

## Season 2020/2021 Wadworth Gloucestershire Leagues Deregulations

### Regulations to be applied to Wadworth Gloucestershire Leagues (Level 8 and below)

The English Clubs Championship (ECC) regulations will apply to all Wadworth Gloucestershire Leagues, with the exception of the following amendments;

#### **RFU Regulation 13.4.1. registration**

All players must be registered with their club in accordance with the Player Registration Regulations, with the exception at Level 9 &10 that **TWO** unregistered players may play under RFU Regulation 13.4.1(b).

#### **Regulation 13 - Appendix 2 – Paragraph 10b number of replacements and substitutes in all League Matches**

The number of replacements and substitutes in all League Matches shall be as follows: at any Level below Level 4: not more than three.

#### **Regulation 13 - Appendix 2 - Paragraph 17 to 26 ROLLING SUBSTITUTIONS (Permitted Player Interchanges)**

Consent has been given by the South West Organising Committee (SWOC) to continue the use of Rolling Substitutions for season 2020-21 subject to Regulations (13 Appendix 2 Regulation 18) for reasons of clarity for all concerned in the Wadworth Gloucestershire Leagues the MAXIMUM number of rolling substitutions (“Permitted Player Interchanges”) is EIGHT interchanges.

1. In a Play-Off Match (*Wadworth Gloucestershire Premier And 1 North & South*) Player Interchanges will only be permitted where both participating teams have played their previous League Matches with Permitted Player interchanges.
2. After the Permitted Player Interchanges have been made no other replacements, substitutions or Player Interchanges will be permitted for any reason (including temporary or permanent injuries, sending offs and suspensions) In the event that a player is injured, sent off or suspended from the field the team will play with one less player and with uncontested scrums in the event that this involves a front row player and the game cannot continue safely with contested scrums.
3. For the avoidance of doubt, Player Interchanges replace the “blood bin”. If a player has an open wound and thus has to leave the field, this will be classified as a Player Interchange if that Player is replaced by another Player. If a team has used all of its Player Interchanges, that Player may not be replaced and the team shall continue with one less Player than was on the pitch prior to the “blood bin”. The player is permitted to return once the wound has been treated and the bleeding stopped.
4. Not more than **TWO** Player Interchanges per team may occur at any one time and may only occur during a stoppage in play and with the knowledge of the Referee who is entitled in his sole opinion to refuse to allow or postpone a Player Interchange if he believes either that the Player Interchange would prevent the opposition from restarting the game quickly or where a player has been injured or that it would not be safe for the replacement player who has been previously injured to play in the match.
5. A player must enter the field of play on the halfway line.
6. A player who is a replacement shall not be entitled to take a kick at goal until a passage of play has taken place since that player has taken to the field of play.
7. A Player who suffers two injuries in a match which has necessitated that Player being replaced on each occasion is not permitted to act as a replacement following the second injury.

8. Under dispensation provided to Unions by the International Rugby Board, where these rolling substitutions regulations conflict with the Laws of the Game these Regulations shall take precedence.

### **Concessions and Point Deductions.**

1. Matches will require adherence to the usual Regulations for replacements and front row replacement, i.e. at least one front row replacement must be available in the nominated team.
2. If a team has used all its permitted player interchanges and then suffers a FR injury, even though they may have a FR replacement still available, they would not be able to use him and would therefore cause the match to go to uncontested scrums and suffer any sanction imposed.
3. Penalty points will be deducted if a team fails to fulfil a league fixture however, if a team concedes a match but still enables a game to be played then no league points will be deducted. For example, if a team is unable to field a team or contest the first scrum of a match before any injuries have occurred to a front row player - i.e. they started the match without a front row - then the match is forfeit but no league points will be deducted as long as a game takes place.
4. Any issue that arises over whether a league match can/cannot be played – such as ground condition or lack of players – must be discussed urgently with the league secretary ***before any final*** decision is made to cancel a game. Clubs should make every effort to play a game whenever possible.
5. The only acceptable reason for not fulfilling a fixture is if a pitch is deemed unfit to use ***by an independent/neutral person*** and no alternative is available regardless of distance from the home club or available time slot (this ***MUST*** be discussed urgently with the league secretary ***before any final*** decision is made to cancel a game. Failing to fulfil a fixture for any other reason is subject to a five-point deduction for the offending team, unless played as a friendly with the non-offending team awarded a nil-nil win.
6. The card must contain ALL the required details of the players participating in the match as indicated on the match card.
7. Failure to comply with these simplified regulations may result in the deduction of points/sanctions in the normal way.
8. Clubs are expected to act within the spirit of the game and uphold the RFU's core value of sportsmanship. Therefore, clubs must not deliberately strengthen their 2nd XVs with a number of regular 1st XV players.

This could occur:

- a. When the club's 1st XV does not have a match, but the club's 2nd XV has a league match.
- b. When the club's 1st XV has a match, and the club's 2nd XV match has a very direct impact on promotion and relegation.

If this is suspected, then the matter will be investigated by the league secretary who may apply any sanctions he feels are justified and allowed within the regulations.

**At Gloucestershire 2 North & South (Level 10) the following will apply:**

1. Club can play an unregistered player under RFU Regulation 13.4.1(b) for a second or subsequent occasion but not a third occasion without effective registration.
2. Teams may contain players who are not registered with that club. They should however be made up of bona fide club members; although if this is not possible then players may be borrowed from other clubs to make up the numbers and encourage participation in the game. However, such teams may not play players holding Effective Registration with another club at Level 8 or above.
3. Players registered with another club may only be used where the Club which they are registered are at the same League level or the level above (i.e. Gloucestershire League 1) and play with the prior approval of that club.
4. In the interests of encouraging participation in the game at Level 10 the captains may agree prior to a match to more than 3 replacements being used by the teams in any match but still only have 8 interchanges.

**You are reminded that other regulations within the RFU Handbook remain unaffected**