

SINGAPORE RUGBY UNION

COMPETITION MANUAL



NATIONAL LEAGUE COMPETITION
MANUAL
2018/2019

SINGAPORE RUGBY UNION

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SINGAPORE RUGBY UNION

1. Definitions

- For the purposes of the Union’s Disciplinary Rules, Code of Conduct and League and Competition Regulations, the following definitions will apply:
 - “Ambulance Service”
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 - “Club”
 - means the services provided by a recognised private ambulance service provider or the Singapore civil defence at which a fully equipped ambulance with a paramedic is present;
 - means a registered member of the SRU under SRU’s Constitution;
 - “Competition” or “League Competition”
 - means any rugby union football competition administered by or under the sanction of the SRU;
 - Disciplinary Regulations
 - means SRU’s Disciplinary Procedures and Guidelines as published on SRU’s website;
 - “Effective Registration” or “Effectively Registered”
 - has the meaning in Regulation 4 & 5 of the Regulations;
 - “WR”
 - means the World Rugby;
 - “Technical Director”
 - means the person appointed as Technical Director or its equivalent, by the SRU from time to time;
 - “Laws”
 - means Laws of the Game means the WR laws governing the playing of rugby union football, as amended from time to time;
 - “Match”
 - means any rugby union football match administered by or under the sanction of SRU;
 - “Player”
 - means a player playing a match or Competition administered by or under the

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| | sanction of SRU regardless of gender |
| • “Referee” | • means a SRU appointed match referee officiating in the match administered by the Union |
| • “Regulation” | • means any rule in these Regulations as amended from time to time; |
| • “SRU” | • means the Singapore Rugby Union |
| • “Team” | • means any team registered under a Club (ie Tier 1, Tier 2, Development) |
| • | |
| • “Match Day Team” | • Means any Team registered for a particular Match Day (ie up to 23 Players for National league, 25 players for Development League) |
| • “Trained Front Row Player” | • means a Player trained and qualified to play in the front row of a scrum in rugby union football; |
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Relationship between Teams and the SRU: Confidentiality

In all matters and transactions relating to the League, each Club shall behave towards both each other and the SRU or its Divisions or its Committees with utmost good faith.

- No player/coach/official, its employees of a club shall by any means whatsoever unfairly criticize, disparage, belittle or discredit any other Club or SRU or its Divisions or its Committee or in either case any of its directors, officials, employees or bring Rugby into disrepute.
- Clubs shall not either during its membership of the League or at any time after its membership has been determined disclose or divulge either directly or indirectly to any person, firm or company whatsoever or otherwise make use of any confidential information as to the business or finance of SRU or its Divisions or its Committees or any of its dealings, transactions or affairs or as to any other matters which may come to its knowledge by reason of its membership without SRU's prior written consent, save as to statutory and regulatory authorities and to such employees of a team to whom such disclosure is strictly necessary for purpose of their duties and only then to the extent so necessary.

2. Competitions Information

- 2.1 Save for any exception set out in the regulations of any particular Competition, these Regulations shall apply to all Clubs and in respect of all League Competitions.
- 2.2 The SRU shall have the absolute discretion to decide on the interpretation or application of these Regulations or any matter not provided for in these Regulations (including rectifying any administrative error) and shall give directions or make rulings as appropriate. The SRU's decision shall be final and binding.
- 2.3 Where there has been any omission or error in these Regulations the SRU will have power to rectify such error or omission in the manner it sees fit.
- 2.4 If any provision of these Regulations is held by any court or competent authority to be illegal, void or unenforceable in whole or in part these Regulations shall continue to be valid as to the other provisions thereof and the remainder of any unaffected Regulations.

3. League Format

- 3.1 SRU National Men's League
 - a) 1 Round of league fixtures with a named Champion at the end.
 - b) League positions determining which cup the team enters as per Appendix A
- 3.2 SRU Men's Development League
 - a) 2 Round Robin fixtures to determine League Champions.
 - b) League positions determining which cup the team enters as per Appendix A.
 - c) Depending on number of teams in National Men's league, champions of this league may play into the "Shield" cup competition (as per Appendix A).
- 3.3 Women's League

- a) 2 rounds of Round Robin, Club 10s tournaments
- b) 2 rounds of 15s format.
- c) Teams placed 1st to 4th in the 15s format will ranked to proceed to the Finals (1st v 2nd, 3rd v 4th tbc)

4. Eligibility & Effective Registration & Match Day Registration

- 4.1 Any Club who wishes to participate in any of the SRU National League Competitions shall register their Team(s) in accordance with the Regulations herein and in form of the following relevant documents:
 - a) Team Registration Form (ONLINE) using the Macoocoo Software.
- Men's National and Development League
- A minimum of 23 players to be registered as a squad via the online platform per team entered into the national league. To be submitted no less than one week before the tournament start date.
 - For teams with two National League teams, their "Tier 1" team will also lock in a 15 man 'core'.
 - Currently there is no maximum registration number for Mens teams
- Women's National League
 - A minimum of 23 players to be registered as a squad via the online platform per team entered into the national league. To be submitted no less than one week before the tournament start date.
 - Currently there is no maximum registration number for Womens Teams
 - There may be a requirement on weekends for excess and unselected players from one team to play for another club team as part of the match day registration due to that team being short on players. This will be an ad-hoc arrangement and will not effect the player registration with their club nor will it affect competition points. This is done to ensure players not selected from one club do have a chance to play rugby with another club that may be struggling for players and may have to forfeit as a result.
- All Clubs:
 - New players arriving in Singapore after the effective registration dates may register up until the last game of the league season. No new players can be registered when the knockout stages of the tournament start. Furthermore any player wishing to participate in the cup knockouts must have played 2 league fixtures.
 - All players wanting to participate in the league must register online using the system mentioned in 4.1a. Players not registered online are not allowed to participate.

- 4.2 Match Day Registration
- All National and Development League Teams are required to submit an **online completed Match Registration Form** of its match day team to the Union by 5pm of the day prior to the scheduled Match. This Team must be in line with World Rugby squad rules and consist of a team of at least 15 players, as per Appendix C.
- National League Teams are required to submit **up to 23 Players** in the match day team.
- Development League Teams are allowed to submit of **up to 25 Players**, the intent is to get more development grade players on the field. Refer Appendix C note.
- Any emergency changes to the Match Registration Form can be taken to the Match Day Commissioner up 30 minutes before the scheduled Kick-off for review.
- The Match Registration shall clearly indicate those Players who are nominated as the Trained Front Row Players and Players moving between teams that game week. Any Team failing to accurately complete the Match Registration will be sanctioned in accordance to the match day sanctions laid out in Appendix B.
- All details submitted must be via the Online platform as per article 4.1.a. NRIC and FIN Cards may be requested by MDC at the Match to verify the Players Identity. The form must have all fields complete.
- All Match Day Teams must be able to start a Match and contest the first scrum using Trained Front Row Players. A team that does not comply shall be deemed to have forfeited the Match and the relevant deduction of competition and/or match points shall apply in accordance with Appendix B in respect of each Match in the relevant Competition where it fails to fulfil the requirements of the various Regulations Full details can be found in Appendix B
- Any Match referred to in these Regulations shall include the playoffs.
- Player Numbers where possible need to be clearly labelled in the Match Day Registration Form.
- 4.3 Only clubs and Players who have been Effectively Registered shall be eligible to participate in League Competition.
- 4.4 A club shall be deemed to be effectively registered if:
 - (a) It completes and submits the online Team Registration Form to SRU by the Effective Registration Deadline; and
 - (b) The Team Registration form is accepted by SRU.
- 4.5 Subject to Regulation 4, a Player shall be deemed to be effectively registered if:
 - (a) His/her particulars have been received & recorded in accordance with article 4.1a.
- 4.6 No Player may be Effectively Registered under more than one club or team at any time during the National League Competition.

- 4.7 After the Effective Registration Deadline, a Team may only change Players Team Registration within the Club after requesting dispensation from the SRU, under the following conditions:
 - (a) A Player is effectively injured for the remaining games of the Competition. This must be proven by a medical certificate issued by a recognised medical practitioner.
 - (b) A Player is effectively leaving Singapore for the remaining games of the League Competition. Such Player will not be allowed to be re-registered into the current League Competition under any division.
 - (c) A Player no longer holds a valid NRIC or FIN pass cannot be a registered player.
- 4.8. A Player who officially registers for one Club cannot register under another Club or change Clubs any time during the National League Competition without the approval of SRU, who shall have absolute discretion in such matters. They may apply with a Formal Letter to the SRU to seek approval with the consent of both Clubs concerned.
- 4.9. A Club may not select a Player or replacement for a Team in any Match during the National SRU League Competition or Playoffs if that Player:
 - (a) Is not Officially Registered under that Club; unless approved by SRU
 - (b) Is currently under suspension be it disciplinary or medically;
 - (c) Does not hold an NRIC or FIN pass; and/or
 - (d) Is in breach of any of the clauses in Regulation 4.
- 4.10 If a Team in any Match uses one or more Player(s) or who is/are not eligible or selected in breach of these Regulations, that Team will forfeit that Match-and the corresponding deduction of competition and match points shall apply in accordance with Regulation 16.2. In addition, a Judicial Hearing may be convened against the respective Team Coach & Manager and the Club may be fined in accordance with the sanctions detailed in Appendix B of this agreement.

5. De-registration

- 5.1. Any Club may apply to de-register any of its Players from its Team(s) and such Player in respect of whom application is made will cease to be have Effectively Registered with that Team seven (7) days from the receipt of the application for de-registration by the SRU provided that in any application by a Club to de-register a Player, the Club has notified and certified to SRU that it has notified the Player of its application for that Player's de-registration.
- 5.2. A Player who has been de-registered may not be re-registered with any Club in the League Competition unless they have written dispensation from the league commission during the National League Competition.

6. Loss of Effective Registration

- 6.1 A Player will cease to be Effectively Registered:
 - If his/her registration is cancelled or suspended by SRU for any reason; or

- Upon the expiry of any work permit, visa or other permit or consent required by law;
- He/she ceases to be a holder of a NRIC or FIN; or
- Where, and from the date upon which another WR Union with whom a Player is currently registered, advises that any consent or clearance is refused or withdrawn or delayed.

7. False or Misleading Information

- 7.1 Where a Club supplies incorrect or misleading information to SRU in respect of any application to apply for Effective Registration for a Player, or any signature on the Team Registration Form, Match Registration Form or other document, is not the signature of the person purporting to have signed it, the application for registration will be void and any Effective Registration will be invalidated from the date such Effective Registration would but for the incorrect, false or misleading information, furthermore they are liable for the sanctions listed in Appendix B. In addition, SRU has the absolute discretion to impose any further penalties it deems appropriate.
- 7.2 The Match Day Commissioner (MDC), Match Officials for any match or any official from the Union shall be entitled to request for and verify the Team Registration Form or Match Registration Form submitted by the Teams with any Identification Documents reasonably requested for.

8. Player Movement Guidelines

- 8.1 SRU National Men's League:
 - a) No more than 4 players can drop down a team in one match week. Of these 4 no more than 3 can be for the same playing position. i.e. no more than 3 front rows.
 - b) If a club has more than one team in the league, then their 'Tier 1' team will name a 'core' of 15 players that cannot move down at any point in the season.
 - c) This 'core' can only be amended after a written dispensation to the SRU has been accepted.
 - d) If a club has more than one registered team in the league, then their 'tier 2' team has no limit of the number of players each match day they can move up to their 'Tier 1' Match Day Team.
 - e) If a Tier 2 Team player has moved up to a Tier 1 Match Day team as part of 8.1(d) they are not considered part of the 8.1(a) [4 players dropping down] and can still play for their Tier 2 Match Day Team that week however Coaches and Team Managers are expected to effectively manage player welfare accordingly.

8.2 Movement between Men's National and Men's Development leagues

- a) If a club has more than one team in the National league than no players from the registered 'Tier 1' team may drop down to the development league Match Day Team

- b) If a club has more than one team in the National league no more than 4 players can then drop down from the 'Tier 2' team to the Development League Match Day team in one match week. Of these 4 no more than 3 can be for the same playing position. Ie No more than 3 front rows.
- c) If a club has only one team in the National Men's league, then no more than 4 players can then drop down from that team to the Development League Match Day Team in one match week. Of these 4 no more than 3 can be for the same playing position ie No more than 3 front rows
- d) For Development league teams, an unlimited number of players may move up to it's National League Match Day Team if required however if a club has more than one team in the in the National League then no player from the Development League can play in the Tier 1 Match Day Team unless approved by the SRU.
- e) If a Development Team player has moved up to a National League Match Day team as part of 8.2(d) they are not considered part of the 8.2(b)(c) [4 players dropping down] and can still play for their Development Match Day Team that week however Coaches and Team Managers are expected to effectively manage player welfare accordingly.

9. Matches Stopped & Postponement of matches

- 9.1 The Match Day Commissioner shall have absolute discretion to decide whether a Match should or should not be played or stopped due to weather conditions or for any other reason.
- 9.2 A Match may be postponed before Kick Off where the Match Day Commissioner decides a Match should not be played because of weather conditions or for any other reason.
- 9.3 If 40 minutes of a match is completed before it is stopped, the result will stand. Where 40 minutes has not been completed when a match is stopped, the entire match will be re-played within 21 days of the postponed match at such venue and time as agreed between the opposing Team Managers by SRU. A team unable to play on the date and venue decided by the SRU shall be considered to have failed to fulfil an engagement or play its fixtures and liable to disciplinary action (see Appendix B). The decision of the SRU shall be final and binding.
- Rearrangements of rained off fixtures are detailed in the Match Day Commissioners section of Appendix D.
- In the case of General Cancellation and rescheduling of matches by clubs, these shall be submitted to SRU and the opposing team's manager no later than 21 days before the scheduled match. The Team responsible for cancellation or rescheduling of the match with less than 21 days' notice will be subject to penalties as laid out in Appendix B

10. Failure to honour fixtures

- Where SRU is of the view that a Team has unjustifiably failed to fulfil its Competition fixture obligations, the SRU follow the sanctions as laid out in Appendix B. (20 match points will be awarded to the other team).

11. Effect of forfeiture

- Any Team which forfeits more than 2 games in the same Competition shall, in addition to any other penalty, be liable to disqualification from that competition, these sanctions are laid out in Appendix B.

12. Appeals

- Save for matters relating to, any appeal against any SRU decision made under these Regulations must be made in writing to SRU within 3 days after such written decision is delivered to the appellant. SRU shall thereafter convene a Judicial Hearing before an Appeal Panel to determine if the decision of SRU is to be upheld or overturned. The appointment of the members of the Appeal Panel and the Hearing procedures shall follow the Disciplinary Procedures and Guidelines of the SRU then in force and the decision of the Appeal Panel shall be final and binding.
- For Disciplinary documents please refer to;
- <http://www.singaporerugby.com/competition-documents/>

13. General Competition rules

- 13.1 First aid cover
 - (a) SRU will provide equipment sufficient to follow the SRU medical laws at each venue. Matches may only start when this equipment is present on site. Ambulance Service when required will only send a Player who is **seriously injured** to the nearest **Government A&E Hospital**.
 - (b) The person ('s) responsible for first aid cover may come onto the field to administer treatment without notice where a Player is in need of medical attention.
 - (c) In the unlikely event that all Medical Service personnel have to accompany a Player to hospital, the game must be suspended until a suitably qualified first responder is available to take on the role.
 - (d) Team managers must assign a person to accompany any Player sent to hospital. This must NOT be the Team first aider/physiotherapist if the match is continuing.
 - (e) In the event of any medical services that are required after the match hours the respective Team Manager will assist with such arrangements for visitation of medical personnel and all expenses related to this will have to be borne by the respective Team.
- 13.2 Team uniforms

Clubs must inform the SRU of the colours of each of their Team's uniform; jersey, shorts and socks, Clubs must also upload a photo of their playing kit on the Macoocoo Website. Jerseys shall be consecutively numbered with a minimum number length size of 250 mm so as to be easily discernible. No two Players in the

same Team should display the same number on a match day. This information should be submitted no less than 1 week before the start of the competition.

In an event of a colour clash (jersey) the 2nd named team will be required to wear their alternative strip. (If they do not have an alternative strip, they have to turn theirs inside out).

13.3 Match balls

All match balls will be supplied by the SRU Match day commissioner.

14. League Competition Points

- 14.1 Competition points will be awarded for League Competition matches as follows:
 - (a) four (4) competition points for a win
 - (b) two (2) competition points for a draw
 - (c) one (1) competition point for a loss by 7 match points or less;
 - (d) one (1) competition point for scoring 4 tries or more;
 - (e) five (5) competition points will be awarded to a Team that gains forfeiture;
 - (f) one (1) competition point will be deducted from a Team that forfeits a Match
 - (g) Zero points will be awarded for a bye or for a loss by more than 7 match points
 - (h) Two (2) further points may be deducted from a Team that fails to comply with any provision of these Regulations (see Appendix B).

- 14.2 In the event of two or more Teams being on equal points following the end of the League Competition the following guidelines will be used to determine league position:
 - the Team having the better head to head record and then;
 - the Team with the greater points difference and then;
 - the Team with the most tries and then;
 - the Team with the least Red Card for the season and then;

If none of the above produces a viable result, then the higher league position will be determined by a coin toss.

- 14.3 In all cases of forfeiture, in addition to the competition points awarded and deducted, "Match points for" and "Match points against" will be as follows:
 - (a) The Team receiving the forfeiture, will receive twenty (20) Match points for and nil Match points against, and
 - (b) The Team forfeiting the fixture, will receive nil (0) Match points for and twenty (20) Match points against.

15. Duration of matches

- 15.1 The normal playing time in all Matches shall consist of 2 equal halves each of not more than 40 minutes duration.
- 15.2 Stoppage time including interval, water breaks and injury time shall be determined by the Referee. The referee is the sole judge of time.
- 15.3 If during a game a team is leading by a points difference of 60 points or more, then the opposing manager/Captain may approach the 4th official/referee to initiate a “Mercy Rule”. This rule would close off and cap off that game with the 60 + points difference and the game would be ended.

16. Draw in knockout competition

- 16.1 If there is a draw in any knockout competition, the Teams shall first change ends and a Sudden Death Extra Time of 2 periods of 10 minutes shall be played. The Team that Kicked-off in the First Half of the Match shall kick off for the first half of extra time. Team that kicked off in the second half shall restart the second period of extra time also on the halfway line. “Golden Points” will apply – the first Team to score any points wins, and the game finishes.
- 16.2 If after extra time there is still a draw then the Match will be decided in descending order as follows:
 - the Team having scored the most tries during the Match will be declared the winner; and if still tied then:
 - the Team that scored the first try during the Match will be declared the winner; and if no try was scored,
 - the Team that scored the first points during the Match will be declared the winner; and if no points was scored
 - the Team that has receive less red cards during the Match is declared the winner; and if no red card was issued
 - the Team that has receive less yellow cards during the Match is declared the winner; and if no yellow card was issued
- If none of the above produce result, then the winner will be determined by a coin toss.

17. Referees

- 17.1 A Referee shall be appointed for each Match by SSRUR. The referee for each match shall be appointed no less than 3 days before the match.
- 17.2 Assistant Referees and 4th Officials shall be appointed as required by the Head of Referees, the SSRUR and the SRU League Commission.
- 17.3 Where availability permits Assistant Referees and 4th Officials may be appointed for matches in other divisions.

18. Under-Age Players

- 18.1 **16-year-old players are NOT allowed to play Adult Rugby.**

A player who turns seventeen on **1st September 2018** (or earlier) can apply to **SRU** for dispensation to participate in Adult Rugby in the Mens National League Competition which is starting in November 2018. The Club must ensure all relevant sign offs are in place before submitting to the SRU Technical Director for final sign off and must ensure the following application process has been complied with:

(a) The applicant Club has applied to the Union in writing using the application form provided by the Union and including with that application:

- Endorsement from an Officer of the Club where the Player wishes to play adult rugby; with written evidence that the player has the requisite skill and physicality level for adult rugby and;
- A letter from the applicant Player's parent(s) or legal guardian(s) supporting the application;
- U18 Player dispensation request form (found here: <http://www.singaporerugby.com/wp-content/uploads/2018/02/U18-Player-Dispensation-Request-Form-1.pdf>)

18.2 **No Front Row Player aged under 18 may be selected or play in the National League Competition under any circumstances as per World Rugby Guidelines.**

This guideline aims to protect the safety and welfare of Age Grade Rugby Players wishing to play Adult Rugby at both Elite and Participation/Community levels by trying to ensure that participants with broadly compatible physical development and skill levels play with and against each other.

Best practise is for Under 18 Age grade Rugby Players not to play Adult Rugby. Acceptable practise is for players who are eligible to play at Under 18 level, and who are not eligible to play at any lower Age Grade, to play Adult Rugby at any position other than the front row.

Age of player is deemed as age on **1st Sept in the year of SRU league competition**. Strictly **NO 17 year old players** in the front row. All screening **MUST** be completed before a chosen player begins rugby training above his or her age grade. This is in accordance with World Rugby guidelines.

- 18.3 An U19 (18yrs Old) may play front row, but will need Technical Director age grade dispensation in the form of:
 - a) Written notice from club coach and;
 - b) Video evidence of players capability to play front row (as discussed and outlined at the Mens League Kick off Meeting on 31st Oct 2018) Refer Appendix E
- 18.4 Submission of Dispensation requests to be done at least 1 week prior to the game the player is being considered for. Late requests will not be entertained. Players must be registered with the club as per registration windows.

- 18.5 A Club may appeal in writing outlining grounds for appeal to the Appeal Officer who will consider and decide any appeal. Their decision will be final in all cases. These appeals must be done 2 weeks prior to the match/s.
- 18.6 If an under-age Player plays adult rugby without completing the above process, without obtaining Union approval or in breach of the Regulations here, the Player and the Club for which he/she has played for may be liable for sanction(s) as determined by SRU in its absolute discretion or pursuant to any directives or guidelines it may promulgate from time to time. All sanctions are laid out in Appendix B.

Further details & Forms can be found on the Singapore Rugby Website:
<http://www.singaporerugby.com/competition-documents/>

Requirements for playing above their age grade in Adult Rugby

- a. Written confirmation from a Coach with an appropriate understanding of the physical attributes required and of the risks to players in Adult Rugby and to whom the player is known that the player has the requisite skills and experience to play Adult Rugby
- b. Written agreement from the Under 18 player's parent or guardian to play Adult Rugby and acceptance of the associated risk with playing with Adults who may be stronger and more physically developed than them.
- c. Written confirmation from an SRU approved **medical practitioner (i.e. Sports Med Doctor)** with an understanding of the demands of Adult Rugby to whom the player is known that the player is in a physical condition to play Adult Rugby and that this view is supported by a musculo-skeletal evaluation and/or other appropriate assessments
- d. Written agreement from an **SRU medical officer (i.e. SRU Team Doctor)** with an understanding of the demands of Adult Rugby employed or retained by the player's home union that the player is in a physical condition to play Adult Rugby and that this view is supported by musculo-skeletal evaluation and/or other appropriate assessments.
- e. Parental or legal guardian's consent in writing, after discussion with medical practitioner and coaches.
- f. Final written approval from the SRU Technical Director.

19. Laws of the Game

- The National League Competition shall be played under the World Rugby Laws of the Game unless Teams agree to play accordance with the U19 Laws on Scrums.

20. Disciplinary Procedures and Guidelines

- The SRU Disciplinary Procedures Guidelines and relevant World Rugby Laws & Regulations then in force shall apply to all disciplinary related matters arising during the National League Competition.

- If an abandoned match is to be replayed, any caution issued during that match shall be annulled but a red card received by a player in an abandoned match will count and the appropriate sanction shall follow. The replay of the abandoned match will not be considered as the match where the errant player has served the suspension. If the match is not to be replayed, the cautions received by the team responsible for causing the match to be abandoned are upheld; if both teams are responsible, then all of the cautions are upheld.
- Further details can be found: <http://www.singaporerugby.com/competition-documents/>

21. Abuse of Officials & Match Officials:

- (a) Offensive gestures, verbal harassment or physical abuse of the Referee or any match official by any Player, team coach (s), team official(s) or team supporter(s) before, during or after a match shall be treated as Misconduct or Foul Play and may be subject to sanctions according to the Laws and the Disciplinary Procedures and Guidelines of the SRU then in force.
- (b) The Referee may penalize a Team on the field for such Misconduct or Foul Play by their Player(s), team coach (es), team official(s) on the sidelines, and may expel from the playing enclosure or venue of the Game, as determined by the Referee, any individual(s) engaging in misconduct or abuse.
- (c) Teams are responsible for the conduct of their Player(s), team coach (es), team official(s) or team supporter(s) on the sidelines. SRU may refer a Notice of Citing against any Team or Club under Regulation 4.6 of the Disciplinary Procedures and Guidelines for the Misconduct or Foul Play by their Players, team coach (es), team official(s) or team supporter(s) on the sidelines. Such Notice of Citing shall be dealt with in accordance with the Disciplinary Procedures and Guidelines.
- (d) In the event it is established after due process that an act of Misconduct or Foul Play has occurred, SRU may in its discretion deduct competition points from the relevant Team for the current and the next competition which the Team participates in, in addition to any sanction awarded against the relevant their Player(s), team coach (es), team official(s) or team supporter(s).

22. Code of Conduct for Players

- Play for enjoyment and become part of the rugby family.
- Respect the 'Game of Rugby' and play within the Laws of the Game.
- Accept the referee's decision and let your captain or coach ask any relevant questions.
- Play with control. Do not lose your temper.
- Always do your best and be committed to the game, your team and your club.
- Be a 'good sport'. Applaud all good play whether by your team or the opposition.
- Respect your opponent. Treat all players as you would like to be treated. Do not 'bully' or take advantage of any player.
- Rugby is a team sport and make sure you co-operate with your coach; team mates and members of your club.
- Remember that the goals of the game are to have fun, improve your skills and feel good.
- At the end of the match thank your opponents and the referee for the match.

- Always remember that you owe a duty of care to your opponents. Tackle hard but fairly, do not intend to hurt your opponent.
- Winning and losing is part of sport: Win with humility – lose with dignity.
- As part of the team it is important that you attend training regularly and listen to your coach and help your team.
- As a team sport it is important to understand that all members are important to the team.
- Remember you are representing your team, club, family and the Game of Rugby

23. Code of Conduct for Coaches

- Remember that as a coach you have a duty of care to all your players.
- Lead by example - players need a coach they can respect as a Role Model.
- Be generous with your praise and never ridicule, shout at players for making mistakes or losing a match.
- Teach your players that the Laws of the Game are mutual agreements which no One should evade or break.
- Ensure that you are appropriately qualified by gaining the relevant coaching accreditation for your particular level.
- Be reasonable in your demands on the players' time, energy and enthusiasm.
- Respect for all participants –team mates and opponents, as well as
- Match officials.
- Create a safe and enjoyable environment in which to train and play.
- Always follow professional medical advice in determining when an injured player is ready to play again.
- Develop policies for your club / team to agree procedures regarding discipline, injury prevention & treatment, team selection etc.
- Be responsible and ensure you uphold the ethos of the game and SRU

24. Code of Conduct for Parents

- Remember, young people play rugby for their enjoyment, not only yours.
- Encourage your child always to play by the Laws of the Game.
- Teach young children that honest endeavour is as important as winning, so that the result of each game is accepted without disappointment.
- Help young people to work towards skill improvement and good sportsmanship
- Set a good example by applauding good play on both sides.
- Never ridicule, humiliate or shout at young players for making a mistake or losing a match.
- Do not place emphasis on winning at all costs.
- Do not force an unwilling child to participate in the playing of rugby. If the child is to play, he/she will do so in good time through your encouragement.
- Support all efforts to remove verbal & physical abuse from rugby

- As a spectator do not use profane language or harass referees, coaches or players.
- Do not publicly question the referee's judgement and never their honesty.
- Recognise the value and importance of volunteer referees and coaches.
- Identify and acknowledge the good qualities of the Game of Rugby and uphold these values. Understand the value of team sport and its importance
- Remember you and your child's contribution to the Game of Rugby is very important to SRU and be proud of your contribution.

25. Code of Conduct for Spectators

- Remember that although young players play organised rugby they are not 'miniature internationals'.
- Be on your best behaviour and lead by example. Do not use profane language or harass referees, players or coaches.
- Applaud good play by the visiting team as well as your own.
- Show respect for your team's opponents. Without them there would not be a match.
- Condemn the use of violence in all forms at every opportunity.
- Verbal abuse of players or referees cannot be accepted in any shape or form.
- Players or referees are not fair targets for ignorant behaviour.
- Encourage young players to play by the Laws of the Game.
- Spectators can contribute to the enjoyment of the event and all involved.
- Be proud of your club and the Game of Rugby
- Strictly no alcohol to be consumed at the pitch side Technical Area (it may be consumed at designated areas.)
- Strictly no smoking at any Singapore match venues.

26. Code of Conduct for Referees

- Respect the rights, dignity and worth of every child and treat everyone equally, regardless of gender, disability, ethnic origin, religion, etc.
- All referees must be a member of the Singapore Society of Rugby Union Referees (SSRUR).
- Act as a role model and promote the positive aspects of rugby and maintain the highest standards of personal conduct.
- Be responsible for monitoring the boundaries between a working relationship and friendship with players.
- Avoid being alone with underage persons.

- Never deal with injuries unless qualified to do so.
- Encourage coaches/parents to act responsibly and to be responsible for the behaviour and performance of players.
- Ensure that safety is paramount in all games.
- Follow agreed protocols regarding shower arrangements after matches.
- Agree appropriate times for entry to changing rooms to deal with match preparation and ensure members of the team management are present.
- Be punctual, prepared and well presented.
- Ensure players and officials comply with the Laws of the Game.
- Never criticise individual players and or coaches or parents.
- Adhere to all rules and procedures as agreed by the Branch Referees Association

27. Medical Matters

Listed below are some key points for the league for medical matters:

1.1 Serious Injury Reporting

Policy:

1.1.1 Any serious injury, including suspected head, neck or spinal cord injury, that occurs in a match or organized training session and requires the athlete to cease participation in that event and be transferred to the hospital must be reported to Singapore Rugby.

Procedures:

1.1.2 To report an injury as identified in 1.1.1, the **SRU Serious Injury Notification Report** (refer to Appendix B) must be submitted to the SRU Office attn. medical manager or medical@sru.org.sg within two (2) days of the incident's occurrence.

I. The report will be referred to the SRU Medical Committee and the SRU Risk Management Advisory Group to determine if any follow-up is required using SRU's established risk referral procedures.

Concussion Management

Policy:

All matches played under SRU jurisdiction must comply with World Rugby Concussion Guidelines. SRU uses WR's "Recognize and Remove" as the standard policy.

SRU Recognize and Remove

<http://www.singaporerugby.com/wp-content/uploads/2018/10/Recognise-and-Remove-Oct-2018.pdf>

WR Recognize and Remove

<http://playerwelfare.worldrugby.org/concussion>

Suspected incidents of non-compliance with the above policy must be referred to the SRU Office for follow-up and possible compliance action by the Discipline/Management Committee

Procedures:

All players, coaches, parents, match officials, administrators, medical practitioners and other rugby stakeholders are required to educate themselves on the above – referenced World Rugby Concussion Guidelines <http://playerwelfare.worldrugby.org/concussion> and in particular, the Graduated Return to Sports Program.

Team management must be familiar with and adhere to SRU protocols.

More Documentation is available on the Medical Resources page of the SRU website. <http://www.singaporerugby.com/resources-2/>

For a full and detailed account, please refer to the SRU website link <http://www.singaporerugby.com/competition-documents/>

Pitch Side Requirements for clubs

Policy:

Prior to the start of a match played under the jurisdiction of Singapore Rugby, both the home and away teams must have present team medical support as follows. Each Team must have:

1. National League: a registered health care professional who has
 - Relevant certification and registration with their governing body
 - Completed the online WR Concussion Management for Doctors and Health Care professionals within the last 12 months.
 - Completed the face to face WR L2 Immediate Care in Rugby course within the last 36 months.
 - Has current Professional Indemnity Insurance.

The teams must identify these persons to the visiting team and the match officials. The name of this person shall be recorded as the designated medical person on the SRU Game Sheet.

This individual (Team physio / Medic) must be present pitch side while their team is playing.

28. Sponsorship & Commercial contracts

If the SRU acquires any League sponsors, then during the build up to a new season the SRU must provide adequate notice to all clubs detailing:

- What affect these sponsors could have on the league
- What (if any) affect they could have on the Clubs participating in the leagues.

29. Matters Not Provided For

Any matter not provided for in these Rules, shall be dealt with by SRU or where relevant by the Competitions Manager, whose decision shall be final. The SRU or the Competitions Manager,

where applicable, reserves the right to change the date of the matches, venues or any of these Rules, advance notice being given to the Club.

30. SRU National Mens League “Development of the Game” Charter

The Singapore Rugby Union upon discussion with affiliated clubs has decided to create a Development of the Game Charter to assist clubs with how they as a collective are expected to view the development of rugby in Singapore when playing other club teams of a lower or higher standard or capacity to themselves.

With the creation of the single open league for the Singapore National Men’s League for the 2018/19 and 2019/2020 season, which was enacted in an effort to boost National Player Selection numbers and create a more diverse playing environment, there was concerns from clubs with smaller or weaker team in the League that the stronger teams they encounter may through larger scores and possible dominance in physical confrontation demoralise the weaker teams and adversely affect the development of these rugby players and their clubs for the future.

The Charter sets out a number of expectations of stronger clubs with “Tier 1” teams to keep in mind their responsibility to help develop rugby in Singapore and help smaller clubs and teams develop through a safe competition and effective game management.

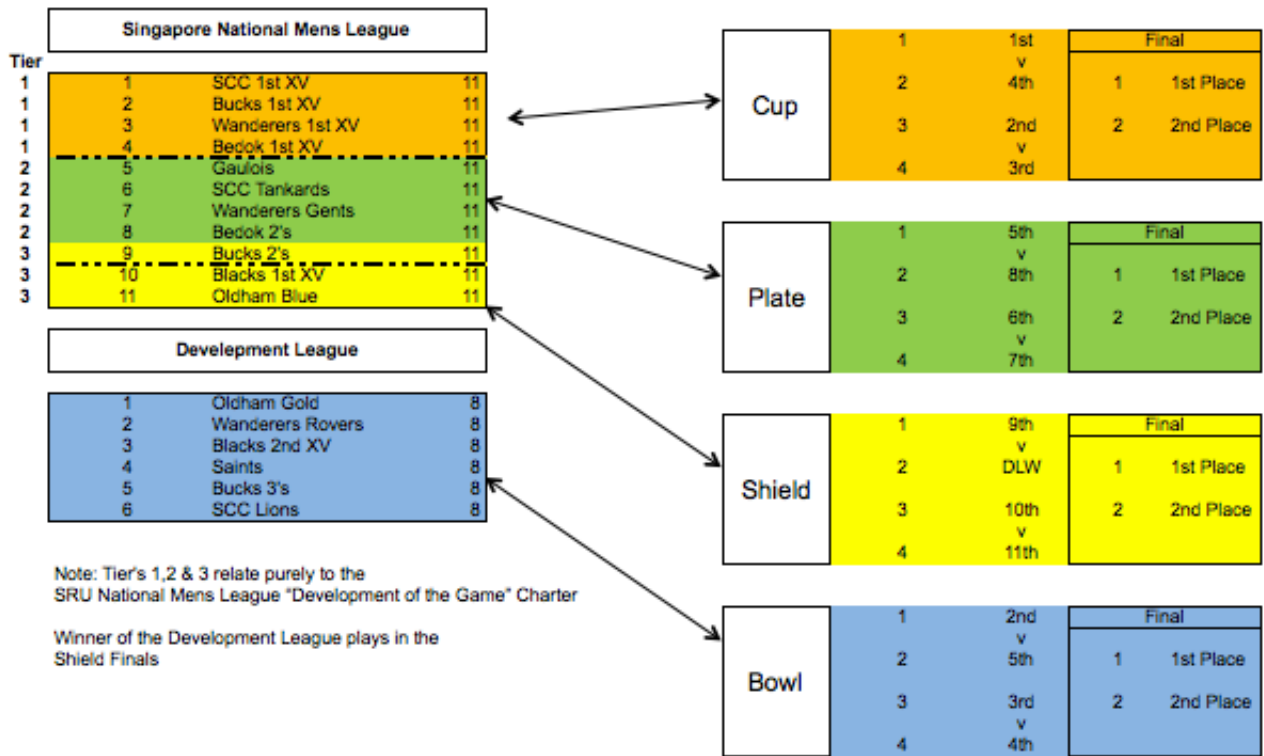
This Charter also sets out a number of expectations of clubs with developing sides to keep in mind their equal responsibility to help develop their rugby capabilities and their players skills in Singapore through safe competition and effective game management.

This is in line with the existing World Rugby Playing Charter under the laws of the game and the Code of Conduct for players, coaches, spectators and parents as found in the Tournament manual.

Refer Appendix F

Appendix A – the 2018/19 Mens League Structure:

League Structure



The 2018/19 Womens League Structure:

Womens 15s League	
Team	Fixtures
Bedok Skyllas	6
Bucks	6
Blacks	6
Wolves	6

26/1/19	Break	Saturday
2/2/19	Game week 1	Saturday
16/2/19	Game week 2	Saturday
23/2/19	Game week 3	Saturday
2/3/19	Game week 4	Saturday
9/3/19	Game week 5	Saturday
16/3/19	Game week 6	Saturday
23/3/19	Finals	Saturday

Double Round (Each team plays each other twice)
 Finals Ranking being based on League Competition Points
 1st vs 2nd & 3rd v 4th

Appendix B – SRU Sanctions and Disciplinary Table:

Type	Description	First seasonal infraction	Second seasonal infraction	Third and subsequent seasonal infraction
1	Late submission of Serious Injury Notification Report	Written Warning	\$100	\$500
2	Non-compliance with World Rugby Concussion Management Guidelines	Written Warning	\$100	\$500
3	Non-compliance with mandatory medical personnel and equipment requirements	Written Warning	\$100	\$500
4	Failure to meet Jersey, Game Sheet or Score Reporting Administration requirements	Written Warning	\$100	\$500
5	Participation by a player or coach who is unregistered or without transfer approval in a sanctioned match	Forfeiture of Match and the club is fined \$500 for each unregistered/unapproved participant		
6	Participation by a player who does not meet established eligibility requirements in a sanctioned match	Forfeiture of match and the club is fined \$100 for each ineligible player		
7	Participating in a rugby activity under a false name	30 day Suspension	60 day Suspension	120 day Suspension
8	Failure to Field a Front row at the start of a game	Forfeited Match and match points		
9	Cancellation of fixtures less than the required 21 Days Notice	\$800	\$800 and 5 point Deduction	Ejected from the League
10	Failure to honour Fixtures	\$800	\$800 and 5 point Deduction	Ejected from the League
Note:	Under Section 14. League Competition Points (h) Two (2) further points may be deducted from a Team that fails to comply with any provision of these Regulations			

Appendix C – World Rugby Squad Matchday Squad Rules:

Squad size	Minimum number of front row players in the squad	Must be able to replace at the first time of asking
15 or fewer	3	-
16, 17 or 18	4	Either a prop or a hooker
19, 20, 21 or 22	5	Both a prop and a hooker
23	6	Loose-head prop, tight-head prop and hooker

Note: For SRU Development League the squad size can be up to 25 players. In this situation the Minimum Front row players in the Squad remains at 6 No.

The intent of allowing a larger squad size for Development League is to encourage more player on field participation based on rolling substitutions

SINGAPORE RUGBY UNION NATIONAL LEAGUE

MATCH-DAY COMMISSIONER

PRE-MATCH

1. MDC to arrive ½ an hr before match time
2. Check FOP (flags/rope/post pads)
3. Check ambulance arrival
4. Identify tech zone area (table/chairs)
5. Team Managers to produce team registration to MDC
6. Match briefing 12.45pm (MDC, team managers, Match official & assistant referee)
7. Prepare Match sheet

WALKOVER PROTOCOLS

- ✚ Insufficient number of players to start a match
- ✚ 13 players minimum to start a match but team must have 5 in scrum

DURING THE MATCH

1. Match start
2. Record match start time
3. Record substitutes (Substitutes must go through 4th Official)
4. Record time of score and try/conversion/penalty
5. Record match end time
6. Complete match sheet fields

POST MATCH

1. Final score from referee
2. Referee, team managers & MDC to sign off completed match sheet
3. Send completed match sheet to Richmond) (Re-scheduled match & any other reports)

EXTRAS

1. If there is lightning warning before match time MDC will monitor risk and update in 0.5hrs
2. If there is lightning warning during match time MDC will monitor risk and update in 0.5hrs
 - For a full match time a minimum of 40 mins of match time must be played (re-schedule)
 - If risk is high (40mins of continuous heavy rain and lightning (re-schedule)
3. If the game is called off before it starts, the MDC shall work with the league co-ordinator and the 2 team managers to set a new date for the replay of the game within 48hrs from the game being called off.

IMPORTANT NOTES

1. Haze (nea.gov.sg)
2. Lightning Warning (nea.gov.sg)
3. **HOTLINE- 1800-225 5632 & Weather 6542 7788**
4. Haze stoppage @ 100 PSI
5. Notice will be sent out 3 hrs before kick-off for Haze only
6. Lightning warning- match resume, decision will be made by the MDC only to the Referees & Team Managers
7. Referee manager (Charlie Brown 81380802)
8. **AOB (competitions@sru.org.sg - Wafei Nasron +65 9383 7910.)**

Appendix E – Under Age Player & Dispensation Matrix

SINGAPORE RUGBY UNION NATIONAL LEAGUE

Under Age Player & Dispensation Matrix

Age as of 1st Sept	Dispensation Required to play	Eligible to play Front Row
16	Not allowed to play	No
17	Yes	No
18	No	Yes (approved by TD based on coach written application & Video footage)
19	No	Yes

If a stronger team is to play a known weaker team the expectations with regards to Developing Rugby is:

A. on the stronger team to:

- Discuss as a collective of Coach, Captain and Team Manager how you best can through team selection and tactics help assist the weaker team to develop their rugby against your team. Look past the need to win or put as many points up as possible but to enhancing the experience for the benefit of all players, coaches and clubs.
- Maintain a focus on safety of all players on the pitch especially in scrums and the contact area.
- Look to not field your strongest team at your disposal but use the opportunity to rest players, play bench players in starting roles, play returning from injury players or trial players from a lower squad into your team using the free movement up rule.
- Look to enhance assistant coaches and alternative captain's involvement and development for these games.
- If through restrictions in player availability & movement you need to field a very strong squad look to try alternative on field combinations and tactics that you may otherwise not employ against an equal standing team. Keep in mind comprehensively beating a known weaker team without knowingly trying to assist their development serves no effective purpose in their Rugby Development, infact it could do the opposite which is detrimental to the growth of players, clubs and the game in Singapore.
- Discuss with your team the reasons for any changes you may employ and the Rugby Development reasons for doing so, so that they too are fully aware of the role they can play in developing a weaker teams rugby for future growth of players and the game. Safety should always be a core principle in this discussion.
- Be ambassadors for rugby development both on and off the pitch both in your own club and outside of it's environs. Manage any internal dissention to rugby development with clear reasoning and communication on the matter.

B. on the weaker team to:

- Discuss as a collective of Coach, Captain and Team Manager how you best can through team selection and tactics assist your team to develop their rugby against the stronger team. Look past the competition points aspect but to enhancing the experience for the benefit of all players, coaches and the club.
- At training pay particular attention to your weaknesses and ensure the coaching and training in these areas are enhanced.
- Discuss with your team the need to be as competitive as possible for Rugby Development reasons, so that they too are aware of the role they can play in developing as a team for future growth as players and as a club and the game.
- Look to field your strongest team so they get better from playing a higher calibre opposition.
- Do not use this as an excuse to field a weaker team knowing you will be beaten. This serves no effective purpose in Rugby Development.

- Look to try alternative on field combinations and tactics that you may otherwise not employ against an equal standing team. Look to enhance assistant coaches and alternative captain's involvement and development for these games.
- Be ambassadors for rugby development both on and off the pitch both in your own club and outside it's environs. Manage any internal dissention to the development of your rugby with clear reasoning and communication on the matter.

Conclusion (as taken from the World Rugby Playing Charter)

Rugby is valued as a sport for men and women, boys and girls. It builds teamwork, understanding, co-operation and respect for fellow participants. Its cornerstones are, as they always have been:

- The pleasure of participating
- The courage and skill which the game demands
- The love of a team sport that enriches the lives of all involved
- The lifelong friendships forged through a shared interest in the game.

It is because of, not despite, rugby's intensely physical and athletic characteristics that such great camaraderie exists before and after matches. The long standing tradition of players from competing teams enjoying each other's company away from the pitch and in a social context remains at the very core of the game.

Rugby has fully embraced the professional era, but has retained the ethos and traditions of the recreational game. In an age in which many traditional sporting qualities are being diluted or even challenged, rugby is rightly proud of its ability to retain high standards of sportsmanship, ethical behaviour and fair play.

This Development of the Game Charter in the SRU National Mens League will help to reinforce and grow those cherished values.

Commitment

We the Undersigned agree with the intent of this charter and are keen to assist in the Development of Rugby for Singapore in the SRU National Mens League.

We acknowledge and accept the Tier listing as per Appendix A in this document.

CLUB NAME:

Signature -----

Name (print) -----

Date -----

List of Men's National League Clubs and relevant Tier:

League	Team Name	Tier
SRU National Mens League	SCC 1st XV	Tier 1
SRU National Mens League	Bucks 1st XV	Tier 1
SRU National Mens League	Wanderers Prems	Tier 1
SRU National Mens League	Bedok 1st XV	Tier 1
SRU National Mens League	Bucks 2's	Tier 3
SRU National Mens League	SCC Tankards	Tier 2
SRU National Mens League	Wanderers Gents	Tier 2
SRU National Mens League	Bedok 2's	Tier 2
SRU National Mens League	Gaulois Roosters	Tier 2
SRU National Mens League	Blacks 1st XV	Tier 3
SRU National Mens League	Oldham Blue	Tier 3

These 3 Tiers relate to scrum capability, general player capability & safety:

Tier 1: Teams 1-4 (ie Top 4 premiership teams in the 2017/18 League)

Tier 2: Team 5-8 (ie Next top 4 teams based on SRU assessment)

Tier 3: Teams 9, 10, 11 (remaining teams based on SRU assessment)

Tier 1 team v Tier 1 team – Full Contest scrums

Tier1 team v Tier 2 team – Full Contest scrums but any scrum & safety disparity assessed as game progresses by the Referee and if necessary move to U19 Rules.

Tier1 team v Tier 3 team –U19 Scrum Rules apply as a minimum starting point however it is encouraged that clubs play full contest scrums. Tier 3 teams are required to advise by Fri 12pm if they do not intend to play full contested scrums and list their front row, age and experience to justify this move to U19 Rules

Tier 2 team v Tier 2 team – Full contest scrums

Tier 2 team v Tier3 team – Full contest scrums

Tier 3 team v Tier 3 team – Full contest scrums