



SASKATCHEWAN RUGBY

RULES OF COMPETITION

Every club shall ensure that all of their members are aware of these Rules of Competition and that the club and its members abide by them.

PREAMBLE

You must know this: If you are a participant in the game of rugby in Saskatchewan (i.e. a player, coach, manager, referee, medical support staff, administrator or official) it is your responsibility to familiarize yourself with, and to comply with, the Rules of Competition (the “Rules”).

Inspirational purpose: The Rules are meant to enhance, promote and improve competition throughout the various levels of rugby sanctioned by Saskatchewan Rugby. The various levels of competition within Saskatchewan Rugby provide the opportunity to play rugby at an appropriate level for all participants taking into account the age, gender, skill and physical condition of the player.

Your obligation: The Rules are designed to protect participants and to enhance and promote the game in our province. At all times these Rules of Competition shall be interpreted in a manner consistent with the principles of sportsmanship and of allowing for participation. Where you believe that the game of rugby is being conducted in violation of the Rules it is your responsibility to report that event to Saskatchewan Rugby.

DEFINITIONS

- a) **Board:** means the Board of Directors of Saskatchewan Rugby.
- b) **Competition:** means games, divisions, leagues (including associated playoffs), tournaments and festivals that are organized by our members clubs and unions and sanctioned by Saskatchewan Rugby.
- c) **Club:** means any one of the Clubs affiliated within the Union.
- d) **RRU:** means the Regina Rugby Union that is an affiliated Sub- Union to Saskatchewan Rugby.
- e) **Division:** means a competitive level of league play.
- f) **NSRU:** means the Northern Saskatchewan Rugby Union that is an affiliated Sub-Union to Saskatchewan Rugby.
- g) **Game Sheet:** means the official document where all players, scores and appropriate signatures of team managers and officials are recorded.
- h) **WR:** means World Rugby formally International Rugby Board that is the world governing body for Rugby Union.
- i) **Laws:** means the Laws of The Game of Rugby Union as published annually by World Rugby.
- j) **Match Officials:** means any referee, assistant referee, technical area officials, touch judges, or any other officials appointed by Sask Rugby and/or the SRRS.
- k) **Member:** means all active registered Saskatchewan Rugby, Sub-Union and Club members including players, coaches, managers, referees, therapists, administrators and officials.
- l) **Playing Enclosure:** means the area as defined in the Laws of Rugby, as separated from the spectator area by a fence or other temporary arrangement.
- m) **President:** means the President of Saskatchewan Rugby
- n) **SRRS:** means the Saskatchewan Rugby Referees Society that governs all officials of rugby in Saskatchewan
- o) **RC:** means Rugby Canada the Canadian National body for rugby.
- p) **RCC:** means the Rules of Competition Committee of Saskatchewan Rugby that creates, interprets, and amends the Saskatchewan Rugby Rules of Competition.
- q) **SR:** means Saskatchewan Rugby, the Provincial governing body of rugby in Saskatchewan.
- r) **Rules of Competition:** means the Rules of Competition for competitions within Saskatchewan Rugby
- s) **Sub-Union:** means any Sub-Union or Society affiliated with Saskatchewan Rugby.
- t) **Transfers:** means a permanent move by a participant from one club to another. A transfer requires the completion of a Rugby Canada Transfer/ Release Form or other approved documents
- u) **Visitor:** means a player who wishes to temporarily register under the Rugby Canada (2 week visitor) policy.

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1. JURISDICTION

1.1 These Rules of Competition shall govern all clubs and registered players residing within or visiting the province of Saskatchewan and playing Rugby under the sanctioning of Saskatchewan Rugby.

1.2 These Rules of Competition shall not limit clubs and players visiting the province of Saskatchewan at the invitation of Rugby Canada and playing fixtures under the jurisdiction, the management procedures and the expectations of World Rugby or Rugby Canada.

1.3 Unless otherwise stated herein, the playing of Rugby under these Rules of Competition shall be in accordance with the World Rugby *Laws of the Game of Rugby Union* and the *World Rugby Playing Charter*.

1.4 Saskatchewan Rugby delegates to the Rules of Competition Committee (RCC) the management of all Saskatchewan Rugby owned or sanctioned competitions by providing and maintaining consistent Rules of Competition.

1.5 The Composition of the RCC will consist of a named representative from each party (RRU, NSRU, SRRS) at the Annual General Meeting. This committee will remain in place until 30 days after the following AGM.

1.6 Issues that arise from time to time that are not specifically addressed in the Rules of Competition shall be subject to the final authority of the Board of Directors.

2. CODE OF CONDUCT

2.1 ALL UNIONS, ASSOCIATIONS, RUGBY BODIES, CLUBS & PERSONS:

2.1.1 must ensure that the Game is played and conducted in accordance with disciplined and sporting behaviour and acknowledge that it is not sufficient to rely solely upon the Match Officials to maintain those principles;

2.1.2 shall co-operate in ensuring that the spirit of the *Laws of the Game* are upheld and refrain from selecting players guilty of foul play;

2.1.3 shall not repeatedly breach the Laws of the Game;

2.1.4 shall accept and observe the authority and decisions of Match Officials and all other rugby disciplinary bodies;

2.1.5 shall not publish or cause to be published criticism of the manner in which a Match Official handled a match;

2.1.6 shall not publish or cause to be published criticism of the manner in which *Saskatchewan Rugby* or any other rugby disciplinary body handled or resolved any dispute or disciplinary matter resulting from a breach of the Rules of Competition or a breach of *Laws of the Game*;

2.1.7 shall not engage in any conduct or any activity on or off the field that may impair public confidence in the honest and orderly conduct of a Match, tour, tournament or series of matches or in the integrity and good character of any person;

2.1.8 shall not commit a breach of Regulation 6 (Wagering);

- 2.1.9 shall promote the reputation of the Game and take all possible steps to prevent it from being brought into disrepute;
- 2.1.10 shall not commit an anti-doping rule violation as defined in Regulation 21;
- 2.1.11 shall not abuse, threaten or intimidate a Match Official, whether on or off the field of play;
- 2.1.12 shall not use crude or abusive language or gestures towards Match Officials or spectators;
- 2.1.13 shall not do anything which is likely to intimidate, offend, insult, humiliate or discriminate against any other Person on the ground based upon their religion, race, sex, sexual orientation, colour or national or ethnic origin;
- 2.1.14 shall not to do anything that adversely affects the Game of Rugby Football, *Saskatchewan Rugby*, any member Union or any commercial partner of the Game.

2.2 SPECTATOR CONTROL

2.2.1 The behaviour of spectators remains the responsibility of the home team. In the event of a game being played at a sub-union facility, spectator behavior is the responsibility of both teams. Sub-unions have the right and the responsibility to sanction offending individuals and/or their Club. Conduct of Club members at the premises of the respective sub-unions and their member Clubs shall be the responsibility of those member Clubs and as such the respective sub-union may sanction the offending party and/or their Club.

2.2.2 Spectators who, in the sole discretion of the sub-union or provincial executive or the Match Officials, are acting in an offensive or unruly manner shall be removed to a distance of not less than 100 meters from the playing enclosure.

2.2.3 Consumption of alcohol outside of the designated areas of the sub-union's or club's premises is strictly prohibited and may result in sanctions being imposed against the offending party and/or their Club that includes the dressing room areas.

2.2.4 Offensive or abusive conduct towards the sub-union or provincial union executive, Match Officials, players and other spectators or participants in the game of Rugby at any event held under the sanctioning of Saskatchewan Rugby may result in sanctions being imposed against the offending party and/or their Club.

2.2.5 Disciplinary procedures for offensive and/or abusive behavior outside of the field of play will be administered through the *Sask Rugby Dispute Resolution Policy*.

2.2.6 Disciplinary procedures for on the field infractions will be administered through the *Sask Rugby Disciplinary Procedures*.

2.2.7 The only parties allowed inside the playing enclosure should be:

- a) Players Named on the Match Roster
- b) The Match Official(s)
- c) Registered Coaches and Managers
- d) Registered Club Members only for the purposes of:
 - a) carrying water
 - b) retrieving balls
- e) The Therapist for each team

f) Media

2.2.8 The use of illegal drugs on the premises of the respective sub-unions and their member Club's is strictly prohibited and, in addition to any sanctions at law, may result in sanctions being imposed against the offending party and/or their Club.

2.3 DISCIPLINE PROCEDURES

2.3.1 Disciplinary procedures for all on the field infractions will be administered through the *Sask Rugby Discipline Document*. It can be found on www.saskrugby.com under the suspensions tab on the left menu.

3 CLUB RESPONSIBILITIES

3.1 CLUB EXECUTIVE INFORMATION

3.1.1 Every Club shall provide to Saskatchewan Rugby, in January of each year, a completed Sask Rugby Member Organization Registration Form. This is also required from the RRU, NSRU and SRRS. Each will pay the prescribed fee for this listing by the Saskatchewan Rugby AGM to secure their votes in that meeting. It is the club's responsibility to update Saskatchewan Rugby of any changes. Saskatchewan Rugby will maintain a Member Organization Directory with the following information.

i. A list of the Club's executive including positions held, e-mail addresses and a comprehensive list of contact telephone numbers

ii. An address and email at which information can be forwarded to the club for the upcoming season.

3.1.2 All **Coaches** in Saskatchewan must hold the following qualifications: completion of Respect in Sport Certification, completion of World Rugby Rugby Ready module, and completion of World Rugby Concussion Management for the General Public module. All **Coaches** must be registered and insured under the Rugby Canada registration process.

i. Coaches from overseas will need to apply to Rugby Canada through Sask Rugby to gain equivalency for their native coaching qualifications and to obtain an NCCP coach accreditation number. (All overseas coaches will need to provide documentation of their certification).

3.1.3 All volunteers working with or coaching minors under the age of 18 must carry out a Police Check under the vulnerable sector act. This Criminal Records check must be submitted to the Sask Rugby office to be kept on file.

3.2 CLUB ELIGIBILITY

3.2.1 All clubs must satisfy the rules of membership of Sask Rugby and their own Sub Union in order to enter a team into annual leagues or any competition as sanctioned by Sask Rugby. Sask Rugby and Sub Unions are required to set fees and deadline at their respective AGMs.

3.2.2 All Sask Rugby Club and Team Dues are required to be paid on the following dates each season:

I. Senior Team Dues are due JUNE 1st. Late fees will be applied at the discretion of the Sask Rugby Board of Directors.

3.2.3 The NSRU and RRU shall determine the eligibility of all clubs wishing to compete in their respective Saskatchewan sanctioned league. If a club is deemed ineligible both the club and Sask Rugby must be notified in writing prior to the Sask Rugby Annual General Meeting.

3.2.4 Teams that have defaulted games in the prior season (as per section 10) will be reviewed in advance of a new season and the NSRU and RRU will have sole discretion on whether that team will be permitted to compete in any league under the sanctioning of Saskatchewan Rugby.

3.2.5 All Clubs wishing to enter into a NSRU or RRU league must follow the minimum criteria for their competition type as specified below:

Competition Type	Players	Coaches	Fees
Fifteen a side	Minimum fifteen (15) players registered	Must have one (1) registered coach	Must pay the appropriate annual Sask Rugby and Sub Union Fee
Ten a side	Minimum twelve (12) players registered		
Seven a side	Minimum eight (8) players registered		

3.2.6 Clubs may request dispensation from the Rules of Competition Committee. A club must present in writing, clearly stating the reason for dispensation and a development plan on how the club will meet the criteria laid out in section (3.3.4) over a set time period. On this basis the Rules of Competition Committee will make a ruling on the dispensation request.

3.3 REGISTRATION OF PLAYERS

3.3.1 All persons active in a Club must be individually registered in the Rugby Canada Database. This includes all players, coaches, managers, therapists and board of directors. Registration provides liability, accident and medical coverage.

All clubs are responsible for understanding how the Rugby Canada National Insurance Program works and who is covered by the Program.

3.3.2 To be registered, ALL Club participants must complete the online registration process.

3.3.3 Registration must be completed PRIOR to participation with the Club's activities in the season. All categories of membership for a participant should be included during the Registration Process. ie. if a participant plays, coaches, officiates and is the Club treasurer then this should be indicated by adding all necessary membership categories on the Membership Selection step of online registration.

3.3.4 Any Club or person who knowingly participates in sanctioned rugby activities, not including games in a sanctioned league competition (the penalties for fielding an unregistered player in a sanctioned league match is covered in section 10 – Forfeits) while not being registered, not including specially sanctioned events, will subject the club to the following penalties:

Offense is by Club and NOT by Team.

1st Offense Club is fined \$250

2 nd Offense	Club is fined \$500
3 rd Offense	Club is fined \$1000

Note: An offense refers to any participant and not necessarily the same participant within a club. Any funds collected will be placed into our Rugby Legacy Fund and will be invested back into Sub Union capital projects.

3.3.5 For players wishing to transfer from another club please see section 3.5 (Player Transfers)

3.4 15 DAY VISITOR'S REGISTRATION

3.4.1 Visiting player must be registered in the Rugby Canada Database.

3.4.2 A maximum of two Visitor registrations per player per season is permitted.

3.4.3 All Visitor registrations will expire immediately prior to the first play-off game regardless of date of issue.

3.5 PLAYER TRANSFERS

3.5.1 Domestic Transfers

(i) A player wishing to transfer from one Club to another shall initiate a transfer in the SportLomo registration system. The following steps must be completed before the player steps on the field for their new team:

a. Both clubs must approve the transfer in the SportLomo system before the transfer can be completed. If a Club wishes to deny a player transfer (whether outgoing or incoming) the Club should provide reasoning for this denial in writing to the Rules of Competition Committee. Unless compelling reasoning can be provided to deny a transfer (for example, where the player is in bad standing with Sask Rugby or Sask Sport), players should be able to freely associate with a club of their choice provided that they are in compliance with the entirety of section 3.5.1 of this policy and meet the club's requirements for membership (i.e. team dues).

b. Saskatchewan Rugby must also approve the official transfer request in the SportLomo registration system. In the case of a transfer from or to another province, the respective provincial union must also approve the transfer.

c. Once all approvals have been given, the player will receive an email with a link to re-register with their new club. The player must follow this link and complete a new registration with their new club. The player will not pay additional Rugby Canada or Sask Rugby fees. The new club may waive their portion of any fees by issuing a discount code to the player for the player to apply at checkout.

d. Only once these steps are completed is a player officially transferred and cleared to play for their new Club.

(ii) Players shall only be allowed to transfer from one Club to another up until August 1st of the year in which the transfer is requested.

(iii) A player's current Club shall not consent to the issue of a clearance if that player is under suspension on disciplinary grounds, unless such suspension is for a period of five weeks or less, and the new Club has confirmed in writing that a suspension for an equal period of the balance of the suspension will be imposed on the player in the competition(s) for which the new Club/union is to register him/her.

(iv) A player shall not be allowed to make more than two (2) transfer requests in a 12-month period beginning May 1st, and in any event a player shall only be allowed one transfer request per season.

(v) Players cannot play for more than one Division 1 club at a time.

3.5.2 International Transfers

(i) Transfers within Rugby Union are subject to WR Regulation 4.6 Movement of Players between Unions. Particular reference should be made to regulation 4.6.1.

(ii) A Player leaving or proposing to leave his or her Current Union to play in another Union shall not be Registered or eligible to participate in competitions organized, recognized or sanctioned by that New Union until the New Union has received the original version (or a facsimile copy of the original version) of a Clearance.

(iii) A Player leaving a Saskatchewan club must submit a RC World Rugby Transfer Form prior to leaving Canada. This form can be found at www.saskrugby.com under tab forms.

3.6 PLAYER ELIGIBILITY

3.6.1 All players wishing to play rugby under the jurisdiction of its Sub Union and under the sanctioning of Saskatchewan Rugby must be registered with Rugby Canada and Saskatchewan Rugby through the club of their choice via the Rugby Canada online registration process.

3.6.2 A player may not be registered simultaneously with more than one Provincial or Sub-Union. The Union with which he/she was **first** registered to shall determine the status of a player.

3.6.3 Players must be turning 18 years of age during the calendar year (U18 or older as per the current Age Grade Chart on the Sask Rugby website) to be eligible for senior contact rugby. Players turning 17 years of age during the calendar year may apply for dispensation to play senior rugby but may not play in the front row.

3.7 FOREIGN PLAYER ELIGIBILITY

3.7.1 A foreign player shall be a player who cannot meet any of the following qualifications:

(i) Canadian citizenship; or

(ii) Registered with Rugby Canada for at least 3 seasons prior to the current one; or

(iii) Permanent residency in Canada (documentary proof required).

3.7.2 All foreign players coming to Canada must be cleared through Rugby Canada and their existing Rugby Union. Foreign players should contact their home club to make sure a Clearance has been completed and sent directly from the player's national union to Rugby Canada. A foreign player is not permitted to take the field of play in Canada until the Clearance has been approved by Rugby Canada. If clubs fail to follow the international player transfer protocol set out above and plays ineligible players the game or games in question will be classed as a default and sanctions set out in section ten (10) will apply.

3.7.3 All foreign players must provide a copy of their primary health insurance coverage to the Saskatchewan Rugby office.

3.8 TOURS (INCOMING & OUTGOING)

3.8.1 All incoming tours from another country to Saskatchewan or outgoing tours from Saskatchewan to another country involving a member Club of Saskatchewan Rugby shall require the approval of both Saskatchewan Rugby and Rugby Canada. The Tour In and Tour Out Form application shall be made to Saskatchewan Rugby at least 6 weeks prior of the intended arrival or departure date.

3.8.2 All incoming tour games need to be sanctioned by Rugby Canada and Saskatchewan Rugby. These Tour In and Tour Out forms can be found at www.saskrugby.com under the tab forms.

4. TEAM RESPONSIBILITIES

4.0 In the event of the non-appointment (or non-arrival) of an officially appointed assistant match official, each team shall supply one touch judge for the game being played. Where no touch-judge is available the team failing to provide the touch-judge shall have one of their players act as touch judge. A player who is appointed to be the touch-judge for the game in question must be clearly identifiable and must not be wearing the same playing jersey as either team on the field.

4.1 Each team shall supply at least one match ball, it being the home team's choice as to which balls are used.

4.2 No changes to the approved fixtures are permitted unless authorized and confirmed by the home teams Sub-Union scheduler. Any request for a change to the approved schedule must be done a minimum of 7 days prior to the scheduled kick-off. It is the Sub-Union's responsibility to notify the SRRS and Saskatchewan Rugby of any change in fixtures.

4.3 The home team shall ensure that the field is properly marked in accordance with the *Laws of the Game of Rugby* (Law 1 – The Ground). The home team will also ensure that the goal posts are properly protected.

4.4 The home team shall have a barrier or rope, not less than 6 feet from the touchline of each side of the field, to keep spectators from the touchline.

4.5 The home team must provide adequate change facilities and should make every effort to also provide shower facilities.

4.6 Both teams shall complete an electronic game sheet, listing all players nominated for the match, via the SportLomo platform at least fifteen (15) minutes prior to kick-off. Teams are responsible for having an individual present at the pitch who can make last-minute changes to the Team Sheet. Saskatchewan Rugby will provide a "Team Manager" SportLomo login to clubs for this purpose. Failure to submit a completed game sheet in the prescribed time will result in forfeiture of the match.

4.6.1 The match official may accept a game sheet within fifteen (15) minutes of kickoff if they deem that unavoidable circumstances have prevented a team from submitting the form correctly.

4.6.2 Paper game sheets shall not be used except in emergency circumstances including but not limited to unavailability of the SportLomo system. Failure to understand how to use the SportLomo platform is not an emergency circumstance. In the case where a paper game sheet is required, the provisions 4.6 to 4.10 shall still apply except that the match official should submit the paper copy to Saskatchewan Rugby who will log the information into the SportLomo system.

4.7 Each team is responsible for ensuring that the appropriate individual submits the game sheet via the club's SportLomo account. Submission of the game sheet via SportLomo will be considered as affirmation that the submitted game sheet is correct in lieu of a signature.

4.8 The match official will review the submitted game sheets prior to kickoff and ensure that the sheets are correct within the Laws of the Game.

4.9 The team may edit the submitted Team Sheet for up to one (1) hour following the scheduled kick-off time. This window should be used to ensure that any last-minute changes to the playing roster are made and that the jersey numbers recorded on the Team Sheet are accurate to what the players are wearing on the field (e.g. in the case of a player wearing a number that is different to their selected position).

4.10 At the conclusion of the match, the appointed match official will complete the game sheet via the SportLomo platform. Once the match official has completed the game sheet, it shall be considered as the official record of the match. All parties (home team, away team, match official, Saskatchewan Rugby) will have access to the completed game sheet via the SportLomo platform. Teams are responsible for reviewing the game sheet for errors and reporting any errors as per sections 12.1 and 12.3 below.

5. MATCH OFFICIAL (S) RESPONSIBILITIES

5.1 Prior to the commencement of a match, the appointed Match Official(s) will check that each game sheet has been satisfactorily completed. The appointed Match official **cannot** start a game if a completed game sheet has not been provided to him/her.

5.2 In accordance with the Saskatchewan Rugby Discipline Document, the games involving any send-offs or any incident requiring a Discipline report, the Match Official shall complete and submit a report to the Discipline Committee (DC) through the Sask Rugby office within 3 calendar days. A Match Officials discipline report form is available at www.saskrugby.com under the suspensions found on the side menu.

In accordance with the Saskatchewan Rugby Discipline Document, a send-off that involved input from an Assistant Match Official, the Assistant Match Official shall complete and submit a report to the DC through the Sask Rugby office within 3 calendar days. An Assistant Match Official's discipline report form is available at www.saskrugby.com under the Suspensions header found on the side menu.

Please note that these timelines are always on a best effort basis however exceptional circumstances may arise that may prevent the referee or committee from meeting these timelines. Failure by the Match Official to meet these timelines does not make a decision by the DC unenforceable, nor would it be grounds for an acceptable appeal or to use the dispute resolution process based on a technicality, as it would be against the spirit of discipline in our game.

5.3 The Match Official(s) must be appointed by, and registered with, the Saskatchewan Rugby Referees Society (SRRS). In exceptional cases an appropriately accredited visiting Match Official may be appointed by SRRS to Saskatchewan Rugby sanctioned game or tournament.

5.4 If no appointed Match Official has been appointed or if a Match Official fails to show for a game, the two teams may agree upon and appoint a **registered and certified** match official. If they cannot agree, the home team appoints the **registered and certified** match official. This is in accordance with WR law (6.A.1). **If no certified Match Official is available the game will not be played and the fixture will be postponed and rescheduled.**

5.5 At the conclusion of the match, the appointed Match Official shall enter on the game sheet the final score, the number of tries scored by each team and submit the game sheet via the SportLomo platform. All parties (home team, away team, match official, and Saskatchewan Rugby) will have access to the completed game sheet upon submission.

5.6 The appointed Match Official retains discretion over safety and has the option to refuse to commence a game (or the option of refusing to continue with an already commenced game) in the case of an unsafe playing environment.

5.7 The appointed Match Official should take note of any inadequacies of playing facilities such as field markings, incorrect dimensions, inadequate equipment, lack of spectator barriers, etc. The Match Official should be submit any concerns within 72 hours of the conclusion of the game to the Saskatchewan Rugby office sru@sasktel.net or fax (306) 781-6021

Any major concerns could result in no more games being played at that facility in the season.

5.8 The appointed Match Official **must** keep a record of all substitutions made and mark them clearly on the game sheet for all play-off games.

6. PLAYERS DRESS

6.1 Players shall wear kit consisting of jerseys, shorts and socks of a uniform color with that of their team.

6.2 The Match Official of the match shall be the sole judge of whether any equipment, including but not limited to footwear, headgear and body padding or bracing, is acceptable under ([World Rugby Regulation 12 – Provisions Relating to Players’ Dress](#)). In the event such equipment is not acceptable to the Match Official, the offending equipment shall not be worn in the match.

6.3 Teams participating in sanctioned competitions must wear a uniform set of playing jerseys during each match in the competition. Each player must be able to be identified by the markings on their jerseys (i.e. number or letter). Team Sheets submitted via the SportLomo system must show the correct jersey marking for each player so that they may be identified post-match.

6.4 In the event the home and visiting teams have jerseys that in the opinion of the Match Official are too similar in appearance, the home team shall change their jerseys to the satisfaction of the Match Official.

7. LINEUPS, SUBSTITUTIONS, AND REPLACEMENTS

7.1 For Saskatchewan Rugby matches a team may nominate up to eight replacements/substitutes, for a total of 23 players on the roster (in line with [Law 3 of the Laws of the Game](#)), except for Division 2 and Age-Grade games where teams may nominate up to ten replacements/substitutes for a total of 25 players on the roster. All players on the roster must be dressed, able, and ready to play in the positions for which they have been designated (if applicable). Any player nominated for a match who is not dressed, able, and ready to play shall not have the match counted towards playoff eligibility and the team may be subject to further sanction at the discretion of the Rules of Competition Committee.

7.2 For Women’s and Junior 15-a-side competitions, a partial numbers matching rule will be used to promote competitive gameplay according to the following table. Teams must still field a minimum number of players as per section 10.1 (ii).

Number of Players Available (Team with Fewer Players)	Number of Players Allowed (Team with More Players)
10	12
11	13

12 or more	15
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7.3 Saskatchewan Rugby and its member Sub-Unions and Clubs will follow the guidelines on substitutions according to the Laws of the Game ([Law 3](#)).

7.4 In the case of uncontested scrums, the Laws of the Game ([Law 3.13-20](#)) should be applied by the Match Official.

7.5 For games in Women's, Junior, and Men's Division 2 competitions, the teams may agree to play the match or a portion of the match with uncontested scrums provided that it is agreed prior to kickoff of the match and the match official(s) is informed of this decision.

7.6 For games in sanctioned competitions, teams may elect to use Guest Players in order to field a starting roster of 7, 10, or 15 players (depending on the nature of the competition in question). A Guest Player is defined as a player that while properly registered with Rugby Canada is not a registered member of the Club in question. The use of Guest Players will be subject to the following conditions:

- i. Guest Players may not be used in playoff games.
- ii. Guest Players must still be recorded on the team's SportLomo Team Sheet using the Member ID of the Guest Player(s). These players will not gain credit for games played towards their playoff eligibility (consistent with the principle that games played for playoff eligibility must be played for the team being represented in playoffs). A player that commits a red card offense while playing as a Guest Player will have their subsequent suspension applied to ALL rugby activities including those of their original club.
- vi. The team that elects to use one or more Guest Players will automatically forfeit the match and the match will be scored as a 20-0 victory worth 5 competition points in favour of the non-forfeiting team.
- iv. Provided that the match proceeds as scheduled with the Guest Player(s), the forfeiting team will not suffer a financial penalty. If the game does not proceed as scheduled – either not happening at all or with a lesser number of players than is standard for the competition – then the forfeit rules contained in section 10 of this policy will apply, including financial penalties.
- V. A team that uses a Guest Player in three matches during the season will need to apply for reinstatement to their Sub-Union for entry into the league for the following season to ensure that the club can continue to function as a club and play in competitive (non-forfeited) matches in the future.
- vi. The use of Guest Players is intended to allow a team to meet the minimum numbers required to have a match in the given competition and should not prevent the team's own players from participating. Teams using Guest Players may select enough Guest Players to safely play the match but must not select the team's own players as substitutes (i.e. a Guest Player may not take a starting position from a team's player). The one exception to this rule will be if a team needs to select a Guest Player as a starting front row player and this selection causes a non-front row player from the team to be placed as a substitute.

8. LENGTH OF GAME

8.1 Maximum game time and maximum total time played in a single day for each age grade is specified in the table below. The maximum half length shall be used for all competitions unless the match is part of a festival or jamboree-style competition day (i.e. where teams play more than one match per day).

Age Group	Maximum Half (and Halftime) Length Per Game (minutes)	Maximum Game Time Per Day (minutes)
Senior	40 (5)	N/A
U17-U19	35 (5)	90

U15-U16	30 (5)	90
U13-U14	25 (5)	70

8.2 There will be no overtime for all regular season games regardless of age grade.

8.3 If for any reason a match does NOT start at the official commencement time, the remaining time for these matches shall be divided equally after allowing for a five (5) minute interval between matches and an appropriate half-time interval so that succeeding matches may start on time

8.4 A Match Official has the power to abandon a game at any time if, in his/her opinion, the game should not continue to full time. The Match Official must report the reasons for making this decision to the Sub-Union in which the game was played. A game shall be deemed abandoned if it cannot be completed due to unforeseen circumstances - e.g. Weather conditions, medical emergencies.

8.5 If the playing time of an abandoned match amounts to less than forty minutes, then the game shall be rescheduled, the result of a shortened game would have no bearing on any league or other competition standings. If the playing time of an abandoned match amounts to more than forty minutes, the score at the time of the matching being abandoned shall be recorded as the final score. This regulation does NOT apply to games ended by the Match Official because of disciplinary problems on or off the field.

8.6 The Match Official shall be the sole judge of the amount of time played in the game.

9. POSTPONEMENTS

9.1 Saskatchewan Rugby and its Sub-Unions have the right to schedule make-up games at times and venues that it may designate, including mid-week games if they are deemed necessary.

9.2 A game may be postponed and played at a later date, in its entirety, in the following circumstances.

i. Where, prior to the match commencing, the Sub-Union or Match Official determines that weather conditions make the proper and safe play of the game impossible.

ii. Where a game that has commenced cannot be completed due to circumstances beyond the control of either team, subject to match completion criteria in section 8.5.

iii. Where a club has submitted a formal written request (by email/fax) for a postponement of a game to the Sub-Union. The written request must:

- Be received at least seven (7) days in advance of the scheduled match for Senior matches and two (2) days for Junior matches;
- Identify the justification for the postponement request and,
- Must not be based upon an assumption that the local Sub-Union will approve an automatic postponement.

9.3 If a game is postponed and not immediately rescheduled, both Clubs shall submit a game sheet, listing the intended roster, within 48 hours of when the originally scheduled game would have been completed. This game sheet will serve as a temporary roster and will be replaced when the game is rescheduled and played. If the game is not rescheduled and played at a later date, then the temporary game sheet will be counted for playoff eligibility purposes.

9.4 The re-scheduling of a postponed game shall have a new date agreed upon within 2 weeks of the originally scheduled date. If this does not occur the team requesting the original change will forfeit the game under the conditions of 10.2.6.

9.5 A game will not be postponed due to players being on representative duties.

9.6 If circumstances beyond a clubs control prevent a team from participating in a fixture the club may apply to the Rules of Competition Committee (RCC) for dispensation in relation to regulation (9.4) and (9.5). In circumstances such as 9.2 i and ii, the RCC may determine that the forfeiture rules do not apply, and instead deem the match a draw and award 2 points to each Club.

9.7 The Rules of Competition Committee has the power to declare a winner, order a replay, declare a no contest, in which case no points are awarded to either Club, and may apply such sanctions as it deems fit. If a replay is ordered it shall be held under conditions established by the Organizing Committee.

9.8 All league fixtures must be fulfilled by clubs and clubs cannot mutually agree not to play a fixture.

10. FORFEITS

10.1 A club shall be considered to have forfeited a game in the following circumstances.

- i. Failure to fulfil an approved fixture scheduled by Saskatchewan Rugby or its Sub –Unions.
- ii. Failure to have a minimum number of players on the field by the scheduled kick off time according to the chart below for each competition type:

Match Type	Senior Men's	Senior Women's	Junior
15 a side	12	10	10
10 a side	8	8	8
7 a side	6	6	6

- iii. A team plays an ineligible or unregistered player as defined by these Rules of Competition.
- iv. Failure on the part of the home team, to provide adequate field markings and equipment in accordance to these rules and regulation and in the Laws of the game, where in the Match Official's discretion a fixture cannot be played.
- v. Failure to submit a game sheet in accordance with regulation 4.6 of these Rules of Competition.
- vi. When the team fields a Guest Player in line with section 7.6 of this policy. Special forfeit rules will apply for this circumstance and those rules are contained within section 7.6 itself.

10.2 A club shall which is considered to have forfeited a game will be subject to the following consequences

10.2.1 The Club shall **be deducted (-5) league points from the league standings and the winning team collects Maximum points (+5)**. The score will be recorded as 20-0. The Club must also pay a fine of \$250 for non-travelling games or \$500 fine for travelling games. Financial penalty will firstly cover Sub-Union costs (i.e. Match Official and physio) with the remainder of the penalty credited to the opposition. This is subject to the criteria in 10.2.6.

10.2.2 If a Club forfeits a second time in a season that Club will receive the same penalty with points and fines as outlined in 10.2.1 as well as be ineligible for the Playoffs.

10.2.3 If a Club forfeits an Interlock scheduled game the Club will receive the same penalty and fine as outlined in 10.2.1. The \$500 will be paid to the opposing team.

10.2.4 If a Club forfeits a game during the playoffs they will receive a fine of \$1000 and will start the following season with negative (-5) points in the standings. The fine shall always be payable to the Sub-Union.

10.2.5 Any Club will be suspended from league play for forfeiting three league matches. They will need to apply for reinstatement to their Sub-Union for entry into the league for the following season. The respective club's Sub Union will determine if the team will be permitted to re-enter the league in the following season.

10.2.6 In the event that notice is given to the scheduler by email or phone message within 72 hours that a club will be forfeiting a scheduled game, there will be no financial penalty incurred but will have a points penalty of maximum points to the opposition (+5) and 0 points to the forfeiting team. The score will be recorded as 20-0.

10.2.7 The fines specified in sections 10.2.1, 10.2.3, and 10.2.4 shall not apply to forfeits by Junior teams. Any fines for forfeits by Junior teams shall be specified, levied, and paid to the appropriate Sub-Union.

10.3 The Scheduler will notify both the club president and the appropriate Board (SR, RRU, NSRU) of any occurrences within 3 days of the occurrence via email. Once notice of penalty is received, all fines shall be paid at or before the next scheduled Board meeting (SR, RRU, NSRU). If a fine is overdue the club will be subject to Bad Standing Status as outlined in 11.5 with both the Sub Union and Saskatchewan Rugby.

11. TEAM WITHDRAWALS

11.1 A team that withdraws from a league will not be permitted to re-enter a team into the league in question for the following season unless approved and appropriate fines will be applied as per section 10.2.1. A withdrawal from any league program will count as a forfeit on the season and will need to follow the process as outlined in 10.2.5.

i. The fines and penalties specified in sections 10.2.1, 10.2.3, and 10.2.4 may be waived where a Club can prove that their withdrawal is due to a number of injuries causing the Club to be unable to field the minimum number of players specified in 10.1 (ii). A full list of injured players must be provided in writing to the Rules of Competition Committee within 24 hours of the notice of withdrawal being provided to the league operator. The Rules of Competition Committee shall have the final determination on whether fines should be waived, including whether a Club is attempting to gain advantage by listing a healthy player as injured.

a. The Rules of Competition Committee will not consider other types of absences in this adjudication. If a registered player is not listed as injured they will be considered available to play.

b. The Rules of Competition Committee will apply the following formula in its adjudication: the number of injured players must exceed the number of eligible registered players minus number of players required to start a match (e.g. 54 registered players minus a minimum of 12 players to start a match in Men's Division 1 means that the Club would need to register at least 43 injuries to have fines waived).

11.2 If a club withdraws a team from league play, the club's other teams of the same gender will not be fined or docked points.

12. SCORES, LEAGUE STANDINGS, AND TABLES

12.1 **Reporting of Scores and Game Sheets:** Scores of matches will be filed by the match official via the electronic game sheet on the SportLomo platform. Teams are responsible to review the completed game sheet once it has

been submitted by the match official and report any errors in scores as per 12.3. Saskatchewan Rugby will audit the game sheet for eligibility issues following submission.

12.2 Points shall be awarded in league standings as follows:

i.	Win	4 points
ii.	Draw	2 points
iii.	Loss	0 points
iv.	Win by Default	5 points

Bonus points awarded

v.	4 tries or more in a game	1 point
vi.	Loss by 7 points or less	1 point

Bonus points will be awarded only if clearly marked by the Match Official on the official Saskatchewan Rugby game sheet. A draw is not considered as a loss by 7 points or less.

12.3 Clubs shall have 14 days from the posting of game scores on the Sub-Union or Saskatchewan Rugby website, to notify the respective union in writing of any error in the game score posted. Posted game scores shall stand as correct in the final league standings if errors are not identified, in writing, within 14 days. The 14 day limitation does not apply in the event of a rule violation that comes to the attention of the Board. In this case, the Board may request that the RCC review and determine a course of action.

12.4 In the event of a tie in the standings at the conclusion of the regular season, the final standings shall be determined by considering in order of the factors below:

- ☐ The most wins in league play;
- ☐ The record of the games played between the two teams;
- ☐ The team with the highest total points scored in the games between the two teams that are tied.
- ☐ The most bonus points earned in league play
- ☐ The score differential, points for minus points against, in league play

13. PLAYOFFS

13.1 All Play-off games, dates, times and venues will take place according to the schedule posted by Saskatchewan Rugby each year.

13.2 The home team in the respective sub-union play-offs shall be the team with the higher-placing in the final league standings.

13.3 The home team will have the option of playing their playoff game(s) at their home field or at their sub-union's main facility. All sub-union finals will be played at the sub-union facility.

13.4 The victor of the sub-union division final (where applicable) shall play in the Provincial final for that division to determine the Provincial Champion.

13.5 In the Women's League the two teams that finish the highest in the standings shall play in the Provincial Final to determine the Provincial Champion.

13.6 The home team for the Provincial final game shall be the team from the sub-union that is hosting the Provincial Final game.

13.7 All Provincial finals shall be played at the main facility of the sub-union that is hosting the game and is determined by Saskatchewan Rugby.

13.8 In the event a play-off game for a senior men or women's division is tied at the end of regulation time, the following overtime format shall be used:

- i. A coin toss shall be held to determine selection of ends and kick-off.
- ii. Two 10-minute overtime halves shall be played, with a 5-minute break between halves and changing of ends at the half.
- iii. Should the game still be tied at the end of 20 minutes of overtime, the teams shall continue to play successive sudden death 10 minute periods, with 5 minute breaks and the switching of ends between periods, the first team to score will be declared the winner.

13.9 Player eligibility for play-off games shall, in addition to the criteria set out elsewhere in these Rules of Competition, be determined as follows:

- i. A male participant must be **fully registered** and be named on a minimum **four (4)** regular league (fifteen a side games only, including Division 2) game sheets for the Club that the player is registered for in the current season in order to be eligible to play in the playoffs. A female participant must be **fully registered** and be named on a minimum **one (1)** regular league (fifteen a side games only) game sheet for the Club that the player is registered for in the current season in order to be eligible to play in the playoffs. Game sheets will be monitored by each of the Sub Unions and member clubs.
- ii. For dual members competing for one Club in Division 1 competition and another Club in Division 2 competition, playoff eligibility must be achieved separately for each Club by participating in 40% or more of each Club's regular league matches.
- iii. A fully registered player may use representative games played at a higher level as part of their four regular season games if it prevented them from playing for their club. Missed games due to rugby-related injuries may also be considered acceptable grounds for eligibility exception request. A player may also apply for an exemption based on games missed due to military service or training. This is providing that player was recorded and registered with the club in the Rugby Canada Registration System at the time of the representative games being played/Club games missed.
- iv. To gain dispensation, a club should apply to the RCC in writing stating the dates, times and Club games that the player missed due to representative duties or rugby related injuries. All requests should be submitted using the prescribed form and must be submitted at least one week prior to playoffs together with all supporting documentation, medical and/or otherwise, as appropriate.
- v. The eligibility criteria contained in 13.9 (i) will not apply to exhibition games played during the same time of year as the playoffs that are played by two teams who are no longer involved in the playoffs. An example of this type of match would be a match that is organized between the 3rd and 4th place team in a given sub-union (or across multiple sub-unions) after these teams have been eliminated from the playoffs and where neither team can use the game to re-enter the playoffs.

14. SANCTIONED TOURNAMENTS

14.1 Sanctioning tournaments ensures that the proper insurance coverage is in place, grow the game domestically and to attract international teams to visit Canada and participate in quality events. To ensure all players are adequately covered by insurance, a tournament sanctioning process will be administered locally and the tournament organizer can apply for sanctioning using the tournament application form.

14.2 All Tournaments must be sanctioned by

i. A Saskatchewan Rugby Event Sanction Form must be completed and submitted to the Saskatchewan Rugby office (14) days prior to the tournament or event taking place.

ii. Sanctioning by Saskatchewan Rugby that the tournament or event has been approved.

14.3 Only Rugby Canada registered players and teams may compete in Saskatchewan Rugby sanctioned events.

14.4 All tournaments, games and events sanctioned by Saskatchewan Rugby are to be refereed by Saskatchewan Rugby sanctioned and appointed Match Officials (refer to regulation 8.3).

Full tournament sanctioning policies and procedures can be found at www.saskrugby.com

15. DISPUTES

15.1 All disputes and any violation of these Rules of Competition will be reviewed by the Saskatchewan Rugby Rules of Competition Committee. All decisions on disputes made by the RCC will be final.

16. PROTESTS

16.1 Any Club may protest against any other Club for playing ineligible players in any grade in any match.

16.2 Such protests shall be made in writing to the Rules of Competition Committee NOT later than seventy-two (72) hours after the match in which the ineligible player allegedly participated. The Club lodging the protest shall provide a copy of the protest to the Saskatchewan Rugby office and the Club against which the complaint is made. Contact information for the Rules of Competition Committee can be found on the Saskatchewan Rugby website.

16.3 All protests shall be determined by the Rules of Competition Committee.

17. APPEALS

17.1 An appeal may be lodged on any decision of the Rules of Competition Committee. The appeal must be lodged in writing to the Rules of Competition Committee and the President of Saskatchewan Rugby within seven (7) days of the date of the decision.

17.2 Appeals shall be heard by a Tribunal appointed by the Saskatchewan Rugby Board.

17.3 A lodgement of an appeal must be accompanied by the payment of a fee of \$300. If an appeal is successful then 50% of this fee shall be reimbursed.

18. INTERPRETATIONS

18.1 Interpretation of these Rules & Regulations will rest with the Saskatchewan Rugby Rules of Competition Committee.

18.2 Situations not covered by these Rules & Regulations, where relevant, will be referred to the Saskatchewan Rugby Rules of Competition Committee.

18.3 The Saskatchewan Rugby Rules of Competition may be amended or added to as needs arise by the Saskatchewan Rugby Rules of Competition Committee.

18.4 If a club wishes to make amendments to the Saskatchewan Rugby Rules of Competition they must submit in writing to the RCC any amendments proposed clearly stating the following:

- i) The original rule as it stands in the SK Rugby Rules of Competition.
- ii) The proposed change, addition or deletion to the written section of the SK Rugby Rules of Competition.
- iii) The reason and justification for requesting the change, addition or deletion.

18.5 Any recommendation for changes to the Saskatchewan Rugby Rules of Competition by the RCC must be approved by the Saskatchewan Rugby Board before being incorporated into the document.

19. CHANGES TRACKING

2016 March AGM

- Changed 13.9 from minimum 2 games to minimum 25% regular season games played.

2016 November SAGM

- Changed 13.9 from minimum 25% regular season games played to minimum 4 regular season games played

2017 November SAGM

- Changed 10.1 ii. From minimum 12 players to minimum 10 players for Female clubs
- Changed 13.9 i. From 4 games to minimum 1 game for female participant

2021 June

- Definitions, j): Updated the definition of Match Officials. Changed all subsequent references to specific roles (e.g. referee, touch judge, etc.) to “Match Officials” except where the section deals with a specific role explicitly.
- Changed all references to “SRU” to “Saskatchewan Rugby” (housekeeping)
- Changed all references to “Rules & Regulations Committee” to “Rules of Competition Committee” (housekeeping)
- Changed 3.1.2 to reflect the actual qualifications required by rugby coaches in Saskatchewan. Changed language on overseas coaches to reflect change to 3.1.2.
- Changed 3.5.1 (iv) & (v) to enshrine expectation that players only play for one club at a time and close loophole that would allow a player to swap their registration from one team to another to enable participation on multiple teams.
- Changed 4.6 through 4.9, 5.5, 12.1, and 12.2 (removed) to reflect the implementation of the SportLomo Team Sheets software for game sheet management.
- Updated 6.2 to reference the World Rugby Regulation 12 which deals more specifically with player clothing than Law 4.
- Changed 7.1 to allow expanded rosters for Division 2 and Age Grade games as well as codifying the requirement for players named on the game sheet to be prepared to play and specifying further sanction if they are not.
- Changed 7.3 to be consistent with the Laws of the Game and remove the forfeit requirement if teams cannot replace front row players. The forfeit requirement was not consistent with the reality of the game in the province in addition to being outside the scope of the Laws.
- Removed 7.4 as it is no longer relevant with the changes to 7.3.
- Changed 9.2 (i) to give Sub-Unions the ability to make a decision about whether the fields are unplayable in addition to the match officials.
- Added 9.3 to allow for the submission of temporary game sheets for the purposes of playoff eligibility. This process will still be possible within the SportLomo system.

- Changed 9.6 (formerly 9.5) to allow the RCC to decide a forfeit as a draw in circumstances beyond a team's control.
- Changed 12.3 (formerly 12.4) to specify that the 14 day limit only applies to corrections to scores and results and that rule violations may be reported, adjudicated, and sanctioned outside of this 14 day window.
- Changed 13.9 (ii) & (iii) to specify that rugby-related injuries may be used to gain an eligibility exception and to require that all exceptions sought under 13.9 be filed via a prescribed form with supporting documentation.

2022 March

- Changed Title of Section 7 to read "Lineups, Substitutions, and Replacements"
- Changed 2.2.7 to amend the list of allowed persons in the playing enclosure, with particular emphasis on who is allowed in the technical area.
- Changed 3.1.1 to remove mention of a specific membership fee amount to avoid changing each year and to reflect the proper name of the required form from "Rugby Canada Directors and Officers Listing Form" to "Sask Rugby Member Organization Registration Form."
- Changed 3.2.5 to contemplate types of rugby competition, such as 7s or 10s, with less than 15 players per side and the requirements for a club to enter such competitions.
- Changed 4.5 to not require shower facilities to be provided by the home team in order to reflect the variety of rugby facilities used by the membership.
- Added section 7.2 to reflect the player number matching policy to be used in Women's and Junior 15-a-side competitions. Numbering for previous sections 7.2 and 7.3 amended to reflect this insertion.
- Added section 7.5 to allow for teams to agree to uncontested scrums in line with the global Game On initiative.
- Changed 8.1 to show additional detail as per Rugby Canada's Age Grade Law Variations.
- Added 8.2 to show specific overtime rules for regular season matches (previously part of 8.1). Numbering for subsequent sections amended to reflect this insertion.
- Changed 9.2 (iii) to add a different notification timeline for Junior competitions.
- Changed 10.1 (ii) to add minimum numbers for all divisions and competition types.
- Added 10.2.7 to remove fines for Junior game cancellations.
- Added 11.1 (i) and sub-clauses to create a process for competition withdrawals caused by a number of injuries and provide guidance for the RCC on how to adjudicate dispensations under this process in the future.
- Changed 13.9 (i) to include Division 2 matches under playoff eligibility and specify that only 15-a-side matches are eligible to accumulate playoff eligibility. Also added the language, "that the player is registered for" to specify that games for playoff eligibility can only be accumulated by playing for teams affiliated with the specific Club under which the player is registered.
- Added 13.9 (ii) to contemplate playoff eligibility for Dual Members and specify that playoff eligibility must be obtained for each Club separately (rather than accumulating games

for one Club and being eligible to compete for two Clubs in the playoffs). Numbering for subsequent sections amended to reflect this insertion.

- Formatting change for 18.5 to properly show it as its own section rather than a sub-section of 18.4.

2022 June

- Replacement of section 3.6.3 to reflect current Age Banding policies and procedures.

2023 February

- Add registered Team Managers to 2.2.7
- Update 3.1.1 to maintenance of a directory rather than providing a list of registered Member Organizations to reflect current practice.
- Removal of 3.2.2 (i) as high school team fees are no longer applied.
- Amend current 3.2.2 (ii) to reflect that late fees should be set by the Board for the entire organization and not within this specific policy.
- Added a re-direction to 3.2.4 to ensure readers understand the link to forfeit rules in section 10.
- Changed 3.3.1 to remove link to Rugby Canada site (which does not link to the National Insurance Program anyway).
- Addition of clarification to 3.3.4 to clarify that matches are handled differently under section 10.
- Update to 3.5.1 (i) to update the domestic transfer process to match the SportLomo system.
- Amended sections 4.6 and 4.6.2, and added 4.9 to reflect the responsibility for teams to submit completed Team Sheets before the match, make any last-minute changes to the playing roster before the match (if possible), and amend the Team Sheet to reflect the correct jersey numbers before the end of the match. An alternative policy was considered but it represented too much administrative burden to cover possible areas of abuse.
- Amended section 6.3 to reflect that having the match day roster wearing jerseys numbered 1-23 is an unrealistic expectation. The amendment clarifies that the important pieces are that a) the team is wearing the same uniform and b) players can be easily identified by their jersey marking (both on the field and on SportLomo).
- Addition of section 7.6 to allow guest players to be used in certain circumstances and to set up special forfeit conditions for these circumstances. Refer to January 2023 Rules of Competition Committee Report for more detail.
- Clarification of 9.2 (i) & 9.2 (ii) to ensure that the match completion criteria contained in section 8.5 takes precedence.
- Addition of 10.1 (vi) to capture guest player forfeits as expressed in 7.6.
- Addition to 13.9 (iii) to specify that military service/training is an acceptable ground for a playoff eligibility exemption. This exemption type will be build into the application form specified in 13.9 (iv).

- Addition of 13.9 (v) to clarify that the games played requirement for playoff eligibility only applies to games that are part of the playoffs (culminating in a final) and not to exhibition games held alongside playoff games (e.g. 3v3, 4v4 games).
- Updated 16.2 to eliminate outdated contact information and refer complainants to the Sask Rugby website for the correct contact information.
- Removed 16.4 as sub-unions do not play a role in adjudicating matters relating to the Rules of Competition.