



SCHEDULE ONE

CHAMPIONSHIP RULES

Celtic Rugby DAC
3rd Floor, Millbank House
Arkle Road
Sandyford Industrial Estate
Dublin 18
Republic of Ireland

SCHEDULE ONE
THE GUINNESS PRO14 2018/19
CHAMPIONSHIP RULES
CONTENTS

1. Championship participants
 2. Championship format
 3. Scheduling
 4. The Matches and the Match officials
 5. Match organisation
 - A. Designation of Match venues: League Stage, Play-Off Qualifier Matches and semi-final Matches
 - B. Logistical responsibilities: League Stage, Play-Off Qualifier Matches and semi-final Matches
 - C. Designation of Match venue: Final Match
 - D. Logistical responsibilities: Final Match (and other Matches played at venues designated by Celtic Rugby)
 - E. Playing strip
 - F. Match balls
 - G. GPS, HRM and player microphones
 - H. HIA
 - I. Anti-corruption
 - J. Minors
 - K. Minimum Medical Standards
 6. Playing squads
 - 6.1 Championship squads
 - 6.2 Match squads
 - 6.3 Disciplinary ineligibility
 7. Player eligibility
- | | |
|-----------------|--|
| Appendix One | Definitions |
| Appendix Two | Extra time protocol |
| Appendix Three | Place-kick competition |
| Appendix Four | Fixture list |
| Appendix Five | Replacement protocol |
| Appendix Six | Squad Registration Form |
| Appendix Seven | Technical zone protocol |
| Appendix Eight | Permit Player Request Form |
| Appendix Nine | Coach Feedback On Referees Form |
| Appendix Ten | HIA Review Process |
| Appendix Eleven | European Professional Club Rugby Qualification |
| Appendix Twelve | Minimum Medical Standards |

SCHEDULE ONE

THE GUINNESS PRO14 2018/19

CHAMPIONSHIP RULES

These Championship Rules form part of the terms and conditions of participation in the Championship. They regulate the format and playing aspects of the Championship. No Club or Person may participate in the Championship unless it/he has accepted these Championship Rules and agreed (in the case of a Club, on its own behalf and on behalf of each of its Persons) to be bound and to abide by them. Participation in the Championship will be deemed to signify such acceptance and agreement (irrespective of whether or not - in the case of a Person - such Person has executed and returned an Acknowledgement and Agreement Form pursuant to the Participation Agreement).

Capitalised terms used in these Championship Rules shall, unless defined elsewhere in these Championship Rules, have the meanings given to them in Appendix One hereto.

1. Championship participants

1.1 The Championship is organised and administered by, and played under the jurisdiction of, Celtic Rugby Designated Activity Company ("**Celtic Rugby**"). The Championship shall be contested by Clubs satisfying each of the following conditions:

1.1.1 the Club has been nominated by its Union;

1.1.2 the Club has delivered to Celtic Rugby a validly executed copy of the Participation Agreement, formally agreeing, on its own behalf and on behalf of each of its Players and other Persons, to be bound and to abide by the terms and conditions of participation in this Championship set out in the Participation Agreement (of which these Championship Rules form part); and

1.1.3 the Club's nomination has been accepted by Celtic Rugby in accordance with clause 1.2, below.

1.2 Celtic Rugby reserves the right not to accept (or to accept only conditionally) the nomination by a Union of any particular Club(s). If Celtic Rugby does not accept one or more nominations (or if, after a nomination has been accepted conditionally, the conditions are not satisfied), the nominating Union(s) shall be given an opportunity to make another nomination.

2. Championship format

2.1 The Championship will be played in two stages, the League Stage and the Final Series (knock-out) Stage, as set out below.

2.2 The League Stage:

2.2.1 For the League Stage, Celtic Rugby will have divided the Clubs into two conferences of seven Clubs each, Conference A and Conference B, at Celtic Rugby's discretion. Each conference will be made up of two Clubs from each of Ireland and Wales, and a single Club from each of Scotland, Italy and South Africa.

2.2.2 Subject to clause 5.1, below each Club will play:

- (a) against each of the other six Clubs in the same conference twice (once at home, once away, i.e. 12 Matches in total);
- (b) against each of the seven Clubs in the other conference once (i.e. seven Matches in total, Celtic Rugby will in its discretion determine whether these Matches will be home or away); and
- (c) in two further Matches against the Club (for the Italian, Scottish and South African Clubs) or Clubs (for the Irish and Welsh Clubs) in the other conference that are nominated by the same Union as the first Club (i.e. two Matches in total, Celtic Rugby will determine whether these Matches will be home or away based on whether the corresponding Matches played under clause 2.2.2(b), above, were played home or away).

Explanatory Note: for example, Munster (Conference A) will play two Matches against each of the other Clubs in Conference A, one Match against each of the Clubs in Conference B, and in accordance with clause 2.2.2(c), above, one further Match against each of Leinster and Ulster (both Conference B). By way of another example, Edinburgh (Conference B) will play two Matches against each of the other Clubs in Conference B, one Match against each of the Clubs in Conference A and, in accordance with clause 2.2.2(c), above, two further Matches against Glasgow (Conference A).

2.2.3 The following points shall be awarded based on the results of each League Match (such points to be referred to as "League Points" to distinguish them from points scored on the field of play):

- (a) The Club that wins the Match shall be awarded four League Points or (if it scores four tries or more in the process) five League Points.
- (b) The Club that loses the Match shall be awarded no League Points or (if it scores four tries or more in the process or loses by a margin of seven points or fewer) one League Point or (if it scores four tries or more in the process and loses by a margin of seven points or fewer) two League Points.
- (c) Clubs that draw a Match shall each be awarded two League Points and any of them that scores four tries or more in the process shall be awarded a further one League Point.

2.2.4 The positions of the Clubs in the League Stage will be based on the following, in order:

- (a) the number of League Points awarded to each Club;
- (b) if unresolved, the number of Matches won by each Club in the League Stage;
- (c) if unresolved, the difference between the total points scored and the total points conceded on the field of play for each Club in all Matches in the League Stage;
- (d) if unresolved, the number of tries scored by each Club in all Matches in the League Stage;

- (e) if unresolved, the number of points scored on the field of play by each Club in all Matches in the League Stage;
- (f) if unresolved, the difference between the number of tries scored and the number of tries conceded by each Club in all Matches in the League Stage;
- (g) if unresolved, the number of Players suspended by a Disciplinary Committee or Appeal Committee for incidents taking place in the League Stage;
- (h) if unresolved, the number of yellow cards received by Players for each Club in all Matches in the League Stage;
- (i) if unresolved, the toss of a coin or as otherwise determined by Celtic Rugby in its absolute discretion.

For the purposes of this clause 2.2.4, what qualifies as a yellow card will be determined by Celtic Rugby in its absolute discretion.

2.3 The Final Series (knock-out) Stage

- 2.3.1 The Clubs that rank in the top three positions in each of Conference A and Conference B respectively will qualify for the Final Series Stage.
- 2.3.2 The Final Series Stage will be divided into two Play-Off Qualifier Matches, two semi-final Matches and a Final Match.
- 2.3.3 The Play-Off Qualifier Matches will be knock-out, each played over one Match. Subject to clause 5.1, below:
 - 2.3.3.1 the Club ranked second in Conference A will play at home against the Club ranked third in Conference B (**POQ1**); and
 - 2.3.3.2 the Club ranked second in Conference B will play at home against the Club ranked third in Conference A (**POQ2**).
- 2.3.4 The winners of the Play-Off Qualifier Matches will proceed to the semi-final Matches. The semi-final Matches will be knock-out, each played over one Match. Subject to clause 5.1, below:
 - 2.3.4.1 the Club ranked first in Conference A will play at home against the winner of POQ2; and
 - 2.3.4.2 the Club ranked first in Conference B will play at home against the winner of POQ1.
- 2.3.5 The winners of the semi-final Matches will proceed to the Final Match. The Final Match will be knock-out, played over one Match, at a venue designated by Celtic Rugby.
- 2.3.6 Based on their final ranking at the end of the Championship some Clubs may be eligible to participate in the European Professional Club Rugby tournaments (see Appendix Eleven for further detail).

- 2.3.7 In the event of a tie at full-time of a Final Series (knock-out Stage) Match, the winner of that Match shall be determined by reference to the following rules:
- (a) Extra time will be played in accordance with the protocol set out at Appendix Two to these Championship Rules and the Club that scores the most points in such extra time shall be deemed the winner of that Match.
 - (b) If the scores are tied after extra time, then the Club that has scored the most tries in that Match (including extra time) shall be deemed the winner of that Match.
 - (c) If the scores are tied after extra time and the Clubs have scored the same number of tries in that Match (including extra time), then the winner of the Match will be determined by a place-kick competition conducted in accordance with Appendix Three to these Championship Rules.

3. Scheduling

- 3.1 Subject to clauses 3.3 and 3.8, below, Matches will ordinarily be played on the Friday, Saturday or Sunday of the respective weekends set out in Appendix Four to these Championship Rules.
- 3.2 Subject to clause 3.4, below, for each Match in the Championship, Celtic Rugby shall select (and give the relevant Clubs reasonable notice of) the specific date and kick-off time (having first consulted with the relevant Clubs and sought their respective preferences). For any Match in which one of the South African Clubs is participating and either (or both) of the participating Clubs is required to undertake travel between Europe and South Africa (or vice versa) immediately prior to the Match, Celtic Rugby will endeavour to ensure that the Match is scheduled to take place no less than seven days after the relevant Club (i.e. the Club undertaking such travel) played its previous Match. However, the scheduling of a Match on a day other than a Friday, Saturday or Sunday will require the approval of the board of Celtic Rugby (save for rounds 13 and 14 of the Championship, where no such board approval will be required).
- 3.3 Notwithstanding clause 3.2, above, or any other provisions of these Championship Rules, and in keeping with clause 6.2.8, below, Celtic Rugby has the absolute right to select or alter the proposed kick-off time, date and venue of any Match at any time (including after the Match has begun and has been abandoned). For the avoidance of doubt, this includes the right to select a day other than a Friday, Saturday or Sunday, or a date other than that which is preferred by the relevant Clubs.
- 3.4 Each Match must be played on the date and at the time and venue selected in accordance with these Championship Rules, unless:
- 3.4.1 it is agreed by Celtic Rugby in writing to change the Match to another date and/or kick-off time and/or venue; or
 - 3.4.2 the Match is postponed pursuant to clause 3.5, below, in which case Celtic Rugby shall select a rearranged date and kick-off time (and, where necessary or appropriate, an alternative venue) for the postponed Match to be played, having first consulted with the relevant Clubs and sought their respective

preferences. The Clubs involved shall comply with the directions of Celtic Rugby as to the arrangements for playing the rearranged Match, including staying in the locality if requested to do so by Celtic Rugby in order to facilitate the playing of the rearranged Match; or

- 3.4.3 the Match is begun but then abandoned pursuant to clause 3.6, below, in which case the procedure set out in that clause will apply; or
 - 3.4.4 Celtic Rugby exercises its power pursuant to clause 3.3, above, or clause 3.8, below, to alter the venue of the Match as a result of adverse venue or weather conditions at the original venue or any other reason.
- 3.5 Subject to Celtic Rugby's absolute rights under clause 3.3, above, and clause 3.8, below, and to any local law that confers responsibility for the matter on a third party, it will be for the Match referee to decide whether or not to postpone a Match because of adverse venue (including but not limited to floodlights and/or electricity failure) or weather conditions. If the Match referee is for any reason unavailable when the time comes to make such a decision, it will be for a person nominated by Celtic Rugby (which may include a referee of the Union in whose territory the Match is to be played) to decide whether or not to postpone the Match. However, before making a decision as to whether a Match is to be postponed because of adverse venue or weather conditions, the Match referee (or, if appropriate, pursuant to this clause, a person nominated by Celtic Rugby) must ordinarily consult with one or more representatives of each competing Club. Where reasonably practicable, such decisions shall be made sufficiently in advance of the allocated time/date of the Match to allow unnecessary travelling to be avoided, particularly where the away Club is travelling from another country.
- 3.6 Subject to Celtic Rugby's absolute rights under clause 3.3, above, and to any local law that confers responsibility for the matter on a third party, it will be for the Match referee to decide whether or not to abandon a Match (once it has begun) including because of adverse venue (including but not limited to floodlights and/or electricity failure) or weather conditions. Before making such a decision the Match referee must, where reasonably practicable, consult with one or more representatives of each competing Club (which may be a Player).
- 3.6.1 In the event that a Match has begun but is then abandoned after 60 minutes or more have been played (i.e. at least 20 minutes into the second half):
 - (a) the Match will be deemed to have been completed, and the result at the time of the abandonment will stand as the Match result; and
 - (b) the procedure regarding any Citing Commissioner Warnings, Temporary Suspensions and red cards received in respect of the Match and/or any incidents in the Match that are the subject of citing or Misconduct complaints will be the same as if the Match had been completed.
 - 3.6.2 In the event that a Match has begun but is then abandoned after fewer than 60 minutes have been played (i.e. fewer than 20 minutes into the second half), Celtic Rugby shall decide, in its absolute discretion, whether:
 - (a) the Match will be deemed to have been completed, in which case clause 3.6.1, above, will be deemed to apply; or
 - (b) the Match will be replayed in full, in which case:

- (i) Celtic Rugby shall select a date, kick-off time and venue for the replayed Match;
- (ii) the procedure regarding any Citing Commissioner Warnings, Temporary Suspensions and red cards received in respect of the Match and/or any incidents in the Match that are the subject of citing or Misconduct complaints will be the same as if the Match had been completed; and
- (iii) for the avoidance of doubt, a Club participating in a replayed Match may select a different team and/or squad from the team/squad it originally selected for the abandoned Match.

3.6.3 The Match referee will determine whether or not 60 minutes or more of a Match have been played at the time of abandonment.

- 3.7 Each Club shall use its best endeavours to procure that any Match for which it is the home Club does not, due to adverse weather or venue conditions (a) have to be postponed pursuant to clause 3.5, above, (b) have to be abandoned pursuant to clause 3.6, above, or (c) have to have its kick-off time, date or venue altered by Celtic Rugby pursuant to clause 3.3, above, or 3.8, below. This shall include (without limitation) taking all appropriate steps to prepare and protect the playing surface at its designated venue (e.g., use of covers and heaters, and an adequate drainage system) and acting on any instructions/protocols given by Celtic Rugby at any time. Any breach of this clause 3.7 will entitle the board of Celtic Rugby to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.
- 3.8 Without prejudice to the best endeavours obligation imposed on Clubs pursuant to clause 3.7, above, a Club must advise the Tournament Director and the visiting Club without delay of any difficulties as regards adverse weather or venue conditions that may threaten the ability to stage a Match, and in any event Celtic Rugby may decide in its absolute discretion, at any time in the week leading up to a Match (including on the day of the Match), to alter the date and/or kick-off time and/or venue of the Match from the originally-designated arrangements, if Celtic Rugby considers that actual or anticipated adverse venue or weather conditions at the originally-designated venue pose an unacceptable risk of postponement or abandonment of the Match.
- 3.9 Subject to clause 3.6, above, all Matches must be played. If a Club refuses and/or fails to fulfil a Match (including a Match that has been postponed or abandoned and then rescheduled pursuant to these Championship Rules, or a Match that has had its kick-off time, date and/or venue altered by Celtic Rugby pursuant to these Championship Rules), the Disciplinary Officer may investigate and/or bring Misconduct complaint(s) against that Club and/or others.

4. The Matches and the Match officials

- 4.1 Each Match shall be played in accordance with the Laws of the Game, as varied or supplemented by Celtic Rugby as set out in the Participation Agreement.
- 4.2 Notwithstanding clause 4.3, below, or any other provisions of these Championship Rules, Celtic Rugby has the absolute right to appoint, approve the appointment of and/or replace Match officials at any time.
- 4.3 Subject to clause 4.2, above, for each Match:

- 4.3.1 the Referee Manager will appoint the referee, assistant referees and the television match official, and (in conjunction with the Union Referee Managers) the fourth, fifth and sixth officials (for each cross-border Match the referee and the more senior of the two assistant referees will ordinarily be appointed from a union or Union whose Clubs are not participating in the Match);
 - 4.3.2 the Union in whose territory the Match is to be played shall use its best endeavours to appoint a referee performance reviewer; and
 - 4.3.3 each participating Club must appoint a Club Liaison Officer, who will be responsible for (among other things) coordinating with and assisting the Match officials, and ensuring that all official paperwork and forms are completed and submitted correctly, in accordance with the Participation Agreement.
- 4.4 While there is no prohibition on communicating with Match officials prior to the Match, all such pre-Match communications by Clubs and Persons to Match officials must be completed by no later than 48 hours prior to the kick-off of the relevant Match.
- 4.5 The roles of the referee and assistant referees as well as any other Match officials appropriately authorised by Celtic Rugby, including the fourth, fifth and sixth officials, shall be to enforce the Laws of the Game (as varied or supplemented by Celtic Rugby as set out in the Participation Agreement). For the avoidance of doubt, and in addition to the referee's tasks as set out in clauses 3.5 and 3.6, above, and otherwise, the referee shall have the ability, either on his own initiative or upon reference by another Match official, to take appropriate action in relation to incidents that take place on or near the touch-line or elsewhere in the Playing Enclosure (for example, breaches of the technical zone protocol set out at Appendix Seven to these Championship Rules).
- 4.6 In accordance with the Laws of the Game, the Match referee is responsible for keeping time at a Match. The basis on which time will be kept during Matches (including, for the avoidance of doubt, during any period of extra time played pursuant to Appendix Two) shall be determined by Celtic Rugby from time to time in its absolute discretion (which may be, for example, on an 'elapsed time' basis i.e. when time is lost due to, for example, injuries and/or replacements, the Match referee will stop and then subsequently re-start his watch). Each Match will have a 12-minute half-time interval.
- 4.7 The role of the television match official shall be as set out in the Laws of the Game and any World Rugby protocol (or similar) relating to television match officials (as amended by Celtic Rugby from time to time).
- 4.8 At each venue at which a Match is played:
- 4.8.1 two technical zones will be provided (Appendix Seven to these Championship Rules is a technical zone protocol, which sets out the features of the technical zones and the obligations of the participating Clubs with respect to their activities in and around the technical zones, including which personnel are permitted in the technical zones, what activities each Club's medical staff and water carriers may carry out (and where), and where each Club's replacements and coaching/management staff may be located); and
 - 4.8.2 two 'sin bin' areas shall be designated by Celtic Rugby or (if Celtic Rugby so

determines) the home Club, not in the technical zones, but with a clear view of the Playing Area, where Players who have been Temporarily Suspended should stay, subject to instructions of the Match officials, during the period of their Temporary Suspension.

- 4.9 During a Match, only the following persons may enter the Playing Area: the Match officials, the 15 Players from each Club participating in the Match (along with any replacement Players joining the Match in accordance with Appendix Five or warming up in accordance with Appendix Seven), medical staff (in accordance with the Laws of the Game and Appendix Seven), water carriers (in accordance with the Laws of the Game and Appendix Seven) and coaching staff (during the half-time interval in accordance with the Laws of the Game and Appendix Seven).
- 4.10 During a Match, the Match officials may wear communications equipment (including microphones) provided by their respective Unions or the host broadcaster and approved in advance by Celtic Rugby in writing. No other communications equipment may be worn by Match officials during a Match.
- 4.11 Each Club must, in advance of each Match, appoint a Technical Zone Manager for that Match and notify the fourth official and the Match Director (if appointed) of the identity of the Technical Zone Manager. The Technical Zone Manager will be responsible for, among other things, all his/her Club's replacements in the Match, which must in any event take place in accordance with the protocol set out in Appendix Five.
- 4.12 Before, during and after a Match, all Persons must comply with the instructions given by the Match Director (where appointed), including, but not limited to, instructions relating to the team captains' attendance at the coin toss, the teams' departure from the changing rooms, and the Clubs' representatives' attendance at media interviews.
- 4.13 Save for communications between a Club's Technical Zone Manager and the fourth, fifth and sixth officials that take place pursuant to (and in accordance with) Appendix Five to these Championship Rules, no Club Medic, Club Manager or Club Coach may communicate (or attempt to communicate) with any of the Match officials (including the television match official) at any point during the Match (unless invited to do so by the relevant Match official), which will include stoppages in play and the half-time interval. No Player or other Person may enter, or attempt to enter, the Match officials' changing room(s) at any relevant time before, during or after a Match (including at any time when one or more of the Match officials are in the Match officials' changing room(s)).
- 4.14 After each Match, a coach of each participating Club may complete a Coach Feedback On Referees Form (a copy of which can be found at Appendix Nine).
- 4.15 There shall be an annual meeting between the Match referees and the Club coaches, to take place on a date, and at a time and venue, determined by Celtic Rugby. Each Club shall procure the attendance of its head coach or other senior coaching representative at the meeting.

5. Match organisation

A. Designation of Match venues: League Stage, Play-Off Qualifier Matches and semi-final Matches

- 5.1 Celtic Rugby shall have the right to decide in its absolute discretion that any Match at any stage in the Championship shall be played at a venue designated by Celtic Rugby. Subject thereto, and to clauses 3.3 and 3.8, above, all League Matches, Play-Off

Qualifier Matches and semi-final Matches shall ordinarily be played at a venue designated by the home Club. However, if the home Club wishes to designate a venue other than its normal home venue, it may do so only with the prior written consent of Celtic Rugby.

B. Logistical responsibilities: League Stage, Play-Off Qualifier Matches and semi-final Matches

- 5.2 In respect of each Match played at a venue designated by the home Club (i.e. ordinarily each League Match, both Play-Off Qualifier Matches and both semi-final Matches):
- 5.2.1 the home Club is responsible for organising the logistics involved in the staging of the Match, subject to the directions of Celtic Rugby with respect thereto;
 - 5.2.2 the home Club shall ensure that the designated venue is fit for the purpose of staging the Match, including (without limitation) having floodlights giving an average lux value sufficient for broadcasting and other purposes. If requested by Celtic Rugby, the Club shall supply a report signed by a chartered electrical engineer, certifying compliance with this requirement;
 - 5.2.3 the home Club shall ensure that the designated venue complies with all applicable health and safety laws and regulations and is safe for the purpose of admitting persons to the venue to assist in the organisation of, to play in and/or to attend at the Match. Further, the home Club shall take all necessary steps, including implementing appropriate operational policies and procedures (including appropriate safety measures and risk management policies), in relation to the staging of the Match at the designated venue to ensure that persons admitted to the venue for purposes relating to the Match (whether as players, spectators or for any other purpose), as well as persons adjacent to the venue, are safe and do not suffer injuries or losses as a result of the staging of the Match at the venue. The home Club shall indemnify Celtic Rugby, its directors, officers, shareholders and employees against any and all liabilities, costs and expenses in respect of claims (including but not limited to claims in negligence or nuisance or claims arising under the UK's Occupiers' Liability Act 1957 and/or successor legislation and/or equivalent legislation in other jurisdictions) arising out of injuries or losses suffered by persons admitted to the venue for purposes relating to the Match, by persons adjacent to the venue, and/or by persons involved in any way in the organisation and staging of the Match, as a result of the home Club's failure to perform the obligations set out in this clause;
 - 5.2.4 the home Club shall obtain and maintain in force at its expense at all relevant times appropriate insurance with a reputable insurer to cover its liabilities under clause 5.2.3, above. Upon request, each Club shall provide to Celtic Rugby full written details of all policies taken out for this purpose. Celtic Rugby may at any point require a Club to increase the value and/or extend the scope of such cover as a condition of continued participation in the Championship;
 - 5.2.5 the home Club is responsible for making contact with the visiting Club and advising it of the name of the Match day doctor (if appointed by the home Club) for the Match and of the details of any medical personnel or facilities, and hotel accommodation that the visiting Club may enquire about;

- 5.2.6 the home Club and the visiting Club shall be responsible for providing medical personnel and equipment sufficient to comply with relevant laws and union regulations;
- 5.2.7 the visiting Club shall, as soon as possible and in any event by no later than four days prior to the day of the Match, send details of its travel, arrival and accommodation plans for that Match to the home Club as well as the details of the Club Medic staff travelling.;
- 5.2.8 where the Match venue is not within the territory of the Union of the visiting Club, it is recommended that the visiting Club arrange to travel to the Match so that its Players, staff and equipment arrive in the vicinity of the Match venue no later than the day before the Match (and, in the case of a Match between a South African Club and a European Club, the recommended arrival time is at least 24 hours before the start of the Match). Without prejudice to the generality of clause 3.9, above, where the visiting Club does not do so and, as a result, refuses and/or fails to fulfil the Match on the date, at the time and/or at the venue selected, this will be considered a very serious matter and the board of Celtic Rugby will be entitled to impose (among other things) a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto;
- 5.2.9 the home Club shall use its best endeavours to accommodate the reasonable requirements of the visiting Club with respect to the use of a training pitch. Players and Staff from the visiting Club shall be given an opportunity to visit the Match venue to inspect facilities, and Players shall have a 'captain's run' (no scrum practice or line-outs permitted) on the Playing Area for up to one hour, at a time agreed between the two Clubs. In the event that no agreement can be reached on the time for the captain's run, it shall take place the day before the Match, during the same time period as the time period in which the Match is to be played the following day. If the Playing Area is made available for the home Club's Players to warm up on in the two hours before the Match begins, it must be made available on the same terms to the visiting Club's Players;
- 5.2.10 the home Club shall mark out the technical zones and 'sin bin' areas referred to in clause 4.8, above;
- 5.2.11 the home Club shall ensure that the Playing Enclosure complies with the Laws of the Game;
- 5.2.12 the playing surface shall not be synthetic or artificial grass, save with the prior written consent of Celtic Rugby;
- 5.2.13 the home Club shall ensure that spectators are kept at a reasonable distance from the Playing Enclosure by a permanent barrier;
- 5.2.14 the home Club shall provide ball boys/girls who have sufficient training to perform their duties properly;
- 5.2.15 the home Club and the visiting Club shall each ensure that its entire Match squad (i.e. those Players who are named on the Official Team Sheet to be provided to the Match referee pursuant to clause 6.2.2, below) arrives at the Match venue no later than 75 minutes prior to the designated kick-off time;

- 5.2.16 if the home Club wishes to change the venue for the Match from the venue designated by the home Club pursuant to clause 5.1, above, it must notify Celtic Rugby in writing of that wish, and must give Celtic Rugby written confirmation that the new proposed venue is available for the Match in question and that the home Club will not breach any of its obligations under the Participation Agreement by holding the Match at the new proposed venue. Save in exceptional circumstances, that notification and confirmation must be provided to Celtic Rugby at least two weeks before the date of the Match. On receipt of such a request from a Club, it will be at Celtic Rugby's absolute discretion whether or not to agree to a change in the venue. If Celtic Rugby does agree to a change in the venue, any costs incurred (by Celtic Rugby, the visiting Club, or otherwise) as a result of the change will be met by the home Club. If Celtic Rugby does not agree to a change, the Match will be played at the venue originally designated by the home Club pursuant to clause 5.1, above;
- 5.2.17 for each such Match in which one of the European Clubs and one of the South African Clubs is participating, the home Club must:
- (a) make available to the visiting Club at all relevant times (and at no cost to the visiting Club): a local liaison officer, a well-equipped and good quality training pitch and gymnasium, reasonable training equipment, facilities and balls, and, bottled drinking water; and
 - (b) provide the visiting Club with reasonable guidance and suggestions in respect of hotel accommodation and transport providers for the visiting Club (and – where it is reasonable to do so – facilitate the visiting Club to take advantage of any preferential or favourable rates enjoyed by the home club and/or others);
- 5.2.18 the visiting Club shall ensure that one or more of its Club Medics (including at least one qualified and practising doctor) attends the Match (and arrives at least 30 minutes before the Match and leaves no earlier than 15 minutes after the Match). Any breach of this clause 5.2.19 will entitle the board of Celtic Rugby to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.

C. Designation of Match venue: Final Match

- 5.3 The Final Match shall be played at a venue designated by Celtic Rugby, in its absolute discretion.

D. Logistical responsibilities: Final Match (and other Matches played at venues designated by Celtic Rugby)

- 5.4 Unless Celtic Rugby agrees otherwise in writing, in respect of the Final Match and each other Match played at a venue designated by Celtic Rugby pursuant to clause 5.1, above, or otherwise:
- 5.4.1 Celtic Rugby or its designee shall be responsible for organising the logistics involved in staging the Match;
 - 5.4.2 in respect of the Final Match, each participating Club shall hold a 'captain's run' on the Playing Area for up to one hour, to take place on the day before

the Final Match (with the timings to be arranged with Celtic Rugby); and

- 5.4.3 each Club participating in the Match shall ensure that its entire Match squad (i.e. those Players who are named on the Official Team Sheet to be provided to the Match referee pursuant to clause 6.2.2, below) (plus at least one qualified and practising medical doctor) arrives at the Match venue no later than 75 minutes prior to the designated kick-off time.

E. Playing strip

- 5.5 Each Club, by no later than 1 August 2018, shall have nominated the “home” and “alternate” strips (jersey, shorts and socks) that it will use in the Championship, by sending to the Tournament Director by email (for use, among other things, in the Championship media guide) a colour image of such strips. A Club may nominate further strips – in the same way - after that date. Failure to meet this 1 August 2018 deadline (unless otherwise agreed in advance with Celtic Rugby) will entitle the board of Celtic Rugby to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.
- 5.6 For each Match, the home Club must wear its nominated “home” strip and, subject to clause 5.7, below, the visiting Club must wear one of its nominated strips. Any breach of this clause 5.6 by the home Club will entitle the board of Celtic Rugby to impose a fixed fine penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.
- 5.7 For each Match, each participating Club shall use its best endeavours to ensure that there is no colour clash of strip (including jerseys and socks and, where practicable, shorts). If at a Match the Match referee determines that there is a colour clash, the visiting Club must change into an alternative strip for that Match. Any breach of this clause 5.7 by a visiting Club (failing or refusing to change into an alternative strip when the Match referee has determined that there is a colour clash) will entitle the board of Celtic Rugby to impose a fixed fine penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.
- 5.8 Each Club shall procure that each of the shirts worn by the members of its Match squad for each Match in which it participates complies with the protocol for numbering of Match squads set out in the Official Team Sheet.

F. Match balls

- 5.9 Celtic Rugby shall procure that each Club is provided with a total of 130 Official Balls during the Championship. The Official Ball must be used in all Matches (and no balls, other than the Official Ball, may be used in Matches). The Clubs may not sell (or otherwise commercially exploit) their respective Official Balls.

G. GPS, HRM and player microphones

- 5.10 Clubs may use GPS and heart rate monitor (“HRM”) technology and player microphones in Matches subject to the following:
- 5.10.1 the use of player microphones will be subject to, among other things, the directions of Celtic Rugby and the obligations set out in clause 8 of the Commercial Rules;
- 5.10.2 the data generated by such use of GPS and/or HRM technology may be used

by the relevant Club for research purposes only (including for tactical and other analysis by or on behalf of the Club's respective coaching/management/medical staff) where in accordance with applicable data protection laws and all such data must be provided to Celtic Rugby on request;

- 5.10.3 pursuant to the reservation of rights in clause 2.4 of the Commercial Rules, the right to exploit such data commercially will vest solely in Celtic Rugby to the extent this is in accordance with applicable data protection laws but, for the avoidance of doubt, each Club hereby grants to Celtic Rugby (on its own behalf and on behalf of its Players) an exclusive, worldwide, irrevocable, royalty-free, transferable and permanent licence to receive, use, store, reproduce, copy, edit, adapt, aggregate, decompile, communicate to the public and otherwise exploit, for any commercial purpose whatsoever, any and all such data;
- 5.10.4 each Club (on its own behalf and on behalf of its Players) hereby consents to and accepts any risks (including any risk of injury) that may arise from the use of GPS and/or HRM technology and/or player microphones in Matches;
- 5.10.5 although nothing here will exclude or restrict liability for death or personal injury resulting from negligence, each Club hereby waives any and all claims, counterclaims, causes and rights of action against Celtic Rugby, World Rugby, other Clubs and the Unions, whether at law or in equity, of whatever nature and in any jurisdiction and/or forum, whether known or unknown, that it may have as a result of the use of GPS and/or HRM technology and/or player microphones in Matches;
- 5.10.6 each Club will fully and effectively indemnify and keep indemnified Celtic Rugby, on demand, from and against any and all losses, damages, liabilities, penalties, suits, judgments and expenses (including, without limitation, reasonable legal expenses) resulting from or arising out of the use of GPS and/or HRM technology in Matches by such Club;
- 5.10.7 each Club will promptly, accurately and comprehensively report to Celtic Rugby details of any injuries arising out of the use of GPS and/or HRM technology and/or player microphones in Matches; and
- 5.10.8 nothing in this clause affects the Match officials' ability to inspect Players' clothing and order that Players remove such clothing where it is dangerous or illegal, pursuant to the Laws of the Game.

H. HIA

- 5.11 Subject to World Rugby granting Celtic Rugby the relevant approval pursuant to World Rugby Regulation 10, and more generally to the directions of Celtic Rugby, the provisions in Law 3.26 of the Laws of the Game dealing with Head Injury Assessment ("HIA") (along with various elements of the World Rugby Head Injury Assessment Protocol) will apply in the Championship (except in the case of Players who, when participating in a Match, have not reached 19 years of age). As part of this, an HIA Review Process will operate, as set out in Appendix Ten to these Championship Rules.
- 5.12 Each Club Medic (as defined) must:

- 5.12.1 before the first Match in which he/she is involved in the Club's participation (in any sense), have completed:
- (i) World Rugby's 'concussion management for elite level match day medical staff' and 'medical protocols for match day medical staff' education modules (available on the World Rugby Player Welfare Website); and
 - (ii) World Rugby's 'level 2 immediate care in rugby' (or equivalent) face-to-face course.
- 5.12.2 at all relevant times comply with World Rugby's criteria for the permanent and temporary removal of players from the field of play for head impact events;
- 5.12.3 at all relevant times comply with a graduated return-to-play process that is approved by World Rugby and/or the Union to which his/her Club is affiliated;
- 5.12.4 acknowledge, understand and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and
- 5.12.5 comply with the directions of a Match Day Doctor (if appointed), and acknowledge and accept that such Match Day Doctor has the power to remove a Player from the field of play.

5.13 Each Club Manager (as defined) must:

- 5.13.1 at some point between 2 September 2017 and 1 September 2018 have completed a concussion education session covering at least the following topics: *what is concussion, what are the common symptoms and signs, how is a concussion managed, what is a graduated return to play, what is a Head Injury Assessment (HIA), how to treat concussion - what is meant by rest, protect yourself, protect your team mate, what is new in concussion;*
- 5.13.2 at all relevant times comply with World Rugby's criteria for the permanent and temporary removal of players from the field of play for head impact events;
- 5.13.3 at all relevant times comply with a graduated return-to-play process that is approved by World Rugby and/or the Union to which his/her Club is affiliated;
- 5.13.4 acknowledge, understand and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and
- 5.13.5 comply with the directions of a Match Day Doctor (if appointed), and acknowledge and accept that such Match Day Doctor has the power to remove a Player from the field of play.

5.14 Each Club Coach (as defined) must:

- 5.14.1 at all relevant times comply with World Rugby's criteria for the permanent and temporary removal of players from the field of play for head impact events;
- 5.14.2 at all relevant times comply with a graduated return-to-play process that is approved by World Rugby and/or the Union to which his/her Club is affiliated;

- 5.14.3 acknowledge, understand and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and
- 5.14.4 comply with the directions of a Match Day Doctor (if appointed), and acknowledge and accept that such Match Day Doctor has the power to remove a Player from the field of play.

5.15 Each Player must:

- 5.15.1 at some point between 2 September 2017 and 1 September 2018 have completed a concussion education session covering at least the following topics: *what is concussion, what are the common symptoms and signs, how is a concussion managed, what is a graduated return to play, what is a Head Injury Assessment (HIA), how to treat concussion - what is meant by rest, protect yourself, protect your team mate, what is new in concussion;*
- 5.15.2 at some point between 2 September 2017 and 1 September 2018 have completed a baseline concussion assessment (SCAT 5 as a minimum), the results of which have been made available to one or more of the Club Medics of his Club;
- 5.15.3 consent to the sharing of medical records relating to HIA data with Celtic Rugby and other individuals or entities that might need access to that information in order to enforce these Championship Rules or other terms of the Participation Agreement;
- 5.15.4 consent to the sharing of medical records relating to HIA data for research by World Rugby;
- 5.15.5 acknowledge and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and
- 5.15.6 acknowledge and accept that the Match Day Doctor (if appointed) has the power to remove him from the field of play.

5.16 Each Club must:

- 5.16.1 ensure that each of its Players, Club Medics, Club Managers and Club Coaches complies in full with each of its obligations set out in clauses 5.12 to 5.15, above;
- 5.16.2 at some point between 2 September 2017 and 1 September 2018 have completed a concussion risk stratification on each of the Club's Players, which should consider all potential risk factors that might identify a high risk player for both concussion and slow recovery (and which might consider the following factors: age over 30, age under 18, two or more concussions in the preceding 12 months, history of multiple concussion and whether each subsequent concussion occurred with less force, unusual presentations or prolonged recovery);
- 5.16.3 acknowledge and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions

pursuant to Appendix Ten to these Championship Rules;

- 5.16.4 ensure that all relevant video feed operators who will be working at the Club's home Matches (or any of them) have undertaken suitable training for their role;
- 5.16.5 unless it has received an exemption from World Rugby, use World Rugby's procedures and documents (including the HIA forms available on the World Rugby Player Welfare Website) when HIA is taking place; and
- 5.16.6 where it is the home Club for a Match:
 - (a) when requested to do so by Celtic Rugby appoint a Match Day Doctor for the Match who has completed World Rugby's 'concussion management for elite level match day medical staff' and 'medical protocols for match date medical staff' education modules (available on the World Rugby Player Welfare Website), and World Rugby's 'level 2 immediate care in rugby' (or equivalent) face-to-face course;
 - (b) cooperate with Celtic Rugby to provide, during the Match, access for each Club and the Match Day Doctor (if appointed) to live video footage of the Match in accordance with Celtic Rugby's directions; and
 - (c) cooperate with Celtic Rugby to fulfil (at the Match venues) all requests of the HIA replay services provider(s) such as, among other things, operational desk space at the designated medical and citing positions, sufficient space to locate technical equipment within the Match venue (i.e. a parking position and a minimum indoor space pursuant to the service provider's instructions), sufficient security and storage as to reasonably prevent theft or damage to equipment, access to a stable internet connection and access (free of charge) to a reliable power supply at various locations within the venue.

I. Anti-corruption

- 5.17 Prior to participating in the Championship each Player must have completed World Rugby's online integrity module, available on the World Rugby Website.

J. Minors

- 5.18 Clubs and Players must ensure that at all relevant times they comply with any applicable regulations in respect of age grade players playing in Matches in the Championship.

K. Minimum Medical Standards

- 5.19 All Clubs and Persons must comply at all relevant times with the minimum medical standards set out at Appendix Twelve and will be subject to sanctions as set out therein.

6. Playing squads

6.1 Championship squads:

- 6.1.1 The provisions of this clause 6.1 set out the procedure to be followed by a

Club in order to register Players with Celtic Rugby for participation in the Championship. Only those Players who are properly registered under this clause 6.1 and who satisfy the relevant eligibility criteria set out in clause 7, below, may play for a Club in the Championship.

First Registration Date registration

- 6.1.2 Each Club must have registered a squad of up to 38 Players to compete on its behalf in the Championship by:
- (a) submitting to Celtic Rugby on or before noon (UK time) on the First Registration Date all relevant details of the Players on an accurately and comprehensively completed Squad Registration Form; and
 - (b) sending to Celtic Rugby by post, fax or email, so that they are received before noon (UK time) on the First Registration Date, a signed and completed Acknowledgement and Agreement Form for each Player.
- 6.1.3 At least ten of the Players registered by the Club pursuant to clause 6.1.2, above, must be capable of playing in front row forward positions and must be suitably trained and experienced for that role (a Player with such competence, training and experience is hereby referred to as a "**Front Row Player**").

Registration of additional Players

- 6.1.4 Subject to clauses 6.1.5 and 6.1.6, below, each Club may register additional Players to replace Players previously registered by the Club pursuant to clause 6.1.2, above, or this clause, and to compete on the Club's behalf in the Championship by (a) submitting to Celtic Rugby, so that they are received no later than 48 hours before the scheduled kick-off of the first Match in which the Club proposes the relevant additional Player will participate, all relevant details of the additional Player(s) and the replaced Player(s) on an accurately and comprehensively completed Squad Registration Form, and (b) by the same deadline, procuring that each additional Player completes and signs an Acknowledgement and Agreement Form (which form the Club must provide to Celtic Rugby on request).
- 6.1.5 For the avoidance of doubt:
- (a) a Player who has been replaced pursuant to clause 6.1.4, above, may re-join a Club's Championship squad pursuant to clause 6.1.4, above; and
 - (b) at all times a Club's registered Championship squad can number no more than 38 Players.
- 6.1.6 Additional Players may not be registered after 18 March 2019, save that any Player who turns 18 years of age after that date may be registered provided that the Club's registered Championship squad at the date of his registration numbers no more than 37 Players.

Permit Player registration

- 6.1.7 In addition to Players registered as part of a Club's Championship squad pursuant to clauses 6.1.2 and/or 6.1.4, above, each Club may also register

Permit Players to compete on the Club's behalf in the Championship as follows:

- (a) a Club must seek a permit for each Match for which a Permit Player is to be included in the Match squad pursuant to clause 6.1.7(b), below. Permits shall be granted by Celtic Rugby in its absolute discretion and will be granted only in exceptional circumstances (which might include international call-ups and/or injuries to Players registered as part of a Club's Championship squad pursuant to clauses 6.1.2 and 6.1.4, above);
- (b) requests for permits must be made in writing and must include and/or be accompanied by all necessary details of the Permit Player (including those set out in the form in Appendix Eight) and evidence in support, including an explanation as to why a permit is required and (where relevant) medical reports, along with confirmation that the Permit Player has completed and signed an Acknowledgement and Agreement Form (which form the Club must provide to Celtic Rugby on request); save in exceptional circumstances, such requests must be lodged by the relevant Club with the Tournament Director before noon (UK time) on the day immediately prior to the Match in which the Club proposes the Permit Player will participate;
- (c) in respect of European Clubs, Permit Players must:
 - i. be registered with a club that is not participating in the Championship but that is within the same Union as the Club; and
 - ii. be European Players;
- (d) in respect of South African Clubs, Permit Players must:
 - i. be registered with a club that is not participating in the Championship but that is within or affiliated to one of the provincial unions within South Africa;
 - ii. be South African Players; and
 - iii. not (in the period from 30 August 2018 until the date of their purported registration as Permit Players) have played (i.e. been named in the official team sheet or equivalent and/or actually played in a competitive match) for any of the South African Super Rugby franchises (i.e. the Bulls, Lions, Sharks or Stormers); and
- (e) a Permit Player must not have played for another Club in the Championship, within the meaning set out in clause 7.2.4, below.

6.1.8 In respect of all registrations made pursuant to clauses 6.1.2, 6.1.4 and/or 6.1.7, above:

- (a) all details submitted and documents sent to Celtic Rugby in respect of any Player must be accurate and complete;
- (b) time is of the essence, such that any failure or refusal by a Club or

Player to meet the precise deadlines will mean that the relevant provisions have not been complied with and the Player will not be registered;

- (c) each Club must at all relevant times have in its registered Championship squad no fewer than ten Front Row Players (and any attempt to register Players, additional Players or Permit Players, or any cancellation of Players' registrations, that would result in a Club having fewer than ten Front Row Players in its registered Championship squad will be invalid); and
- (d) subject to clause 6.1.8(c), above, no Player may be registered in the Championship squad of more than one Club at any one time, and in the event that a Club registers in its Championship squad a Player who is at that time registered in the Championship squad of another Club, that Player's registration with that other Club will be automatically cancelled at the time of the 'new' Club's registration of the Player.

6.1.9 Celtic Rugby reserves the right at any point to demand further information and/or copies (or originals) of any or all documents relating to the registration and/or eligibility of any Players, including evidence of a Player's Union Clearance Confirmation and Union Registration Confirmation, and Celtic Rugby may specify the timeframe within which such information/documents must be produced (which might be very short). Each Club, its Staff and its Players shall comply promptly with all demands made by representatives of Celtic Rugby for assistance, information, clarification, documents and/or evidence in relation to a Player's registration and/or eligibility (aside from other consequences, adverse inferences may be drawn as a result of any failure or refusal to do so, and it will not be a valid excuse for a Club or any of its Persons to rely on any privilege against self-incrimination; any such privilege is deemed to have been waived by the Club and its Persons).

6.1.10 At any time, including where there has been a failure and/or refusal on the part of a Club, member of Staff and/or Player to provide assistance, information, clarification, documents and/or evidence in relation to registration and/or eligibility within the timeframe designated by the representatives of Celtic Rugby, Celtic Rugby may:

- (a) bring Misconduct complaint(s) against the Club and/or the Persons involved; and/or
- (b) withdraw and/or suspend a Player's registration and eligibility (and it may determine that a Player was not eligible as from an earlier date, such as the date of his purported registration).

6.1.11 Subject to the foregoing provisions of this clause 6.1, each Club shall nominate its strongest possible squad to compete on its behalf in the Championship.

6.2 Match squads:

- 6.2.1 At least 24 hours prior to the kick-off of each Match, each participating Club must notify the opposing Club in writing of its Match squad of 23 Players from its Championship squad (each with full name, position and shirt number), of which 15 shall be specified to be starting Players and the remainder shall be specified to be potential replacement Players.
- 6.2.2 At least one hour prior to the kick-off, each participating Club must provide to the Match referee, Citing Commissioner, any Broadcast Partner, the opposing Club and all representatives of the media present at the Match, an accurate Official Team Sheet setting out the Club name, venue, date, kick-off time and opposing Club in the fixture and listing a Match squad of 23 Players from its Championship squad (each with full name, position and shirt number), of which 15 shall be specified to be starting Players (with one of those Players identified as the team captain) and the remainder shall be specified to be potential replacement Players. A breach of this obligation by a Club (including failing or refusing to provide an Official Team Sheet, providing an Official Team Sheet late, and providing a defective Official Team Sheet) will entitle the board of Celtic Rugby to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto. Only Players listed on the Official Team Sheet may play in that Match.
- 6.2.3 A minimum of three Front Row Players must be included in each Match squad as replacements, such that at the start of the Match the Club's team can play safely with contested scrums and (a) on the first occasion that a replacement hooker is required, (b) on the first occasion that a replacement tight-head prop forward is required, and (c) on the first occasion that a replacement loose-head prop forward is required (in each case whether due to injury or a Player being Temporarily Suspended or sent off), a replacement can be made and the Club's team can continue to play safely with contested scrums. If a Club does not nominate at least three such Front Row Players and/or does not have at least three such Front Row Players in the Match squad ready to participate in the Match (in accordance with this clause) and, as a result, the referee orders that scrums in the Match be uncontested scrums, Misconduct complaints may be brought against the Club in accordance with the Disciplinary Rules (for the avoidance of doubt, Misconduct complaints may be brought against a Club that does not nominate at least three such Front Row Players and/or does not have at least three such Front Row Players in the Match squad ready to participate in the Match in accordance with this clause, even if that does not result in uncontested scrums). Notwithstanding the other consequences, if a Club does not nominate at least three such Front Row Players in its Match squad as replacements for a given Match, it must reduce the size of its Match squad accordingly, so that (for example) if it nominates only two such Front Row Players as replacements, its Match squad must not number more than 22 Players.
- 6.2.4 In any event, where uncontested scrums are ordered as a result of the departure of a Front Row Player (whether due to injury or his being Temporarily Suspended or sent off, or otherwise) and there is no suitable replacement Front Row Player for any reason, the Club concerned shall not be entitled to replace the Front Row Player whose departure caused the uncontested scrums and the matter shall be referred to the Disciplinary Officer for investigation and/or the bringing of Misconduct complaint(s) in

accordance with the Disciplinary Rules.

6.2.5 Each European Club is permitted a maximum of two Non-European Players in any one Match squad. A "**Non-European Player**" is a Player who is not a European Player. A "**European Player**" is defined as a Player who, at the point that he is included in a Match squad:

- (a) is a national of a Member State of the European Union or the European Economic Area or of a state with which the European Union (or its predecessor, the European Community) has entered into an agreement that includes directly effective provisions conferring equivalent rights of non-discrimination against that state's nationals within the European Union; or
- (b) has completed 36 consecutive months of Residence in the country of the Union which has jurisdiction over his Club; or
- (c) pursuant to World Rugby Regulation 8, is eligible to play for the senior fifteen-a-side National Representative Team, the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team (as those terms are used in those regulations) of a Union.

6.2.6 Each South African Club is permitted to include Non-South African Players in any one Match squad subject to the approval of SA Rugby (Pty) Ltd. A "**Non-South African Player**" is a Player who is not a South African Player. A "**South African Player**" is defined as a Player who, at the point that he is included in a Match squad:

- (a) is a national of South Africa; or
- (b) pursuant to World Rugby Regulation 8, is eligible to play for the senior fifteen-a-side National Representative Team, the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team (as those terms are used in those regulations) of SA Rugby (Pty) Ltd.

6.2.7 In respect only of clauses 6.2.5 and 6.2.6, above, a Union (in agreement with its nominated Clubs) may require its nominated Clubs, in selecting players to participate in the Championship, to satisfy more restrictive criteria than are applied under these Championship Rules as to whether a player is (i) a European Player or a Non-European Player, or (ii) a South African Player or a Non-South African Player, provided that each of the following conditions is satisfied:

- (a) the Union has the legally enforceable right under its rules, constitution or by any other arrangement or agreement (for example, with its nominated Clubs) to apply such criteria;
- (b) such criteria apply only to the Clubs nominated by the Union;
- (c) their application, and the resolution of any issue arising out of their application, are the sole responsibility of the Union;

- (d) such criteria are in conformity with and enforceable under all relevant legal systems; and
 - (e) the Union has agreed to indemnify and hold harmless Celtic Rugby against any costs or losses of any kind whatsoever suffered by Celtic Rugby in connection with the application of such criteria.
- 6.2.8 Subject to the foregoing provisions of this clause 6, as well as player rotation within the Championship squad (exercised in good faith), the reasonable and customary need to rest players, injuries and international call-ups, each Club must field its strongest possible team for each Match in which it competes and its representatives must refrain from making any public comments that suggest (or expressly state) that the Club's strongest possible team was not fielded for any given Match. For the avoidance of doubt, the South African Clubs are not precluded from participating in the Currie Cup, and the Welsh Clubs are not precluded from participating in the Anglo Welsh Cup, in each case in addition to participating in the Championship, but each such Club must at all times prioritise its participation in the Championship.

6.3 Disciplinary ineligibility:

- 6.3.1 Notwithstanding any other provision in these Championship Rules, no Player (or other Person) may participate in the Championship whilst serving a disciplinary suspension imposed under the Disciplinary Rules or by his Club, the Union with jurisdiction over his Club, or any other competent body, whether such suspension has been imposed pursuant to these Championship Rules, the rules of that Club or Union, the rules of any other rugby union competition or organisation, or World Rugby's Regulations.
- 6.3.2 In accordance with World Rugby's Regulations, a Player who has been shown a red card in any non-Championship match and/or who is the subject of a citing complaint (made by a citing commissioner) arising out of a non-Championship match and who has not yet had his case heard by his Union or other relevant disciplinary body shall not be eligible to participate in any Match.

7. Player eligibility

- 7.1 In order for a Player to be eligible to play for a Club in a given Match in the Championship, the relevant criteria set out in clause 7.2, below, must be satisfied with respect to that Player:
- 7.2 For Players registered pursuant to clauses 6.1.2, 6.1.4 or 6.1.7, above:
- 7.2.1 the Player must have been properly registered pursuant to clauses 6.1.2, 6.1.4 or 6.1.7, above;
 - 7.2.2 if the Player is an Incoming Player, the Club must have received, before registering the Player pursuant to clauses 6.1.2, 6.1.4 or 6.1.7, above, Union Clearance Confirmation;
 - 7.2.3 the Club must have received, before registering the Player pursuant to clauses 6.1.2, 6.1.4 or 6.1.7, above, Union Registration Confirmation; and
 - 7.2.4 if the Player is a Permit Player, he must not have played for another Club in

the Championship (for the purposes of this clause, a Player will be deemed to have played for another Club if he has been named in the Official Team Sheet, such as that provided for in clause 6.2.2, above, or the equivalent, for any Match).

Appendix One

Definitions

Acknowledgement and Agreement Form means the forms attached as Appendix One to the Participation Agreement.

Appeal Committee has the meaning given to that term in the Disciplinary Rules.

Broadcast Partner has the meaning given to that term in the Commercial Rules.

Capacity has the meaning given to that term in the Commercial Rules.

Celtic Rugby means Celtic Rugby Designated Activity Company.

Championship means the Guinness PRO14 2018/19.

Citing Commissioner has the meaning given to that term in the Disciplinary Rules.

Citing Commissioner Warning has the meaning given to that term in the Disciplinary Rules.

Club means any rugby union body or entity (including, without limitation, a club, province or regional team) participating in the Championship.

Club Captain means the Player selected to act as the Club captain for the duration of the Championship, as identified by the Club in the Squad Registration Form at Appendix Six to these Championship Rules.

Club Coach means each member of the Club's coaching team who has (or is likely to have at any time during the Championship) any involvement with the Club's participation in the Championship. This includes, without limitation, all directors of rugby and head coaches, and all other coaches (whether forwards, backs, kicking, tactical, attack, defence, strength and conditioning or otherwise) who are engaged (whether or not by way of a written contract) by the Club.

Club Manager means each member of the Club's management team who has (or is likely to have at any time during the Championship) any direct involvement with the Club's participation in the Championship. This includes, without limitation, all team managers, assistant team managers or similar who are engaged (whether or not by way of a written contract) by the Club.

Club Medic means each member of the Club's medical team who has (or is likely to have at any time during the Championship) any involvement with the Club's participation in the Championship. This includes, without limitation, all doctors, physiotherapists, osteopaths, match day doctors, masseurs and similar who are engaged (whether or not by way of a written contract) by the Club.

CMO means Chief Medical Officer.

Coach Feedback On Referees Form means the referee feedback form, as amended from time to time, a copy of which is reproduced at Appendix Nine.

Commercial Partner means any party designated by Celtic Rugby as a licensee of any Reserved Rights.

Commercial Rules means the 2018/19 Commercial Rules, a copy of which is attached as Schedule Two to the Participation Agreement.

Conference A: a group of seven Clubs playing one another (and others) in the League Stage.

Conference B: a group of seven Clubs playing one another (and others) in the League Stage.

Disciplinary Committee has the meaning given to that term in the Disciplinary Rules.

Disciplinary Officer means the person appointed by Celtic Rugby to act on its behalf in matters arising under the Disciplinary Rules.

Disciplinary Rules means the 2018/19 Disciplinary Rules, a copy of which is attached as Schedule Four to the Participation Agreement.

European Clubs means the Irish, Italian, Scottish and Welsh Clubs.

European Player has the meaning given to that term in clause 6.2.5 of these Championship Rules.

Final Match means the final match of the Championship, as described in clause 2.3.5 of these Championship Rules.

Final Series Match means a Match played during the Final Series Stage.

Final Series Stage means the Play-Off Qualifier Matches, the semi-final Matches and the Final Match of the Championship.

First Registration Date means Thursday, 30 August 2018.

Front Row Player has the meaning given to that term in clause 6.1.3 of these Championship Rules.

GPS means global positioning system.

HIA has the meaning given to that term in clause 5.11 of these Championship Rules.

HIA Incident has the meaning given to that term in Appendix Ten of these Championship Rules.

HIA Review Panel means the group of individuals appointed by Celtic Rugby to perform the functions set out in Appendix Ten of these Championship Rules. It will ordinarily include the respective CMOs from the four Unions whose Clubs are not involved in the relevant HIA Incident (so, for example, if an HIA Incident involves a Player from Scarlets, the HIA Review Panel will ordinarily include the CMOs from the FIR, IRFU, SARU and SRU).

HIA Review Process has the meaning given to that term in Appendix Ten of these Championship Rules.

HIA Review Processor means the CMO of the Union whose Club is involved in the relevant HIA Incident who will review HIA Incidents referred to him/her by World Rugby.

HRM has the meaning given to that term in clause 5.10 of these Championship Rules.

Incoming Player means a Player who, immediately prior to joining the relevant Club, was playing within the jurisdiction of a World Rugby member union other than the Union within whose jurisdiction the Club falls.

Irish Clubs means the Clubs participating in the Championship from the Irish Rugby Football Union, namely Munster, Connacht, Leinster and Ulster.

Italian Clubs means the Clubs participating in the Championship from the Federazione Italiana Rugby, namely Zebre Rugby Club and Benetton Rugby.

Laws of the Game means World Rugby's Laws of the Game of Rugby Union, as amended from time to time.

League Match means a Match played during the League Stage.

League Points has the meaning given to that term in clause 2.2.3 of these Championship Rules.

League Stage means the Matches played prior to the Play-Off Qualifier Matches of the Championship.

Match means a match forming part of the Championship.

Match Day Doctor means a qualified and practising medical doctor who has sufficient skills and experience to perform this role, as appointed pursuant to these Championship Rules or otherwise.

Match Director means the person designated by Celtic Rugby to perform that role.

Media Rules means the 2018/19 Media Rules, a copy of which is attached as Schedule Three to the Participation Agreement.

Misconduct has the meaning given to that term in the Disciplinary Rules.

Non-European Player has the meaning given to that term in clause 6.2.5 of these Championship Rules.

Non-South African Player has the meaning given to that term in clause 6.2.6 of these Championship Rules.

Official Ball means the official match ball for the Championship, as notified by Celtic Rugby from time to time (currently supplied and manufactured by Gilbert), which (for the avoidance of doubt) may bear commercial branding as arranged by Celtic Rugby at its discretion.

Official Team Sheet means the form attached as Appendix Two to the Media Rules, as amended from time to time.

Participation Agreement means the 2018/19 Participation Agreement, of which these Championship Rules form a part, which sets out the terms and conditions of participation in the Championship.

Permit Player means a Player registered pursuant to clause 6.1.7 of these Championship Rules.

Person means a Player, or a member, director, official, officer, member of Staff, employee, contractor, agent or representative of a Club or any other person involved in the Championship in any way on behalf of a Club.

Player means any person who is named in a Club's Championship squad.

Playing Area means the area between the goal-lines and the touch-lines in addition to the in-goal areas. The touch-lines, touch-in goal lines and dead ball lines are not part of the Playing Area.

Playing Enclosure means the Playing Area and the space around it, not less than five metres where practicable.

POQ1 means the first Play-Off Qualifier Match as defined in clause 2.3.3 of these Championship Rules.

POQ2 means the second Play-Off Qualifier Match as defined in clause 2.3.3 of these Championship Rules.

Play-Off Qualifier Matches means the Matches that take place between the League Stage and the semi-final Matches, as set out in clause 2.3.3 of these Championship Rules.

Referee Manager means the person appointed by Celtic Rugby to perform that role from time to time.

Replacement Form means the form attached at Appendix Five, as amended from time to time.

Reserved Rights has the meaning given to that term in the Commercial Rules.

Residence has the meaning given to that term in World Rugby's Regulations.

Scottish Clubs means the Clubs participating in the Championship from the Scottish Rugby Union, namely Glasgow Warriors and Edinburgh.

South African Clubs means the two Clubs participating in the Championship that were nominated by SA Rugby (Pty) Ltd, namely the Toyota Cheetahs and the Southern Kings.

South African Player has the meaning given to that term in clause 6.2.6 of these Championship Rules.

Squad Registration Form means the form attached as Appendix Six, as amended from time to time.

Staff means all employees of and volunteers to a Club, including (but not limited to) officials, administrators, team managers, coaches, doctors, fitness advisers, physiotherapists and groundsmen.

Technical Zone Manager means the person appointed by a Club to perform the duties, and comply with the obligations, set out in clause 4.11 of, and Appendices Five and Seven to, these Championship Rules.

Temporarily Suspended has the meaning given to that term in the Disciplinary Rules.

Tournament Director means the person appointed by Celtic Rugby to perform that role.

Union means any one of the Federazione Italiana Rugby, the Irish Rugby Football Union, the Scottish Rugby Union plc, the Welsh Rugby Union Limited and SA Rugby (Pty) Ltd; and “**Unions**” means more than one of them.

Union Clearance Confirmation means written confirmation from the Union within whose jurisdiction the relevant Club falls that the relevant Player has been cleared to play under Regulation 4.6 of World Rugby’s Regulations.

Union Referee Managers means the individuals appointed by their respective Unions to perform that role from time to time.

Union Registration Confirmation means written confirmation from the Union within whose jurisdiction the relevant Club falls that the relevant Player has been fully and properly registered with that Club according to the Union’s registration regulations.

Welsh Clubs means the Clubs participating in the Championship from the Welsh Rugby Union, namely Ospreys, Cardiff Blues, Scarlets and Dragons.

World Rugby means World Rugby, the international governing body of rugby union.

World Rugby Head Injury Assessment Protocol means the protocol of that name implemented by World Rugby in or around September 2017, as amended from time to time, available on the World Rugby Player Welfare Website and/or the World Rugby Website.

World Rugby Player Welfare Website means <http://playerwelfare.worldrugby.org/> or as otherwise indicated from time to time.

World Rugby Regulations means the World Rugby Regulations Relating to the Game, as amended from time to time.

World Rugby Website means www.worldrugby.org or as otherwise indicated from time to time.

Appendix Two

Extra time protocol

If the score is tied at the end of a Final Series Match, then extra time will be played, consisting of two periods, each of ten minutes plus any stoppage time in each period.

At the final whistle signalling the end of normal time in the Match, there will be a five-minute break. Neither the teams nor the Match officials may leave the Playing Enclosure during this break, save for exceptional reasons. The coaching/management/medical staff of each Club shall be permitted onto the Playing Area during this break to bring water, nourishment and treatment to their Players, but they must leave the Playing Area before the end of the break.

After the five-minute break, the teams will swap ends and the Club that kicked off the first half of the Match will kick off the first period of extra time. After ten minutes the referee will stop the Match and the teams will swap ends again while there is a break of one minute. Neither the teams nor the Match officials may leave the Playing Enclosure during this break, save for exceptional reasons. The coaching/management/medical staff of each Club shall be permitted onto the Playing Area during the break to bring water, nourishment and treatment to their Players, but they must leave the Playing Area before the end of the break.

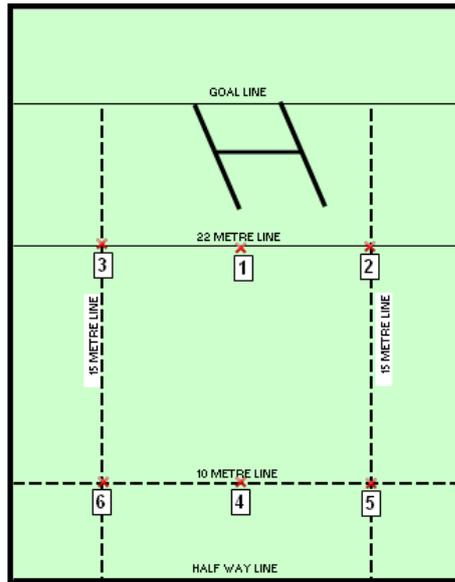
After the one-minute break, the Club that kicked off the second half of the Match will kick off the second period of extra time. After ten minutes the referee will stop the Match. If at that point there is no winner of the Match according to the criteria set out in the Championship Rules, then the referee will conduct a place-kick competition to determine the winner.

Appendix Three

Place-kick competition

If at the end of a Final Series Match, after extra time has been played, the scores remain equal and the number of tries scored in the Match (including extra time) is equal, then the referee will conduct a place-kick competition to determine the winner of the Match, according to the following procedures:

- 1 All Players and Match officials will remain on the Playing Area. The referee will call the captains of the two teams together and will conduct two coin tosses. The first toss of the coin will decide which team selects the end at which all place-kicks must be taken; the second toss of the coin will decide which team selects whether it wishes to kick first or second in sequence. For the avoidance of doubt, it may be that the same team wins both tosses, in which case it may select the end at which all place-kicks must be taken and whether it wishes to kick first or second in sequence. For the purposes of this Appendix Three, the team selected to kick first will be referred to as “Team A” and the team that kicks second will be referred to as “Team B”.
- 2 Each team must nominate three Players to take part in the competition. For the purposes of this Appendix Three, each Player will be allocated a number: 1, 2 or 3, and will be referred to throughout the place-kick competition as “Kicker 1”, “Kicker 2” or “Kicker 3”, respectively. Only Players on the Playing Area at the final whistle of extra time may be nominated. No replaced Players or Players who have been shown a red card may take part at any time. Any Player who has been Temporarily Suspended and who remains in the ‘sin bin’ at the time of the final whistle of extra time may not take part in the place-kick competition. The order in which the nominated Players will kick is determined in accordance with paragraphs 5 to 10, below.
- 3 The Match officials and the six nominated Players (three from each team) will assemble on the halfway line. Coaching/management/medical staff and Players not nominated must gather and remain in their respective Club’s technical zone. No one other than the Match officials and the participating Players is allowed in the part of the Playing Area being used for the competition (including around the Playing Area, behind the posts, etc).
- 4 The three Players from each team will kick in the order and from the positions set out in paragraphs 5 to 10, and the diagram, below.



- 5 The referee starts the competition by calling Kicker 1 from Team A first to take his kick from position 1. Once Kicker 1 from Team A has taken his kick, the referee calls Kicker 1 from Team B to take his kick from position 1.
- 6 The referee then calls Kicker 2 from Team A to take his kick from position 2. Once Kicker 2 from Team A has taken his kick, the referee calls Kicker 2 from Team B to take his kick from position 2.
- 7 The referee then calls Kicker 3 from Team A to take his kick from position 3. Once Kicker 3 from Team A has taken his kick, the referee calls Kicker 3 from Team B to take his kick from position 3.
- 8 The referee then calls Kicker 1 from Team A to take his kick from position 4. Once Kicker 1 from Team A has taken his kick, the referee calls Kicker 1 from Team B to take his kick from position 4.
- 9 The referee then calls Kicker 2 from Team A to take his kick from position 5. Once Kicker 2 from Team A has taken his kick, the referee calls Kicker 2 from Team B to take his kick from position 5.
- 10 The referee then calls Kicker 3 from Team A to take his kick from position 6. Once Kicker 3 from Team A has taken his kick, the referee calls Kicker 3 from Team B to take his kick from position 6.
- 11 After each of the three nominated Players from each team has taken his two kicks, the referee will declare the winning team based on the number of successful kicks. If there is an equal number of successful kicks, the competition continues on a 'sudden death' basis. All kicks will take place from position 4 and will take place in the following order:
 - Kicker 1 from Team A and then Kicker 1 from Team B;
 - Kicker 2 from Team A and then Kicker 2 from Team B; and
 - Kicker 3 from Team A and then Kicker 3 from Team B.

- 12 The competition will continue two kicks at a time (one from each team in the order set out at paragraph 11, above) until one Player succeeds with a kick and the Player from the other team taking the corresponding kick misses it. Once that happens, the team of the Player who succeeded with the kick will be declared the winner.
- 13 Throughout the place-kick competition:
- 13.1 Once a Player has positioned the ball on the kicking tee, he must take the kick within one minute. Should he take longer, the referee shall declare the kick unsuccessful.
 - 13.2 After each kick, the referee records the number of the Player and whether or not the attempt was successful.
 - 13.3 Whether or not the kick is successful in each case 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.
 - 13.4 If a Player selected to be a kicker becomes injured, he may be replaced but only by a Player who was on the Playing Area at the final whistle of extra time in accordance with paragraph 2, above (and, for the avoidance of doubt, the replacement kicker must take the number of the kicker he is replacing, so that for example if Kicker 1 becomes injured and is replaced, the replacement becomes Kicker 1).
 - 13.5 Subject to paragraph 13.4, above, the kickers may not change numbers (so that, for example, Kicker 1 cannot swap with Kicker 2).

Appendix Four

Fixture list

Date (weekend of)	Fixture
Saturday, 1 September, 2018	Round 1
Saturday, 8 September, 2018	Round 2
Saturday, 15 September, 2018	Round 3
Saturday, 22 September, 2018	Round 4
Saturday, 29 September, 2018	Round 5
Saturday, 6 October, 2018	Round 6
Saturday, 27 October, 2018	Round 7
Saturday, 3 November, 2018	Round 8
Saturday, 24 November, 2018	Round 9
Saturday, 1 December, 2018	Round 10
Saturday, 22 December, 2018	Round 11
Saturday, 29 December, 2018	Round 12
Saturday, 5 January, 2019	Round 13
Saturday, 26 January, 2019	Round 14
Saturday, 16 February, 2019	Round 15
Saturday, 23 February, 2019	Round 16
Saturday, 2 March, 2019	Round 17
Saturday, 23 March, 2019	Round 18
Saturday, 6 April, 2019	Round 19
Saturday, 13 April, 2019	Round 20
Saturday, 27 April, 2019	Round 21
Saturday, 4 May, 2019	Play-Off Qualifier Matches
Saturday, 18 May, 2019	Semi-final Matches
Saturday, 25 May, 2019	Final Match

Appendix Five

Replacement protocol

- 1 Each Club's Technical Zone Manager is responsible for the Club's replacements during a Match, as well as the Club's compliance with the technical zone protocol at Appendix Seven to these Championship Rules. The Technical Zone Manager must ordinarily be located in the Club's technical zone throughout the Match.
- 2 When a Club decides to replace a Player on the Playing Enclosure, the Club's Technical Zone Manager must fill in the appropriate details on the replacement card and sign it. The respective names and numbers of the Player leaving the Playing Area and the Player replacing him must be written in the appropriate box on the replacement card by the Technical Zone Manager, along with whether it is a replacement for tactical reasons or a replacement due to a Player's injury.

When a Player leaves the field of play for a bleeding/open wound, the Technical Zone Manager must tick the blood box and enter in the appropriate box the respective numbers of the leaving Player and the replacement Player. This process must be repeated when the first Player returns to the field of play.

When a Player leaves the field temporarily for an assessment under the HIA procedures, the Technical Zone Manager must tick the "HIA" box and enter in the appropriate box the respective numbers of the leaving Player and the replacement Player. This process must be repeated when the first Player returns to the field of play (as appropriate). If a Player leaves the field permanently, for example due to concussion or suspected concussion, pursuant to World Rugby Regulation 10, the Technical Zone Manager must tick the "concussion" box.

The 'sin bin' box must be ticked by the Technical Zone Manager when a Front Row Player has been 'sin-binned' and another Front Row Player has to enter the Playing Area in order to ensure uncontested scrums do not occur. The respective numbers of the Player leaving the Playing Area and the replacement Front Row Player must be written in the appropriate box on the replacement card by the Technical Zone Manager.

The card does not represent a valid request until it is signed by the Technical Zone Manager.

- 3 The card is then handed by the Technical Zone Manager to the fourth official, who will check the details and then proceed with the replacement.
- 4 The fourth (or fifth or sixth) official will add the details to his Replacement Form (attached hereto), to be completed and signed by the fourth official and given to the referee at the end of the Match.
- 5 Once the card has been passed to the fourth official, a replacement is effective only when the Match referee has clearly signalled for the Player to be replaced. The Technical Zone Manager may amend details on the card given to the fourth official at any time before the replacement takes place but

any such amendments to the card must be authorised by signature by the Technical Zone Manager.

- 6 Once the Match referee has clearly signalled for the Player to be replaced, the fourth official will escort the replacement Player to the touch-line at the halfway line and, subject to the following provision, that Player may enter the Playing Area only after the Player leaving the Playing Area has crossed the touch-line and is off the Playing Area, and the fourth official has signalled for the replacement Player to enter the Playing Area. A replacement Player may be allowed to enter the Playing Area before the Player leaving the Playing Area crosses the touch-line if the Player leaving the Playing Area is injured to such an extent that it necessitates him being escorted from the Playing Area by medical personnel. In such a case, the fourth official will signal to the replacement Player when he is permitted to enter the Playing Area.
- 7 Celtic Rugby will supply each Club with a number of different coloured replacement cards, to be used throughout the Championship.

Appendix Six
Squad Registration Form

Club: _____

No	First name Surname	Preferred name	Position	Height	Weight	Date of birth	Union Clearance Confirmation?	Union Registration Confirmation?	European Player/Non- European Player?	South African Player/Non- South African Player?	Acknowledgement and Agreement Form signed?	Honours	Front Row Player	Club Captain
1	Example: John Smith	Jonny	Hooker	1.5m/4'11"	60Kg/9 st 6 lb	25/09/1981	N/A	Yes	EP	N/A	Yes	France	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2														

Form submitted for and on behalf of the Club by the following duly authorised representative of the Club:

Name:
Position:
Date:

* * *

Instructions for completion

Insert the full name of the Player and provide details of his preferred name, position, height, weight and date of birth in the relevant columns.

For Incoming Players (i.e. players who, immediately prior to joining the Club, were playing within the jurisdiction of a World Rugby member union other than the union within whose jurisdiction the Club falls), confirm that the Club has received Union Clearance

Confirmation by inserting “Yes” in the relevant column. If the player is not an Incoming Player, insert “N/A” in the relevant column.
Confirm that the Club has received Union Registration Confirmation by inserting “Yes” in the relevant column.

Identify your players as either European Players (“EP”), Non-European Players (“Non-EP”) or N/A in the relevant column.

Identify your players as either South African Players (“SAP”) or Non-South African Players (“Non-SAP”) in the relevant column.

Confirm that the Player has completed and signed an Acknowledgement and Agreement Form.

Select at least ten Front Row Players by checking the tick box in the relevant players’ details. Select one of your squad as your Club Captain.

Appendix Seven

Technical zone protocol

1. Location and dimensions

- 1.1 Two technical zones (one for each Club) must be provided within the Playing Enclosure, on the same side of the Playing Area, one on either side of the half-way line and outside the Playing Area.
- 1.2 The technical zones must be marked on the ground and, in each case, the line nearest the touch-line must be parallel to the touch-line.
- 1.3 Save where otherwise designated by Celtic Rugby, each of the technical zones must commence a minimum of five metres from the half-way line, must not exceed ten metres in length and three metres in width, and where practically possible, must not be less than two metres from the touch-line and must be behind the perimeter advertising boards, with easy access to the Playing Area (see diagram, below).

2. Personnel and conduct permitted in the technical zones

- 2.1 The following persons may be present in each Club's technical zone during a Match:
 - (a) one certified and practising medical doctor;
 - (b) subject to clause 3, below, up to two other medically-trained personnel (certified and practising medical doctors or physiotherapists only);
 - (c) subject to clause 4, below, up to two water carriers; and
 - (d) the Technical Zone Manager (who will be responsible for the Club's compliance with this technical zone protocol during the Match).
- 2.2 All personnel permitted to be present in the technical zones pursuant to clause 2.1, above, must wear armbands and/or bibs, as supplied by Celtic Rugby, at all times during the Match.
- 2.3 Subject to Appendix Three to these Championship Rules (which requires coaching/management/medical staff and Players to gather and remain in their respective technical zones during a place-kick competition), aside from those persons referred to in clause 2.1, above, no other person (including Club officials, coaching/management/medical staff and Players) may be present in the technical zones during a Match. And under no circumstances may any of the persons present in the technical zone pursuant to clause 2.1, above, be a Player serving a suspension imposed under the Disciplinary Rules.
- 2.4 Without prejudice to clause 4.13 of the Championship Rules and the generality of the Disciplinary Rules, all persons present in the technical zone (a) must conduct themselves at all times in an orderly fashion in accordance with the highest standards of disciplined and sporting behaviour; and (b) must not obstruct, interfere with or (subject to when the Technical Zone Manager is complying with Appendix Five to these Championship Rules) direct any comments towards Match officials.

3. Medical personnel

- 3.1 Of the two medically-trained personnel referred to in clause 2.1(b), above, one may be positioned on the far side of the Playing Area on the touch-line opposite the technical zones, and the other may be positioned on the near side of the Playing Area on the touch-line adjacent to the technical zones, but the two may not be together on one touch-line. These medical personnel must, where practically possible, stay behind the perimeter advertising and/or LED boards. They may move up and down the touch-lines, keeping up with play, but must at all times pay due regard to the respective needs and rights of Players, Match officials, spectators, Broadcast Partners and Commercial Partners.
- 3.2 In the case of injury to a Player in the Playing Area, the certified medical doctor referred to in clause 2.1(a), above, and/or the medically-trained personnel referred to in clause 2.1(b), above, and/or the Match Day Doctor may enter the Playing Area in accordance with the Laws of the Game.

4. Water carriers

- 4.1 Subject to clause 4.4, below, the water carriers referred to in clause 2.1(c), above, must remain in their respective technical zones at all times unless they enter the Playing Area to provide water, which they may do only during stoppages in play in the case of injury to a Player in the Playing Area. For the avoidance of doubt, the water carriers are not permitted in the Playing Area during penalty kicks at goal.
- 4.2 At all times, Players may come to the touch-line adjacent to the technical zones to receive water.
- 4.3 Under no circumstances may water bottles or other containers be thrown onto the Playing Area.
- 4.4 One of the water carriers may enter the Playing Area to provide a kicking tee or sand to a kicker preparing to take a penalty kick at goal or conversion (i.e. once one of the Club's Players has (a) indicated that he intends to kick at goal after a penalty has been awarded, or (b) scored a try).
- 4.5 Neither of the water carriers referred to in clause 2.1(c), above, may be the Club's head coach.

5. Administration and enforcement of the technical zone protocol

- 5.1 During a Match, the fourth official will administer and enforce this technical zone protocol on behalf of the Match referee. If there is a breach of this technical zone protocol, the fourth official will report the matter to the Match referee, who may caution any person responsible for such a breach (which can include, for the avoidance of doubt, a member of a Club's coaching/management/medical staff) or, at his discretion, expel that person from the technical zone and the Playing Enclosure.
- 5.2 Without prejudice to any action taken by the Match officials pursuant to clause 5.1, above, any breach of this technical zone protocol (including those resulting in expulsions from the technical zone and the Playing Enclosure)

may be reported to the Disciplinary Officer, who may investigate the matter and/or bring a Misconduct complaint pursuant to the Disciplinary Rules.

6. Personnel outside the technical zones and the Playing Enclosure

6.1 Subject to clause 3, above, and save where (a) replacements enter the Playing Area pursuant to the replacement protocol at Appendix Five to these Championship Rules or warm up pursuant to clause 6.2 below and/or (b) the Club's coaching staff enter the Playing Area at the half time interval to attend to the Club's Players, each Club's replacements and coaching/management/medical staff must be located outside the Playing Enclosure throughout the Match.

6.2 If replacements wish to warm up, they may do so either (a) in a designated warm-up area outside the Playing Area (where they may use balls, hit-shields and/or any other rugby equipment), or (b) in the opposition Club's in-goal area (where they may use balls and hit-shields only, which must be removed from the in-goal area immediately following the warm-up).

7. Players Temporarily Suspended

7.1 When a Player is Temporarily Suspended, subject to clause 7.3, below, that Player must remain in the 'sin bin' area (as designated pursuant to clause 4.8.2 of the Championship Rules) for the duration of the Temporary Suspension.

7.2 A Temporarily Suspended Player may be given water and warm clothing while in the 'sin bin' area. If half-time occurs during the Temporary Suspension period, the Player may go to his Club's dressing room but must return directly to the designated 'sin bin' area for the remaining period of his Temporary Suspension when the second half begins.

7.3 A one-minute warm-up period is permitted prior to the Temporarily Suspended Player returning to the Playing Area, in which the Player may leave the 'sin bin' area.



Appendix Eight

Permit Player Request Form

Club: _____

Match: _____ Date: _____

Full name of player	Date of birth	Position	Registered club	Union Clearance Confirmation (for Incoming Players)?	Union Registration Confirmation?	European Player?	South African Player?	Acknowledgement and Agreement Form completed and signed?	Reason for request

Club manager: _____ Date: _____

THIS FORM MUST BE COMPLETED AND, SAVE IN EXCEPTIONAL CIRCUMSTANCES, SENT TO THE CHAMPIONSHIP DIRECTOR AT David.Jordan@pro14rugby.org BEFORE NOON (UK time) ON THE DAY IMMEDIATELY PRIOR TO THE MATCH IN WHICH THE PLAYER(S) WILL PARTICIPATE

Appendix Nine

Coach Feedback On Referees Form

After each Match a coach of each participating Club may complete a copy of this form and send it direct to the independent match officials commissioner. The independent match officials commissioner will send a copy of the completed form to (and if appropriate discuss it with) the referee officer from the union to which the relevant referee is affiliated. Where appropriate, the independent match officials commissioner and/or the relevant referee officer shall respond to the relevant coach by returning the completed form and adding comments in the 'Officials' response' section.

REFEREE:

MATCH:

DATE:

1. Query / timing	Issues/comments/decisions
Officials' response	
2. Query / timing	
Officials' response	
3. Query / timing	
Officials' response	
4. Query / timing	
Officials' response	

Coach signature: _____ Date: _____

This form should be sent to the independent match officials commissioner on greg.garner@pro14rugby.org

Appendix Ten

HIA Review Process

1. An HIA Review Process will operate in the Championship, as set out below. The HIA Review Process establishes the procedure by which any incident that takes place in (or is related to) a Match, is connected with HIA and/or concussion and/or related matters and is referred by World Rugby to the HIA Review Processor or by Celtic Rugby to the HIA Review Panel (**HIA Incident**) may be reviewed. For the avoidance of doubt, neither this HIA Review Process nor any action taken pursuant to this HIA Review Process precludes the Disciplinary Officer from investigating any such incident and/or bringing disciplinary proceedings in respect of any such incident, or taking any other action he/she considers appropriate pursuant to the Championship Rules.

Initial review by the HIA Review Processor

2. World Rugby will upload to an athlete management system footage of HIA Incidents that World Rugby considers the HIA Review Processor should review. The relevant HIA Review Processor will review all relevant HIA Incidents uploaded by World Rugby to the athlete management system. The procedure by which such review is carried out is intended to be flexible and will be at the discretion of the HIA Review Processor, where appropriate under direction or guidance from Celtic Rugby. It is anticipated that the HIA Review Processor's review will include (at least) review of the video footage of the relevant HIA Incident. The HIA Review Processor may (with Celtic Rugby's advance approval) refer any video footage to World Rugby's independent video interpretation expert group and/or World Rugby's CMO in order to obtain their respective opinions on what the footage shows.
3. The HIA Review Processor may request from any Club or Person documents, video footage, statements, answers to questions (whether by correspondence or in a meeting, at the discretion of the HIA Review Processor) and/or other materials to assist the HIA Review Processor with its review. All Clubs and Persons must comply in full with such requests, and must facilitate compliance by others (for example, if requested to do so by the HIA Review Processor, Players must permit Club Medics to disclose to the HIA Review Processor details of their respective injuries and illnesses, treatment and other relevant matters), and it will not be a valid excuse for a Club and/or any of its Persons that has failed or refused to comply with such a request to rely on any privilege against self-incrimination: any such privilege is deemed to have been waived by the Club and its Persons.
4. The HIA Review Processor will, where appropriate discuss each HIA Incident with the relevant Club(s), Person(s) and Match Day Doctor, and provide feedback, education and training as well as note his/her actions on the athlete management system to which he/she has access.
5. The HIA Review Processor may refer an HIA Incident to Celtic Rugby for further consideration, and such referral will be mandatory where the HIA Review Processor determines:
 - (a) that there has been a deliberate or reckless failure to comply with the World Rugby Head Injury Assessment Protocol (for example, off-field assessment completed in a time that compromises quality of assessment, or potential tactical manipulation);
 - (b) that there has been a failure in the delivery of video viewing (for example, no side-line video link);

- (c) that there has been a deliberate attempt by any team member to influence a medic in relation to HIA;
 - (d) that there have been repeated errors (more than two in a two-year period) in the application of the World Rugby Head Injury Assessment Protocol;
 - (e) that there is evidence of a deliberate obstruction of the World Rugby Head Injury Assessment Protocol or the HIA Review Process; and/or
 - (f) the existence of any other act or omission in relation to the World Rugby Head Injury Assessment Protocol that significantly jeopardises player welfare.
6. Where an HIA Incident is referred to Celtic Rugby by the HIA Review Processor, Celtic Rugby will consider and determine the most appropriate next steps, which might include referring the HIA Incident to the HIA Review Panel for review. For the avoidance of doubt, Celtic Rugby will be entitled to refer an HIA Incident to the HIA Review Panel for review irrespective of whether or not that incident has been referred to Celtic Rugby by the HIA Review Processor.

Subsequent review by the HIA Review Panel

7. Celtic Rugby will convene the HIA Review Panel, and will appoint one such individual as chairman of the HIA Review Panel. The procedure by which the HIA Review Panel carries out its functions is intended to be flexible: except where set out in this HIA Review Process, the chairman of the HIA Review Panel (or his/her designee) will determine in his/her discretion what that procedure should be.
8. Only a referral from Celtic Rugby can cause the HIA Review Panel to take action under this HIA Protocol.
9. When reviewing and considering an HIA Incident referred to it by Celtic Rugby, the HIA Review Panel may consider any material that it considers to be relevant, including video footage of the HIA Incident and/or any materials considered and/or generated by the HIA Review Processor. The HIA Review Panel may also request from any Club or Person documents, video footage, statements, answers to questions (whether by correspondence or in a meeting, at the discretion of the HIA Review Panel) and/or other materials.
10. All Clubs and Persons must comply in full with such requests, and must facilitate compliance by others (for example, if requested to do so by the HIA Review Panel, Players must permit Club Medics to disclose to the HIA Review Panel details of their respective injuries and illnesses, treatment and other relevant matters). It will not be a valid excuse for a Club and/or any of its Persons that has failed or refused to comply with such a request to rely on any privilege against self-incrimination: any such privilege is deemed to have been waived by the Club and its Persons.
11. The HIA Review Panel will present its conclusions in a written report to Celtic Rugby. As part of the report, the HIA Review Panel may (among other things) provide guidance to the Clubs and Persons that are connected with the HIA Incident, make recommendations for changes in the approach adopted by such Clubs and Persons (and/or Celtic Rugby), make recommendations as to further education and training and/or make recommendations as to whether or not disciplinary action should be taken by Celtic Rugby. The Disciplinary Officer will not be bound to follow those recommendations, but it is anticipated that he/she will take them into account.

Confidentiality

12. Subject to the following, all proceedings before the HIA Review Processor and/or the HIA Review Panel will be confidential:
 - (a) Celtic Rugby may, at its discretion, publish (in whole or in part) the decisions and reports of the HIA Review Processor and/or the HIA Review Panel, including a summary of such decisions and reports.
 - (b) Ordinarily, the report of the HIA Review Panel will be disclosed by Celtic Rugby to the Clubs and Persons that are connected with the HIA Incident, but that will be at Celtic Rugby's discretion (and Celtic Rugby might, for example, elect not to disclose it or to disclose only a redacted version).
 - (c) For the avoidance of doubt, unless the chairman of the HIA Review Panel expressly orders otherwise, the written report of the HIA Review Panel, and all material reviewed by the HIA Review Processor and/or the HIA Review Panel in respect of the relevant HIA Incident, will be provided to the Disciplinary Officer and will be capable of being used as evidence in any subsequent disciplinary proceedings.

Appendix Eleven

European Professional Club Rugby (EPCR) qualification and seeding

Qualification

1. Subject to paragraphs 5 and 6, below, seven European Clubs participating in the Championship will qualify to participate in the 2019/20 EPCR Champions Cup, with the remaining European Clubs qualifying to participate in the 2019/20 EPCR Challenge Cup (in each case subject to – among other things – nomination by the relevant union, acceptance by EPCR and compliance with the relevant participation agreement). South African Clubs will not be able to qualify to participate in any competition organised by EPCR.
2. The seven European Clubs that qualify to participate in the 2019/20 EPCR Champions Cup will be made up of the following:
 - 2.1 the three highest ranked European Clubs in each conference at the end of the League Stage (for the avoidance of doubt, in the event that a South African Club is ranked in one of the first three positions in a conference at the end of the League Stage, the European Club that finished in fourth position in that conference will be the third highest ranked European Club in that conference); and
 - 2.2 the winner of a single play-off Match between (after discounting the three highest ranked European Clubs in each conference as set out in paragraph 2.1, above) the next highest ranked European Club in Conference A and the next highest ranked European Club in Conference B.
3. The single play-off Match, referred to at paragraph 2.2, above, will be played at the home venue of the European Club that (as between the two participating Clubs) has the most League Points at the end of the League Stage. If the two Clubs have the same number of League Points at the end of the League Stage then the Club that will play the single play-off Match at its home venue will be:
 - 3.1 the Club that won the most number of Matches in the League Stage;
 - 3.2 if unresolved, the Club with the highest positive difference between total points scored and total points conceded on the field of play in all Matches in the League Stage;
 - 3.3 if unresolved, the Club that scored the highest number of tries in all Matches in the League Stage;
 - 3.4 if unresolved, the Club with the highest positive difference between total tries scored and total tries conceded in all Matches in the League Stage;
 - 3.5 if unresolved, the Club with the lowest number of its Players suspended by a Disciplinary Committee or Appeal Committee for incidents taking place in the League Stage;
 - 3.6 if unresolved, the Club with the lowest number of yellow cards received by its Players in the League Stage (and for these purposes what qualifies as a yellow card will be determined by Celtic Rugby in its absolute discretion); and
 - 3.7 if unresolved, by the toss of a coin or as otherwise determined by Celtic Rugby in its absolute discretion.
4. In the event of a tie at full-time of the single play-off Match, the winner of that Match will be determined by reference to the following:

- 4.1 extra time will be played in accordance with the protocol set out at Appendix Two to these Championship Rules and the Club that scores the most points in such extra time shall be deemed the winner of the Match;
 - 4.2 if the scores are tied after extra time, then the Club that has scored the most tries in the Match (including extra time) shall be deemed the winner of the Match; and
 - 4.3 if the scores are tied after extra time and the Clubs have scored the same number of tries in that Match (including extra time), then the winner of the Match will be determined by a place-kick competition conducted in accordance with Appendix Three to these Championship Rules.
5. In certain circumstances, pursuant to EPCR's play-off regulations 2019/20, an eighth European Club participating in the Championship will qualify to participate in the 2019/20 EPCR Champions Cup.
- 5.1 Where that occurs pursuant to paragraphs 2.1 (a), (b), (c) or (d) of EPCR's play-off regulations 2019/20 (i.e. because a European Club participating in the Championship – that has not otherwise qualified for the 2019/20 EPCR Champions Cup – wins the 2018/19 EPCR Champions Cup or the 2018/19 EPCR Challenge Cup, or is runner-up in the 2018/19 EPCR Challenge Cup, or qualifies as a losing Challenge Cup semi-finalist under paragraph 2.1(d) of EPCR's play-off regulations 2019/20), the relevant Club will simply qualify to participate in the 2019/20 EPCR Champions Cup as the eighth European Club.
 - 5.2 Where that occurs pursuant to paragraph 2.1(e) of EPCR's play-off regulations 2019/20 (i.e. because a European Club participating in the Championship wins the 2018/19 EPCR Champions Cup, allowing the highest finishing European Club participating in the Championship – that has not otherwise qualified for the 2019/20 EPCR Champions Cup – to qualify for the 2019/20 EPCR Champions Cup), the eight European Clubs participating in the Championship that qualify to participate in the 2019/20 EPCR Champions Cup will be made up of the following:
 - 5.2.1 the three highest ranked European Clubs in each conference at the end of the League Stage (for the avoidance of doubt, in the event that a South African Club is ranked in one of the first three positions in a conference at the end of the League Stage, the European Club that finished in fourth position in that conference will be the third highest ranked European Club in that conference);
 - 5.2.2 the seventh-highest European Club in a merged table produced in accordance with paragraph 7.4, below; and
 - 5.2.3 the winner of a single play-off Match between (after discounting (i) the three highest ranked European Clubs in each conference as set out in paragraph 5.2.1, above, and (ii) the seventh-highest European Club in a merged table pursuant to paragraph 5.2.2, above) the next highest ranked European Club in Conference A and the next highest ranked European Club in Conference B.

Seeding

2019/20 EPCR Champions Cup draw

6. The seeding for the 2019/20 EPCR Champions Cup draw will be determined as follows:
 - 6.1 if the winner of the Championship is a European Club then this Club will be first seed;
 - 6.2 if a European Club is the runner-up in the Final Match against a South African Club then the European Club will be first seed;
 - 6.3 if there are two European Clubs in the Final Match then the runner-up in the Final Match will be second seed;
 - 6.4 the remaining seeds up to and including the sixth seed will be determined by merging Conference A and Conference B to create a merged table, calculating each Club's final position in the League Stage pursuant to the criteria in clause 2.2.4 of the Championship Rules within the merged table and seeding the highest-positioned European Clubs accordingly; and
 - 6.5 the Club that qualifies for the EPCR Champions Cup pursuant to paragraph 2.2, above, will be the seventh seed.

Explanatory note: for example, if the two South African Clubs participate in the Final Match, the mechanism in paragraph 6.4, above, will be used to determine the first six seeds.

Explanatory note: if an eighth European Club participating in the Championship qualifies to participate in the 2019/20 EPCR Champions Cup, pursuant to paragraph 5, above, that Club will be the eighth seed.

2019/20 EPCR Challenge Cup draw

7. The seeding for the 2019/20 EPCR Challenge Cup will be determined as follows:
 - 7.1 the Club that is the runner-up in the play-off Match pursuant to paragraph 2.2, above (or the Club that is the runner-up in the play-off Match pursuant to paragraph 5.2.3, above, where the circumstances arise) will be the first seed; and
 - 7.2 the second, third, fourth and fifth seeds will be determined using the mechanism in paragraph 7.4, above.

Appendix Twelve

Minimum Medical Standards

Introduction

It was the opinion of the PRO14 medical sub-committee at the meetings held on the 29th May 2015 and 2nd March 2016 that there should be a set of minimum standards for emergency medications, medical equipment, and facilities to allow participation in the PRO14 rugby competition.

This document sets out the minimum standards for emergency medication and medical equipment to be present on match days. Its purpose is to ensure that high standards of medical care can be provided for an injured and medically unwell player at all PRO14 games.

The emergency medication, equipment requirements and the requirements for ambulance cover and clinicians training, set out below, were a mandatory requirement from the start of the 2017-18 season. These requirements are subject to external audit to ensure that these standards are being adhered to.

Minimum match day facilities have been made mandatory as of the 2018-19 season.

Pursuant to clause 5.19 of these Championship Rules, Clubs and/or Persons will be subject to the sanctions set out in this Appendix Twelve in cases of breach, but as with all breaches it will be at the discretion of Celtic Rugby as to whether any such sanctions are imposed (and ordinarily it is anticipated that Celtic Rugby will first issue a warning before imposing a sanction).

We acknowledge and appreciate that the five national unions have set out minimum standard guidance locally and this document does not contradict any of their recommendations or requirements. Its purpose is to ensure an overarching minimum standard across the five countries involved in the PRO14 Rugby competition. All Clubs should, in any event, comply with all applicable laws, regulations and standards in respect of the provision of medical care, equipment and facilities.

Medical equipment to be available at the match venue and must be present and in full working order for use by both teams.

Compliance Audit	Sanction
A concaved spinal extrication device (e.g. Ferno EXL scoop) with head immobiliser and body straps	€1,000
An appropriately trained extrication team i.e. those trained by medical staff to adequately and safely, under the direction of medical staff, transfer a player onto the extrication device and remove them from the field of play.	€1,000
A full body vacuum mattress with an appropriately trained extrication team as detailed above	€1,000
An additional stretcher such as a long board, basket, or buggy into which the concaved extrication device can be placed for safe removal from the pitch. Traditional long boards and metal bladed scoops must not be utilised independently for transporting patients	€1,000
An assortment of collars available to fit every player of the respective team or two adjustable collars.	€1,000
Splints (For immobilisation of the upper and lower limbs)	€1,000
Stethoscope and sphygmomanometer	€1,000
Oropharyngeal airway (assorted sizes)	€1,000
Nasopharyngeal airway (assorted sizes)	€1,000
i-gel supraglottic airway (assorted sizes)	€1,000
Pocket mask with one way valve	€1,000
Bag valve mask	€1,000
Emergency cricothyroidotomy device and needle	€1,000
Cricothyroidotomy equipment – only to be utilised if the appropriate training has been delivered and the clinician has been deemed competent	€1,000
Oxygen with variable flow rate, bag valve mask, non-re-breath mask and purpose made carrier	€1,000
Entonox or Pentrox with patient self-administration system and purpose made carrier (if available in Country)	€1,000
Portable suction (can be hand held or powered)	€1,000
Suture kits and equipment – must be disposable sets or sterilised to current national standards	€1,000
Penlight torch	€1,000
IV giving sets with 1l normal saline	€1,000
IV cannulae (14G-22G)	€1,000
Green/blue/orange needles with sharps box for disposal	€1,000
1ml, 2ml, 5ml, 10ml syringes	€1,000
AED cardiac defibrillator, trauma scissors and disposable razor	€1,000
Nebuliser mask and tubing - only to be utilised if the appropriate training has been delivered and the clinician has been deemed competent	€1,000
Crutches and arm sling	€1,000

All equipment must be **in date** and familiar to all staff that may be required to use it.

Emergency medication to be available at the match venue

Each medical team must have a specified emergency drugs available pitch side on all match days. These drugs must either be compiled by the lead doctor or it is his/her responsibility to ensure local arrangements are made with the dedicated players ambulance attending the game to ensure the mandatory medications are available to both teams.

Mandatory

Compliance Audit	Sanction
Chlorpheniramine 10mg ampoules x 1 (anaphylaxis)	€2,500
Adrenaline 300mcg x2 or 500mcg x1 1:1000 pre-filled syringes (anaphylaxis)	€2,500
Adrenaline 1mg 1:10,000 pre-filled syringes x 2 (cardiac arrest)	€2,500
Amiodarone 300mg pre-filled syringe x 1 (cardiac arrest)	€2,500
Amiodarone 150mg pre-filled syringe x 1 (cardiac arrest)	€2,500
Salbutamol 5mg nebulas x 4 (asthma)	€2,500

Recommended

Compliance Audit	Sanction
Dextrose 10% 500ml bag x 1 (hypoglycaemia)	N/A
Glucose IV or orally (e.g. Hypo-stop) (hypoglycaemia)	N/A
Suitable selection of IV antibiotics (infection)	N/A
Water for injection 10ml ampoules x 3 (for antibiotics and flushes)	N/A
Suitable IV or IM anti-emetic x 1 (nausea)	N/A
Salbutamol 100mcg inhaler x 1 (asthma)	N/A
Atrovent 500mcg nebulas x 2 (asthma)	N/A

All drugs must be **in date** at all times.

This emergency drugs list will be reviewed annually by the PRO14 medical sub-committee and may be supplemented by additional drugs but represent a mandatory minimum requirement.

Clinicians should be aware of the rules regarding the transportation and storage of medication especially any additional medication that is subjected to controlled drug status.

Medical Room Facilities

Each home or hosting team must meet the following match day facility requirements.

Compliance Audit	Sanction
Well-lit room accessible by both teams	€2,500
Clean	€2,500
2 examination couches (in good working order) with adequate space surrounding them to appropriately manage all trauma situations	€2,500
Chair or stool	€2,500
Flooring that is impervious, non-slip and washable	€2,500
Contain a lockable cupboard suitable for the storage of medicines and medical records	€2,500
Ice machine in situ or within easy access	€2,500
Hand washing facilities within the medical room with hot and cold running water, with anti-bacterial soap and paper towels	€2,500
Easily accessible toilet	€2,500
Lighting appropriate for suturing	€2,500
Sharps box	€2,500
Clinical waste facilities	€2,500
Adequate access for spinal extrication device and extrication team	€2,500
Appropriate hazard warning signs to be displayed outside of the treatment room, for the avoidance of doubt this is to include warning signs in relation to medical gases, AED's and the presence of electrotherapy equipment in use in relation to cardiac pacemakers	€2,500
Landline telephone unless mobile phone reception can be guaranteed within the medical room	€2,500
Blankets	€2,500
Clock	€2,500

Recommended

Compliance Audit	Sanction
Door width 1.2m (wide enough for a stretcher to be moved through by an extrication team)	N/A
Broadband connection or Wi-Fi	N/A
Minimum size 25 sqm	N/A
Separate Doping Room	N/A
Separate First Aid Room	N/A

Local medical information

An information sheet is to be produced by each home team with information on local emergency services (hospitals, pharmacies and dental practices) and a summary of the match day emergency plan. This information sheet is to be made available to the visiting medical team in the week prior to the match.

Match day medical staff requirements and qualifications

The medical staff to be present pitch side for each team for all PRO14 matches should include as a minimum: a physiotherapist and doctor trained appropriately as set out below. An advanced paramedic ambulance, with crew, for the sole use of the players and an additional trained doctor to act as the immediate care doctor must also be provided by the home team. All medical staff involved on a match day must be able to demonstrate that they have completed the World Rugby online modules relating to concussion and fair play on an annual basis.

Pitch side care clinician's requirements

All doctors and physiotherapists attending to players on the field of play during PRO14 match days and training sessions must be able to demonstrate that they have met the pitch side requirements set by the PRO14 medical sub-committee for the start of the following season. Courses that currently meet these requirements are: RFU or WRU Level 3 ICIS, SRU Scrumcaps, SAFE level 3, PSSD Course on emergency care and defibrillation in rugby of FMSI, RFL IMMOFP and the Jockey Club. Clinicians must complete these courses regularly according to the recognised schedule and standards for each course.

Doctors must demonstrate that they are registered with the appropriate national medical governing body, physiotherapists must be able to demonstrate their registration with the appropriate national profession body or evidence of a recognised academic qualification in physiotherapy and have undertaken additional training specific to sport and exercise medicine to meet the demands of that professional body. All pitch side staff must possess appropriate professional indemnity insurance.

Immediate care doctor's requirements

An immediate care doctor is to be provided by the home team to assist the pitch side clinicians with any aspect of player medical care. They are to be guided by the pitch side clinicians but have the skills to provide medical and trauma care independently to players if required. They should also have an up to date knowledge of the local healthcare services and how to access them. It is strongly recommended that they undertake a pitch side medical course (as defined above) on a regular basis according to the recognised schedule and standards for each course.

The doctor must demonstrate that they are registered with the appropriate national medical governing body and possess appropriate professional indemnity insurance.

Ambulance requirements

The home or hosting team must ensure that an advanced paramedic ambulance crew is assigned solely to the players of both teams. This is in addition to any paramedic ambulance crew assigned to the crowd.

Exception to this recommendation is permissible if a club can demonstrate arrangements with their emergency paramedic ambulances that a replacement crew will be dispatched immediately to replace the resident ambulance should it need to depart the stadium with a player or member of the public.

Compliance

An independent external audit will be undertaken to ensure compliance to the standards set out in this document. Failure to comply could result in sanctions from the PRO14 organisation.

Medical equipment:

Compliance Audit	Sanction
An inventory of all equipment and their expiry dates (where applicable) must be kept and signed each quarter by the Lead Doctor or Physiotherapist	€2,500
A written protocol, developed by the medical team, outlining the process by which the team ensures that all the equipment and drugs defined are immediately available at all match days and training sessions	€2,500
In addition, a written emergency action plan must be produced for all match and training days (to include all information of local trauma services for the visiting team)	€2,500
A written medical gases policy signed by the by the Lead Doctor	€2,500
It is recommended that parental consent in relation to the delivery of medical gases (oxygen and entonox/penthrox, if available in Country) should be obtained for all players under the age of 18 years old	€2,500

Emergency medication:

Compliance Audit	Sanction
An inventory of all drugs and their expiry dates must be kept and signed each quarter by the Lead Doctor	€2,500
A written medicines management policy	€2,500

Medical room facilities and local medical information:

Compliance Audit	Sanction
A checklist of all requirements should be undertaken at the start of each season	€2,500
Information sheet for visiting teams and plan for disseminating it visiting teams the week before home games	€2,500

Clinician pitch side care, immediate care doctor and ambulance attendance:

Compliance Audit	Sanction
Evidence of completion of relevant ICIR course (strongly recommended for immediate care doctors)	€2,500
Verification of successful completion of the World Rugby online modules relating to concussion and fair play	€2,500
Evidence of registration with the appropriate national medical governing body	€2,500
Written evidence that a paramedic crew and ambulance are present for each home fixture for the sole use of the players. If this is not possible teams can apply to the PRO14 medical sub-committee for exemption providing written evidence of appropriate arrangements with local emergency paramedic ambulances	€2,500
Log of attending personnel for each game	€2,500