

## WARWICKSHIRE CLUBS LEAGUE RULES 2011 – 2012

### **1. APPLICATION TO JOIN**

- 1.1 Participating Clubs must be members of WRFU or by invitation
- 1.2 For Clubs that wish to enter a team into the League structure, all entries must have been received by the date specified by the WRFU
- 1.3 Any Club wishing to withdraw a team for the following season must do so by 30<sup>th</sup> April

### **2. POINTS AWARDED**

- 2.1 4 points for a win
- 2.2 2 points for a draw
- 2.3 1 point for a defeat

### **3. PLAYERS**

- 3.1 Players do not have to be RFU League registered
- 3.2 Players can play for more than one Club in a season
- 3.3 All games in all Divisions will start with a minimum of 10 players per side. There will be no more than ONE man advantage to any team at the start of the game. The Captains must agree the exchange of players before the game begins. Should there be a failure to agree then the team responsible for such failure to agree shall forfeit the game. The points awarded on such a failure shall be 4 points for the innocent team and 0 points for the team responsible for the failure
- 3.4 A team supplying less than 10 players can only receive 2 points for a victory
- 3.5 All teams to stay within the spirit of the game ie keeping the teams at their respective levels (not bringing in players from higher teams, replacements included). 2 points will be deducted from the offending team

### **4. UNCONTESTED SCRUMS**

- 4.1 Before a game commences if there is a shortage of front row players, the game starts with uncontested scrums. Should a team unable to field a front row win, they will receive 2 POINTS MAXIMUM. Should the team with a full front row win they will be awarded FULL POINTS. The losing team in both cases will receive 1 point
- 4.2 If a game goes into uncontested scrums after the start normal rules apply

### **5. REPLACEMENTS**

- 5.1 It is not compulsory to have front row replacements
- 5.2 An open number of replacements can be agreed by both Captains and Referee before the commencement of the game. If agreement cannot be reached a maximum of 5 NOMINATED replacements will apply

## **6. FIXTURES**

- 6.1 All Leagues will be made up of no more than 12 teams, unless it is not logistical to do otherwise
- 6.2 Fixture Secretaries will be notified of the League structure for the following season prior to the end of May
- 6.3 ALL matches must be played on designated RFU Saturdays
- 6.4 Any Knock-out Cup match will take precedence over a League fixture

## **7. KICK OFF TIMES**

- 7.1 September, October, March and April kick off time will be 3.00pm.  
November, December, January and February kick off time will be 2.15pm unless agreed by both Captains, but no later than 2.30pm
- 7.2 All matches should be played for a duration of 40 minutes each way

## **8. PROMOTION AND RELEGATION**

- 8.1 As agreed by Clubs at a meeting to be held at the end of each season
- 8.2 No club will be allowed to have 2 teams in the same League

## **9. GAME NOT PLAYED**

- 9.1 Any side unable to fulfil a fixture for any reason other than the weather forfeits the game, except under exceptional circumstances and agreed by the Committee
- 9.2 A team that concedes 4 games in the course of a season will be expelled immediately and their records expunged
- 9.3 If any team is expelled from the League, then any lower teams from the same Club may be expelled

## **10. JERSEYS**

- 10.1 The "home" team will change strip in the event of a colour clash

## **11. RESULTS**

- 11.1 Telephone result in before 7.00pm on the day of the match
- 11.2 Email the result before 7.00pm on the Sunday

## **12. TROPHIES**

- 12.1 To be returned by holders by 1<sup>st</sup> April