munsterrugby.ie](mailto:janeburns@munsterrugby.ie)

Website: [www.munsterrugby.ie](http://www.munsterrugby.ie)

2. Club Administrators

All nominated Club Administrators must be set up by the Branch on RugbyConnect. The Club Honorary Secretary must forward the full name and e-mail address of the nominated Club Administrator to Bernadette Linnane - [bernadettelinnane@munsterrugby.ie](mailto:bernadettelinnane@munsterrugby.ie)

3. A player shall only have one IRFU Registration Number.

4. All players must be fully registered and active to be selected for a team sheet. Players handwritten on a team sheet, without being fully registered and active, will be deemed illegal.

5. Non-Irish players must not register on RugbyConnect. They must go through the correct clearance and subsequent registration process.

6. Any players who are registered after the 3rd of January of the current season cannot play until the Munster Rugby Committee clears them at least seven days prior to playing.

### Adult Players

1. Irish Born Players

- a) All players must register on RugbyConnect and then renew their registration each season.
- b) Should an adult player wish to transfer to another club, the process must be completed on RugbyConnect (Ref: Annex A.5 r0).
- c) If a player (aged 18 years or over) wishes to play outside of Ireland, they must obtain International Clearance.

2. International Clearance

Players who wish to play rugby in any Union other than the one with which they are currently registered, must obtain International Clearance. This is granted by your current Union and then approved by your new Union.

Note: When a player is cleared to play outside of Ireland, they must be cleared on their return to Ireland.

### Outgoing International Clearance

Any person aged 18 years or over, whose last registration was with the IRFU, whether as an adult or underage player and who wishes to play rugby in another Union, requires International Clearance. Some Unions require clearance for players under 18 years of age.

All applications for Outgoing International Clearance must be completed on the IRFU World Rugby International Clearance online system:

<https://playerclearances.powerappsportals.com/Player-Clearance/>

- a) The player enters their name and email address on the link
- b) A passcode is then sent to the player's email address to enable access to the online form
- c) The player completes the form (including their IRFU ID number)
- d) The completed form is automatically sent by email to the registered club signee(s)
- e) Once signed by one of the club signees, the form is sent to the IRFU for approval
- f) When approved, the IRFU informs the new Union by email, and copies in the player, the club, and the Branch

### **Incoming International Clearance**

International Clearance is required for all incoming players aged 18 years or over, regardless of whether they have played rugby at underage or adult level, amateur or professional, or are players returning to the IRFU.

Players under the age of 18 do not require International Clearance, provided that they are resident in Ireland or Northern Ireland and have registered before their 18th birthday.

A new incoming player or returning player may not register with a club until International Clearance has been approved by the IRFU and Branch Clearance has been received.

A club which plays a player without completing the full clearance process, as outlined below may face sanctions.

#### **New Incoming Player**

- a) The player will need to complete their current Union's Clearance Form and submit it to the union where they are currently playing, requesting clearance from that union. Once that union has completed the clearance, they will send to the IRFU to process.
- b) Once the player has been cleared by the IRFU, the player, club and Branch will be advised by e-mail.
- c) The next step is Branch clearance. The IRFU Overseas Player Registration Form (Branch Visit Form) and Visiting Player Profile Form will be sent to the player and club by the Branch Registrar. Both Forms must be completed and returned to the Branch Registrar, along with a copy of the players passport.
- d) Once all documents have been received by the Branch Registrar, a video call with the Branch Registrar and player, in the presence of a club representative must be arranged. This is to confirm that the player is now resident in the country.
- e) Once Branch clearance has been processed, confirmation will be sent to the player and the club advising that the player can now complete their registration. A player must have Branch clearance BEFORE they can register on RugbyConnect.
- f) A player is not permitted to play until both IRFU and Branch clearance has been received, and the player has registered on RugbyConnect.
- g) It is a club's responsibility to ensure that this process is followed and fully comply with IRFU/ Branch Regulations with regards to player eligibility.

### **Returning Irish Players**

- a) These are treated in the same manner as Overseas Players except that on receiving IRFU Clearance, they are free to play with their club at the same playing status as when they left.
- b) The player will need to complete their current Union's Clearance Form and submit it to the union where they are currently playing, requesting clearance from that union. Once that union has completed the clearance, they will send to the IRFU to process.
- c) Once the player has been cleared by the IRFU, the player, club and Branch will be advised by e-mail.
- d) The next step is Branch clearance, which does not require the submission of above documents or video call.
- e) Once Branch clearance has been processed, confirmation will be sent to the player and the club advising of the subsequent registration process. This may require a transfer from abroad or first-time registration, depending on the player's RugbyConnect status.
- f) A returning player who has been away from Ireland for less than 12 months must return to the club they were with when they left. Should the player wish to play for another club, then a transfer must be requested.

**Reminder: Clubs shall not register any non-Irish players on the IRFU player registration system.**

### **Age Grade Players**

All players must be fully registered on RugbyConnect.

Players can be registered with both a club (Primary) and school (Dual) under the same IRFU Number.

Schools are responsible for registering their players, while the club registration is completed by the parent/ guardian.

#### **Registration Process:**

- a) All age grade/ mini players must register with the IRFU on the RugbyConnect.
- b) All NEW age grade players will be required to upload a head and shoulder shot as well as proof of age documents. (Passport or Birth Certificate).

- c) All NEW mini players will be required to upload proof of age documents. (Passport or Birth Certificate). A photograph for mini players is not a requirement of the IRFU or Munster Rugby.
- d) All NEW members will need branch verification before they are eligible to play.
- e) All players must be fully registered and active to be selected for a team sheet. Players handwritten on a team sheet, without being fully registered and active, will be deemed illegal.

#### 4. Dual Status – Extract from IRFU Regulation 9 (2017/18)

##### 9.15 Dual Status Players

- 9.15.1 *The term “dual status” refers to a player who although a bona fide registered playing member of a non-League Club in Ireland may play for a Club in the League and/or Cup provided the following regulations are observed. A League Club shall be limited to selecting or playing not more than three such players in one season and each player may make a maximum of 6 appearances in a match day squad during a season. Selection shall include players who are selected as replacements / substitutes for League and or Cup matches.*

*A League Club wishing to use the dual status principle shall follow the procedures set out below.*

- 9.15.2.1 *A request shall be made to the Secretary of the Non-League Club on a match-by-match basis. When permission is obtained, an application shall be made in writing to the IRFU Rugby Administration Manager, outlining in detail the exceptional circumstances that has led to the request for the use of a Dual Status player, at least forty-eight hours prior to the match, enclosing the written permission of the non-League Club. Acceptance as a Dual Status player shall not in any way impact the players’ status or eligibility to play for the non- league club.*

- 9.15.2.2 ***The name of each Dual Status player and the letter of release from the Junior Club shall also be sent to the relevant Branch office.***

**Note** In Munster, it shall be sent to the Branch Registrar, Jane Burns [janeburns@munsterrugby.ie](mailto:janeburns@munsterrugby.ie)

- 9.15.2.3 *The name/s of dual status player/s shall be indicated on the League or Cup team sheet (D/S).*

- 9.15.2.4 *Dual status players shall not play in the Play-Off match between the winner of the All-Ireland Provincial League Championship and the club finishing second bottom in Division 2C.*

- 9.15.2.5 *In Play-Off matches between AIL clubs no Dual Status player shall play except in very special circumstances approved by the League Sub Committee.*

- 9.15.3 *Dual status players shall satisfy regulation 9.14 relating to player eligibility. An overseas player, as defined in regulation 9.14.2.4, may not play as a dual status player for a Club which has already registered an overseas player for that season.*

- 9.15.4 *A player shall only be a dual status member of one AIL Club in the same season. Any player who transfers to a Junior Club in the same season may only play as a Dual Status Player for the club from whom he transferred for the remainder of that season.*

#### **Annex A.4A r0**

#### **IRFU Regulation 6**

### **6. REGULATIONS RELATING TO THE REGISTRATION, ELIGIBILITY, MOVEMENT AND PAYMENT OF CLUB PLAYERS.**

#### **6.1 Definitions.**

Save whereas set out in the Definitions of the Laws of the Union the following definitions shall apply and where the context so admits or requires words denoting the singular include the plural and vice versa and words denoting any gender include all genders:

“Club Affairs Committee” means a committee established by the Union to manage and oversee all matters contained within this Regulation, including and especially any alleged breach of Regulation 6.6.

“Competitive Match” means any match in any competition, league or cup under the jurisdiction of the Union or a Branch.

“Disciplinary Committee” and “Committee of Appeal” mean the Disciplinary Committee and Appeals Committee of the Union as defined in Regulation 5.

“Player” means any player of the Game whether male or female who is registered, intends to register or is required to register as a playing member of a club affiliated to the IRFU in order to play the Game within the jurisdiction of the IRFU.

“Material Benefit” means money, consideration, gain, gift or other benefit or advantage whatsoever (to include but not limited to provision of accommodation whether residential or otherwise, or payment of or contribution to rent, reimbursement or discharge of loans, whether student or otherwise, provision of a vehicle for the Player’s use) promised or given to a Player or any Third Party, directly or indirectly or in a fiduciary capacity on behalf of such Player, whether in cash, in kind or otherwise, by a Club or any Third Party for having participated in or undertaken or agreed to participate in any game of Rugby Football (including, for the avoidance of doubt, any win or performance related bonus), but does not include:-

- (i) Reimbursement of vouched expenses incurred for reasonable travel and subsistence incurred solely and directly in relation to official Club training; or
- (ii) Reimbursement of vouched expenses incurred for reasonable travel, accommodation, subsistence or other expenses incurred solely and directly in relation to the playing of matches; or
- (iii) Any Material Benefit agreed between a Player and the Union

“Retention Money” means any Material Benefit paid in consideration of a Player continuing to participate or undertaking to participate in any game of Rugby Football for a Club or continuing to be a registered member of a Club.

“Rugby Administration Manager” means the person appointed by the Union to assist in the administration and management of the playing of rugby.

“Season” means the rugby season defined and determined by the Union.

“Signing on Money” means any Material Benefit paid in consideration of a Player undertaking to participate in any game of Rugby Football for the Club or becoming a registered member of a Club.

“Third Party” means where the context admits or requires a Player’s spouse, partner, any member of his immediate family, or any other individual, a body corporate, partnership (or any other entity or body whether incorporated or not).

“University Club” means a Club which is in any way affiliated to or associated with (whether by name or otherwise) a third level Education Institution or receives funding from such an Institution

## 6.2 Regulations

- 6.2.1 The Club Affairs Committee shall have the power to investigate any matter arising in relation to the application or breach of Regulation 6 and without prejudice to Regulation 6.7.4 if it deems it appropriate refer any such matter to the Disciplinary Committee
- 6.2.2 All Branches, Clubs and Players shall be deemed to have full knowledge and understanding of the provisions of Regulation 6 and shall be bound to comply with same.
- 6.2.3 Every Club shall be responsible for distributing, informing and explaining Regulation 6 to its Players in a timely manner and where a dispute arises the Club shall provide evidence that this responsibility has been fully discharged.
- 6.2.4 Notwithstanding the provisions of Regulation 6.2.3 in the event that a Player is found to have acted (or omitted to act) in breach of the provisions of Regulation 6 he shall be held personally responsible and liable to disciplinary sanction over and above any sanction that may be imposed upon his (or any other) Club in respect of the said breach.
- 6.2.5 Each Player shall fully co-operate when required to attend or assist with any Club Affairs Committee investigation and to attend or assist with any Disciplinary Committee hearing concerning an alleged breach of the provisions of Regulation 6 even if he or his club is not directly affected.
- 6.2.6 Failure on the part of any member of a Club (whether a playing member or a non-playing member) to fully co-operate in accordance with the provisions of Regulation 6 shall be considered an act of misconduct in itself and the Player or member in question may be referred to the Disciplinary Committee for consideration as to the imposition of an appropriate sanction.

## 6.3 Registration

- 6.3.1 Prior to the commencement of each season every club shall appoint a Registration Officer(s) and advise its Branch of the identity of that person.



- 6.3.2 All Players playing the game shall be registered on the Union Player Registration Programme (the "Register") in accordance with the following provisions.
- 6.3.2.1 By 1<sup>st</sup> September in each year, all adult Players shall be registered and be in possession of a Registration Number. Thereafter all new Players shall be registered before playing the game.
  - 6.3.2.2 By 1<sup>st</sup> October in each year, all age grade Players up to and including Under 18 category shall be registered and be in possession of a Registration Card and Registration Number.
  - 6.3.2.3 By 1<sup>st</sup> December in each year, all schools Players shall be registered and be in possession of a Registration Number.
- 6.3.3 Save in exceptional circumstances to be approved in advance by the Branch Registration Officer and in the case of schools Players, every registration record shall include the Player's name, home address, date of birth and registration number. All adult Players shall sign their registration application form.
- 6.3.4 In the case of schools Players the name of the Player's school shall appear on his registration record in place of his home address unless the Player has been previously registered by a club.
- 6.3.5 The application form for the registration of a Player under 18 years of age shall be signed by the Player's parent / guardian prior to being entered on the Register.
- 6.3.6 All clubs and schools shall retain all registration application forms in safe keeping.
- 6.3.7 A Player who is attending school may be registered with both a club and a school.
- 6.3.8 An adult Player may be a member of more than one club but may only be registered at any one time as a Player with one club.
- 6.3.9 All Players when registering with a Club (whether on first registration or on transfer to a Club) shall be required to complete and execute a form as set out in Appendix 1 Part 3 affirming that he is familiar with the provisions of Regulation 6 and that he will neither seek nor accept any Material Benefit either from his club or from any Third Party in consideration for his playing services.

#### 6.4 **Eligibility**

Save and except as provided in Regulation 6.4.3 below: -

- 6.4.1 A Player shall not be eligible to play a Competitive Match for a Club unless he is registered with that Club and has been issued with a valid registration number.
- 6.4.2 No Player registered with a Club may play a Competitive Match with another Club in Ireland or elsewhere unless such Player has been registered with that Club in accordance with these regulations.
- 6.4.3 Exceptions to Regulation 6.4.1 and 6.4.2:
  - 6.4.3.1 Dual status Players as defined in the regulations governing the All Ireland League and Cup.
  - 6.4.3.2 Players registered with one Club and playing for another club in an Under 20 competition or for a third level College or University as a student where prior written approval to play for such other Club has been obtained from the relevant Branch or the Union.
  - 6.4.3.3 Where consent of a Branch or the League Sub Committee, as applicable, has been obtained in accordance with Regulation 6.4.5 below.
- 6.4.4 Where a Player transfers from one Club (the "Former Club") to another (the "New Club") such New Club may not register the Player nor may the Player play a Competitive Match for the New Club until the Union's Inter Club Transfer/Registration Forms as set out in Appendix 1 have been completed by all parties, namely, the Player, the Former Club, the New Club and approved by the relevant Branch. The Club Affairs Committee may in its absolute discretion review and investigate any issues or concerns it may have in relation to the proposed transfer.
- 6.4.5 In special circumstances a Branch or the All Ireland League and Cup Sub Committee may, on written application of a Player with the written consent of his Former Club and his New Club (and of the other

Branch if the Player is registered with a Club in a different Branch), permit such Player to play a Competitive Match for a Club notwithstanding that he has already played a Competitive Match for his Former Club in the same season.

Where the application is for consent to play a Competitive Match in the All Ireland League and Cup, the application shall be to the All-Ireland League Sub Committee.

- 6.4.6 In addition to these eligibility regulations, the Union or a Branch shall be entitled to make any other eligibility regulations for Competitive Matches under their respective jurisdictions.
- 6.4.7 Registration of a Player with a Club does not of itself make such Player eligible to play a Competitive Match for such Club.
- 6.4.8 The regulations governing the All Ireland League and Cup relating to Player eligibility shall where applicable be complied with.

## 6.5 Movement of Players from one Club to another

- 6.5.1 No Material Benefit shall be offered to any Player in order to induce that Player to move from one Club to another Club. Neither shall any Player who is attending school be offered Material Benefit in order to persuade or induce that Player to become a member of a Club. The Club Affairs Committee may in its absolute discretion review and investigate any issues or concerns it may have in relation to any approach to or movement of a Player.
- 6.5.2 A Player registered with a Club who wishes to move to a different Club shall first give written notice to the Club with whom he is currently registered (his "Former Club") and shall thereafter comply with the conditions set out below.
- 6.5.3 The notice referred to in 6.5.2 shall be in the form set out in Part 1 of the Transfer Form provided in Appendix 1 and shall be signed by the Player and delivered to the Secretary or Director of Rugby or Head Coach of the Former Club as required in 6.5.4 below, and shall be signed by the person in the Former Club to whom it is delivered by way of receipt, dated and returned immediately to the Player. The Former Club may retain a copy.
- 6.5.4 A Player must give notice of his intention to move Clubs before 1<sup>st</sup> June if his Former Club is an All-Ireland League Club, or before 1<sup>st</sup> September if his Former Club is a Non-All Ireland League Club.
- 6.5.5 Where the Former Club and the New Club agree to the Player moving Clubs then notice is not required to be given to the former Club by the dates laid down in 6.5.4.
- 6.5.6 If the Player wishes to be registered with a New Club, he must complete the Registration Form in Part 2 provided in Appendix 1 and have the Transfer Form in Part 3 completed by the Secretary and Director of Rugby (or equivalent officer) or Head Coach of the New Club, certifying that no Material Benefit and/or Signing on Money has been paid or agreed to be paid directly or indirectly to the Player transferring to the New Club. This Form duly completed must then be delivered to the Branch of the Union to which the New Club is affiliated.

The Branch must then transmit the Transfer Form duly completed to the Union's Rugby Administration Manager if either Club involved in the transfer is an All-Ireland League Club.

## 6.6 Payments to Players

- 6.6.1 No Material Benefit shall be offered or paid by a Club to any Player. For the avoidance of doubt, this includes the payment of Signing on Money or Retention Money. The Club Affairs Committee may in its absolute discretion review and investigate any issues or concerns howsoever arising it may have regarding the payment or possible payment of Material Benefit and may impose sanctions pursuant to Regulation 6.7.4.
- 6.6.2 Notwithstanding the above, the following benefits may be paid:
  - 6.6.2.1 Reimbursement of vouched expenses for reasonable travel and subsistence incurred solely and directly in relation to official Club training and or matches, which:
    - (i) comply with any directive issued by, and
    - (ii) do not exceed the levels set by the IRFU Union Committee from time to time;
  - 6.6.2.2 A University may provide a Player with a bona fide academic bursary or scholarship as a student at that University. However, a University Club must supply to the Union full details of all students receiving such a bursary or scholarship before 1<sup>st</sup> November in each year;

- 6.6.2.3 Any Material Benefit agreed between a Player and the Union, or between a Player and a Branch.
- 6.6.3 A Club may provide Players with reasonable and necessary rugby kit and with reasonable refreshments immediately before and after the games.
- 6.6.4 This Regulation 6.6 shall not apply to a Player (who may or may not be an overseas player within the meaning of regulations governing the All Ireland League) who is also actively engaged as first team coach in coaching the first team of the Club, provided that:
- 6.6.4.1 The Club supplies to the Union details of such Player's contract before the commencement of the All-Ireland League in each season.
- 6.6.4.2 Such contract is approved by the Union Committee or its appointed delegate.
- 6.6.4.3 The Player holds a coaching qualification of a minimum standard to be determined by the Union from time to time.
- 6.6.4.4 No more than one Player is engaged and remunerated by the Club in this manner at any one time.
- 6.6.5 At its Annual General Meeting each Club shall be required to gain its members' approval of any expenses and other benefits (subject always to the provisions of 6.6.1) paid to Players both during the preceding season (or any close season) and which are due to be paid in the forthcoming season. Written evidence of such approval shall be provided to the Union at the same time as the certificates required under 6.6.6 below.
- 6.6.6 All expenses and other benefits paid to Players (including under 6.6.2 and 6.6.4) and details of the amounts paid to each Player shall be disclosed to the Union. Each Club shall provide to the Union at the end of each season, and not later than 31<sup>st</sup> August immediately following such season, statements in the form of Appendix 2 annexed hereto, in relation to the payments and benefits paid by the Club to Players for such season.
- 6.7 Procedure in respect of an alleged breach of Regulation 6**
- 6.7.1 Save and except as provided in Regulation 6.7.2 below, any Club alleging a breach of Regulation 6.3, 6.4 or 6.5 above shall be entitled to make a complaint concerning the alleged breach to the relevant Branch in accordance with its byelaws and regulations.
- 6.7.2 Where an alleged breach of Regulation 6.3, 6.4 or 6.5 above relates to the registration or eligibility to play for a Club of any Player playing in the All-Ireland League or Cup competitions, any other Club participating in any such competition or competitions shall be entitled to make a complaint to the Union concerning the alleged breach in accordance with Regulation 9.
- 6.7.3 6.7.3.1 Any Branch, Club or Player shall be entitled to present a written complaint concerning an alleged breach of Regulation 6.6 to the Rugby Administration Manager of the Union for referral to the Club Affairs Committee in accordance with these regulations.
- 6.7.3.2 Where such complaint is made by a Branch, there must first have been a process of reasonable review to establish the reasonableness of the complaint, and the complaint must be signed by the Secretary or acting Secretary of the Branch.
- 6.7.3.3 Where such complaint is made by a Club, it must be signed by the Secretary or acting Secretary of the Club and accompanied by a payment of €500. It is within the discretion of the Club Affairs Committee to refund or waive this payment if it deems it appropriate to do so.
- 6.7.3.4 Where such complaint is made by a Player or Players, it must be signed by the Player or Players and accompanied by a payment of €100. The Union shall use all reasonable endeavours to protect the anonymity of any Player who makes a complaint under this Regulation. It is within the discretion of the Club Affairs Committee to refund or waive this payment if it deems it appropriate to do so.
- 6.7.3.5 All complaints must be accompanied by appropriate supporting evidence, which may include but not be limited to documents, photographs and signed witness statements.

6.7.3.6 The Club Affairs Committee shall reserve to itself in its absolute discretion the right to determine whether to investigate any complaint made under this Regulation. The Club Affairs Committee may also investigate any matter raised under Regulations 6.7.1 and 6.7.2 provided that it recognises that the authority to determine such matters lies with, respectively, the Branch and the League Sub Committee.

6.7.4 In the event that the Club Affairs Committee has investigated an alleged or possible breach of Regulation 6.6, whether pursuant to Regulation 6.6.1 or Regulation 6.7.3.6 and has found on the balance of probability that a breach of Regulation 6.6 has been committed, it shall be entitled in its absolute discretion to impose any one or more of the following sanctions or penalties on the offending Club, Player or person, as the case may be:

- (i) A caution, a warning as to future conduct, or a reprimand.
- (ii) A fine.
- (iii). The requirement to replay a match at such time and at such venue as is thought fit;
- (iv) The forfeiture of, and/or the granting to another club or clubs, of the competition points for a match or matches.
- (v) The deduction of competition points.
- (vi) The suspension or expulsion of the Branch, Club, Player or person for such period as may be deemed appropriate.
- (vii) Such other penalty or sanction as may be deemed appropriate.
- (viii) A payment of costs.

## 6.8 Appeals

6.8.1 Any decision made pursuant to this Regulation 6 by:

- (i) The Club Affairs Committee or
- (ii) The Disciplinary Committee or
- (iii) The League Sub Committee

may be appealed to the Committee of Appeal of the Union.

6.8.2 Any decision made pursuant to this Regulation 6 by a Branch Disciplinary Committee may be appealed to the Committee of Appeal of the Branch

6.8.3 All appeals shall be dealt with in accordance with these Regulations.

## 6.9 Applicable Law

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

## Annex A.5 r0

### Transfers & Loans

#### General

To be read in conjunction with Annex A.4A (IRFU Reg 6) and where the term 'Club' is used, it refers to a Club and/ or School as the case may be.

a) All transfers must be processed on RugbyConnect.

b) Transfer Deadlines:

i. Provincial Adult Transfers – 1st of October 2025

(Note: 15th of June remains the cut off point for unrestricted player transfers to an AIL club)

ii. U21 Transfers – 31st of October 2025

iii. U21 Change of Mind – 30th of November 2025

iv. January transfer window for provincial adult transfers only – 5th – 9th of January 2026

v. Age Grade & U21 Loans – 9th of January 2026

c) All Ireland League clubs transferring players to play in the AIL Leagues and Cups are subject to the Regulations of the relevant IRFU Committee.

d) Players who transfer to play AIL League and Cup games after October 1st are ineligible to play in Munster Rugby Competitions unless specifically allowed in a competition.

e) An administration fee of €20 will apply to all adult transfers between clubs within the province. However, Schools and Colleges are exempt, provided the person is in a full-time college course within that School/ College. There is no fee for players transferring from clubs outside the province.

f) Adult players, for whatever reason, wishing to transfer or go on Loan (U21) outside the dates above, can apply to the Rugby Committee in accordance with Article 4:13.

g) Age grade transfers are only permitted in Exceptional Circumstances and must be applied for under Article 4:13. Age grade transfers are not to be requested on RugbyConnect unless advised.

## 1. Transfers

Procedure to be followed when a player wishes to transfer between clubs.

- a) All transfers must be processed on RugbyConnect.
  - b) All RugbyConnect user guides and video tutorials can be found via the following link:  
<https://www.irishrugby.ie/running-your-club/rugbyconnect/>
  - c) Important – If you find that a player you are requesting a transfer for is not on RugbyConnect, they will need to register with their original club and have their registration approved before you can request the transfer.
  - d) Clubs must ensure that they have sufficient credit for the processing of transfers.
  - e) Transfer process:
    - i. Club to which the player wishes to transfer to, is required to request the transfer on RugbyConnect.
    - ii. Club to which the player wishes to transfer to, is required to notify the player's current club that the transfer has been requested on RugbyConnect.
    - iii. The player's current club is required to approve the transfer request.
    - iv. The player will receive an e-mail prompting them to approve the transfer via their account.
    - v. Once all three parties have approved the transfer, it is the responsibility of the club to which the player is transferring to, to notify the Branch that the transfer is now awaiting final Branch approval.
    - vi. Once a player transfer has been approved by the Branch, the club will be notified.
    - f) The fourteen-day rule will commence on the day the transfer is requested online.
    - g) If a transferring club on being given 14 days' notice fails to give justifiable grounds for refusing to consent to a transfer of a player, then the club shall be deemed to consent to the transfer. The Rugby Committee shall decide whether the grounds are justifiable or not.
    - h) Branch approval can take a minimum of 7 days once approved by both clubs and the player.
- A player cannot play for their new club until the transfer has been fully approved by all parties and completed by the player.

## 2. Loans (Age Grade & U21)

Registered players with a club that is entitled to, but does not enter, or withdraws prior to playing a competition, may play on loan for another club, provided they receive written permission from their club. Age Grade players MUST receive permission from parents/ guardians & club.

Loan arrangements must be ratified by the relevant sub-committee and submitted to the Branch Registrar no later than the 9th of January 2026. Loans will automatically expire with players registrations on RugbyConnect at the end of the season.

Loan Process:

Procedure to be followed when a player wishes to go on loan between clubs.

- a) Age Grade:
  - i. The Player Loan Form must be fully completed and signed by the parents/ guardians and both Club Officers.
  - ii. Forms must then be sent to the relevant sub-committee for approval. Once approved the sub-committee will forward to the Branch Registrar for processing.
- b) U21:
  - i. The Player Loan Form must be fully completed and signed by the player and both Club Officers.
  - ii. Forms must then be sent to the Branch Registrar and the Competition Co-Ordinator for processing.

In order for any loan to be processed, the player must be fully registered and active on RugbyConnect, with their home club. Under no circumstances is a player to register directly with their loan club.

**A player cannot play for their loan club until the loan has been fully approved and processed.**

## Annex A.6 r0

### e-Teamsheets

**Note: Games cannot be started without e-teamsheets (incl. friendlies)**

1. Electronic team sheets, listing the starting players and replacements / substitutes, correctly numbered, must be submitted on-line for each team at least THREE hours in advance of the kick-off of each fixture. This list shall include each player's registration number including those of Guest Players.
2. A player shall wear the jersey whose number corresponds to his number on the team list. The name/s of dual status players and/or replacements / substitutes and players who can play in the front row positions shall be indicated by a P or H as appropriate for Prop and Hooker.
3. Copies of the submitted Electronic team sheet signed by the team manager/ coach must be made available and handed to the referee prior to kick off

4. Any changes to the submitted team sheet must be brought to the attention of the referee prior to kick off and marked on all copies. The referee shall initial the changes on all copies.
5. (a) When the paperwork is in order, the Referee shall
  - (i) give one copy to the opposing team
  - (ii) retain one copy of each teamsheet for himself
  - (iii) start the match.
 (b) **During Covid the Referee will take a photo of the team sheets and any amendments before the start of the match. The referee will email the team sheets to the Competitions Sub Committee as instructed by the MAR.**
6. Changes to the submitted team sheets that have been noted by the referee must be confirmed electronically on-line, by the club, within 48 HOURS of the end of the game.
7. The final score of the match and the number of tries, conversions, drop kicks, yellow cards, red cards, and penalties scored must be marked on the team sheet and submitted to the CSC by the referee. This can be done electronically (e.g. scan and/or photograph)

Reminder (from Article 5)

**NO CLUB OR INDIVIDUAL MAY MAKE DIRECT CONTACT WITH RUGBY CONNECT FOR ANY REASON. ALL MATTERS RELATING TO PLAYER REGISTRATION, TEAM SHEETS OR ANY OTHER RELATED MATTERS MUST BE CHanneled THROUGH THE RELEVANT MUNSTER RUGBY OFFICIAL, IN WRITING. SUCH REQUESTS MUST BE SUBMITTED AND SIGNED BY THE CLUB SECRETARY AND BE ON OFFICIAL CLUB/SCHOOL /COLLEGE HEADED PAPER.**

**Any breach of this rule will be considered a most serious breach.**

## Annex A.6A r0

### Match Commissioners (MC) .

#### MATCH COMMISSIONER DUTIES

Your duty is to ensure, as far as is practical, that the players taking to the field are eligible to play at the specific age grade. You are not attending at the game to adjudicate on any matter or offer an opinion. Should a club have a problem then they have the right to submit a written objection within the established timeframe, with the associated costs and as stipulated in the Munster Branch Rules, Regulations & Bye Laws.

The basic premise is if a player is not on the team sheet they cannot play.

No Match Commissioner can preside at a game in which their own club is participating.

Other than in the matters listed below a commissioner must not question players, coaches, or others in any other regard. Any observations regarding possible irregularities should be shared with representatives of both teams. They should also be made in WRITING to the Secretary of the Munster Youth Committee as soon as possible. Any and all correspondence sent anywhere else in Munster Rugby will be redirected, without comment, to the Youth Sec.

#### PROCESS:

1. Arrive at the grounds in good time – preferably before the teams have begun their warmup routines but at least 45 minutes before Kick Off so as to allow sufficient time to complete the checks of both squads. All checks need to cease 30 minutes before Kick Off unless a team arrives less than 45 minutes before Kick Off. Please do not enter the dressing room areas.
2. Introduce yourself to the manager/coach of the respective teams.
3. Ask Both Managers/Coaches for their team sheets.
4. Make sure that the team sheet is complete, i.e., players name and associated IRFU Registration Number – Props and Hookers identified. Also check that the Manager/Coach has signed same & initialled any handwritten changes.
5. Complete as many checks as you deem fit – normally checking between 4 and 6 players selected at random per squad is sufficient.
6. Once the above is completed move to check dates of birth. Players may answer incorrectly (they may feel under pressure) so it is ok to repeat the question.
7. Check that the player is the person in the team-sheet photo opposite his/her name.
8. Thank the players and wish them well for the game.
9. If you feel that there is a need to complete a fuller check then you may opt to do so. In such circumstances you should be seen to treat each side equally.
10. If you find there is a problem on the team sheet advise the manager/coach and have him/her, explain and correct the sheet where appropriate. If you feel that there continues to be a problem following him/her explanation, then advise him/her that the player(s) is illegal and may not play.
11. On completion of the checks thank the respective manager/coach for their co-operation. Move away to let the squad continue with its warm-up.
12. Complete the same process with the other squad.
13. If you run into problems, please inform the other teams representative of your concerns and please phone the Youths Chair or Honorary Secretary.

- • Mike McNerney –086 806 4179
- • Tom O'Leary– 086 326 0193

**MATCH COMMISSIONERS ARE VOLUNTEERS. PLEASE SHOW THEM THE NECESSARY RESPECT AND PLEASE RESPECT THEIR INSTRUCTIONS IF THEY HAVE TO CITE NO CARD NO PLAY.**

## Annex A.7 r0

### Substitutions

For guidance, the following table indicates the numbers of suitably trained and experienced players for the front row when nominating different numbers of players:

Number of Players	Number of suitably trained & experienced players
15 or less	3 players who can play in the front row
16, 17 or 18	4 players who can play in the front row
19, 20, 21 or 22	5 players who can play in the front row
23	6 players who can play in the front row

#### Rolling Substitutes procedures

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
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.  
  
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.  
  
Player B returning to the field of play is also NOT a change. 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.
7. 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 with one less player. Uncontested scrums will apply if this involves a front-row player.
8. It shall be for the IRFU to determine who shall be responsible for administering and counting the changes and how. An optional Procedural Guideline follows.

#### Procedural Guideline for the Administration and Control of Rolling Substitutions at Matches:

- (A) Each team will have a set (12) of cards (each set will be a different colour)
- (B) Each team shall appoint its responsible person (e.g. Coach) who shall be required to hand the appropriate change card 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. There is no requirement to record or write anything on the card.
- (C) The referee, touch judge, or 4th official shall receive and retain the cards during the match and shall monitor each team's use of its changes. The Match Official is not required to record any information but shall retain the submitted cards until after the end of the match.
- (D) At matches for which the referee is required to submit an official return or result card/form, the referee shall record the final number of changes used by each team.



- (E) At matches where there is no match doctor available, the referee remains responsible for establishing if a player is leaving the field of play due to being so injured that it would be unwise for him to continue playing.
- (F) The teams will be aware of the number of permitted changes still remaining from the number of cards they still hold.

#### **Annex A.8 r0**

#### **Yellow & Red Cards**

Duration of a Yellow Card:

Adult = 10 minutes

Under 17, 18, 19 = 7 minutes

Under 13,14, 15, 16 = 5 minutes

A Database is maintained by the Munster Branch, showing the club, name and Registration number of the individual carded with brief details of each offence.

All Yellow Cards are sent to [info@munsterrugby.ie](mailto:info@munsterrugby.ie)

All Red Cards are to be sent to the Munster Branch Honorary Secretary [muirismahon@munsterrugby.ie](mailto:muirismahon@munsterrugby.ie) & [info@munsterrugby.ie](mailto:info@munsterrugby.ie) within two/three days of the red card been issued.

The staff at reception (Munster Cork Office) will forward on the red cards to the relevant club/school without delay.

The Judicial Administrators (JA) (Four JAs) will send the club/school the player direction form without delay and on return set up a hearing (3 persons) or a single JA as per the direction form to deal with the red card. Decisions on Red Cards should be completed without delay, one week (7 days) should suffice.

Note: Players that are sent off cannot play until the Red Card has been adjudicated on and a decision sent to the club/school involved.

The Red Card decisions will be forwarded on to the Branch Hon Sec to forward on to the club/school without delay and to [info@munsterrugby.ie](mailto:info@munsterrugby.ie) to enter on to the IRFU database.

#### **SANCTIONS:**

##### Red Cards:

When a player/official receives a Red Card, their name remains on the register for 5 seasons.

If, during that period a player/official re-offends, the Judicial Committee must take note of the player's / official's record when deciding upon what suspension /sanction to impose

##### Yellow Cards:

As per IRFU guidelines.

#### **DISCIPLINE:**

The Arbitration & Discipline sub-Committee shall deal with all Discipline matters and advise the Munster Branch Hon Sec of the outcomes. Decisions will remain on the IRFU database register for Five (5) seasons.

## Annex A.9 r0

### Postponements

**1. Postponement requests in general. In all cases, the content of the Postponement request shall be sent in an email stating the reasons involved and shall be approved by a Club Officer (President, Hon Sec, Hon Treas. Hon Fix. Sec)**

1. In all cases a copy shall be sent to (i) the RSC and (ii) the opposing club
2. The following detail should be contained in the postponement request:
  - (a) Please state if postponement is by : Request/Emergency/Ground
  - (b) Fixture/Competition
    - (i) Home Team
    - (ii) Visiting Team
    - (iii) Date of Game
  - (c) If by Request:
    - (i) Club requesting postponement
    - (ii) New date Requested
    - (iii) Reason for Postponement
  - (d) If by Emergency: (outline reasons/cause of Emergency)
  - (e) If by Grounds conditions
    - (i) Outline reasons why this happened/how many times this has occurred this season/ what remedial actions are being taken
  - (f) In all cases the postponement must be signed off by a club officer.  
(President, Hon Sec, Hon Treasurer, Hon Fix Sec)

#### 4. Postponement by Request

(a) If both clubs agree to a postponement, the Postponement request must be sent by the club officer of both clubs by email to the RSC, at least 7 days before the game in question. If the CSC, in consultation with the RSC can find a suitable alternative date, the new date will be advised to the clubs otherwise the game goes ahead as scheduled.

(b) If both clubs do not agree to the postponement, the CSC and RSC shall make a Decision

#### 5. Postponement in Emergencies

The MAR and opposition must be notified immediately. The Postponement request shall be submitted as outlined above. The RSC will make a Decision and notify the clubs involved and the CSC.

#### 6. Postponements due to Ground Conditions

- (a) The Rugby Committee will endeavour to have a list of nominated persons to act on the Ground Fitness Panel and to be available for consultation when the fitness of a ground is to be considered
- (b) A club which has doubt about the fitness of its ground shall contact the CSC and/or the RSC. Where there is 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 whether or not the pitch will be playable shall be postponed until closer 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
- (c) The determination of the fitness of the ground shall be the responsibility of the Home club.
- (d) (i) The provision of a suitable playable pitch is the responsibility of the home club. If the ground is unplayable due to ground conditions on the 1st occasion and the opposing team is required to travel more than 25km further, to an alternative venue, the opposition shall be entitled to request a postponement.  
  
If a similar situation arises on the 2nd occasion the Home club shall provide a suitable alternative ground within 25 kilometres of their home ground or travel to the oppositions chosen venue.  
  
(i) Where travel to the oppositions chosen venue occurs, the opposition then becomes the 'Home' team and point (i) applies.

- (ii) If time and distance allow, the first option shall be to transfer the game to the opposition's ground, and if there is a return fixture, the venue should be changed accordingly.
- (e) In the event of a game having to be postponed due to weather conditions or otherwise, it shall be the home club's responsibility to inform the relevant Fixture Secretary of the MAR, the Hon Sec of the RSC and their opponents

The Postponement request shall be sent to the RSC within 24 hours of the game being called off

Sanction: In the event of a club failing to fulfil the above procedure it may result in the home club being liable for all or part of the expenses of their opponents and match officials. Article 16 will also apply.

- (f) Regardless of the above, where doubt exists as to the fitness of a ground, the home club shall make early contact with the visiting club as to its travel arrangements etc. in order that contact can be made prior to a club commencing its journey.
- (g) The Chair of the RSC in consultation with the CSC may reschedule a fixture if it is in the best interest of the competition and Munster Rugby.

**Sanction:** Failure in notifying in reasonable time may result in loss of home advantage. Article 16 will also apply.

Thereafter, if the game fails to take place due to any reason, the competition organising committee may arrange to play the game if there is an available date. However, in the event there are no available dates, the game will be deemed to be null and void and no points shall be awarded if it is a league game. If the game being a cup game fails to take place due to any reason a coin will be tossed to decide the winner

#### **Annex A.10 r0**

#### **League Placings**

The procedure hereunder shall be used in all competitions that have a League and/or partial league format.

The sequence listed must be used and where a criterion is not relevant to a particular competition, move to the next relevant criterion in the sequence.

1. Placing in ALL Leagues will be decided by the team having the most League points.
2. In the event of two or more teams in a Division, Group or Conference having the same number of League points, winning the division, promotion and relegation will be decided by the following sequence.... the team with the
  - (i) most wins            (ii) most draws            (iii) most Bonus Points            (iv) most Try Bonus Points
  - (v) most Losing Bonus Points            (vi) clubs with the lowest number of points deducted
  - (vii) highest points difference in the competition.
  - (viii) most scored points in matches between/among those teams.
3. If two teams are still equal, then the head-to-head result shall count. If teams are still equal, then it shall be the most tries scored in that game, then a playoff. If the RSC decides that a playoff is not feasible, toss of a coin.
4. If the teams, equal on League Points, have not played each other, (e.g. two sections of a Division, Group or Conference) the result will be determined in the following sequence ..... the team with the
  - (i) most wins            (ii) most draws            (iii) most Bonus Points            (iv) most Try Bonus Points
  - (v) most Losing Bonus Points            (vi) fewest Red Cards            (vii) fewest Yellow Cards
  - (viii) a playoff \*\*

\*\* If the RSC decides that a playoff is not feasible, then toss of a coin.

#### **5. Girls Age Grade Rugby**

The following will be implemented for league placings for girls Age Grade Rugby.

- (i) most wins (ii) most draws (viii) most scored points in matches between/among those teams

## **Annex A.11 r0**

### **Settling of Ties**

#### **1. Fixtures where Extra-time is Allowed or Required**

If the sides are level on points after 80minutes,

- (i) twenty minutes of extra time will be played (two periods of ten minutes)
- (ii) If the sides are level on points after extra time, the side who scored the most tries in the game (100 minutes) shall be the winners
- (iii) If the sides are level on tries after 100 minutes, the side that scored the most tries in the first 80 minutes shall be the winners
- (iv) If the sides are still level on tries, then the side that scored the first try shall be the winners
- (v) If no tries were scored, then the side that scored first shall be the winners
- (vi) If the game ends scoreless (after extra time), then the two sides shall appoint a kicker each for taking penalty kicks
- (vii) The winner shall be the side who successfully kicks from a distance that their opponents miss from. The format shall be as follows:
  - (viii) The Referee shall toss to decide who takes the first kick.
  - (ix) The Referee shall decide the spot the kick is taken from.
  - (x) The first kick shall be taken from the centre spot in front of the goal on the 22-metre line
  - (xi) If both kicks are successful, the next series of kicks are taken 5 metres further back (i.e. 27m)
  - (xii) If both kicks are unsuccessful, then the kicks are taken again from the same spot (i.e. 27m)

#### **2. Fixtures where Extra time is not allowed nor required**

Note: Extra Time is NOT ALLOWED in Age Grade Rugby

If there is draw, the following criteria will be used to decide the winner:

- (i) Number of tries scored.
- (ii) First try scored.
- (iii) First team to score.
- (iv) In the event of a 0-0 draw then a penalty shoot-out will take place from the 22-metre line.

Only players on the pitch at the end of the game can participate.

The format shall be as follows:

The Referee shall decide which end the kicks will be taken at.

The Referee shall toss to decide who takes the first kick.

Each team will select one player to take three kicks from the centre spot on the 22.

If still tied after three kicks, then there will be sudden death.

Sudden death applies with different players selected to take one kick each until such time as one is successful and the other is not

(v) For Age Grade Finals Only: in the event of a 0-0 draw, the trophy will be shared

#### **Annex A.12 r0**

##### **Hearing of Objections and Appeals**

1. Objection Hearings shall have a quorum of 3 members, who will be appointed by the Chair of Arbitration and Discipline.
2. In relation to Appeals, the Appeal shall be heard by an Appeal Hearing Committee of either one (1) or three (3) persons appointed by the Appeals Officer. No person on the Appeal Committee may have sat on the Objection Committee nor whose club was involved.
3. The hearing of Objections and Appeals shall be arranged with all reasonable speed at such a time and place as may be determined provided that the club/clubs or person/persons directly involved shall be given reasonable notice in writing or by email of the time and place of such hearing.
4. The Hearing Committee shall permit the club/clubs and or Person/persons directly involved to submit evidence, call witnesses and make representations at the Hearing.
5. At an Objection or Appeal Hearing, no club or person appearing before the Hearing Committee shall be entitled to be represented by more than two (2) persons (in addition to a legal representative). Legal representation **shall not be permitted** unless this is made known at the time of lodging the Objection or Appeal to the Branch Hon. Sec, and to any club, or person directly involved.
6. Subject to the requirements of Natural Justice and the right of fair procedure, the conduct of the Hearing shall be at the entire discretion of the Hearing committee. The Hearing committee shall be entitled to call such witnesses and seek such advice as it may require.
7. Decisions made by a Hearing Committee shall be notified in writing to all parties directly involved as soon as is reasonably possible.
8. The Decision of the Appeals Hearing Committee **shall be final and binding on all parties.**
9. Miscarriage of Justice: No proceedings or decisions made pursuant to this Regulation shall be held invalid by reason only of any defect, irregularity, omission or other technicality provided there has been no miscarriage of justice
10. No person shall sit on a Hearing Committee if he/she has a conflict of interest.
11. The normal rules of evidence shall apply to Hearings on the proof principle of "balance of probabilities" and each party shall be entitled to hear the evidence against them. Fair procedures shall be applied at all times. The Hearing Committee shall be conscious of the provisions of Natural Justice.
12. Referees should, where possible, attend Hearings or be available by telecommunications and can only be questioned by the Hearing Committee.
13. Decisions of a hearing committee will be provided in writing which will set out briefly the reasons for the decision and Articles relied upon.
14. Provision of Information: Where the relevant Objection or Appeals Hearing Committee request a club or person to provide information in relation to any matter, a reasonable time limit, maximum four (4) Days, may be imposed and notified for the provision of such information and in the event that such time limit is not complied with, the Hearing Committee may deal with the matter in the absence of such information.

## Annex A.13 r0

### Citing

1. Where a player commits an act of foul play, which would warrant the player concerned being sent off, which has not been detected by the match officials, either the participating club as defined in the Munster Governance, participating match official, participating Match Commissioner have the discretion to cite that player to the Union or the Disciplinary body having jurisdiction over the match.
2. Procedure to be followed:
  - (a) Citing must be made within 48 hours from midnight of the day of the alleged incident to the Hon. Secretary of the player's Branch giving the following information: (Citing proforma Annex B.14 must be completed and a fee of €250 must be submitted to the Hon Sec Munster Branch [muirismahon@munsterrugby.ie](mailto:muirismahon@munsterrugby.ie) & [info@munsterrugby.ie](mailto:info@munsterrugby.ie) & The fee to be sent for the attention of Carmen Vallejos to [carmenvallejos@munsterrugby.ie](mailto:carmenvallejos@munsterrugby.ie) .Proof of payment must be submitted to the Hon Sec.  
 Note: a participating Match official or match commissioner is exempt from submitting a fee if they have a citing during said fixture.  
  
 Date of alleged incident  
 Name, Club and team of alleged offender  
 Name of opposing team  
 Full details of the alleged incident to include any video footage available
  - (b) The cited player, his club, the referee, and where applicable the touch judges should be sent copies of the citing complaint and advised in writing of the date, time and place of the meeting of the Hearing Committee.
  - (c) The citing party is also advised in writing of the date, time and place of the meeting of the Hearing Committee and is required to send a representative to the meeting. Failure to do so will result in the citing complaint being dismissed
  - (d) Digital recording if it is to be produced to substantiate the citing must be sent in advance of the Hearing to the Hon. Secretary of the cited player's Branch before the meeting
  - (e) The cited player shall be obliged to attend the hearing and shall be entitled to be represented by no more than two persons (in addition to a legal representative) at the Hearing. Legal representation at a Hearing shall not be permitted unless reasonable notice of this requirement is given to the Hearing committee, and to any club, or person directly affected by the Hearing, and is made known at the time of lodging the Appeal.
  - (f) In advance of the hearing before evidence is taken the cited player and his representatives shall be entitled to view any digital recording being used as evidence against him and if the cited player or his representatives offer digital recording as evidence then the same rule shall apply.
  - (g) Citing by another Branch/ Union of a player playing with a Munster club must have been made within the time frame of the Branch/Union rules.
3. Committee Decisions
  - (a) The Arbitration and Discipline sub-Committee shall arrange for a hearing of the Citing with all reasonable speed at such time and place as it may determine provided that any club or person directly affected shall be given reasonable notice, either in writing or by email, of the time and place of such hearing.
  - (b) The Hearing committee in making its decision in the case of illegal or foul play shall have regard to the World Rugby Sanctions and Procedures
  - (c) If the Hearing committee finds on the facts established before it, that the offence referred to in the citation has not been proved but that a lesser offence has been committed by the player, it may decide to sanction the player for such lesser offence.
  - (d) In the case of misconduct, the Hearing committee shall have the power to impose any one or more of the following sanctions which sanction may, where appropriate, be suspended: -
    - (i) The suspension or expulsion of the player or person for such period as may be deemed appropriate.

- (ii) Such other penalty or sanction as may be deemed appropriate.
    - (iii) Make a payment of costs.
  - (e) The decision of the Hearing Committee shall be notified in writing to all parties directly affected as soon as is reasonably possible.
  - (f) In cases where the Branch deals with disciplinary matters, in the event of the player cited being cited from a club affiliated to another Branch of the Union, the citation shall be sent by the Secretary of the Branch under whose jurisdiction the game was played to the Secretary of that other Branch which shall deal with the hearing.
  - (g) In the event of the cited player being from a visiting club affiliated to another Union, the citation shall be sent by the Secretary of the Branch under whose jurisdiction the game was played to the Rugby Administrator of the I.R.F.U.
  - (h) The findings of the Hearing Committee can be appealed
4. Appeals
- (a) An appeal may be brought to the Committee of Appeal by a Branch, club from a decision of the Hearing Committee.
  - (b) An appeal may be brought to the Branch Committee of Appeal by a club or player from a decision of its Disciplinary Committee.
  - (c) The filing of a notice of appeal against a decision of a Hearing Committee shall not act as a stay on or deferral of any penalty or sanction imposed by the Hearing committee.
  - (d) In all cases the Decision of the Committee of Appeal shall be final and binding on all parties and shall neither be appealed nor reviewed in a court of law.
5. Notice of Appeal
- (a) For an appeal to be valid, the party making the appeal (the "appellant") shall comply with the following conditions:
    - (i) File a notice of appeal (the "notice of appeal") and comply in all respects with regulation below, with the Disciplinary Officer of the Union or the Branch Hon. Secretary as is appropriate not more than four (4) days after the date of the decision being appealed against. The notice of appeal shall be deemed to have been filed when it is received by the Branch Hon Secretary
    - (ii) Sign the notice of appeal and set out thereon: -
      - (a) The date of the decision appealed against;
      - (b) The specific aspect(s) and parts of the decision being challenged, and
      - (c) The specific grounds of challenge. No further grounds of challenge may be advanced without the express prior consent of the Committee of Appeal.
    - (iii) When an appeal is made on behalf of a player by a club it shall only be done with the prior written consent of the player.
  - (b) The appellant must serve a copy of the notice of appeal on all the other parties to the original proceedings all of whom shall be deemed to be parties to the appeal.
  - (c) Where the conditions above are not fully complied with, the appeal shall be deemed to be invalid and shall be dismissed by the chairman of the Committee of Appeal unless the appellant demonstrates sufficient cause and establishes exceptional circumstances to the chairman to exercise his absolute discretion to permit the appeal to proceed. If the appeal is dismissed pursuant to this regulation the original decision appealed against shall be deemed to be final and binding.
6. Appointment of the Committee of Appeal
- (a) When a notice of appeal is filed, the Branch Appeals Officer shall appoint either one (1) or three members from the Branch to sit as the Hearing Committee to hear the appeal.
  - (b) None of the members of the Panel who sat on the Hearing Committee that made the decision being appealed may sit on the hearing committee.
7. Decisions of Committee of Appeal
- The Committee of Appeal will decide one or more of the following
- (i) Affirm the decision appealed against;
  - (ii) Set aside, in whole or in part, the decision appealed against;
  - (iii) Substitute its own decision for the decision appealed against;
  - (iv) Revoke or modify any direction or order as to costs;
  - (v) Take any other step that it considers necessary to determine the appeal.
  - (vi) Order a payment of costs.
- Decisions of a hearing committee will be provided in writing which will set out briefly the reasons for the decision and Articles relied upon. The decision shall take effect immediately.
8. Public Announcements
- (a) The Decisions of the Hearing Committee may be published by the Hearing Committee as soon as is practicable after the decision has been communicated to the parties. The public announcement of the decision may be by release of the decision itself, or by way of a summary that includes details of the illegal or foul play or misconduct and of the sanctions imposed, if any.
  - (b) Until such time as a decision is published all parties shall treat the proceedings and the decision itself as confidential.

- (c) **Multiple Incidents**  
Two or more persons or parties may be dealt with at the same Hearing Committee where the issues and matters to be decided arise out of the same match, incident or facts.

## **Annex A.14**

### **Mini & Youth Safeguarding**

#### Safeguarding & Coaching Compliance – Mini and Age Grade Rugby

##### 1. Overview

To uphold player welfare and coaching standards, Munster Rugby mandates that all coaches in Mini and Age Grade rugby (boys and girls) meet specific safeguarding and appropriate coaching award requirements by the start of the season.

##### 2. Mandatory Requirements

###### 2.1 Safeguarding

- All coaches must have up to date Safeguarding:

- o Be Garda Vetted
- o Completed IRFU Safeguarding (SG1)

###### 2.2 Coaching Qualifications

- Coaches must hold the appropriate award for their assigned age group:

- o Childrens Coach Award for U6–U12
- o Youth Coach Award for U13-U18
- o Senior Coach Award for U18-Adult Rugby

###### 2.3 Registration & Team Panelling

- All players must be registered on Rugby Connect
- Active coaches must be panelled to their assigned team(s)/the correct team(s) on Rugby Connect

###### 2.4 Team Staffing Standards

- Youth teams = Minimum of one compliant coach per team (Vetting, Safeguarding SG1 + Coaching Award)
- Mini Rugby teams = x 1 Compliant coach for every 12 players (Vetting, Safeguarding SG1 + Coaching Award)

##### 3. Compliance Deadline

- Full compliance is required by October 31st, 2025
- Non-compliant teams will be stood down from all rugby activity, including blitzes and competitions, until standards are met

##### 4. Support & Implementation

Munster Rugby will provide access to required courses and support through Rugby Development staff. Clubs must assess current coach status and begin preparations immediately.

##### Useful links;

- Link to safeguarding on IRFU website; <https://www.irishrugby.ie/playing-the-game/spirit-of-rugby/safeguarding/>



· Link to Munster Rugby coaching courses 2025/26; <https://www.munsterrugby.ie/domestic/coaching/coaching-courses/>

**Annex B** All forms are available online on the Munster Rugby Website

### Annex C.1.0 r0

Relevant sub-Committee(s): Senior Clubs sub-Committee (SCC)

**Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6**

The following specific provisions are in addition to the general provisions

Competition Names	(i) Munster Senior Challenge Cup (MSCC) (ii) Munster Senior Challenge Plate (MSCP)
Trophy	Munster Senior Challenge Cup Munster Senior Challenge Plate
Presented by	Munster Branch IRFU
Eligible Teams	All Senior Clubs in Munster
Eligibility of Players	<p>1. Nationally contracted players may play with the permission of the MRC. If such a player receives permission, then, only one Provincially contracted player can play for that team in that game</p> <p>2. National Contracted Players or Provincial Contracted Players may only play with sides playing in Division 1A and 1B of the All-Ireland League. A club may select a maximum of two Provincially Contracted Players (excluding Development and Academy Players) in its panel for a Munster Senior Cup match, only one of whom may be a forward.</p> <p>3. Nationally or Provincially contracted players may not play in the Munster Senior Cup if a Division 1 club is drawn against a non-Division 1 club. A max of two players National or Provincially contracts are only allowed to play, one forward and 1 back or 2 backs. Where a Senior Club side in Division 1A or 1B of the All-Ireland League play a side from another Division than no National or Provincially Contracted players are allowed to play.</p> <p>4. Development and Academy contracted players may play without restriction where two Division 1 clubs play each other. In the case where a Division 2 club is involved in the match, a maximum of 2 total of a combination of Development and/or Academy players may field for either club.</p> <p>4.1 All development players have to be identified and chair of MSC advised prior to competition starting.</p> <p>5. Dual Status will apply to this competition</p>
Format decided by the RSC	
Competition Rules	<p>1. 'Result on the day' per Annex A.11.1 applies in all rounds except the final where Article 5.11 (b) will apply.</p> <p>2. A side who fails to fulfil a fixture in the MSCC or MSCP, shall be liable to a fine of €500.</p> <p>3. A side who fails to participate in the MSCC is also disqualified from participation in the MSCP.</p> <p>4. Article 16 also applies.</p>
No. Subs	Seven – Rolling

RC 2526 r0		Annex C.2.0 d0	
Relevant sub-committee		Competitions Sub-Committee (CSC)	
The following are in addition to the general provisions covering all fixtures.			
Competition	Munster Junior Challenge Cup Munster Junior Challenge Plate Munster Junior Challenge Bowl	Munster Junior 2 Cup	
Trophies	Munster Junior Challenge Cup Munster Junior Challenge Plate Munster Junior Challenge Bowl	The Tony O’Flynn Cup	
Presented By	Munster Branch IRFU	Douglas RFC	
Player Status	1.Cup & Plate only players of junior 1 status (excluding academy contracted players in that season) are eligible. 2. Bowl: Only players of Junior 1 status (as above) are eligible. 3. Any other contracted players are not eligible 4. Also excluded are players that have played at senior adult Irish International level (U20 competitive Internationals, Club Internationals & International 7s) in the current season.	Only players of Junior 2 status are eligible	
Eligible Teams	All 2 <sup>nd</sup> XV of Senior Clubs and all clubs participating in the Munster Junior League	Winners of the Gleeson League and the South Munster Junior 2 League as nominated by the RSC.	
Entry Fee	Decided by the RSC	Decided by the RSC	
Format	Decided by the RSC	Final: Winner of Gleeson League play winner of South Munster Junior 2 League.	
Competition Rules	1.Result on the day per Annex A11.1 in all rounds except the final  2.Final as per Article 5.11(b)  3. A side who fails to fulfil a fixture in the MJCC shall be liable to a fine of €250 or €500 if this fixture is a semi-final or Final.  4.Article 16 applies	1.Result on the day as per Annex A.11.1  2.Article 16 applies	
No. Subs	seven – Rolling	seven - Rolling	
Final Venue	As per Article 5	Article 5 shall apply OR Alternative location each year as decided by the RSC.	

**Annex C.3.0 r1**

Relevant Sub-Committee: **Senior Clubs Committee (SCC)**

**NOTE: Electronic teamsheets must be used in ALL fixtures at ALL levels and NO result is valid unless e-teamsheets are used**

The following specific provisions are in addition to the general provisions

Competition Name **Munster Senior League**

Trophy

Presented by  
Eligible Teams All 2<sup>nd</sup> XV of Clubs participating in the All-Ireland League (or equivalent)

Eligibility of Players

1. Players with National, Provincial or Development contracts cannot play.
2. A player who is on a senior representative panel or starts a senior representative game or for his club's First XV on the same weekend is not eligible to play in the League on the same weekend. A player who comes on as a substitute or temporary replacement in a First XV game will be eligible to play for his club in a League game on the same weekend
3. On a weekend when a club does not have a competitive First XV fixture, a player will be eligible to play in the league provided that he did not start in his clubs previous First XV competitive game.
4. In the event of a play-off game on a weekend when a club's First XV does not have a competitive fixture, only players of Junior 1 status or lower may play in this competition.
5. If a team has an insufficient number of players, including front row players, the game will go ahead and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.
6. (i) Concession of a walkover => a fine of €100 will be imposed.  
(ii) Concession of a second walkover => Article 8.3 applies plus a further fine of €100.

Qualifying competitions:

1. North Munster – 8 teams – 1 pool of 8 teams & each team plays each other once
2. South Munster – 7 teams – 1 pool of 7 teams & each team plays each other once
3. The top 2 teams from each group enter a pan Munster semi-final
4. Winners in North Munster play the runner up in South Munster (Home team NM)
5. Winners in South Munster play the runner up in North Munster (Home team SM)
6. The venue for the 25/26 final will be decided by coin toss. Venue will revert to usual North/South arrangement after this season.

Entry Fee as per SCC

Format as per SCC

Competition Rules as per SCC

No. Subs                      seven - Rolling

Final Venue                      as per SCC

#### **Annex C.4.0 r0**

RSC 2526                      Competitions Sub-Committee (CSC)

Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6

The following specific provisions are in addition to the general provisions.

Competition Name:            **Munster U21**

Trophy:                        **Donal Walsh Cup & the Donal Walsh Plate**

Presented by Walsh Family

Player Eligibility 1. Players born between

(i) Players of the Status in Article 4.8 (i) (ii) (iii) (iv) are eligible during the regular season

league games but must have appeared on a team sheet at least 3 times during said regular season league games in order to be eligible for selection in the knockout rounds, including finals.

2 (i) Panel for the competition consists of 42 players.

(ii) A list of at least 24 players must be notified to James Neville ([jamesneville@munsterrugby.ie](mailto:jamesneville@munsterrugby.ie)) before Noon on the third Thursday in September. Players can be added to the original list during the season but must be done so 48 hours in advance of any upcoming match in which they are scheduled to appear. Where a side is an amalgamation of two clubs or more, the players from those clubs are not considered as Loan player for that side.

3. There will be no limit to the number of Loan players in a squad.

Loan Forms (Annex B.3) must be completed and forwarded to the RSC for clearance before a player can play.

N.B. Players are on Loan for this competition only and may play for their "Home" club in all other competitions.

Players from clubs not competing the Donal Walsh Trophy competition in the current season are entitled to participate in said competitions as Loan Players. i.e., they can go On Loan to a club participating the Donal Walsh Trophy. N.B. A transfer is NOT required.

Note: A Player Loan Form (on the Munster website) must be completed for each player and submitted to Munster Rugby. This form will apply to this competition only and weekly letters are neither necessary nor will be accepted. The player then be registered with the "u21 club" (he cannot play until his registration is confirmed by Munster Rugby)

4. Players belonging to a club that have a team in this competition cannot go on Loan, they must apply for a transfer as normal.

5. Players belonging to a Club that is amalgamating with another club to enter the competition, will be treated the same as Point 4 above.

6. Change of Mind option: by the 30th of November, a player has the option to complete a Change of Mind Form and submit it to the Munster Rugby Committee (FAO: Barry Dempsey [Barrydempsey@munsterrugby.ie](mailto:Barrydempsey@munsterrugby.ie)) for approval. If approval is granted, he can then return to the club from whence he came.

7. Each Club is permitted to register one overseas player (as defined in the AIL Rules) and

they must have the necessary clearance before playing in the competition

The Form can be downloaded from the Munster rugby website - it is completed by the Player himself and he submits it to Munster Rugby.

Note: This Change of Mind option applies to Loans and Transfers for players in this age group only.

Format 1. The structure of the competition in any given season will be decided by the RSC when the number of clubs is known. For 2025/26, there will be one division of 9 teams that will play one another once.

Top 4 qualify for the semi-finals (1 v 4) & (2 v 3) of the Donal Walsh Trophy.

The same top 4 sides will represent Munster in the Fraser McMullen competition and will be ranked 1-4 based on their finishing position based in the regular season league table.

Team 5 to 8 qualifies for the semi-finals (5 v 8) and (6 v 7) of the Donal Walsh Plate.

Note: The same competition rules will apply for all games, including the three matches (two semi-finals and final) that make up the Donal Walsh Plate.

Eligible Teams: 1. Clubs desirous of participation must lodge a post-dated cheque with the Munster Branch I.R.F.U. in the sum of €1000. This cheque will only be cashed in the event of a club not fulfilling its commitments to the competition, which will include but not be limited to a club giving two walkovers and therefore also being removed from the competition in conjunction with Article 9.3.

#### Competition Rules

1. League Points as per Article 9 with one exception, (1)(i) below.

1(i) In the event of a club conceding a walkover, the game will be awarded to their opponents with a score of 36-0, including a Try Bonus Point.

2. League Placings as per Annex A.10.

3. If any team gives a walkover, it shall be deducted 2 (two) League Points.

4. 'Result on the day' per Annex A.11.1 applies in the knockout rounds, including finals.

5. Ground conditions – Annex A.9 applies. However, the RSC reserve to right move any fixture to a neutral ground in the event of unplayable pitch or other circumstance that may arise, to facilitate the smooth running of the competition. (Hire of all-weather pitches or other clubs ground will be at the expense of the home team.)

6. Match Results - The referee in the first instance is responsible adding the results to the Rugby Connect system. In the event of no referee, the home team is responsible for advising the RSC of the correct result, with full details of score and number of tries scored, within 24 hours of completion of game. Failure to comply fully may result in sanctions as per Article 16

No. of Subs. Eight – Rolling

Final Venue(s) Decided by the CSC

**Annex C.5.0 r0****RSC: Women's Sub-Committee (WSC)**

**NOTE: Electronic teamsheets must be used in ALL fixtures at ALL levels and NO result is valid unless eTeamsheets are used**

General provisions for all competitions hereunder

1. Fixtures - as per Article 3
  2. Player Registration, Transfers, Amalgamations etc – as per Article 4. It is important to note that there is now a change of mind form available to all players who wish to change their mind and cancel the Transfer and return to the previous club. It is available up to and including 30<sup>th</sup> November.
  3. Match arrangements etc – as per Article 5
  4. Postponements / un-played games / abandoned games – as per Articles 6 & 7
  5. League Placings (match points) & Cup eligibility – as per Articles 8 & 9
- Age Grade: In the event of two or more teams in a League/Conference having the same number of points, winning the league will be decided in accordance with the following sequence: Annex A.10.2 (i), (ii) & (iii).
6. Kick-off times – the default time is Sunday 13.00hrs. However, if two Clubs mutually agree to an alternative date or kick off time, both Clubs shall apply in writing to the Fixtures Honorary Secretary (munsterwomenadultcomm@gmail.com), 14 days in advance of the date of the match in question and obtain consent in writing.
  7. Substitutes — Up to 8 substitutes may be named on a teamsheet. Rolling Substitutes are allowed – up to a maximum of 12. Teams shall comply with the table in Annex A.7 with regards to the number of suitably trained and experienced players for the front row when nominating different numbers of players.
  8. Rolling Substitutes are allowed (including Age Grade Girls) – as per Annex A.7
  9. Any player who attains the age of 18 during the season, shall be eligible to play in the Munster adult competitions. If a player participating in the Munster U18.5 competition seeks to play adult when she turns 18, it must first be notified in writing to the MWSC (Munster Women's Sub-committee) from the players' own club that they are satisfied the player has the experience to compete at adult level. Preference should be given to playing for the U18.5 team and no player may play two matches in a 48-hour period.
- Any 18-year-old who have played international (including 7's), provincial (including Celtic Challenge), or professional rugby in any jurisdiction for the Senior full team, in the current season shall be ineligible to participate in any U.18.5 or adult Munster competitions without applying for consent to the MWSC setting out the fullest possible information regarding the player in question. If consent is given, the MWSC may restrict the level at which the player is allowed to play.
- Should a player be of National interest, they may be considered eligible for selection under special circumstances who otherwise would not meet the above criteria. This may include players under the age of 18 where the player is deemed to be of national interest. The IRFU policy relating to Players of National Interest must be adhered to in this regard.
10. Gate receipts – as per Article 5
  11. . Adult: The term "dual status" refers to a player who although a bona fide registered playing member of another Club 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. Dual Status procedures are listed in Annex A.4
  12. Age Grade: NO Dual Status allowed; Loans are allowed – no limit on numbers

**A. Munster Women competitions**

The WSC shall determine the format of the competition/s each season.

In the Munster Women's Competitions, the following rule shall apply:

1. All players who have played international (including 7's), provincial (including Celtic Challenge) 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.

2. An application shall be made for exceptions for Senior Club players, Junior Club players and Dual Status players to the above regulation. Notice in writing applying for such consent must be given to the MWSC (Munster Women's Sub-Committee) setting out the fullest possible information regarding the player in question. If consent is given, the MWSC may restrict the level at which the player is allowed to play.

### 3. Eligibility

3.1 A Dual Status or Loan player must have appeared in 4 matches for their Dual Status/ Loan club, before they are eligible to play in knock out stages of the league.

3.2 To be eligible to play in a Cup Final, a player must have made at least one appearance prior to this game in the competition.

3.3 A player who does not fulfil the conditions of 3.1 and/or 3.2 may apply to the WCC for a dispensation to play in the knockout stages of any competition.

3.4 A player may only play in the Munster Women's Competitions provided they have appeared in less than 6 matches this season in the Women's. Players who have appeared in 6 matches at a higher level may apply to the WCC to be regraded. On regrading, a player can only play for the next team down in that Club for the remainder of the season. If a player who has been successfully regraded appears at a higher level on even one occasion, then she cannot play for the lower team again. Players may only apply for one regrade per season. Dual Status Players who play in the All-Ireland League are subject to this rule.

Applications for re-gradings will be considered by the MWCC 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 contain the 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.

3.5 A player registered with a Munster AIL club who has started in less than 10 games may play in Munster Competitions for that club's second team.

3.6 Overseas Players – Eligibility – Four overseas players are eligible to play in Munster Women's Competitions – eligibility is as per Article 4.12.

## **B. Munster Women Division 1 League**

### 1. General:

These rules will, in general, also apply to the Cup, Plate and Bowl competitions, run by the WSC.

The IRFU League Sub Committee shall administer and manage All Ireland League and Cup.

Those competitions may carry additional regulations which will be highlighted to clubs, by the Committee

1.3 Decisions of both sub-Committees shall be communicated to such Club(s) as may be directly involved as soon as reasonably practicable

### 2. Structure of Division 1 League and Cup

2.1 The League shall comprise of Division 1 and if there are enough teams a Division 2 and/or a Development League

Division 1 shall comprise no more than 12 clubs and its format shall be decided by the WSC.

2.2 The format of the All-Ireland Cup shall be decided upon and advised early in the season. Should the All-Ireland competitions limit the number of Div. 1 clubs participating to '2', the teams representing Munster in the 2025/26 season will be teams which finished first and second in the League in the 2024/25 season.

The format of the Munster Cup, Plate and Bowl competitions will be decided by the WSC.

2.3. If any team have failed to show their sustainability during the league, then they may not be allowed to participate in the AIL competitions.

2.4. Any team that forfeits 2 games in a season shall have their Competition status reviewed by the WSC. This team may be prohibited from entering in to the League/Cup/Shield/Bowl.

2.5 The Committee may invite other club(s) to participate in the Cup at its discretion.

2.6. The (full) Laws of the Game apply to Munster Division 1 competitions, specifically full scrummaging.

2.7. The Division 1 League, Division 1 Cup are 15 a side competitions.

3. Promotion and Relegation at the end of the season may apply at the discretion of the WSC

3.1 The overall winner of Division 1 League shall be automatically be entered in to the AIL qualification tournament, against the other provincial qualifiers, unless 3.3 applies. In the event of more than one division, the WSC shall advise promotion and relegation formats prior to the start of the competition(s)

3.2 If clubs are equal on competition points at the end of the league rounds, Article 9.4 & Annex A.10 applies

3.3 If the club winning the league already has a team in the All-Ireland League, the second placed club will be the Munster qualifier for the All-Ireland League Promotion/Relegation phase.

#### 4. League Fixtures

4.1 The format shall be decided by the WSC.

### 5. FAILURE TO FIELD A FRONT ROW

5.1 If a team in the Division 1 league, Munster Open Cup, Division 1 Cup 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:

- The team unable to field the front row will play the match with a maximum of 14 players from the start where the match was to be played with 15. The offending team must have 8 players in the pack.

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

- 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 players.
- The offending team must have 8 players in the pack.
- Uncontested scrums to be notified, together with a report, by the offending team to the Adult Co-ordinator of the WSC.

### C. Women's Division 2 Qualifying League (Development) and Cup

1. The WCC shall determine the format of the competition each season.

2. This league shall be played with under 19s Variation laws with the following exceptions

2.1 Uncontested scrums shall apply if front row players are not trained /confident to contest scrums.

2.2 Matches may be played with: 10, 11, 12, 13, 14 or 15 players.

2.3 A club unable to field 15-a-side must inform the opposition club and the Competition Fixture Secretary no later than 12.00 noon on the Friday prior to fixture date.

2.4 Where a team starts with the minimum number of players but loses one and has no substitute to cover, the game may continue with no obligation on the opposing team to have equal numbers.

2.5 If the scrum contains less than 8 players the formation shall be:

7 players: front row, second row and 2 flankers

6 players: front row, second row and number 8

5 players: front row and second row

2.6 If uncontested scrums are played, the number 8 cannot pick the ball from the back of the scrum. The same applies when the formation of the scrum is 6 players

#### 3. Competition

##### 3.1 Match Format

(i) The match format must be communicated to both the opposing team and the Competition Fixtures Sec. (munsterwomenadultcomm@gmail.com) by 12.00 noon on the Friday prior to the match. Failure to do so may make the result of the match null and void.



### 3.2 Match Duration & Pitch size

- (i) 15-a-side = 80 minutes (40 x 2) on full pitch.
- (ii) 12 or 13-a-side = 70 minutes duration (35 x 2) with the sidelines moved in 5 meters.
- (iii) 10 or 11-a-side = 60 minutes (30 x 2) with the side-lines moved in 10 meters.

### 4. Player Eligibility

- (a) The WSC will determine the eligibility of players to play in Division 2/Development League.

## D. Girls Age Grade

### 1. General

1.1 All games to be played as per IRFU Game Regulation Variations for Girls Rugby (see below). Exceptions as specified in this section.

1.2 In order for the game to be considered a competitive game and part of the league, the minimum number of players must be available to start the game are as follows: U18.5  $\geq$  13 and U16's  $\geq$  13, U14  $\geq$  13. These are the minimum numbers, but the aim should be to play 15 a side or as close as possible to this.

Starting a game: A game will start when there are less than 15 players in either or both teams. If the number of players is 15 v 14 this is played as a standard game. If a team has only 13 players, the opposition must reduce to 13 players and the game starts.

The team with 15(+) players may use their full complement during the game. However, the scrum must be balanced as per the IRFU – Game Regulation Variations for Schools and Youth Rugby (See IRFU Web Site).

Where a team has 12 or less players the game will start as a friendly with the match points awarded to the team with a full complement of players (>13). In such a case both teams will start the game with equal numbers, but the team with full numbers can play their full match complement of players as subs during the game.

Latecomers: Players arriving after kick-off (but on the e-Team sheet) can join the game & numbers adjusted as above.

Sanctions: If a team has players sent off (red card) the starting numbers are unaffected (so 15 v 14 can become 15 v 13).

Dropping below 13 players: If a team permanently drops below 13 the fixture is conceded and will continue only as a friendly game.

1.3 A player can only play with one team in the league and within just one age grade either U14, U16 or U18.5

1.4 Match results – Both teams are responsible for sending the result of the match to the Committee (contact details below) via the results form by 6pm on the Sunday evening of the weekend of the fixture. The 30-point rule is in effect for all age grade games. Fixtures for the following weekend should also be confirmed by 6pm on the previous Sunday evening or appointment of referees may be affected. Email contact for all above: munsterwomenyouthcomm@gmail.com

1.5 If affiliated referee officiates the game, then the home coach is to collect both team sheets and submit to the relevant branch. North – Freepost, Munster Rugby, 1st Floor Callan Centre, Holland Road, Limerick. South – Freepost, Munster Rugby, Irish Independent Park, Tramore Road, Cork

### 2. Competition

2.1 The format of the U18.5's League and Cup will be decided by the Munster Women's Youth Sub Committee. The U18.5 League is considered a 15 a side competition. Development competitions may also be run with lower numbers.

2.2 The format of the U16's League and Cup will be decided by the Munster Women's Youth Sub Committee. The U16 League is considered a 15 a side competition. Development competitions may also be run with lower numbers.

2.3 The format of the U14's League and Cup will be decided by the Munster Women's Youth Sub Committee. The U14 League is considered a 15 a side competition. Development competitions may also be run with lower numbers.

3.1 Scrums: Under 18.5 – Contested, U19 Law Variations apply (1.5m push only, 45 deg Wheel)

Under 16 – Contested, U19 Law variations apply (1.5m push only, 45 deg Wheel))

Under 14 – Un-Contested Scrums must be equal numbers as per IRFU age grade regulations.

3.2 Line Outs: Under 18.5 - 8 Players Max (inc. Thrower). Full lineout pre grip and lift allowed

Under 16 - 8 Players Max (inc. Thrower). Full lineout pre grip and lift allowed

Under 14 - 8 Players Max (Inc Thrower). No Lifting.

Modified laws may be implemented at development level.

3.3 Conversions: For U14 age grade only, conversions to be taken in front of the posts. Penalty kicks to be taken from the penalty mark.

4. The following will be implemented for league placings for girls Age Grade Rugby.

- (i) most wins (ii) most draws (iii) most scored points in matches between/among those teams

5. Substitutes: Clubs may tog out up to 8 additional players as substitutes.

## Annex C.6.0 r0

## Munster Age Grade Competitions

The following are in addition to the provisions of Articles 1 to 19.

**Relevant Sub-Committees (RSC) : Munster Age-Grade Committee**

Under the direction of the Age Grade Committee, the Munster Schools Sub-Committee (MSSC) and the Munster Youth Sub-Committee (MYSC) are responsible for fixtures under their respective remit. Each sub-Committee may appoint a Fixtures Secretary (FS) to co-ordinate fixtures

**Chapter I General Provisions for male Age Grade Fixtures**

**Principles of Player Eligibility in Age Grade Season 2025-26**

1. The following principles are predicated in compliance with the following conditions in the season 2025/26, failing which these principles will be consistently reviewed.
2. Schools and Clubs must complete E-Team Sheets for all games, including friendlies.
3. Players not on eTeamsheets are deemed illegal and pertinent sanctions will apply including automatic loss of the match.
4. Players may play Schools and/or Youth's rugby, subject to the Rules and Regulations of the Munster Branch of the I.R.F.U. (SEE 9 BELOW). Players in non-exempt schools may be assigned to Competition Squads for the Schools Junior and Senior Cups. These Players may only be released from a competition squad under special circumstances. To release a player from a competition Squad under special circumstances, the parent(s) through their club Secretary must apply to the Munster Age Grade Committee. If a player released from a **Competition Squad** wishes to re-join a competition squad in the current and/or subsequent seasons, the parent(s) must apply through their schools' games master, to the Munster Age Grade Committee.
5. Teamsheets are subject to inspection and verification by the RSC and/or CSC. It is IRFU policy that a player can only have one registration number, which remains with him.
6. It is an I.R.F.U. guideline that a school rugby programme consists of 16 – 25 games per season. It is I.R.F.U. policy that if the school cannot provide meaningful rugby for a player i.e. selected to start half of the scheduled matches for the season, these players should be released to the clubs' system.
7. The number of games played by Youths and Schools' players will be actively monitored by the Age Grade Committee and a current report will issue to the Chair of the Rugby Committee monthly during the season by the Chair of the Age Grade Committee
8. Fixtures are drawn up by the relevant Schools' and Youths' Fixture Secretaries.
9. Subject to paragraph 4, a non-exempt school will have first call on any individual player.
10. (a) **Competition Squads** for Non-exempt Schools

Definition: A competition Squad comprises of a list of 24 players in alphabetical order who are deemed to be solely schools players, all OTHER players (25+) are deemed dual status and are eligible to play in the Schools Senior/Junior Cups and Club BOI Competitions. . The Pre-Christmas qualifiers in the senior and Junior Cups are an integral part of the Cup competitions.

For CBC and PBC a list of 38 players in alphabetical order who are deemed to be solely schools players, all OTHER players (39+) are deemed dual status and are eligible to play in the Schools Senior/Junior Cups and Club BOI Competitions. Competition Squads only apply for the Schools Senior and Junior Cups.

(i) Preliminary competition squads will be drawn up and submitted to the Branch Registrar no later than the second Friday in September at Junior and Senior Cup Levels (Preliminary **Competition Squads**). U15 & U17 cannot be included on the preliminary competition squads. U15 & U17 players may play in the pre-Christmas qualifying rounds of Schools' Senior and Junior Cups, this has no impact on the players dual status eligibility.

(ii) Preliminary **Competition Squads** may only be amended in December and only to allow u15 and U17 players onto the respective Competitions squads– subject to the maximum numbers below. To add U16s and U18s an application must be made to the RC through Age Grade.

(iii) These amended **Competition Squads** (the Final **Competition Squads**) must be sent to the Branch Registrar, no later than the second Monday in December.

(iv) No changes to Final **Competition Squads (24), (38)** are allowed thereafter, unless in special circumstances as per Article 4.13.

(v) Players on **Competition Squad (24),(38)** cannot play club rugby, other than Open Cups.(U15s see VII below)

(vi) U15 players added to the JCT **Competition Squad** in December can only with the approval of their school be released on a match-by-match basis to play with their club at local u15 level only. (Not BOI U16)

**Age grade will actively monitor player activity and will lay down regulations to govern for player welfare.**

Evidence must be produced to prove this principle is being followed.

if a player (24).(38) plays club rugby (other than an Open Cup), that is automatic loss of match.

As an overall principle, clubs must not use players who are regulars on their school matchday squad as this could deny a regular player on the club side.

Fringe players on both Schools' Competition squads, if not getting meaningful rugby during the Season, must be made available to clubs.

11. Players on a competition squad (24).(38) who are not getting meaningful rugby can/will be released to play with their club. There will be a regular check of Rugby Connect which will be the official record of number of games School/Youths are playing.

- 12 (i) Players in a competition squad but outside (24), (38) can play in the Schools' Cup competitions but the school MUST inform the fixtures Secretary. Youths Committee to be inform simultaneously. This has no impact on the players' dual status eligibility.

(ii) If these players become 1st team regulars, the Age Grade Committee will determine their playing status.

- 13 Any U15 or U17 player added to a Schools competition squad in December and whose School is eliminated from the Schools Cup in Round 1 will be eligible to play in the BOI competition from the moment his School is eliminated

- 14 The AGCC have the autonomy to adjudicate as to when a player must be included in a competition squad for the Schools Junior and Senior Cups, based on their playing history'. A player playing regularly for his school in the qualifiers or the Knockout stages of the Cups should not be a dual status player unless there are special circumstances that would allow it.

### Governance

The Age Grade Committee will be responsible for and oversee the implementation of these principles. All games and results are to be recorded on the rugby connect system. The Fixture list for both Schools and Youths will be issued and on Rugby Connect at the start of the season. The Fixtures Sub Committee will support the Age Grade Committee by issuing match and player details from the Rugby Connect records and support monthly reporting and monitoring process.

### Notes:

Sanctions, as already exist for non-compliance, will be implemented by the Age Grade Committee.

The Schools Sub-Committee may re align their fixture list to accommodate games after Christmas for McCarthy Cup and Bowen Shield players.

Bowen Shield will be an U18 competition.

Schools Sub-Committee is requested to annually review their Senior competition model to give the players more competitive games and to also review the possibility of completing the Schools' Junior Cup by the end of February. The expectation is that the Schools' Junior Cup will be completed by the end of February in the seasons thereafter.

All players will be released to their own Clubs for any Open Cup competitions, subject to local competition rules.

Player registration will follow proper procedures – on first registration a player must produce either a birth certificate or passport and only that name will be used. No shortened versions, initials, nick names, abbreviations are allowed – only use of birth certificate or passport is permitted. Schools or Clubs must not re register a player and where it seems likely that the player is already registered, the club / school must contact the Branch Registrar.

Implementation of the document is a matter for the Committee running the competitions, overseen by the Age Grade Committee and always subject to the Rules and Regulations of the Munster Branch I.R.F.U.

Chapter II

**Note: Each team in every game must use an e-teamsheet and NO result is valid unless an e-teamsheet is used**

If and when amended, e-Teamsheets must be amended on the Rugby Connect system within 48 hours

## 1. Conduct:

- a) A summary of the Duties and Responsibilities of a Club / School. Coaches and mentors should be familiar with the IRFU LTPD programme (see Annex A.2)
- b) The playing of Over-age and/or illegal players is a most serious offence and clubs/schools are informed that such actions may result in clubs/schools being debarred from ALL Age Grade competition and club/school officials (including coaches) being debarred from further participation in Age Grade rugby in the province

## 2. Venues Match Venues will be decided in accordance with Article 5

## 3. Player Registration

- a) **Each Age Grade Player must be properly registered and be on the IRFU database with a single Registration No. The onus is on the club and/or school to ensure accuracy of player details.**
- b) A player, without a proper IRFU Registration No., cannot play nor be listed on a teamsheet. N.B. A player, who is found to have more than one IRFU Registration No., cannot play nor be listed on any teamsheet until the matter is regularised.
- c) Photocopies are not acceptable.
- d) Only Match Commissioners are authorized to inspect team sheets ~~cards~~. Match Commissioners are under the control of and shall be appointed by the RSC.

## 4. Formatting Competition Squads (CS)

- a) (i) (CS) for Senior and Junior Cups shall be in accordance with Chapter I above.  
(CS) will contain the data for the (24,38) for the respective schools, 25+, 39+ are not required to be listed.

**N.B Schools that are in transition to Non-Exempt status - The players attending such schools have a derogation to play both club and schools in the same season.**

## b) Senior Cup – Non-Exempted Schools.

- (i) The (CS) signed by the Principal and gamemasters shall be submitted in accordance with Chapter I.10 above and are subject to audit by the Rugby Committee at any time.
- (ii) The (CS) listing must show the player's name (as per birth certificate or passport), date of birth, IRFU Player Registration number and club. The onus is on the school to ensure accuracy of player details. Only those players named on the Preliminary and/or Final (CS) (24,38) may play in the Schools Senior Cup. Such players cannot play club rugby. However, eligible players in Munster schools can play in the Munster 'Open Cup'.

## c) Junior Cup (Under 16) – Non-Exempted Schools.

- (i) The (CS) signed by the Principal and gamemasters shall be submitted in accordance with Chapter I.10 above and are subject to audit by the Rugby Committee at any time.
- (ii) The (CS) listing must show the players name (as per birth certificate), date of birth, IRFU Player Registration number and club. The onus is on the school to ensure accuracy of player details.
- (iii) Only those players named on the Preliminary and/or Final (CS) (24,38) may play in the Munster Schools Junior Cup. Such players cannot play club rugby. However, eligible players in Munster schools can play in the Munster 'Open Cup'.
- (iv) Any McCarthy Cup (U15) player or U17 player, who is added to a School competition squad (CS) (24,38) CANNOT play club rugby. However, such players can play in Munster Regional competitions (i.e Regional Munster Leagues & cups). U15 & U17 players added to a CS in December require approval from their school, until the completion of Schools cups, to play club rugby on a match-by-match basis. (This does not apply to BOI U16 or U18.5).

## 5. Substitutes: Teams can only tog a maximum of twenty-three which must include a full front row cover. Senior and Junior Cups, match day squads of 25. - Subs – 10 Rolling.

6. Referees Article 6 applies. The Home team must liaise with the CSC & MAR should there be any doubt as to the fixture going ahead. **Teams shall be liable to fines of €60 per game if MAR are not notified of call-offs in good time.**7. Results: Match results must be sent by text, e-mail or fax to the FS and the CSC within **12** hours by each club / school giving the Names of the Teams / the Competition / Score / No. of Tries by each team

## 8. Representative Players

Clubs having 3 or more players participating in Full International/Inter-Provincial Games may seek permission to have fixture postponed.

Chapter III      Schools Fixtures

Relevant Sub-Committee: Munster Schools Sub-Committee (MSSC)

Fixtures Secretary (FS): the person appointed by the MSSC to oversee and administer each competition

Coaches and mentors should be familiar with the IRFU LTPD programme (see Annex A.2)

**A.1 Eligibility**

1. The Munster Schools Senior Cup is a competition for qualified schoolboys, in the competing school, who are under 19 years of age as of the 1st of January in the school year in which the competition is played.
2. The Munster Schools Junior Cup is a competition for qualified schoolboys, in the competing school, who are under 16 years of age as of the 1st of January in the school year in which the competition is played.

**A.2** A Qualified schoolboy is one who:

- (a) Has, in the case of the Munster Schools Junior Cup, been continually in full regular attendance during school hours (except in case of illness) from the 1st of October of the current season and is registered in accordance with registration at schools under the Department of Education and Skills regulations.
- (b) Has, in the case of the Munster Schools Senior Cup, been continually in full regular attendance during school hours (except in case of illness) and so registered at that school on the 1st of October in accordance with registration at schools under the Department of Education and Skills regulations.
- (c) Is on the Department of Education and Skills October Roll Lists and is following the recognised Department of Education Syllabus.
- (d) Is entered for the relevant Department Examination and is (or genuinely intends to be) in full regular attendance until the end of each academic year.
- (e) In the event of a schoolboy being prevented by illness from maintaining full regular attendance during school hours, he shall not be disqualified if he can produce to the satisfaction of the Munster Schools' Rugby Committee a Medical Certificate covering his period, or periods, of absence.
- (f) In this Rule the words "full regular attendance" means full regular attendance at the school from which the boy is entered.
- (g) In this Rule the terms Exempt and Non-Exempt shall take the meaning as accepted and as commonly acknowledged by the Munster Schools' Rugby Committee.
- (h) Any Youths player who represents the Munster Youths in the Summer interprovincial competition can also represent the Munster Schools in that same window. This will not impact on that player's eligibility for Youths or Exempt Schools competitions.

**A.3**

1. In order to be eligible to play for any school in the Munster Schools Boys Senior Cup, any rugby player attending a Non-Exempt school must have been continually in full regular attendance during school hours (except in case of illness) at that school, for not less than 10 months prior to the commencement of the first competition. This includes players on the National Talent Squad (NTS)
2. The following players will not be deemed eligible for the Munster Schools Boys Senior Cup unless they have been continually in full regular attendance during school hours at that school, for not less than 12 months prior to the commencement of the Competition: Any player who is named on a Provincial U16 or U18 Club Select Player (CSP) team sheet in the Junior or Senior Cup group stage; Any player who is named on a Provincial Youths or Provincial Schools team sheet for a competitive interprovincial match; Any player with a playing record from a non-exempt school; any player with a playing record from an exempt school with an established rugby programme that provides regular competitive fixtures across various age groups year to year.

**NOTE: THIS RULE HAS BEEN IN EFFECT SINCE THE 1ST OF OCTOBER 2015**

3. A school may apply to the Rugby Committee under Article 4.13 to seek a derogation for a player, who is otherwise ineligible to play, clearly detailing the circumstances surrounding that application. The RC will adjudicate on applications on a case-by-case basis. Article 4.13 decisions are final and subject only to an Appeal to the Branch.

**B. Organisation:**

1. Each competition is administered by a Competition Co-ordinator and the Fixtures Sub-Committee (FSC)
2. Schools are expected in the common good to make every reasonable effort to fulfil their obligations on time. If a difficulty is imminent, this must be brought to the attention of the school affected, the Schools Committee and FSC as soon as possible IN ADVANCE OF THE DIFFICULTY.
3. If a school travels to an away fixture and the match is not played the rearranged fixture will be played as a home venue for the team who originally travelled.

**C. Venues**

1. Rockwell is included with Cork schools for the purpose of rotation of the final.
2. The location, date and time of all matches will be determined by the AGCC, RSC and CSC in accordance with Article 5. 3. For Junior and Senior Cups qualifying leagues, school grounds are deemed home venues.

**D. Fixtures**

1. Properly signed and completed e-Teamsheets must be exchanged prior to kick-off.

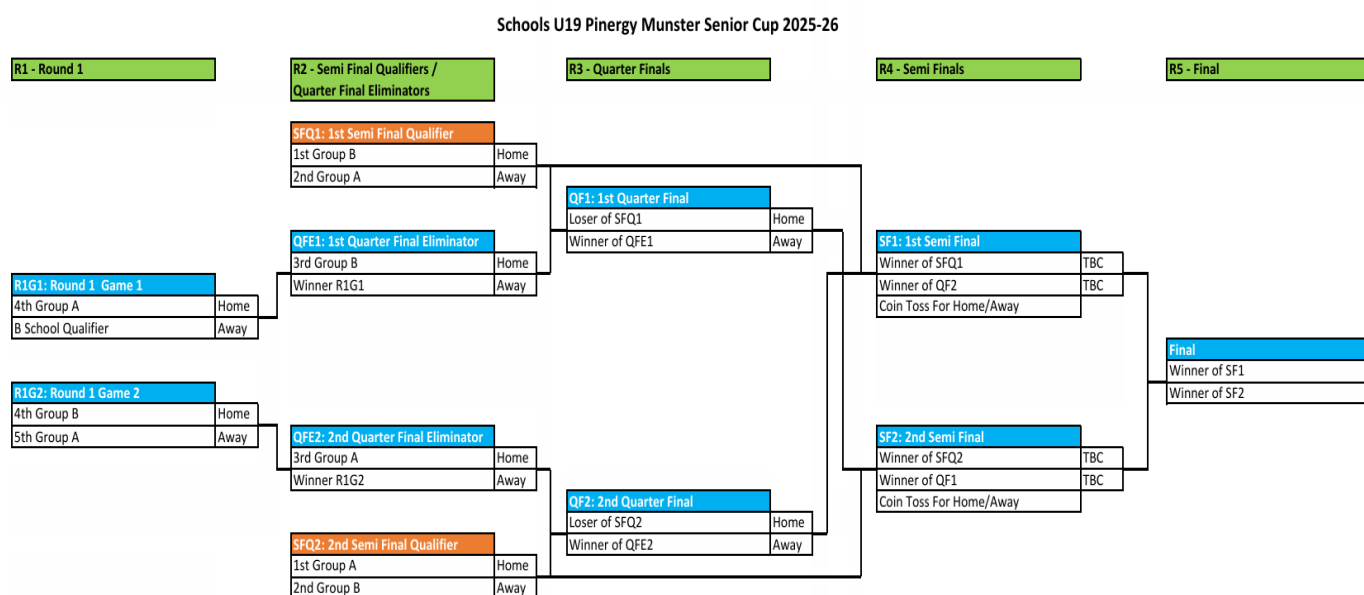
**E. General rules for 2025-26**

1. U14 games to take the format of 3/3 (17 mins each third) where 2/3 score counts and 1/3 the bench is emptied, and score is not applicable. This is to ensure full participation. Starting players to be rotated on e-sports.
2. U15 (McCarthy Cup) A, B and C games, front row cover for the A team will more than likely start on the B team, for accurate figures to be produced, players must appear on one teamsheet only. No front row cover may be listed on the A team sheet, but cover will be available from the B team and so on in the case of C teams.
3. Once a score reaches a 30-point difference, the game is to cease as a competition, the game is conceded and will continue in another format (2 x 10 aside games or 15 a side with restrictions on who can score, etc.). The remaining format for the game is at the discretion of coaches in agreement with the referee on the day (Subject to maximum time applicable to the fixture).  
NB: (i) This will not apply to the Munster Schools Junior Cup.  
(ii) If this criteria is not implemented, the MSSC may impose any of the sanctions listed in Article 16.
4. **Replays**  
The only games that can be replayed are games in the Knock out stages of the Senior, Junior cups. All other games must produce a result on the day.
5. In the event of a walkover being awarded in the group stages of the Schools Senior and Junior Cup, the game will be awarded to their opponents with a score of 28-0, including a Try Bonus Point.
6. In the group stages of the Schools Senior and Junior Cups, where two or more sides finish level, the teams shall be separated according to the relevant provisions of Annex A.10 (1-3, excepting points difference). Where teams still cannot be separated, schools will be ranked according to their pre-tournament ranking.

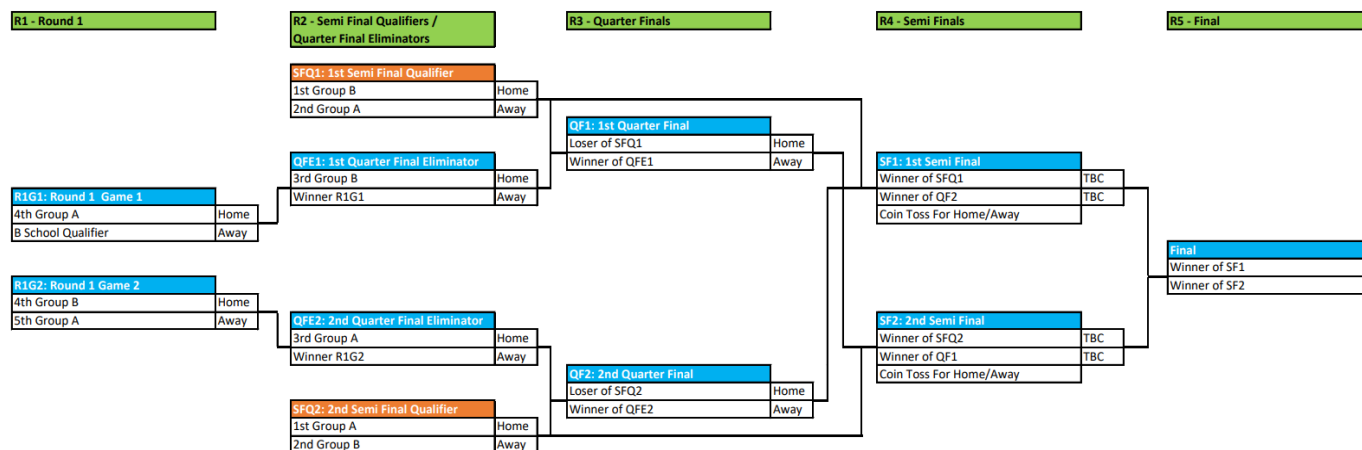
#### Cups

1. School responsibilities on cup days- (i) Wristbands to be sold to your students. (ii) Designated areas allocated to your students. (iii) Only students wearing these bands are allowed in these areas. (iv) Schools are responsible for ALL of its supporters, both in designated areas and all other areas of the grounds. Penalties: Financial penalties and or Supporters bans as per Chapter 5 b, (iii)

#### Format of Schools Senior & Junior Cups – 2025-26



## Schools U16 Munster Junior Cup 2025-26



## Chapter IV Youth Fixtures

Relevant Sub-committee (RSC): Munster Youth Sub-Committee

Eligibility: U18.5 competition: July 1<sup>st</sup> Other competitions: January 1<sup>st</sup>

BOI Competitions U16 and U18.5

Season Structure:

Phase I – Conference Games

Phase II – Pool Games for Munster Cup, Plate & Bowl

Phase III – QF, SF, F for Munster Cups, Plates & Bowls + Development Cups, Plates & Bowls\*

\* Development Cups, Plates & Bowls are for teams that do not qualify for the QFs of the Munster Cup, Plate & Bowl respectively

### BOI competitions U14\*

Season Structure:

Phase I – Regional competition

Phase II – Pool games for Munster Cup, Plate & Bowl

Phase III – QF, SF, F for Munster Cup, Plate & Bowl

\*The RSC may decide, depending on how many teams are competing at U14 to change the number of competitions in any given season including organising development competitions for teams that do not qualify for the QFs of the Munster Cup, Plate & Bowl respectively.

1. All Club Age Grade (Youth) games will be conducted/played in accordance with the current IRFU – Game Regulation Variations for Schools and Youth Rugby. (See IRFU Web Site)

Coaches and mentors should be familiar with the IRFU LTPD programme (see Annex A.2)

2. All clubs entering competitions must confirm their participation to the Fixtures Secretary.

3. (a) Arrangements for games to be notified to the Fixtures Sec. no later than 12:00 on the Monday prior to the game. (b) The home team will nominate the day (Saturday, Sunday or Bank Holiday Monday) on which the game will proceed, the away team will nominate the kick-off time i.e., in DAYLIGHT HOURS up to 4pm. (c) Games may also be played after 4pm in Daylight hours or under lights with the agreement of both clubs (d) Playing a game outside Saturday, Sunday or Bank Holiday Mondays (including any weekday night under lights) must also be agreed by both clubs and the organising clubs should work together, proactively.

4. Referees

Where possible, MAR will appoint referees. Regardless of whether an MAR referee is appointed, both Home and Away clubs must identify and name an Affiliate referee on their eTeamsheet in The Officials (coaches) section. The home club is asked to inform the visiting club of the name of the Affiliate Referee who is to officiate at least 24 hours in advance of the game. If no Affiliate Referee is appointed 24 hours ahead of the game, the visiting team should contact the Youth Committee to discuss next steps. If the home club confirms that it cannot appoint an affiliate referee then the visiting team may appoint an affiliate referee. If neither a

MAR nor an affiliate referee is available the game is void and no points are awarded to either team. If a game is refereed by a person who is not a MAR referee or an affiliate referee the team appointing that person will be sanctioned including the possibility of being docked points. An Affiliate referee does not have to produce ID on the match day. Please respect such Volunteers.

## 5. Match Commissioners

Match Commissioners will be appointed by the Youths Regional Committees and their names communicated to the Youths Committee. They shall operate in accordance with Annex A.6A

6. A game will start when there are less than 15 players in either or both teams. If the number of players is 15 v 14 this is played as a standard game. If a team has only 13 players, the opposition must reduce to 13 players and the game starts. The team with 15(+) players may use their full complement during the game. However, the scrum must be balanced as per the IRFU – Game Regulation Variations for Schools and Youth Rugby (See IRFU Web Site).

Where a team has 12 or less players the game will start as a friendly with the match points awarded to the team with a full complement of players (15+). In such a case both teams will start the game with 12 players, but the team with full numbers can play their full match complement of players as subs during the game.

Latecomers: If a game starts at 15 v 14 or 13 v 13, players arriving after kick-off (but on the e-Teamsheet) can join the game & numbers adjusted as above.

Sanctions: If a team has players sent off (red card) the starting numbers are unaffected (so 15 v 14 can become 15 v 13).

Dropping below 13 players: If a team permanently drops below 13 the fixture is conceded and will continue as a friendly game.

7. Properly signed and completed e-Teamsheets must be exchanged prior to kick-off.

8. Substitutes:

U16/U18: Teams can only tog a maximum of twenty-three which must include a full front row cover. Rolling substitutes are allowed up to a maximum of 12.

U14: For pan-Munster U14 competitions, up to thirty players can be named on a teamsheet. These games are split into thirds, with only the first two thirds being competitive. The result of the game is the score as it stands at the end of the second third. In terms of substitutes, the same rules apply to the first two thirds as for U16 and U18 above (maximum of twenty-three players fielding). However, for the final non-competitive third any players named twenty-four to thirty must field. Every U14 player named on the team sheet must play at least one third. These rules can also be applied in regional competitions should the regional committee so decide.

9. For pan-Munster games, a coach / manager from each team must immediately submit the results of games to the Fixtures Secretary using the Munster Youths results form. This must not be more than 3 hours following the completion of the game. For regional competitions, please use the process indicated by the regional Fixtures Secretary.
10. If a team gives **2 concessions**, they can no longer participate in Phase 1. The Fixture Secretary will speak to club re participation in phase 2 (either Plate or Bowl). 2 concessions in Phase 2 will result in elimination from the competition. Any club that concedes a game in Phase 1 or Phase 2 of the Pan Munster competition will lose home advantage in the Quarter Final of which ever Cup/Plate or Bowl competition that they qualify for.
11. League Points – as per Article 9 and Annex A.10 (neither Bonus Points nor Points Difference criteria are used)
12. (a) There will be 16 teams in phase II for the U16 and U18.5 Munster Cup. Top 2 teams in each Phase 1 conference will qualify automatically with any remaining spots going to third place teams via playoffs and draws as decided by the RSC.

(b) The remaining U16 and U18.5 teams will be drawn into Munster Plate and Munster Bowl competitions, respectively.

(c) U16 and U18.5 teams not participating in Phase 1 can apply to take part in Phase 2 and if accepted will be drawn into the Munster Plate and Munster Bowl competitions.

Cognizance may be taken of game results from Phase I so that competition at appropriate levels can be assigned to each team.

14. Postponements are NOT ALLOWED unless weather related only and in that case the provisions of Annex A.9.5(f) apply. Contact the Competition Fixtures Sec. immediately and submit a duly completed Postponement form.
15. Players on Schools Competition Squads from Non-exempt schools cannot play club rugby (other than open cups).



16. Once a score reaches a 30-point difference in a Youths Fixture, the game is to cease as a competition, the game is conceded and will continue in another format (2 x 10 aside games or 15 a side with restrictions on who can score, etc.). The remaining format for the game is at the discretion of coaches in agreement with the referee on the day (Subject to maximum time applicable to the fixture). This applies to ALL age grades and ALL competitions.
17. 2nd team in the competition - If a club has more than one team in the competition The club must submit to Munster Youths a panel of 19 named players who can only play on Team 1. All other registered players can play with Team 1 or Team 2.
  - A Team 1 player cannot play with Team 2 in Pan Munster knock out stages (Phase 3)) if he has not played for Team 2 in phase 1 or 2 of the Pan Munster competition.
  - If a player is not panelled by the club and is starting regularly in phase 1 he will be added to the Panel replacing another player. (To be monitored by Munster Youths)
  - a player can only start on one team in any given weekend playing a maximum of 1.5 games in 48 hour period.
  - Any CSP player is automatically deemed to be a Team 1 player regardless of whether they are named amongst the 19 starting players.
  - Any player who starts more than 50% of games on Team 1 by the end of Phase 1 is deemed to be Team 1 player.
  - Any player who starts more than 50% of games on Team 1 by the end of Phase 2 is deemed to be Team 1 player.
  - All eligibility criteria will be reviewed by the Munster Youths Committee prior to Phase 2 and Phase 3 and any changes circulated to clubs  
Team panels must be submitted by Friday, 19th September 2025. Any change between panels requires the approval of Munster Youths in advance.
18. U14s – Conversion Rule (Trial 2025\26): Any Try scored between the 15m mark and the corner flag. Conversions can be taken from the 15-metre line.

### **Relevant Sub-committee (RSC) South Munster Youths Committee**

Eligibility: U18.5 comps July 1st Other Comps Jan 1st

SMYC Competitions: U13, U14, U16, U18.5

Season Structure:

League at U16 and U18.5

League at U14

Non-Competitive League at U13 until Christmas and after Christmas the RSC will decide the format at U13s.

Cup: U14, U16, U18.5

Plate: U14, U16, U18.5

Bowl: U14, U16, U18.5

\*Development Cups Plates and Bowls are for the teams that are knocked out in the first round of the Cup Plate Bowl

With respect to the rules stated in Youth Fixtures, SMYC competitions adhere to Rules 1-7, 10 and 11 and also 14-16.

Rules 9, 12, 13 do not apply to SMYC competitions.

With respect to rule 8, SMYC competitions adhere to the rule for U16 and U18.5 competitions. For, U13 and U14 competitions, games have two halves with 23 players on the teamsheet.

If a club has more than two teams they must submit before the competition starts a list of the two separate panels. No crossover can take place between these panels unless approved by the above RSC. If you require a change to a panel this must be done in writing to the Hon Secretary and Fixtures Sec of the above RSC.

With the agreement of both clubs, the RSC may allow clubs to double up fixtures so that one result (in any Youth competition) during the season applies across all relevant competitions at that age grade.

### **West Munster Youth Competitions rule variations.**

Player Numbers

- Player numbers from 10 to 15 allowed on pitch
- Below 13 players 5-man scrum
- Clubs must inform opposition if they expect less than 15 players 24 hours in advance.
- Numbers on both teams on the pitch will be equal - if 1 team must reduce during a game due to injury (not cards) then opposition must also reduce. Even with reduced numbers teams may have 2 subs.
- If a team goes below 10 players, the game is called and the team that can field 10 or more is declared winner regardless of the score.
- The team with a full complement of players may use all subs on the team sheet.

Results Notification

- Confirmation of games and results only via the appropriate whatsapp group.
- No score difference greater than 15 points to be published.

## Game Variants:

- U14 games to be played as 3 thirds with the last third as a friendly, if both teams wish they may play 2 halves by agreement, the exception is finals which will be played 2 halves.

## Game Timing

- Home team can choose either Saturday or Sunday visiting team can select the time subject to pitch availability.
- Games may be played before the assigned day by agreement between both clubs but no postponements will be entertained unless pitches are unplayable and if deemed unplayable must be so for all activities, mini, youth and adult.
- WM Youth fixtures playing time window has been extended to allow a latest KO on either day up to 4p.m. but this is only where both clubs agree

## Referee

- If MAR do not appoint a referee first responsibility is with the home club, then visiting club if both clubs fail then the game is void. It will not be rescheduled.

No postponements: If there are issues due to weather then only by agreement with fixtures committee. If approved, match is then pushed to next available date fixed by fixtures committee. If similar happens again then match is transferred to opposition pitch for same date / time as was fixed for that weekend. If a club has a Covid case the same rules as applied for Munster competitions will be applied.

Annex C6. 1.1 r0	Munster Schools Committee	
Competition Name	Munster Schools Senior Cup	Munster Schools Junior Cup
Trophy	Munster Schools Senior Cup	Munster Schools Junior Cup
Presented By		
Player Status	Under 19 as at Jan 1 <sup>st</sup>	Under 16 as at Jan 1 <sup>st</sup>
LTPD Stage	Stage 4	Stage 3
Eligible Teams	All affiliated schools	All affiliated schools
Entry fee	As per MSSC	As per MSSC
Deadline for submission of panel	September 15 <sup>th</sup>	September 15 <sup>th</sup>
Format	Knockout	Knockout
Competition rules	Duration 70 mins Only properly registered players are allowed play. Incorrect player registration = disqualification. Correctly completed E Teamsheet must be used and MUST be exchanged prior to kick off.	Duration 60 mins Only properly registered players are allowed play. Incorrect player registration = disqualification. Correctly completed E Teamsheet must be used and MUST be exchanged prior to kick off.
No. Subs	10 rolling subs	10 rolling subs
Venues	As per FSC/MSSC	As per FSC/MSSC
Final Venue	As per Article 5	As per Article 5

Annex C6.1.2 r0	Munster Schools Committee	The following provisions are in addition to the general provisions covering all fixtures and those in Annex C 6.0
Competition Name	Munster Schools Bowen Shield	Munster Schools Bowen 'B' Shield
Trophy	Munster Schools Bowen Shield	Munster Schools Bowen 'B' Shield
Presented by		
Player status	Under 18 as at Jan 1 <sup>st</sup> and post JCT	Under 16 as at Jan 1 <sup>st</sup> and post JCT
LTPD Stage	Stage 4	Stage 3
Eligible teams	Non-exempt schools	Exempt Schools
Entry Fee	As per MSSC	As per MSSC
Player Panels	N/A	N/A
Format	Decided by the RSC	(i) Phase I = League (ii) Phase II = knockout
Competition Rules	1) Duration 70 mins 2) Only properly registered players are allowed play. Incorrect player registration numbers = disqualification. Correctly completed teamsheets must be used and must be exchanged prior to kick-off. 3) The order of fixtures must be maintained. The time deadline for	1) Duration 70 mins 2) Only properly registered players are allowed play. Incorrect player registration numbers = disqualification. Correctly completed teamsheets must be used and must be exchanged prior to kick-off. 3) The order of fixtures must be maintained. The time deadline for

	each round is an outer time deadline and by mutual agreement of the schools and the FSC, any game can be played before the outer time limit. 4) The competitions will conclude before the 8 <sup>th</sup> of Dec approx.. Failure to adhere to these policy decisions may result in being excluded from the competition. 5) Over age players only allowed by derogation from the MSSC 6) No U18 panelled players allowed.	each round is an outer time deadline and by mutual agreement of the schools and the FSC, any game can be played before the outer time limit. 4) The competitions will conclude before the 8 <sup>th</sup> of Dec approx.. Failure to adhere to these policy decisions may result in being excluded from the competition. 5) Over age players only allowed by derogation from the MSSC 6) No U18 panelled players allowed.
No. Of Subs	8 rolling subs	8 rolling subs
League Phase	If two or more teams finish on equal points in the league, the winner shall be decided as per Annex A.10	If two or more teams finish on equal points in the league, the winner shall be decided as per Annex A.10
Knock Out Phase	Team1 v Team 4 Team 2 v Team 3 In all rounds including final, each game must produce a winner on the day as per Annex A.11.2 (no replays)	Winner Section A v RU Section B Winner Section B v RU Section A In all rounds including final, each game must produce a winner on the day as per Annex A.11.2 (no replays)
Venues	As per FSC/MSSC	As per FSC/MSSC
Final Venue	As per Article 5	As per Article 5

RC 2526 r0		Annex C6.1.3 r0	
RSC:		Munster Schools Committee (MSSC)	
The following provisions are in addition to the general provisions covering all fixtures and those in Annex C.6.0 <b>Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b>			
Competition Name	Munster Schools McCarthy Cup	Munster Schools McCarthy 'B' Cup	Munster Schools McCarthy 'C' Cup
Trophy	Munster Schools McCarthy Cup	Munster Schools McCarthy 'B' Cup	Munster Schools McCarthy 'C' Cup
Presented by			
Fixtures Sec. (FS)			
Player Status	(i) Under 15 on Jan 1 but cannot include Under 14 players. (ii) If a First-Year player is over U14, a school must apply to the FS, for permission to play such a player, prior to the start of the competition.	(i) Under 15 on Jan 1  (iii) If a First-Year player is over U14, a school must apply to the FS, for permission to play such a player, prior to the start of the competition. (iv) Any player who starts 4 McCarthy Cup Group A fixtures. Any player who starts in a McCarthy Cup/Shield A semi-final.	(i) Under 15 on Jan 1  (iii) If a First-Year player is over U14, a school must apply to the FS, for permission to play such a player, prior to the start of the competition. (iv) any player who starts or plays in 3 games at McCarthy 'A' is ineligible
LTPD Stage	Stage 2-3	Stage 2-3	Stage 2-3
Eligible teams	Non-exempt Schools	Exempt Schools – 'B'	Exempt Schools – 'C'
Entry Fee	As per MSSC	As per MSSC	As per MSSC
Player Panels	n/a	n/a	n/a
Format	(i) Phase I = League (ii) Phase II = Knockout	(i) Phase I = League (ii) Phase II = Knockout	(i) TBC
Competition Rules	1. Duration: <b>60 minutes</b> 2. The order of fixtures must be maintained. The time deadline for each round is an outer time deadline and by mutual agreement of the schools <u>and</u> the FSC, any game can be played before the outer time limit. 3. The competitions will conclude before the 8th of December	1. Duration: <b>60 minutes</b> 2. The order of fixtures must be maintained. The time deadline for each round is an outer time deadline and by mutual agreement of the schools <u>and</u> the FSC, any game can be played before the outer time limit. 3. The competitions will conclude before the 8th of December	1. Duration: <b>60 minutes</b> 2. The order of fixtures must be maintained. The time deadline for each round is an outer time deadline and by mutual agreement of the schools <u>and</u> the FSC, any game can be played before the outer time limit. 3. The competitions will conclude before the 8th of December

	approx. Failure to adhere to these policy decisions may result in being excluded from the competition 4. Front row cover will be from the B team on the day and listed on that eteamsheet	approx. Failure to adhere to these policy decisions may result in being excluded from the competition 4. Front row cover will be from the C team on the day and listed on that eteamsheet	approx. Failure to adhere to these policy decisions may result in being excluded from the competition
No. of Subs	8 Rolling Subs	8 Rolling Subs	8 Rolling Subs
League Phase	If two or more teams finish on equal points in the league, the winner shall be decided as per Annex A.10	If two or more teams finish on equal points in the league, the winner shall be decided as per Annex A.10	If two or more teams finish on equal points in the league, the winner shall be decided as per Annex A.10

Annex C6.1.4 r0					
RSC:			Munster Schools Committee (MSSC)		
The following provisions are in addition to the general provisions covering all fixtures and those in Annex C.6.0 <b>Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b>					
Competition Name	Barry Cup (Senior Seconds)	Kidney Cup (Junior Seconds)	Limerick Senior City Cup	Limerick Junior City Cup	Mungret Cup (Senior Cup 'B' Schools)
Trophy	Barry Cup	Kidney Cup	Limerick Senior City Cup	Limerick Junior City Cup	Mungret Cup
Presented by					
Fixtures Sec. (FS)					
Player Status	1. under 19 on Jan 1. 2. 2nd team players 3. <b>Ineligible</b> players are those who have played (i) Senior Cup and/or (ii) for Munster Schools under 19 and/or under 18 team(s) in the interprovincial series	1. under 16 on Jan 1 2. 2nd team players	under 19 on Jan 1	under 16 on Jan 1	under 19 on Jan 1
LTPD Stage	Stage 4	Stage 3	Stage 4	Stage 3	Stage 4
Eligible teams					Exempt Schools – 'B'
Entry Fee	As per MSSC	As per MSSC	As per MSSC		
Deadline for submission of Player Panel	n/a	n/a	n/a		
Format	Knockout	Knockout	League	League	(i) Phase I = League (ii) Phase II = Knockout
Competition Rules	1. Duration: <b>70 minutes</b> 2. A genuine attempt must be made to maximise the numbers of u19 players rather than u18 players 3. Result on the day as per Annex A.11.2	1. Duration: <b>60 minutes</b> 2. Result on the day as per Annex A.11.2	1. Duration: <b>70 minutes</b> 2. Top two sides play the final 3. If two or more sides are level on points after the "League" is completed, then apply criteria in Annex A.10 4. Final = Result on the day as per Annex A.11.2	1. Duration: <b>60 minutes</b> 2. Top two sides play the final 3. If two or more sides are level on points after the "League" is completed, then apply criteria in Annex A.10 4. Final = Result on the day as per Annex A.11.2	1. All matches = Result on the day as per Annex A.11.2
No. Subs	8 - Rolling	8 -Rolling	8 – Rolling	8 Rolling	8- Rolling
Venues:	as per FSC / MSSC	as per FSC / MSSC	as per FSC / MSSC	as per FSC / MSSC	as per FSC / MSSC
Finals:	As per Article 5	As per Article 5	As per Article 5	As per Article 5	As per Article 5

RC 2526 r0      **Annex C6.1.5 r0**RSC:    **Munster Schools Committee (MSSC)**

The following provisions are in addition to the general provisions covering all fixtures and those in Annex C.6.0

**Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless used in accordance with Annex A.6**

Competition Name	Munster Schools Mungret Shield (Junior Cup – ‘B’ Schools)	Munster Schools O’Brien Cup (Senior Cup - ‘C’ Schools)
Trophy Presented by	Munster Schools Mungret Shield	Munster Schools O’Brien Cup
Player Status	Under 16 as at January 1 <sup>st</sup>	Under 19 as at January 1 <sup>st</sup>
LTPD Stage	Stage 3	Stage 3
Eligible teams	‘B’ Schools	‘C’ Schools
Entry Fee	As per MSSC	As per MSSC
Deadline for submission of Player Panel	n/a	n/a
Format	1.Knockout 2. Result on the day in all matches incl. Final as per Annex A.11.2	1.Knockout 2. Result on the day in all matches incl. Final as per Annex A.11.2
Competition Rules	1. Duration: 60 minutes. 2. Only properly registered players are allowed play. Incorrect player registration numbers = disqualification.	1. Duration: 70 minutes. 2. Only properly registered players are allowed play. Incorrect player registration numbers = disqualification.
No. subs	8 -Rolling	8- Rolling
Venues	as per FSC / MSSC	as per FSC / MSSC
Final Venue	As per Article 5	As per Article 5

Annex C6.1.6 r0					
RSC: <b>Munster Schools Committee (MSSC)</b>					
The following provisions are in addition to the general provisions covering all fixtures and those in Annex C.6.0 <b>Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b>					
Competition Name	O’Gorman Cup (Senior Plate – ‘C’ Schools)	King Cup (Junior Cup – ‘C’ Schools)	Giles Shield Junior Shield – ‘C’ Schools	Cleary Cup	West Munster Schools Senior Cup
Trophy	O’Gorman Cup	King Cup		Cleary Cup	West Munster Schools Senior Cup
Presented by					
Fixtures Sec. (FS)					
Player Status	under 19 on Jan 1.	under 16 on Jan 1	under 16 on Jan 1	under 15 on Jan 1	under 19 on Jan 1
LTPD Stage	Stage 4	Stage 3	Stage 3	Stage 2-3	Stage 4
Eligible teams	Schools beaten in the first two rounds of the O’Brien Cup	‘C’ Schools	Schools beaten in the first two rounds of the King Cup	Schools in Tipperary, Waterford, East Limerick & East Clare	Schools in West Munster
Entry Fee	As per MSSC	As per MSSC	As per MSSC		
Deadline for submission of Player Panel	n/a	n/a	n/a	n/a	n/a
Format	Knockout	Knockout	Knockout	League / Cup	Knockout
Competition Rules	1. Duration: <b>70 minutes</b> 2. Result on the day in all matches incl. Final as per Annex A.11.2	1. Duration: <b>60 minutes</b> 2. Result on the day in all matches incl. Final as per Annex A.11.2	1. Duration: <b>60 minutes</b> 2. Result on the day in all matches incl. Final as per Annex A.11.2	1. Duration: <b>60 minutes</b> 2. Result on the day in all matches incl. Final as per Annex A.11.2	1. Duration 70 minutes 2. Result on the day in all matches incl. Final as per Annex A.11.2
No. Subs	8 - Rolling	8 - Rolling	8 - Rolling	8 - Rolling	8 - Rolling
Venues:	as per FSC / MSSC	as per FSC / MSSC	as per FSC / MSSC	as per FSC / MSSC	as per FSC / MSSC
Finals:	As per Article 5	As per Article 5	As per Article 5	As per Article 5	As per Article 5

**Annex C.7.0 r0****Junior Clubs Sub Committee (JCSC)**

The following provisions are in addition to the general provisions. A club who participates in any competition under the Junior Clubs Committee, by doing so accepts and abides by the rules of the competition.

**1. Player Status A) Munster Qualifying League (1) Junior 1 & Lower**

(2) Where a player transfers from a Senior Club or is coming from abroad to a Junior Club, he cannot play Dual Status for the first season, unless he joins his previous club which is of Junior status

(3) Players of the Status in Article 4.8 (i) (ii) (iii) (iv) are ineligible if they have played at that level within two seasons

(4) In any season, each club may have one Non-Qualified IRFU player who has taken up and remains in residence and has been registered a week prior to the commencement of the League. (Note: Residency is defined as "permanent Place of Residence")

(5) A non-IRFU qualified player who plays competitively for Munster or Munster A is not allowed to play in this competition for the remainder of the season unless permission is granted by the JCC. This decision can be appealed to the RC.

**B) Munster Junior Clubs Challenge Cup, Munster Junior Clubs Challenge Shield, Martin O'Sullivan Cup.**

**(1) Junior 1 & Lower**

(2) Where a player transfers from a Senior Club or is coming from abroad to a Junior Club, he cannot play Dual Status for the first season, unless he joins his previous club which is of Junior status

(3) Players of the Status in Article 4.8 (i) (ii) (iii) (iv) are ineligible if they have played at that level within two seasons

(4) In any season, each club may have one Non-Qualified IRFU player who has taken up and remains in residence and has been registered a week prior to the commencement of the League. (Note: Residency is defined as "permanent Place of Residence")

(5) A non-IRFU qualified player who plays competitively for Munster or Munster A is not allowed to play in this competition for the remainder of the season unless permission is granted by the JCC. This decision can be appealed to the RC.

**2. Eligible Teams All Junior Clubs and any other club that the Committee wishes to invite to play.**

such that Division 1 will have 14 clubs, Division 2 will have 14 clubs and the remaining clubs will play in Division 3.

The JCC shall decide what sides play in which competition in the Cups and the format of the competition.

**3. Entry Fee as per JCC for all competitions**

**4. Format:**

**5. League Specific Competition Rules**

1. Clubs are allowed to tog 7 substitutes with a max of 12 changes.

2. The top side in Division 1 would be the winners and would receive the Division 1 League trophy.

3. The top side would also qualify for the Round Robin (interprovincial competition).

4. The top four sides would qualify for the All-Ireland Junior Cup (the following season).

5. The top 2 sides in Division 2 will be promoted to Division 1, and the top two sides in Division 3 will be promoted to Division 2.

6. Relegation from Divisions 1 and 2 will depend on ALL promotion/relegation so as to maintain 14 teams in each Division (1 & 2).

7. Walkovers: Clubs giving a walk over will be deducted 10 league points. The game will be awarded to their opponents with a score of 28-0 including a try bonus point. Other sanctions may also apply.

8. Where games are called off because of Covid, every effort will be made to refix the game, but if not possible a 0-0 result will be entered for a league game. In the event of a Cup game and a date cannot be found, the match will be awarded to the non-offending Covid side.

9. The Committee decided that if games in the league are played up to and including 22nd January 2025 and if for some reason the Leagues were not able to be completed, the positions in the leagues would stand at the point that the leagues were terminated.

10. Scrums: They will become uncontested if either team cannot field a suitably trained front row or if the referee so orders. A front row player whose departure has caused uncontested scrums cannot be replaced.



11. League Placings They shall be as per Annex A.10 in the sequence of 2(i), 2 (ii), 2 (iii), 2 (iv), 2 (v) and 3.

12. Knockout Specific Competition Rules (a) Result on the day as per Annex A.11.1 in all matches, including Final.  
(b) Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders.  
A front row player whose departure has caused uncontested scrums cannot be replaced.

<b>RC 2526 r0</b> Relevant Sub-committee The following provisions are in addition to the general provisions.		<b>Annex C.7.0 r0</b> <b>Junior Clubs Committee (JCC)</b>
Competition Name		Munster Junior Clubs Challenge Cup
Trophies		Munster Junior Clubs Challenge Cup Munster Junior Clubs Challenge Plate Martin O'Sullivan Cup
Presented by		
Player Status		(1) Junior 1 & Lower (2) Where a player transfers from a Senior Club or is coming from abroad to a Junior Club, he cannot play Dual Status for the first season, unless he joins his previous club which is of Junior status (3) Players of the Status in Article 4.8 (i) (ii) (iii) (iv) are ineligible if they have played at that level within two seasons (4) In any season, each club may have one Non-Qualified IRFU player who has taken up and remains in residence and has been registered a week prior to the commencement of the League. (Note: Residency is defined as "permanent Place of Residence") (5) A non-IRFU qualified player who plays competitively for Munster or Munster A is not allowed to play in this competition for the remainder of the season, unless permission is granted by the JCC. This decision can be appealed to the RC.
Eligible Teams		The JCC shall decide what sides play in which competition and the format of the competition.
Entry Fee		as per JCC
Format		Knockout
Specific Competition Rules		(1) Result on the day as per Annex A.11.1 in all matches, including Final. (2) Scrums will become uncontested if either team cannot field a suitably trained front row or if the referee so orders. A front row player whose departure has caused uncontested scrums cannot be replaced. (3) Seven Subs with max twelve changes

RC 2526 r0		Annex C.7.1 r0	
RSC:		Junior Clubs Sub Committee (JCSC) Cork County Committee (CCC)	
<b>Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b>			
2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.			
Competition Name	Cork County Cup	Kelly Cup	McCarthy Cup
Trophy	O'Neill Cup	Kelly Cup	McCarthy Cup
Presented by			
Player Status	Junior 1 & Lower	Junior 2 & Lower	Junior 3 & Lower
Eligible Teams	All Junior Clubs affiliated to CCC plus invitees	Clubs that are playing in the J2 league South or 2nd sides of Jun 1 Div.1 Clubs who must play in the Kelly Cup and not in the McCarthy Cup, plus Invitees	All Junior Clubs affiliated to CCC plus invitees
Entry Fee	As per CCC	As per CCC	As per CCC
Format	As per CCC	As per CCC	As per CCC
Specific Competition Rules	Result on the day – Annex A.11.1	Result on the day – Annex A.11.1	Result on the day – Annex A.11.1
No. Subs	seven – Rolling	seven – Rolling	seven – Rolling
Final Venue	As per CCC	As per CCC	As per CCC

RC 2526r0		Annex C.7.2 r0	
Relevant sub-committee:		Junior Clubs Sub-committee (JCSC) Kerry County Committee (KCC)	
The following are in addition to the general provisions covering all fixtures. <b>Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b> 2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.			
Competition Name	McElligott Cup	Galwey-Foley Cup	McGillicuddy Cup
Trophies	McElligott Cup	Galwey-Foley Cup	McGillicuddy Cup
Presented by			
Player Status	Junior 1 & Lower or, as per KCC	Junior 2 & Lower or, as per KCC	Junior 2 & Lower or, as per KCC
Eligible Teams	All Junior Clubs affiliated to the KCC plus Invitees.	All Junior Clubs affiliated to the KCC plus Invitees.	All Junior Clubs affiliated to the KCC plus Invitees.
Entry Fee	As per KCC	As per KCC	As per KCC
Format	As per KCC	As per KCC	As per KCC
Competition Rules	Result on the day per Annex A.11.1	Result on the day per Annex A.11.1	Result on the day per Annex A.11.1
No. Subs	seven – Rolling	seven – Rolling	seven – Rolling
Final Venue	as per KCC	as per KCC	as per KCC

RC 2526 r0		Annex C.7.3 r0			
Relevant Sub-Committee:		Junior Clubs Sub Committee (JCSC) Tipperary County Committee (TCC)			
<b>Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b> 2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.					
Competition Name	Garryowen Cup	Manseragh Cup	Evans Cup	Gleeson Memorial League	O'Connor Cup
Trophy	Garryowen Cup	Manseragh Cup	Evans Cup	Gleeson Memorial League	O'Connor Cup
Presented by	Garryowen FC in 1924	Manseragh Family, Tipperary	Evans Family, Tipperary	Thurles RFC	Cashel RFC
Player Status	Junior 1	Junior 1	Junior 2 & Lower	Junior 2 & Lower	Under 20
Eligible Teams	All Junior Clubs in Tipperary playing in the Munster Junior League and Senior Second teams of Tipperary Senior Clubs shall be eligible to play plus Invitees	All Junior Clubs in Tipperary playing in the Munster Junior League and Senior Second teams of Tipperary Senior Clubs shall be eligible to play plus Invitees	All teams in Tipperary shall be eligible to play plus Invitees	All teams in Tipperary shall be eligible to play plus Invitees	All teams in Tipperary shall be eligible to play plus Invitees
Entry Fee	As per TCC	As per TCC	As per TCC	As per TCC	As per TCC
Format	Knockout	Knockout	as per TCC	as per TCC	as per TCC
Specific Competition Rules	As per Munster Junior Cup	As per Munster Junior Cup			Under 20
No. Subs	seven – Rolling	seven – Rolling	Seven - Rolling	Seven - Rolling	Seven - Rolling
Final Venue	as per TCC	Clanwilliam FC or as per TCC	Clanwilliam FC or as per TCC	Thurles RFC or as per TCC	Cashel RFC or as per TCC

**Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6**

The following specific provisions are in addition to the general provisions

Competition Name	Limerick Charity Cup
Trophy	Limerick Charity Cup
Presented by	
Eligible Teams	All Senior Clubs in the North Munster area plus Invitees
Eligibility of Players	<ol style="list-style-type: none"> <li>1. Players with National, Provincial or Development contracts cannot play.</li> <li>2. A player who is on a senior representative panel or starts a senior representative game or for his club's First XV on the same weekend is not eligible to play in the League on the same weekend. A player who comes on as a substitute or temporary replacement in a First XV game will be eligible to play for his club in a League game on the same weekend</li> <li>3. On a weekend when a club does not have a competitive First XV fixture, a player will be eligible to play in the league provided that he did not start in his clubs previous First XV competitive game.</li> <li>4. In the event of a play-off game on a weekend when a club's First XV does not have a competitive fixture, only players of Junior 1 status or lower may play in this competition.</li> <li>5. If a team has an insufficient number of players, including front row players, the game will go ahead and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.</li> <li>6. (i) Concession of a walkover =&gt; a fine of €100 will be imposed. (ii) Concession of a second walkover =&gt; Article 8.3 applies plus a further fine of €100.</li> </ol>
Entry Fee	
Format	<ol style="list-style-type: none"> <li>1. One Division of 7 teams</li> <li>2. Open Draw</li> <li>3. Two games per Club</li> <li>4. Top two teams advance to the final</li> </ol>
Competition Rules	Rules for awarding of points as per rules and regs (Article 9)
No. of Subs.	Seven – Rolling
Final Venue	decided by the NMSC

## RC 2526

RC 2526 r0 Relevant Sub-Committee:		Annex C.8.1 d0 North Munster sub-Committee (NMSCC)			
Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6					
Competition Name	Transfield Cup	Gleeson Junior Two League	Webb Cup	Carroll Plate	McInerney Cup
Trophy	Transfield Cup		Webb Cup	Carroll Plate	McInerney Cup
Presented by			Webb Family	Bruff RFC	
Player Status	1. Junior 1 or lower 2. Eligibility based on status from the previous season. 3.A player who starts a match at a higher grade on the same week-end is not eligible.	1. Junior 2 or lower 2. A player who starts a match at a higher grade on the same week-end is not eligible.	1. Junior 2 or lower 2. A player who starts a match at a higher grade on the same weekend is not eligible	1. Junior 2 or lower 2. A player who starts a match at a higher grade on the same weekend is not eligible	1. Junior 2 or lower 2.Eligibility based on status from the previous season. 3. A player who starts a match at a higher grade on the same weekend is not eligible
Eligible Teams	The 1st XV of Junior clubs and the 2nd XV of Senior clubs in the NMSC area.	The 2nd XV of Junior clubs and the 3rd XV of Senior clubs in the NMSC area plus Invitees.	The 2nd XV of Junior clubs and the 3rd XV of Senior clubs in the NMSC area.	Losing teams in the First Round of the Webb Cup	The 2nd XV of Junior clubs and the 3rd XV of Senior clubs in the NMSC area.
Entry Fee	as per NMSC	as per NMSC	as per NMSC	as per NMSC	as per NMSC
Format	Knockout	League followed by Knockout. 1. There are two divisions and each division will hold its own semi-finals and finals independently. 2. After the league stage - the semi-finals shall be played as (1 v 4) & (2 v 3)	Knockout	Knockout	Knockout
Specific Competition Rules	1. Result on the day - Annex A.11.1 - applies in all rounds	1. Try Bonus points and losing bonus points are not awarded. 2. Only players who have played in the League shall be qualified to play in the knockout stages i.e. section play-offs, semi-finals or final. 3. A side who fails to fulfil a fixture, shall be liable to a fine of €100. 4. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand. This provision shall apply to a maximum of one match	1. Result on the day - Annex A.11.1 - applies in all rounds 2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand. This provision shall apply to a maximum of one match.	1. Result on the day - Annex A.11.1 - applies in all rounds. 2. If a team has an insufficient number of players, including front row players, the game will go ahead and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand. This provision shall apply to a maximum of one match.	1. Result on the day - Annex A.11.1 - applies in all rounds. 2. If a team has an insufficient number of players, including front row players, the game will go ahead and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand. This provision shall apply to a maximum of one match but does not apply in the

		but does not apply in the Semi-Final nor Final.			Semi-Final nor Final.
No. Subs	seven - Rolling	seven - Rolling	seven - Rolling	seven - Rolling	seven - Rolling
Final Venue	as per NMSC	as per NMSC	as per NMSC	as per NMSC	Thomond RFC or as per NMSC

RC 2526 r0		Annex C.8.2 d0	
Relevant Sub-Committee:		North Munster sub-Committee (NMSCC)	
Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6			
2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.			
Competition Name	North Munster U-21 League		North Munster U-21 Cup
Trophy			
Presented by			
Player Status	1. Players born between the 01/01/2005 - 30/06/2007 2. There will be no limit to the number of loan players in a squad. 3. Players belonging to a club that have a team in this competition cannot go on loan, they must apply for a transfer as normal. 4. A player can only go on loan to one club during the 2025/26 season. "		1. Players born between the 01/01/2005 - 30/06/2007 2. There will be no limit to the number of loan players in a squad. 3. Players belonging to a club that have a team in this competition cannot go on loan, they must apply for a transfer as normal. 4. A player can only go on loan to one club during the 2025/26 season.
Eligible Teams	All Clubs with Under 21 teams in North Munster		All Clubs with Under 21 teams in North Munster
Entry Fee	as per NMSC		as per NMSC
Format	Two groups - The top team in each group qualifies for the final.		Knockout – Open Draw
Specific Competition Rules	As Per NMSC		1. Result on the day - Annex A.11.1 - applies in all rounds
No. Subs	Eight - Rolling		Eight - Rolling
Final Venue	as per NMSC		as per NMSC

**Note: e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6**

The following specific provisions are in addition to the general provisions

Competition Name	Cork Charity Cup & CF Plate
Trophy	Cork Charity Cup & CF Plate
Presented by	
Eligible Teams	All Senior Clubs in the South Munster s/c area plus Invitees
Eligibility of Players	<ol style="list-style-type: none"> <li>1. Development and Academy contracted players may play without restriction.</li> <li>2. Provincially Contracted Players may not play if a Division 1 club is drawn against a non-Division 1 club. A max of two Provincially Contracted Players (excluding Development and Academy Players) are only allowed to play, one forward and 1 back or, 2 backs.</li> <li>3. Where a Senior Club side in Division 1A or 1B of the All-Ireland League play a side from another Division than no Professional Contracted Players are allowed play</li> <li>4. Dual Status will apply to this competition.</li> </ol>
Entry Fee.	The SMSC shall be responsible for the collection of all gate money and shall be distributed to charity
Format	Knockout
Competition Rules	<ol style="list-style-type: none"> <li>1. 'Result on the day' per Annex A.11.1 applies in all rounds</li> <li>2. A side who fails to fulfil a fixture in the Cup, shall be liable to a fine of €400 and the SMSC shall nominate a charity to receive same.</li> </ol>
No. of Subs.	Seven– Rolling
Final Venue	decided by the SMSC



RC 2526 r0 Relevant Sub-Committee:		Annex C.9.1.0 r0 South Munster sub-Committee (SMSCC)		
<b>Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6</b> 2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.				
Competition Name	South Munster Junior League	South Munster Junior Two League	South Munster Junior Two Cup, Plate & Bowl	Dennehy Cup / Muskerry Cup
Trophy		(i) South Munster Junior Two League, (ii) Mick Barry Cup (iii) George O'Connell Cup	(i) <u>Cup</u> : South Munster Junior 2 Cup (ii) <u>Plate</u> : Dave Dineen Cup (iii) <u>Bowl</u> : Paul Twomey Cup	(i) Dennehy Cup (ii) Muskerry Cup
Presented by				
Player Status	1. Junior 1 or lower 2. A player who has started a game with the 1st XV of any Senior Club on the same weekend may not play in this competition.	1. Only players of Junior 2 status or lower. 2. A player who starts a match at a higher grade on the same week-end is not eligible. 3. As an exception to 1 above, players of Junior 2 status are allowed play if dropped from a competitive game	1. Only players of Junior 2 status or lower	1. Only players of Junior 2 status or lower 2. Where a club has entered more than one team a player may play with only one team, including as a replacement.
Eligible Teams	Clubs in the SMSC area – (i) the 2nd XV's of all Senior Clubs and (ii) Junior Clubs competing in the Munster Junior Challenge Cup,	1. Clubs in the SMSC area 2. An AIL club that is not fielding a Seconds League team will not be allowed to play in these competitions if a player has been named on a team sheet for an AIL game. A club may in exceptional circumstances make an appeal to the SMSC to get permission for a player to be allowed play.	1. Clubs in the SMSC area. 2. An AIL club that is not fielding an SSL team will not be allowed to play in these competitions if a player has been named on a team sheet for an AIL game. A club may in exceptional circumstances make an appeal to the SMSC to get permission for a player to be allowed play.	1. Clubs may enter more than one team. 2. An AIL club that is not fielding an SSL team will not be allowed to play in these competitions if a player has been named on a team sheet for an AIL game. A club may in exceptional circumstances make an appeal to the SMSC to get permission for a player to be allowed play.
Entry Fee	as per SMSC	as per SMSC	as per SMSC	as per SMSC
Format	League	as per SMSC	Knockout	Knockout
Specific Competition Rules	A player may not represent more than one club in this competition, except by prior permission of the SMSC.	Where teams finish level on points, the League Placings shall be decided in accordance with Annex A.10 using the following sequence: 2 (i) most wins - 2 (ii) most draws - 3. head-to-head result  Game On Rules will apply where a side are unable to field a team of fifteen.	Game On Rules will apply where a side are unable to field a team of fifteen.	1. In the event of a club entering more than one team, they must nominate their respective teams prior to their first round of the competition to the Hon. Secretary SMSC. 2. Teams beaten in their first match of Dennehy Cup, shall compete in the Muskerry Cup as per the draw of the Dennehy Cup. 3. Only players eligible to play in the Dennehy Cup competition shall be eligible to play in the Muskerry Cup competition.
No. Subs	Seven - Rolling	Seven - Rolling	Seven - Rolling	Seven - Rolling
Final Venue	as per SMSC	as per SMSC	as per SMSC	as per SMSC

Relevant sub-committee: South Munster Sub-committee (SMSC)

The following are in addition to the general provisions covering all fixtures.

**Note: 1. e-Teamsheets must be used for ALL fixtures and no result shall be valid unless e-teamsheets are used in accordance with Annex A.6**

2. If a team has an insufficient number of players, including front row players, the game will go ahead, and the result will stand. If a team cannot comply with the Front Row requirements either prior to or during the game, the result will stand.

Competition Name	South Munster Junior 3 League.	South Munster Junior 3 Cup & Plate
Trophies		(i) <u>Cup</u> : Junior 3 Cup (ii) <u>Plate</u> : Tait Cup
Presented by		
Player Status	1. Only players of Junior 3 status or lower. 2. A player who starts a match at a higher grade on the same week-end is not eligible. 3. As an exception to 1 above, players of Junior 1 status are allowed play if dropped from a competitive game	1. Only players of Junior 3 status or lower. 2. A player who starts a match at a higher grade on the same week-end is not eligible. 3. As an exception to 1 above, players of Junior 3 status are allowed play if dropped from a competitive game
Eligible Teams	1. Clubs in the SMSC area. 2. An AIL club that is not fielding an SSL team will not be allowed to play in these competitions if a player has been named on a team sheet for an AIL game. A club may in exceptional circumstances make an appeal to the SMSC to get permission for a player to be allowed play.	1. Clubs in the SMSC area. 2. An AIL club that is not fielding an SSL team will not be allowed to play in these competitions if a player has been named on a team sheet for an AIL game. A club may in exceptional circumstances make an appeal to the SMSC to get permission for a player to be allowed play.
Entry Fee	as per SMSC	as per SMSC
Format	League	Knockout
Competition Rules	Where a side are unable to field a team of fifteen then their opponents must play with the same number of players (minimum 12 aside) (Game On) but will still be allowed to tog no more than twenty players - those remaining players shall be allowed to be used as Subs. Where teams finish level on points, the League Placings shall be decided in accordance with Annex A.10 using the following sequence: 2 (i) most wins; 2 (ii) most draws; 3. head-to-head result	Where a side are unable to field a team of fifteen then their opponents must play with the same number of players (minimum 12 aside) (Game On) but will still be allowed to tog no more than twenty players - those remaining players shall be allowed to be used as Subs. Where teams finish level on points, the League Placings shall be decided in accordance with Annex A.10 using the following sequence: 2 (i) most wins; 2 (ii) most draws; 3. head-to-head result
No. Subs	Seven - Rolling	Seven - Rolling
Final Venue	As per SMSC	as per SMSC

Relevant Sub-Committee

**Munster Colleges Sub-Committee**

Fixtures Sec:

**NOTE: Electronic teamsheets must be used in ALL fixtures at ALL levels and NO result is valid unless e-teamsheets are used**

General Provisions:**A. Eligibility for Third Level Rugby**

1. A student must be fully registered and hold a student card for the institution with which they are internally registered. Undergraduate students must be pursuing a level 6 course of study that is equivalent to 60 ECTS (European Credit Transfer and Accumulation System) credits per annum in Ireland or 120 UK Academic credits per annum in Northern Ireland or that leads to an award ranked at a minimum of Level 6 on the NQAI Framework (National Qualification Authority of Ireland) or the equivalent Level 4 on the Northern Ireland National Qualifications Framework or the equivalent Level C on the Northern Ireland FHEQ.
2. Part-time Masters students or Postgraduate students must be studying for at least 50% of the time a full-time student would be studying.
3. There is no age restriction for national third level sports competitions in Ireland. However, IRFU & Munster Rugby Regulations preclude any player under the age of 18 playing Adult Rugby, therefore all players must be at least 18 years of age on the date of the match.
4. Professional athletes must have the permission of their National Governing Body and where relevant their Student Governing Body to compete in competition alongside amateur competitors in that sport.
5. Irish Colleges competing in Student Sport Ireland organised competitions must be affiliated to Student Sport Ireland.
6. Academic progression must be shown, i.e., a student shall not be eligible to compete where they are registered for a course that is ranked by the NQAI or NINQF at a level equivalent to or lower than two courses for which they have previously registered.
7. The academic year shall be defined as October to September. Students in any institution with an academic calendar not running concurrently with this will be eligible for the academic year during which they enter and any subsequent academic years depending on the E.C.T.S. value of their course.
8. Where a year of grace exists, it shall be defined as the academic year following completion of a course of study (i.e. Oct to Sept in Ireland and Sept. to Sept. in Northern Ireland). No more than 25% on any squad may be made up of year of grace students. However, when a student is registered during their year of grace with another institute s/he must compete with their current institute only.
9. A sabbatical Officer of a Student Union (i.e., a student who is intermitting a year during an undergraduate or postgraduate course of study) shall be eligible provided that the sabbatical is taken during their course of study.
10. A student may only compete for one institution in any one academic year.
11. The Committee shall adjudicate on any disputes regarding eligibility and any player may appeal such Decision to the Rugby Committee in accordance with Article 4.13

**B. Competitions****1. Freshers Cup – The O’Boyle Cup**

- (i) Confined to first year students who are pursuing a full-time course at a college. Students who have transferred to a Higher Education Course from a Further Education course are only eligible if they are enrolled on the first year of such a course and have not previously played in the O’Boyle Cup Competition.

**1. SSI/IRFU Men’s Rugby 2021-2022 League & Cup**

## Playing Rules

1. Divisions Student Sport Ireland in association with the IRFU shall coordinate the Men’s Rugby League with divisions as follows:

## 1.1. Brendan Johnston Cup &amp; Division 1 – IRB Law 20

Scrums: No restrictions Scrumhalf: If uncontested scrums, the non-feeding scrumhalf is restricted to the halfway point of the scrum and may not follow the ball around. Lineouts: Lifting/supporting is permitted. Hand off/Fend: Permitted. Maul: No restrictions. Ruck: No restrictions

## 1.2. Tier 2 Cup & Division 2/ O'Boyle Cup– IRB (Law 20.13) U19's Law with following variations.

Scrum: IRB U19 Law Variation (1.5 m push).

Scrumhalf: If uncontested scrums, the non-feeding scrumhalf is restricted to the halfway point of the scrum and may not follow the ball around.

Lineouts: Lifting/supporting is permitted.

Hand off/Fend: Permitted.

Maul: No restrictions.

Ruck: No restrictions

## 1.3. Tier 3 Cup & Division 3– IRB (Law 20.13) U19's Law with following variations.

Scrum: Uncontested.

Scrumhalf: The non-feeding scrumhalf is restricted to the halfway point of the scrum and may not follow the ball around. Lineouts: Lifting/supporting is permitted.

Hand off/Fend: Permitted.

Maul: No restrictions.

Ruck: No restrictions.

## 2. Uncontested Scrums

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

- The team who are unable to field a full front row will be restricted to fielding 14 players only
- No point's restrictions shall apply.
- Both teams still have use of their substitutes in accordance with the laws of the game.

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

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

## 3. Equipment Ball: Size 5 Boots/Studs: IRB Approved. Additional Items of Clothing: IRB Law 4 and Regulation 12.

## 4. No of Players Per Team and Substitutions

4.1. Division 1, 2, 3 leagues, Brendan Johnston Cup, Tier 2 Cup, Tier 3 Cup and O'Boyle Cup teams shall run as a 15-a-side from a match day panel of 22 players with rolling subs (maximum 12 allowed).

**4.2. In Division 3 and Dublin Development League where both teams are in agreement, a game can be played with less than 15 a side with a minimum of 10 a side. This rule is to facilitate participation and the reduction of the amount of walk overs. If both teams are not in agreement to this the game reverts to the original 15 a side.**

## 5. Matches Duration

5.1. Where a match is played with 15 players the match shall be of 80 minutes' duration (40x2).

5.2. Where a match is played with 10 players the match shall be of 60 minutes' duration (30x2).

5.3. Where a match finishes level at the end of normal time in a knockout game, extra time of ten minutes per half will be played. (Please read section 6 for all information on stipulations in the event of a draw in knockout phase game.

## 6. Scoring

6.1. Four points will be awarded for a win

6.2. Two points will be awarded for a draw

6.3. No points for a loss (unless awarded bonus points)

6.4. One bonus point will be awarded for a team scoring four tries or more or by losing a match by seven points or less

6.5. One point is deducted for any team that withdraws from a fixture.

6.6. Four points are awarded to the non-offending team for a walk over, but no bonus point will be awarded.

## 7. Knockout Stage Ties – In the event of a tie at the end of a knock out game, the following criteria will take place

7.1. Extra time – following an interval of five minutes, extra time of ten minutes each way (with an interval of five minutes) shall be played in full.

7.2. Most tries scored – If after extra time the sides are still level the team with the most tries in normal time shall be declared winners of the game.

7.3. First Try Scored – if the teams are still level on number of tries scored the team who scored the first try will be declared winners.

7.4. First Points scored - if the teams are still level on who scored the first try the team who scored the first points will be declared the winners.

7.5. Kicking competition – if after 6.1, 6.2, 6.3 and 6.4 no winner can be declared a kicking competition will be organised between the two teams. The winner of that competition shall be declared the winner of the match.

#### Kicking Competition

If at the end of a knockout match, after 6.1, 6.2, 6.3 and 6.4 the teams remain tied, then the referee will conduct a place-kick competition to determine the winner of the match.

The following procedures apply:

All players and the 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 winner of the coin toss will choose which team kicks first. Only players on the playing enclosure at the time of the completion of the sudden death period may take part in the kicking competition. For the avoidance of doubt, no substituted (including for injury and/or blood), ordered off or temporarily suspended player not on the field at the completion of the sudden death period may take part in the kicking competition at any time. The five players selected and the order in which they kick do not have to be specified at the start of the kicking competition.

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 boys are allowed in the part of the playing area being used for the competition. The five players from each team will place kick from three different areas, all on the 22-metre line, as follows:

First area: directly in front of the posts

Second area: on the 15-metre line on the left-hand side of the posts (determined as facing the posts)

Third area: on the 15-metre line on the right-hand side of the posts (determined as facing the posts)

The referee will start the competition by calling the first player selected from the team kicking first to the first kicking point. Once the player has taken the kick, the referee calls a player from the opposing team to kick from the same area. The next two players (one from each team) will kick from the second area in turn. This will continue until all five players from each team have kicked (the next players kicking respectively from the third area, first area and finally the second area), or until one team is unable to equal the score of the other team within the remaining number of kicks.

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. The competition will continue two kicks at a time (one from each team), going progressively through the three kicking areas stated above (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.

Throughout the kicking competition: Players must be nominated immediately on request by the referee. Once a player has been handed the ball on the kicking area, he must take the kick within one minute. Should he take longer, the referee shall declare the kick void. After each kick, the referee will record the number of the player and whether or not the attempt was successful, the match commissioner will record the same details on the official match report. Whether or not the kick is successful is the sole decision of the referee, who may at his sole discretion rely on the assistance of his assistant referees. The referee's decision shall be final and binding. Once a player has completed his kick, he shall return to stand with his team behind the halfway line in the side of the playing area not being used for the kicking competition.

#### 8. Group Stage Ties.

In the event of a tie at the end of the group stage of the league, group winners will be decided by the following criteria:

- 8.1. The team with the most wins in the league
- 8.2. The team with the most drawn matches in the league
- 8.3. The result of the match(es) between the teams

8.3.1. In the event of the teams playing each other more than once in the league the result will be decided as follows:

- 8.3.1.1. the team with the greater number of league points in the matches against each other.
- 8.3.1.2. the team with better point's difference in the matches against each other.
- 8.3.1.3. the team that scored most tries in the matches against each other.

8.3.2. In the event of three or more teams finishing level the finishing order will be determined as a result of the matches between those teams as follows:

- 8.3.2.1. The team with the most league points
- 8.3.2.2. The team with the most wins,
- 8.3.2.3. The team with the most draws,
- 8.3.2.4. The team with the best point's difference,
- 8.3.2.5. The team that has scored most tries

8.4. The actual point's difference scored for and against all teams in the league

8.5. The team that has scored most tries in the league.

8.6. If it is still not possible to separate the teams a play- off will be held between the teams with home advantage decided by coin toss by the SSI office.

## 9. Registration and Eligibility

- 9.1. Only teams from SSI affiliated colleges are eligible to participate in the SSI leagues & cups. A list of SSI member colleges can be found on the SSI website at [www.studentsport.ie](http://www.studentsport.ie)
- 9.2. All registered players must satisfy SSI's Eligibility Criteria for Domestic Competitions and which are available for download from SSI's website at [www.studentsport.ie](http://www.studentsport.ie)
- 9.3. All players must also be aware of and compliant with all rules and regulations of the IRFU.
- 9.4. A student must be fully registered and hold a valid student card for the institution with which they are internally registered. All players must carry their student card with them to all fixtures.
- 9.5. To be eligible for the O'Boyle Cup, students must be eligible to play must be born on or after 1st January 1999.
- 9.6. The year of grace rule does not apply to SSI leagues or cups.
- 9.7. Four points will be deducted from a team found to have played an ineligible player during a group match.
- 9.8. The penalty for teams found to be playing an ineligible player during a knock out match whether it be the qualifiers, quarter- final, semi- finals or final will be the awarding of the match to the non-offending team.
- 9.9. All teams must complete the relevant competition registration sheet and return to SSI office by the determined deadline prior to the start of each competition, failure to do so will result in elimination from the competition. For the Men's League and O'Boyle Cup competitions all registration sheets must be sent into the SSI Office on or before Friday September 28th, 2020 by 12pm.
- 9.10. For all league competitions, a player cannot play for a team of lower rank in their club if they have played in two fixtures for a team of higher rank. (Example if a player plays two games in Division 1, they cannot play any more games for his club's team in Division 2 or 3)
- 9.11. For all senior cup competitions, a full panel of players must be registered, and a registration sheet signed and stamped by your college registrar must be submitted before the start of the competition. Closing date for receipt of registration sheet for Tier 3 Cup teams is Friday February 3rd at 5pm. Closing date for receipt of registration sheets for Brendan Johnston Cup and Tier 2 Cup teams is Friday 10th February at 5pm. Failure by any team to send in a registration sheet prior to these closing date will mean they are eliminated from the competition immediately.
- 9.12. For all senior cup competitions, a player may not play for another team in their club of lower standing once they have played for the highest (or second highest for clubs with three teams) ranked team in their club. A player is deemed to have played once they are named in the starting fifteen or are a used substitute in a cup match. Exception to this rule all props who come on as substitutes may continue to play for their clubs second team but once they are named as a starting player then they are cup tied to the highest ranked team.
- 9.13. For all senior cup competitions, a player can move to a team of higher rank in their club but cannot then move back to the lower ranked team for the next round of the competition.

## 10. Fixtures Secretary

- 10.1. Each team shall appoint a fixtures secretary whose role will include but not limited to:
  - 10.1.1. Act as primary contact between opposition teams and the SSI Office
  - 10.1.2. Booking of pitches
  - 10.1.3. Confirming all fixture dates, times and venue with opposition teams and SSI Office within designated time period (see below)
  - 10.1.4. Taking responsibility for correctly completing match cards and returning to SSI Office within 5 working days (see below)
  - 10.1.5. Maintaining contact with SSI Office throughout academic year.

## 11. Appointment of Referees

- 11.1. The home team is responsible for arranging the appointment of a qualified referee from their Branch Referees Association. Each province will have its own guidelines for confirmation of referee appointments.
- 11.2. In the case of a neutral venue SSI will liaise with the IRFU to appoint a referee.

## 12. Setting of Fixtures

- 12.1. The SSI office shall set the fixture list for the duration of the league in September /early October.
- 12.2. 2pm on Wednesday afternoon shall be the default time and day set by the SSI office for the playing of fixtures.
- 12.3. Teams can reschedule a match for another day during the week of the fixture set by SSI. In this instance, to facilitate booking of referees, notice of the new kick off time must be sent to SSI by Thursday 5pm of the week previous (For Munster based teams Tuesday at 5pm of the previous week) to the fixture date set by SSI.
- 12.4. The home team is responsible for the confirmation of the fixture with the away team.
- 12.5. The deadline for the teams to agree the scheduling of a fixture shall be Thursday 5pm of the week previous to the fixture date set by SSI.
- 12.6. Once teams have agreed the date and time for the fixture the date, time, venue and name of the match referee must be emailed to the SSI office ([noel@studentsport.ie](mailto:noel@studentsport.ie)).
- 12.7. Where teams cannot agree on a date and a time for the playing of a scheduled fixture, the fixture shall proceed as scheduled by SSI.
- 12.8. If less than one week's notice is given the said team will forfeit the match and lose 1 point and the non-offending team shall gain four points. If this happens more than once during the course of the league the offending team may be removed from the competition and may not be allowed to enter the league the following year.
- 12.9. If pitch does not have match standard floodlights all cup games must start by 2.30pm in the event of the game going into extra time.

## 13. Rescheduling of Fixtures

13.1. Only with the written confirmation of the SSI office and the agreement of both teams can teams reschedule fixtures for a date later than the week set for the fixture by SSI.

13.2. Rescheduled matches cannot be fixed for the same week as a scheduled fixture or that of knockout matches.

13.3. For all cup games the home team must have the following day lined up as an alternative date in the event of abandonment.

#### 14. Double Headers

14.1. SSI will not recognise any matches played as double headers i.e. one match cannot produce the result for two fixtures.

#### 15. Booking of Pitches

15.1. The home team makes all arrangements regarding booking pitches for the match including having a backup pitch available.

15.2. SSI and IRFU will make all arrangements for neutral venues in cup competitions.

#### 16. Kick-Off Delay

16.1. Any delay to the kick-off of a match may be reported to the SSI Office. It is advisable to have confirmation by the referee of any delay. The SSI Office will then take appropriate action, when all the circumstances have been taken into consideration. It may lead to the fixture being awarded to the non-offending team.

#### 17. Abandonment

17.1. If a pitch is unplayable the away team and the SSI Office must be notified at least 24 hours prior to the scheduled kick-off time.

17.2. In this scenario the SSI office will press the home team to seek an alternative/back up pitch.

17.3. Where the SSI Office and the travelling team are notified 24 hours before the scheduled kick off that the pitch is unplayable the home team will retain home advantage for the rescheduled match.

17.4. For all cup games the home team must have the following day lined up as an alternative date in the event of abandonment.

17.5. Failure by the home team to notify the away team and the SSI office within 24 hours or failure by the home team to present a pitch on the nominated day, whatever the circumstances, will result in the away team being awarded home advantage for the rescheduled fixture.

17.6. In the case where a referee decides within 30 minutes of the start of the match that it is unsafe for a match to be played or when during a match the referee decides that it is unsafe to continue, the match will be abandoned. In this scenario the away team is awarded home advantage for the rescheduled fixture (this is to ensure that the away team in the scheduled fixture does not have to travel twice for the same match).

#### 18. Match Sheet Procedures

18.1. Team coach / manager is required to give the referee two signed copies of the Team Sheet at least 20 minutes before the appointed kick off time.

18.2. The referee to ensure that he retains the originals and gives the second copy to the opposing signatory coach / manager.

18.3. No team sheets – no match. Whatever the competition or level, including friendlies.

18.4. The referee inspects both team sheets to ensure they are legible and has a registration number opposite each named player.

18.5. After the match the referee signs and prints his name on each team sheet, s/he enters the score including number of tries scored by each team.

18.6. A photo/scan of home and away team sheet (signed by referee) must be returned to the Student Sport Ireland office within 24 hours of the end of the game by the home fixtures secretary by email to noel@studentsport.ie. A hard copy of home and away team sheet must be posted to the SSI Office within 5 working days.

18.7. If 17.6 is not fully completed, the away team will be awarded the match in the form of a walkover. (League only)

18.8. If 17.6 is not fully completed, the home team will be eliminated from the competition at this stage. (Cup only)

18.9. As O'Boyle Cup is based on age group all teams are to send in their own team sheet from each round as all player's date of births must be checked post games.

#### 19. Appeals Process

19.1. Appeals must be submitted via email by the college Sports Officer to the SSI office by 5pm the day after the fixture was played or a decision communicated.

19.2. All appeals will be considered by the appointed independent Rugby Commissioner who will act as sole and final arbitrator of the appeal

19.3. The appeals process is set out below:

19.3.1. On receipt of the appeal to its decision or finding SSI will collate all relevant information in relation to the appeal in advance of emailing the file to the Commissioner.

19.3.2. Following review, the Commissioner can request any additional information or documentation from either SSI or the appellant and is free to contact SSI, the IRFU, the appellant or other related parties as s/he sees fit.

19.3.3. The Commissioner will communicate his /her the decision to SSI at the earliest Opportunity but ideally within five working days. The office will then communicate the decision to the appellant.

19.3.4. The Commissioner's decision is final and binding for all parties to the appeal.

## 20. Entry Fee

20.1. An entry fee of €135 is charged for a college's first team entered to participate in the league.

20.2. Colleges are permitted to enter a second team at an additional cost of €110.

## 21. Enforcement of Rules and Regulations.

21.1. SSI shall have the power to enforce all regulations concerning this competition and to decide for any matters not provided for in the rules to ensure that the league and cup is run in a fair and equitable manner.

## 3. SSI/IRFU Women's Rugby 2021-2022 League

### Rules and Regulations

1. Standard Rules the Student Sport Ireland Women's Rugby League shall be run under Irish Rugby Football Union (IRFU) rules and the International Rugby Board (IRB) Laws and Regulations. Regulations 2 through 20 (below) shall also apply and where any conflicts arise, the regulations below shall supersede all others.

2. League and Cups SSI, in consultation with the IRFU, shall run the SSI Women's Rugby League over two (2) divisions as follows

2.1 Division 1/Tier 1 Cup - IRB U19's Law with the following variations –

Scrum: IRB U19 Law Variation (1.5 m push).

Scrumhalf: If uncontested scrums, the non-feeding scrumhalf is restricted to the halfway point of the scrum & may not follow the ball around.

Lineouts: Lifting/supporting is permitted.

Hand off/Fend: Permitted.

Maul: No restrictions.

Ruck: No restrictions.

2.2 Division 2 /Division 3/Tier 2 Cup - IRB U19's Law with the following variations –

Scrum: Uncontested. The scrum must be a 3-2-1 formation.

Scrumhalf: The non-feeding scrumhalf is restricted to the halfway point of the scrum & may not follow the ball around. Lineouts: Lifting/supporting is permitted.

Hand off/Fend: Permitted.

Maul: No restrictions.

Ruck: No restrictions.

(Depending on numbers and ability competitions maybe 15-a-side, 12-a-side or 10a-side) To be confirmed prior to start of competition

### 3. Uncontested Scrums

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

- The team who are unable to field a full front row will be restricted to fielding 14 players only
- No point's restrictions shall apply.
- Both teams still have use of their substitutes in accordance with the laws of the game.

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

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

### 4. Equipment

Ball: Size 5

Boots/Studs: IRB Approved.

Additional Items of Clothing: IRB Law 4 and Regulation 12.

### 5. No of Players Per Team and Substitutions

5.1. Division 1/Tier 1 Cup is run as a 15-a-side league from a panel of 22 players with rolling subs (Maximum 12 allowed).

5.2. Division 2(3)/Tier 2(3) Cup maybe run as a 15-a-side, 12-a-side or 10-a-side depending on entries and ability of teams. This will be confirmed prior to the start of all competitions.

### 6. Matches Duration



- 6.1. Where a match is played with 15 players the match shall be of 80 minutes duration (40x2).
- 6.2. Where a match is played with 12/10 players the match shall be of 60 minutes duration with (30x2)

## 7. Scoring

- 7.1. Four points will be awarded for a win
- 7.2. Two points will be awarded for a draw
- 7.3. No points for a loss
- 7.4. One bonus point will be awarded for a team scoring four tries or more or by losing a match by seven points or less
- 7.5. One point is deducted for any team that withdraws from a fixture.
- 7.6. Four points are awarded to the non-offending team for a walk over, but no bonus point will be awarded.

## 8. Registration and Eligibility

- 8.1. Only teams from SSI affiliated colleges are eligible to participate in the SSI leagues. A list of SSI member colleges can be found on the SSI website at [www.studentsport.ie](http://www.studentsport.ie)
- 8.2. All registered players must satisfy SSI's Eligibility Criteria for Domestic Competitions and which are available for download from SSI's website at [www.studentsport.ie](http://www.studentsport.ie)
- 8.3. All players must also be aware of and compliant with all rules and regulations of the IRFU.
- 8.4. A student must be fully registered and hold a valid student card for the institution with which they are internally registered. All players must carry their student card with them to all fixtures.
- 8.5. Once a player has been named on a first team for 3 or more games for the highest ranked team in their club they may not drop back to a team of lower rank.
- 8.6. The year of grace rule does not apply to SSI league.
- 8.7. Four points will be deducted from a team found to have played an ineligible player during a group match. The penalty for teams found to be playing an ineligible player during a knock out match whether it be the qualifiers, quarter- final, semi- finals or final will be the awarding of the match to the nonoffending team.

## 9. Fixtures Secretary

- 9.1. Each Team shall appoint a fixtures secretary whose role will include but not limited to:
  - 9.1.1. Act as primary contact between opposition teams and the SSI Office
  - 9.1.2. Booking of pitches
  - 9.1.3. Confirming all fixture dates, times and venue with opposition teams and SSI Office within designated time period (see below)
  - 9.1.4. Taking responsibility for correctly completing match cards and returning to SSI Office within 5 working days (see below)
  - 9.1.5. Maintaining contact with SSI Office throughout academic year.

## 10. Appointment of Referees

- 10.1. The home team is responsible for arranging the appointment of a qualified referee from their Branch Referees Association. Each province will have its own guidelines for confirmation of referee appointments.

## 11. Setting of Fixtures

- 11.1. The SSI office shall set the fixture list for the duration of the league in September.
- 11.2. 2pm on Wednesday afternoon shall be the default time and day set by the SSI office for the playing of fixtures.
- 11.3. Teams can reschedule a match for another day during the week of the fixture set by SSI.
- 11.4. The home team is responsible for the confirmation of the fixture with the away team and the SSI Office.
- 11.5. The deadline for the teams to agree the scheduling of a fixture shall be Thursday 5pm of the week previous to the fixture date set by SSI.
- 11.6. Once teams have agreed the date and time for the fixture the date, time, venue and name of the match referee must be emailed to the SSI office ([noel@studentsport.ie](mailto:noel@studentsport.ie)).
- 11.7. Where teams cannot agree on a date and a time for the playing of a scheduled fixture, the fixture shall proceed as scheduled by SSI.
- 11.8. If less than one week's notice is given the said team will forfeit the match and lose 1 point and the non-offending team shall gain four points. If this happens more than once during the course of the league the offending team may be removed from the competition and may not be allowed to enter the league the following year.

## 12. Rescheduling of Fixtures

- 12.1. Only with the written confirmation of the SSI office and the agreement of both teams can teams reschedule fixtures for a date later than the week set for the fixture by SSI.
- 12.2. Rescheduled matches cannot be fixed for the same week as a scheduled fixture or that of knockout matches.

## 13. Double Headers

- 13.1. SSI will not recognise any matches played as double headers i.e. one match cannot produce the result for two fixtures.

## 14. Booking of Pitches

14.1. The home team makes all arrangements regarding booking pitches for the match including having a backup pitch available.

#### 15. Kick-Off Delay

15.1. Any delay to the kick-off of a match may be reported to the SSI Office. It is advisable to have confirmation by the referee of any delay. The SSI Office will then take appropriate action, when all the circumstances have been taken into consideration. It may lead to the fixture being awarded to the non-offending team.

#### 16. Abandonment

16.1. If a pitch is unplayable the away team and the SSI Office must be notified at least 24 hours prior to the scheduled kick-off time.

16.2. In this scenario the SSI office will press the home team to seek an alternative/back up pitch.

16.3. Where the SSI Office and the travelling team are notified 24 hours before the scheduled kick off that the pitch is unplayable the home team will retain home advantage for the rescheduled match.

16.4. Failure by the home team to notify the away team and the SSI office within 24 hours or failure by the home team to present a pitch on the nominated day, whatever the circumstances, will result in the away team being awarded home advantage for the rescheduled fixture.

16.5. In the case where a referee decides within 30 minutes of the start of the match that it is unsafe for a match to be played or when during a match the referee decides that it is unsafe to continue, the match will be abandoned. In this scenario the away team is awarded home advantage for the rescheduled fixture (this is to ensure that the away team in the scheduled fixture does not have to travel twice for the same match).

#### 17. Cut-off date for completion of games.

17.1 The final league tables will be decided on Friday November 30th at 5pm. All results received after this date will not be included.

#### 18. Group Stage Ties.

In the event of a tie at the end of the group stage of the league, group winners will be decided by the following criteria:

18.1. The team with the most wins in the league

18.2. The team with the most drawn matches in the league

18.3. The result of the match(es) between the teams.

18.3.1. In the event of the teams playing each other more than once in the league the result will be decided as follows:

18.3.1.1. the team with the greater number of league points in the matches against each other.

18.3.1.2. the team with better point's difference in the matches against each other.

18.3.1.3. the team that scored most tries in the matches against each other.

18.3.2. In the event of three or more teams finishing level the finishing order will be determined as a result of the matches between those teams as follows:

18.3.2.1. The team with the most league points

18.3.2.2. The team with the most wins,

18.3.2.3. The team with the most draws,

18.3.2.4. The team with the best point's difference,

18.3.2.5. The team that has scored most tries

18.4. The actual point's difference scored for and against all teams in the league

18.5. The team that has scored most tries in the league.

18.6. If it is still not possible to separate the teams a play- off will be held between the teams with home advantage decided by coin toss by the SSI office.

19. Knock Out Games Knockout Stage Ties – In the event of a tie at the end of a knock out game, the following criteria will take place

19.1. Extra time – following an interval of five minutes, extra time of ten minutes each way (with an interval of five minutes) shall be played in full.

19.2. Most tries scored – If after extra time the sides are still level the team with the most tries in normal time shall be declared winners of the game.

19.3. First Try Scored – if the teams are still level on number of tries scored the team who scored the first try will be declared winners.

19.4. First Points scored - if the teams are still level on who scored the first try the team who scored the first points will be declared the winners.

19.5. Kicking competition – if after 6.1, 6.2, 6.3 and 6.4 no winner can be declared a kicking competition will be organised between the two teams. The winner of that competition shall be declared the winner of the match.

#### Kicking Competition

If at the end of a knockout match, after 6.1, 6.2, 6.3 and 6.4 the teams remain tied, then the referee will conduct a place-kick competition to determine the winner of the match.

The following procedures apply: All players and the 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 winner of the coin toss will choose which team kicks first. Only players on the playing enclosure at the time of the completion of the sudden death period may take part in the kicking competition. For the avoidance of doubt, no substituted (including for injury and/or blood), ordered off or temporarily suspended player not on the field at the completion of the sudden death period may take part in the kicking competition at any time. The five players selected and the order in which they kick do not have to be specified at the start of the kicking competition. 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 boys are allowed in the part of the playing area being used for the competition. The five players from each team will place kick from three different areas, all on the 22-metre line, as follows:

First area: directly in front of the posts

Second area: on the 15-metre line on the left-hand side of the posts (determined as facing the posts)

Third area: on the 15-metre line on the right-hand side of the posts (determined as facing the posts)

The referee will start the competition by calling the first player selected from the team kicking first to the first kicking point. Once the player has taken the kick, the referee calls a player from the opposing team to kick from the same area. The next two players (one from each team) will kick from the second area in turn. This will continue until all five players from each team have kicked (the next players kicking respectively from the third area, first area and finally the second area), or until one team is unable to equal the score of the other team within the remaining number of kicks.

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.

The competition will continue two kicks at a time (one from each team), going progressively through the three kicking areas stated above (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.

Throughout the kicking competition:

Players must be nominated immediately on request by the referee. Once a player has been handed the ball on the kicking area, he must take the kick within one minute. Should he take longer, the referee shall declare the kick void. After each kick, the referee will record the number of the player and whether or not the attempt was successful, the match commissioner will record the same details on the official match report. Whether or not the kick is successful is the sole decision of the referee, who may at his sole discretion rely on the assistance of his assistant referees. The referee's decision shall be final and binding. Once a player has completed his kick, he shall return to stand with his team behind the halfway line in the side of the playing area not being used for the kicking competition.

## 20. Team Sheet Procedures

20.1. Team coach / manager is required to give the referee two signed copies of the Team Sheet at least minutes before the appointed kick off time.

20.2. The referee ensures that he retains the originals and gives the second copy to the opposing signatory coach / manager.

20.3. No team sheets – no match. Whatever the competition or level, including friendlies.

20.4. The referee inspects both team sheets to ensure they are legible and has a college registration number opposite each named player.

20.5. After the match, the referee signs and prints his name on each team sheet, s/he enters the score including number of tries scored by each team.

20.6. A photo/scan of home and away team sheet (signed by referee) must be returned to the Student Sport Ireland office with 24 hours of the end of the game by the home fixtures secretary by email to noel@studentsport.ie . A hard copy of home and away team sheet must be posted to the SSI Office also within 5 working days by the home fixtures secretary. 20.7. If the fully completed and signed score card is not received by SSI office within 5 working days, the away team will be awarded the match in the form of a walkover.

## 21. Appeals Process

21.1. Appeals must be submitted via email by the college Sports Officer to the SSI office by 5pm the day after the fixture was played or a decision communicated.

21.2. All appeals will be considered by the appointed independent Rugby Commissioner who will act as sole and final arbitrator of the appeal

21.3. The appeals process is set out below:

21.3.1. On receipt of the appeal to its decision or finding SSI will collate all relevant information in relation to the appeal in advance of emailing the file to the Commissioner.

21.3.2. Following review, the Commissioner can request any additional information or documentation from either SSI or the appellant and is free to contact SSI, the IRFU, the appellant or other related parties as s/he sees fit.

21.3.3. The Commissioner will communicate his /her the decision to SSI at the earliest opportunity but ideally within five working days. The office will then communicate the decision to the appellant.

21.3.4. The Commissioner's decision is final and binding for all parties to the appeal.

## 22. Entry Fee

22.1. An entry fee of €135 is charged for a college's first team entered to participate in the league.

22.2. Colleges are permitted to enter a second team at an additional cost of €110.

23. Enforcement of Rules and Regulations.

23.1. SSI shall have the power to enforce all regulations concerning this competition and to decide for any matters not provided for in the rules to ensure that the league is run in a fair and equitable manner.