



## **SCHEDULE ONE**

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### **CHAMPIONSHIP RULES**

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## **SCHEDULE ONE**

### **UNITED RUGBY CHAMPIONSHIP 2023/24**

#### **CHAMPIONSHIP RULES**

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## **SCHEDULE ONE**

### **UNITED RUGBY CHAMPIONSHIP**

#### **CHAMPIONSHIP RULES**

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

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

#### **1. Championship participants**

1.1 The Championship is organised and administered by, and played under the jurisdiction of, Pro Rugby Championship DAC or any successor organisation ("**Pro Rugby Championship**"). The Championship shall be contested by Clubs satisfying each of the following conditions:

- 1.1.1 the Club has been nominated by its Union;
- 1.1.2 the Club has delivered to Pro Rugby Championship a validly executed copy of the Participation Agreement, formally agreeing, on its own behalf and on behalf of each of its Players and other Persons, to be bound and to abide by the terms and conditions of participation in this Championship set out in the Participation Agreement (of which these Championship Rules form part); and
- 1.1.3 the Club's nomination has been accepted by Pro Rugby Championship in accordance with clause 1.2, below.

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

#### **2. Championship format**

##### **The League Stage**

- 2.1 The Championship will be played over 18 rounds of Matches.
- 2.2 Pro Rugby Championship will divide the Clubs into four '**Geographical Pools**':
  - 2.2.1 One pool (Irish Pool) will consist of all four Irish Clubs – Connacht Rugby, Leinster Rugby, Munster Rugby and Ulster Rugby.
  - 2.2.2 One pool (Welsh Pool) will consist of all four Welsh Clubs – Cardiff Rugby, Dragons RFC, Ospreys Rugby and Scarlets.
  - 2.2.3 One pool (South African Pool) will consist of all four South African Clubs – Vodacom Bulls, Cell C Sharks, DHL Stormers and Emirates Lions.
  - 2.2.4 One pool (Italian and Scottish Pool) will consist of the two Italian Clubs and the two Scottish Clubs – Benetton Rugby and Zebre Rugby Club, and Edinburgh Rugby and Glasgow Rugby.

- 2.3 Each Club will play one Match at home and one Match away against each of the other three Clubs within its Geographical Pool – i.e., six Matches in total.

*Explanatory note: for example, Munster Rugby will play two Matches (one at home and one away) against each of Connacht Rugby, Leinster Rugby, and Ulster Rugby.*

- 2.4 In addition to the Matches played pursuant to clause 2.3, above, each Club will play one Match on a home or away basis (such basis to be determined by Pro Rugby Championship at its discretion) against each of the 12 Clubs that are not in its Geographical Pool. So, each Club plays a total of 18 Matches in the League Stage (six Matches pursuant to clause 2.3, above, and 12 Matches pursuant to this clause 2.4).
- 2.5 Results from all Matches in the League Stage will be entered into a single Standing League Table.
- 2.6 The following points shall be awarded based on the results of each Match played during the League Stage (such points to be referred to as "**League Points**" to distinguish them from points scored on the field of play):
- 2.6.1 The Club that wins the Match shall be awarded four League Points or (if it scores four tries or more in the process) five League Points.
  - 2.6.2 The Club that loses the Match shall be awarded no League Points or (if it scores four tries or more in the process or loses by a margin of seven points or fewer) one League Point or (if it scores four tries or more in the process and loses by a margin of seven points or fewer) two League Points.
  - 2.6.3 Clubs that draw a Match shall each be awarded two League Points and any of them that scores four tries or more in the process shall be awarded a further one League Point.
- 2.7 The positions of the Clubs in the League Stage will be entered into the Standing League Table and will be based on the following, in order:
- 2.7.1 the number of League Points awarded to each Club;
  - 2.7.2 if unresolved, the number of Matches won by each Club in the League Stage;
  - 2.7.3 if unresolved, the difference between the total points scored and the total points conceded on the field of play for each Club in all Matches in the League Stage;
  - 2.7.4 if unresolved, the number of tries scored by each Club in all Matches in the League Stage;
  - 2.7.5 if unresolved, the number of points scored on the field of play by each Club in all Matches in the League Stage;
  - 2.7.6 if unresolved, the difference between the number of tries scored and the number of tries conceded by each Club in all Matches in the League Stage;
  - 2.7.7 if unresolved, the number of Players suspended by a Disciplinary Committee or Appeal Committee for incidents taking place in the League Stage (i.e. the Club with fewer will be positioned higher);
  - 2.7.8 if unresolved, the number of yellow cards received by Players for each Club in all Matches in the League Stage (i.e., the Club with fewer will be positioned higher); and
  - 2.7.9 if unresolved, the toss of a coin or as otherwise determined by Pro Rugby Championship in its absolute discretion.

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

## The Playoffs Stage

- 2.8 The eight Clubs that are in the positions first place to eighth place in the Standing League Table at the conclusion of the League Stage will qualify for the Playoffs Stage.
- 2.9 The Playoffs Stage will be divided into quarter-finals, semi-finals, and a Final Match.
- 2.10 The quarter-finals will be knock-out, each played over one Match (subject to clause 5.1, below), and organised as follows:
- 2.10.1 Quarter-final 1 (**QF1**) – the Club ranked first in the Standing League Table will play at home against the Club ranked eighth in the Standing League Table.
  - 2.10.2 Quarter-final 2 (**QF2**) – the Club ranked second in the Standing League Table will play at home against the Club ranked seventh in the Standing League Table.
  - 2.10.3 Quarter-final 3 (**QF3**) – the Club ranked third in the Standing League Table will play at home against the Club ranked sixth in the Standing League Table.
  - 2.10.4 Quarter-final 4 (**QF4**) – the Club ranked fourth in the Standing League Table will play at home against the Club ranked fifth in the Standing League Table.
- 2.11 The winners of the quarter-final Matches will proceed to the semi-finals. The semi-finals will be knock-out, each played over one Match (subject to clause 5.1, below), and organised as follows:
- 2.11.1 Semi-final 1 (**SF1**) – the winner of QF1 versus the winner of QF4. The highest ranked Club in the final Standing League Table will play at home unless Pro Rugby Championship determines otherwise.
  - 2.11.2 Semi-final 2 (**SF2**) – the winner of QF2 versus the winner of QF3. The highest ranked Club in the final Standing League Table will play at home unless Pro Rugby Championship determines otherwise.
- 2.12 The winners of the semi-finals will proceed to the Final Match. The Final Match will be knock-out, played over one Match, at a venue designated by Pro Rugby Championship.
- 2.13 In the event of a tie at full-time of a Final Series Stage Match, the winner of that Match shall be determined by reference to the following rules:
- 2.13.1 Extra time will be played in accordance with the protocol set out at Appendix Two to these Championship Rules and the Club that scores the most points in such extra time shall be deemed the winner of that Match.
  - 2.13.2 If the scores are tied after extra time, then the Club that has scored the most tries in that Match (including extra time) shall be deemed the winner of that Match.
  - 2.13.3 If the scores are tied after extra time and the Clubs have scored the same number of tries in that Match (including extra time), then the winner of the Match will be determined by a place-kick competition conducted in accordance with Appendix Three to these Championship Rules.

## European Professional Championship Rugby (EPCR) tournaments

- 2.14 All Clubs that participate in the Championship will be eligible to participate in European Professional Club Rugby tournaments (see Appendix Eleven for further details).

## 3. Scheduling

- 3.1 Subject to clauses 3.3 and 3.9, below, Matches will ordinarily be played on the Friday, Saturday or Sunday of the respective weekends set out in Appendix Four to these Championship Rules.

- 3.2 Subject to clause 3.4, below, for each Match in the Championship, Pro Rugby Championship shall select (and give the relevant Clubs reasonable notice of) the specific date and kick-off time (having first consulted with the relevant Clubs and sought their respective preferences). For any Match in which one of the South African Clubs is participating and either (or both) of the participating Clubs is required to undertake travel between Europe and South Africa (or vice versa) immediately prior to the Match, Pro Rugby Championship will endeavour to ensure that the Match is scheduled to take place no less than seven days after the relevant Club (i.e., the Club undertaking such travel) played its previous Match. However, the scheduling of a Match on a day other than a Friday, Saturday or Sunday will require the approval of the Sporting and Regulatory Committee (save for rounds 10 and 11 of the Championship, where no such approval will be required).
- 3.3 Notwithstanding clause 3.2, above, or any other provisions of these Championship Rules, Pro Rugby Championship has the absolute right to select or alter the proposed kick-off time, date and venue of any Match at any time (including after the Match has begun and has been abandoned). For the avoidance of doubt, this includes the right to select a day other than a Friday, Saturday or Sunday, or a date other than that which is preferred by the relevant Clubs.
- 3.4 Each Match must be played on the date and at the time and venue selected in accordance with these Championship Rules, unless:
- 3.4.1 it is agreed by Pro Rugby Championship in writing to change the Match to another date and/or kick-off time and/or venue; or
  - 3.4.2 the Match is postponed pursuant to clause 3.5, below, in which case Pro Rugby Championship shall select a rearranged date and kick-off time (and, where necessary or appropriate, an alternative venue) for the postponed Match to be played, having first consulted with the relevant Clubs and sought their respective preferences. The Clubs involved shall comply with the directions of Pro Rugby Championship as to the arrangements for playing the rearranged Match, including staying in the locality if requested to do so by Pro Rugby Championship in order to facilitate the playing of the rearranged Match; or
  - 3.4.3 the Match is begun but then abandoned pursuant to clause 3.6, below, in which case the procedure set out in that clause will apply; or
  - 3.4.4 Pro Rugby Championship exercises its power pursuant to clause 3.3, above, or clause 3.9, below, to alter the venue of the Match as a result of adverse venue or weather conditions at the original venue or any other reason; or
  - 3.4.5 there is an order from the police or another authority in the relevant jurisdiction, exercising its statutory powers at any time to cancel, postpone or abandon the Match.
- 3.5 Subject to Pro Rugby Championship's absolute rights under clause 3.3, above, clause 3.9, below, clause 3.10 below, and to any local law that confers responsibility for the matter on a third party, it will be for the Match referee to decide whether or not to postpone a Match because of adverse venue (including but not limited to floodlights and/or electricity failure) or weather conditions. If the Match referee is for any reason unavailable when the time comes to make such a decision, it will be for a person nominated by Pro Rugby Championship (which may include a referee of the Union in whose territory the Match is to be played) to decide whether or not to postpone the Match. However, before making a decision as to whether a Match is to be postponed because of adverse venue or weather conditions, the Match referee (or, if appropriate, pursuant to this clause, a person nominated by Pro Rugby Championship) must ordinarily consult with one or more representatives of each competing Club. Where reasonably practicable, such decisions shall be made sufficiently in advance of the allocated time/date of the Match to allow unnecessary travelling to be avoided, particularly where the away Club is travelling from another country.
- 3.6 Subject to Pro Rugby Championship's absolute rights under clause 3.3, above, and to any local law that confers responsibility for the matter on a third party, it will be for the Match referee to decide whether or not to abandon a Match (once it has begun) including because of adverse venue (including but not limited to floodlights and/or electricity failure) or weather conditions. Before making such a decision the Match referee

must, where reasonably practicable, consult with one or more representatives of each competing Club (which may be a Player).

3.6.1 In the event that a Match has begun but is then abandoned after 60 minutes or more have been played (i.e., at least 20 minutes into the second half):

- (a) the Match will be deemed to have been completed, and the result at the time of the abandonment will stand as the Match result; and
- (b) the procedure regarding any Citing Commissioner Warnings, Temporary Suspensions and red cards received in respect of the Match and/or any incidents in the Match that are the subject of citing or Misconduct complaints will be the same as if the Match had been completed.

3.6.2 In the event that a Match has begun but is then abandoned after fewer than 60 minutes have been played (i.e., fewer than 20 minutes into the second half), Pro Rugby Championship shall decide, in its absolute discretion, whether:

- (a) the Match will be deemed to have been completed, in which case clause 3.6.1, above, will be deemed to apply; or
- (b) the Match will be replayed in full, in which case:
  - (i) Pro Rugby Championship shall select a date, kick-off time and venue for the replayed Match;
  - (ii) the procedure regarding any Citing Commissioner Warnings, Temporary Suspensions and red cards received in respect of the Match and/or any incidents in the Match that are the subject of citing or Misconduct complaints will be the same as if the Match had been completed; and
  - (iii) for the avoidance of doubt, a Club participating in a replayed Match may select a different team and/or squad from the team/squad it originally selected for the abandoned Match.

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

3.7 Each Club shall use its best endeavours to procure that any Match for which it is the home Club does not, due to adverse weather or venue conditions (a) have to be postponed pursuant to clause 3.5, above, (b) have to be abandoned pursuant to clause 3.6, above, or (c) have to have its kick-off time, date or venue altered by Pro Rugby Championship pursuant to clause 3.3, above, or 3.9, below. This shall include (without limitation) taking all appropriate steps to prepare and protect the playing surface at its designated venue (e.g., use of covers and heaters, and an adequate drainage system) and acting on any instructions/protocols given by Pro Rugby Championship at any time. Any breach of this clause 3.7 will entitle the Sporting and Regulatory Committee to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.

3.8 In respect of a Match played between a European Club and a South African Club the home Club must have nominated to Pro Rugby Championship, before its first fixture in the Championship, an alternative venue that can be used in the event that the home Club's venue becomes inaccessible or becomes unusable and cannot stage the Match.

3.9 Without prejudice to the best endeavours obligation imposed on Clubs pursuant to clause 3.7, above, a Club must advise the Tournament Director and the visiting Club without delay of any difficulties as regards adverse weather or venue conditions that may threaten the ability to stage a Match, and in any event Pro Rugby Championship may decide in its absolute discretion, at any time in the week leading up to a Match (including on the day of the Match), to alter the date and/or kick-off time and/or venue of the Match from the originally-

designated arrangements, if Pro Rugby Championship considers that actual or anticipated adverse venue or weather conditions at the originally-designated venue pose an unacceptable risk of postponement or abandonment of the Match.

- 3.10 In the event that a Club considers a Match in which it is due to participate should be postponed or cancelled as a result of the Club being materially adversely affected by a medical emergency (for example, because a number of its Players have contracted COVID-19 and are self-isolating or similar), the Chief Medical Officer of the Club must without delay inform Pro Rugby Championship of the full details of the relevant circumstances. If Pro Rugby Championship considers that the Club has been materially adversely affected by a medical emergency and that the Match should be postponed or cancelled, Pro Rugby Championship may in its absolute discretion decide to postpone the Match and rearrange to an alternative date. Where the Match cannot be rearranged and played before the start of the Playoff Stage (in the absolute opinion of Pro Rugby Championship), then the Pro Rugby Championship shall cancel the Match and the result of the Match shall be made in accordance with the framework in Appendix Fifteen, below.
- 3.11 Subject to clause 3.6, above, all Matches (including any Matches that are postponed or abandoned) must be played. If a Club refuses and/or fails to fulfil a Match (including a Match that has been postponed or abandoned and then rescheduled pursuant to these Championship Rules, or a Match that has had its kick-off time, date and/or venue altered by Pro Rugby Championship pursuant to these Championship Rules) or the Club withdraws from the Championship, then Pro Rugby Championship and/or the Disciplinary Officer may investigate and/or bring Misconduct complaint(s) against that Club and/or others, and/or take any other steps that it/he/she deems necessary.
- 3.12 If Pro Rugby Championship determines that the South African Clubs will be based in Europe or elsewhere during the Championship (whether for a period - or multiple periods - of time or for the duration of the Championship), each such South African Club shall agree with Pro Rugby Championship a certain, specified venue or venues in Europe or elsewhere at which its home matches will be played, and all obligations under these Championship Rules in respect of a home Club shall apply to each such South African Club at its specified venue(s) (i.e. each such South African Club will be deemed to be the home Club for Matches at its specified venue(s) in Europe or elsewhere).
- 3.13 In the event that a Match is postponed, cancelled or abandoned pursuant to this clause 3, or has a kick-off time, date or venue altered by Pro Rugby Championship pursuant to clause 3.3 or 3.9, above, each applicable Club will be responsible for:
- 3.13.1 Limiting its own costs and losses as a result of any such Match being postponed, cancelled or abandoned (or any such Match that has its kick-off time, date or venue altered by Pro Rugby Championship); and
  - 3.13.2 any and all additional costs required to fulfil and participate in any and all rearranged Matches.
- 3.14 Subject to clause 3.15, below, Pro Rugby Championship shall not be:
- 3.14.1 Liable to either Club (home or visitor) for any direct, indirect, special, incidental or consequential losses, costs damages or expenses (including, without limitation, any loss of profits, loss of opportunity, compensation) that may arise as a result of any Match being postponed, cancelled or abandoned pursuant to clause 3 (or any Match that has its kick-off time, date or venue altered by Pro Rugby Championship pursuant to clause 3.3 or 3.9, above); or
  - 3.14.2 Required to contribute towards any additional costs incurred by the Clubs in fulfilling and participating in any rearranged Match.
- 3.15 In certain circumstances, Pro Rugby Championship may make a contribution towards the costs incurred by the applicable Clubs in fulfilling and participating in a rearranged Match, but any such contribution made by Pro Rugby Championship:
- 3.15.1 Is not guaranteed;
  - 3.15.2 Will be decided by the board of Pro Rugby Championship in their absolute discretion (including as



to whether to make a contribution and if so, the amount of such contribution); and

3.15.3 Will take into account the relevant circumstances on a case-by-case basis (and there will be no requirement that any such contribution will be equal as between the participating Clubs).

- 3.16 In relation to the 2024/25 Championship, each Club must adhere to the following deadlines to ensure that the final fixtures list is completed in a timely manner ahead of the 2024/25 Championship. Without prejudice to any other provision of this Participation Agreement, failure to meet these deadlines may result in Clubs needing to move venues, with associated costs to be borne by the applicable Club.

Club Requirement	Deadline
Completion of Club information – deadline on venue & derby requirements	1 March 2024
First draft of the fixtures completed to Round 18	21 March 2024
Final draft of the fixtures	2 April 2024
Populated fixtures shared with Clubs and Broadcaster Partners	2 April 2024
Broadcast meeting takes place	16 April 2024
Consultation with Clubs & Broadcaster Partners	16 – 30 April 2024
Completion of fixtures	1 May 2024

#### 4. The Matches and the Match officials

- 4.1 Each Match shall be played in accordance with the Laws of the Game, as varied or supplemented by Pro Rugby Championship as set out in the Participation Agreement.
- 4.2 Notwithstanding clause 4.3, below, or any other provisions of these Championship Rules, Pro Rugby Championship has the absolute right to appoint, approve the appointment of and/or replace Match officials at any time.
- 4.3 Subject to clause 4.2, above, for each Match:
- 4.3.1 the Head of Match Officials will appoint the referee, assistant referees and the television match official, and (in conjunction with the Union Referee Managers) the fourth, fifth and sixth officials (for each cross-border Match the referee and the more senior of the two assistant referees will ordinarily be appointed from a union or Union whose Clubs are not participating in the Match);
- 4.3.2 the Head of Match Officials will appoint a Referee performance reviewer for every match;
- 4.3.3 each participating Club must appoint a Club Liaison Officer, who will be responsible for (among other things) coordinating with and assisting the Match officials and ensuring that all official paperwork and forms are completed and submitted correctly, in accordance with the Participation Agreement.
- 4.4 All pre-match communications by Clubs and Persons to the Match officials must be completed by no later than 48 hours prior to the kick off of the relevant Match.
- 4.5 The roles of the referee and assistant referees as well as any other Match officials appropriately authorised by Pro Rugby Championship, including the fourth, fifth and sixth officials, shall be to enforce the Laws of the Game (as varied or supplemented by Pro Rugby Championship as set out in the Participation Agreement). For the avoidance of doubt, and in addition to the referee's tasks as set out in clauses 3.5 and 3.6, above, and otherwise, the referee shall have the ability, either on his own initiative or upon reference by another Match official, to take appropriate action in relation to incidents that take place on or near the touch-line or elsewhere in the Playing Enclosure (for example, breaches of the technical zone protocol set out at Appendix Seven to these Championship Rules).
- 4.6 In accordance with the Laws of the Game, the Match referee is responsible for keeping time at a Match. The basis on which time will be kept during Matches (including, for the avoidance of doubt, during any period of extra time played pursuant to Appendix Two to these Championship Rules) shall be determined by Pro Rugby Championship from time to time in its absolute discretion (which may be, for example, on an 'elapsed time'

basis i.e. when time is lost due to, for example, injuries and/or replacements, the Match referee will stop and then subsequently re-start his watch). Each Match will have a 12-minute half-time interval.

- 4.7 The role of the television match official shall be as set out in the Laws of the Game and any World Rugby protocol (or similar) relating to television match officials (as amended by Pro Rugby Championship from time to time).
- 4.8 At each venue at which a Match is played:
- 4.8.1 two technical zones will be provided (Appendix Seven to these Championship Rules is a technical zone protocol, which sets out the features of the technical zones and the obligations of the participating Clubs with respect to their activities in and around the technical zones, including which personnel are permitted in the technical zones, what activities each Club's medical staff and water carriers may carry out (and where), and where each Club's replacements and coaching/management staff may be located); and
  - 4.8.2 two 'sin bin' areas shall be designated by Pro Rugby Championship or (if Pro Rugby Championship so determines) the home Club, not in the technical zones, but with a clear view of the Playing Area, where Players who have been Temporarily Suspended must stay, subject to instructions of the Match officials, during the period of their Temporary Suspension.
  - 4.8.3 technical zones must be of equal size for both the home and away Clubs.
- 4.9 During a Match, only the following persons may enter the Playing Area: the Match officials, the 15 Players from each Club participating in the Match (along with any replacement Players joining the Match in accordance with Appendix Five or warming up in accordance with Appendix Seven), medical staff (in accordance with the Laws of the Game and Appendix Seven), water carriers (in accordance with the Laws of the Game and Appendix Seven) and coaching staff (during the half-time interval in accordance with the Laws of the Game and Appendix Seven).
- 4.10 During a Match, the Match officials may wear communications equipment (including microphones) provided by their respective Unions or the host broadcaster and approved in advance by Pro Rugby Championship in writing. No other communications equipment may be worn by Match officials during a Match.
- 4.11 Each Club must, in advance of each Match, appoint a Technical Zone Manager for that Match and notify the fourth official and the Match Director (if appointed) of the identity of the Technical Zone Manager. The Technical Zone Manager will be responsible for, among other things, all his/her Club's replacements in the Match, which must in any event take place in accordance with the protocol set out in Appendix Five to these Championship Rules.
- 4.12 Before, during and after a Match, all Persons must comply with the instructions given by the Match Director (where appointed), including, but not limited to, instructions relating to the team captains' attendance at the coin toss, the teams' departure from the changing rooms, and the Clubs' representatives' attendance at media interviews.
- 4.13 Save for (a) communications between a Club's Technical Zone Manager and the fourth, fifth and sixth officials that take place pursuant to (and in accordance with) Appendix Five to these Championship Rules, and (b) communications between a Club Medic and a Match official that is strictly compliant with Law 6.30 of the Laws of the Game (in relation to the treatment of a Player), no Club Medic, Club Manager or Club Coach may communicate (or attempt to communicate) with any of the Match officials (including the television match official) at any point during the Match, which will include stoppages in play and the half-time interval. No Player or other Person may enter, or attempt to enter, the Match officials' changing room(s) at any relevant time before, during or after a Match (including at any time when one or more of the Match officials are in the Match officials' changing room(s)).
- 4.14 After each Match, a coach of each participating Club may send feedback on the referee's performance to Pro Rugby Championship's Head of Match Officials. This feedback (which can be on a Coach Feedback on Referees Form - a copy of which can be found at Appendix Nine to these Championship Rules - or via any

medium as otherwise directed) should be sent to the Head of Match Officials by 5pm on the Tuesday following the relevant Match.

- 4.15 There shall be an annual meeting between the Match referees and the Club coaches, to take place on a date, and at a time and venue, determined by Pro Rugby Championship. Each Club shall procure the attendance of its head coach or other senior coaching representative at the meeting.

## **5. Match organisation**

### **A. Designation of Match venues: League Stage, quarter-finals and semi-finals**

- 5.1 Pro Rugby Championship shall have the right to decide in its absolute discretion that any Match at any stage in the Championship shall be played at a venue designated by Pro Rugby Championship. Subject thereto, and to clauses 3.3 and 3.9, above, all League Stage Matches, quarter-finals and semi-finals shall ordinarily be played at a venue designated by the home Club. However, if the home Club wishes to designate a venue other than its normal home venue, it may do so only with the prior written consent of Pro Rugby Championship and in accordance with clause 5.2.15.

### **B. Logistical responsibilities: League Stage, quarter-finals and semi-finals**

- 5.2 In respect of each Match played at a venue designated by the home Club (i.e., ordinarily each League Stage Match, each quarter-finals and both semi-finals):
- 5.2.1 the home Club is responsible for organising the logistics involved in the staging of the Match, subject to the directions of Pro Rugby Championship with respect thereto;
- 5.2.2 the home Club shall ensure that the designated venue is fit for the purpose of staging the Match, including (without limitation) having floodlights giving an average lux value sufficient for broadcasting and other purposes (and cooperating with all relevant Broadcast Partners regarding the use of the floodlights, including complying with the reasonable directions of such Broadcast Partners in advance of the relevant Match). In respect of the average lux value, if requested by Pro Rugby Championship, the Club shall supply a report signed by a chartered electrical engineer, certifying compliance with this requirement;
- 5.2.3 the home Club shall obtain and maintain in force at its expense at all relevant times appropriate insurance with a reputable insurer to cover its liabilities under these Championship Rules (including with respect to postponed, cancelled, and abandoned Matches set out in Clause 3, and any Match that has its kick-off time, date or venue altered by Pro Rugby Championship pursuant to clause 3.3 or 3.9, above). Upon request, each Club shall provide to Pro Rugby Championship full written details of all policies taken out for this purpose. Pro Rugby Championship may at any point require a Club to increase the value and/or extend the scope of such cover as a condition of continued participation in the Championship;
- 5.2.4 the home Club is responsible for making contact with the visiting Club and advising it of the name of the Match Day Doctor (if appointed by the home Club) for the Match and of the details of any medical personnel or facilities, and hotel accommodation that the visiting Club may enquire about;
- 5.2.5 the home Club and the visiting Club shall be responsible for providing medical personnel and equipment sufficient to comply with relevant laws and Union regulations;
- 5.2.6 the visiting Club shall, as soon as possible and in any event by no later than four days prior to the day of the Match, send details of its travel, arrival and accommodation plans for that Match to the home Club as well as the details of the Club Medic staff travelling;
- 5.2.7 where the Match venue is not within the territory of the Union of the visiting Club, it is recommended that the visiting Club arrange to travel to the Match so that its Players, staff and equipment arrive in the vicinity of the Match venue no later than the day before the Match and, in the case of a Match between a South African Club and a European Club, the recommended arrival time is at least 24

hours before the start of the Match, and the recommendation is that the Clubs should not depart on the same day as the Match. Without prejudice to the generality of clause 3.10, above, where the visiting Club does not do so and, as a result, refuses and/or fails to fulfil the Match on the date, at the time and/or at the venue selected, this will be considered a very serious matter and the Sporting and Regulatory Committee will be entitled to impose (among other things) a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto; and in accordance with clauses 3.13 to 3.15, where a Club misses a departure flight owing to a delay in a Match (for whatever reason), then such Club shall be liable for the losses and costs of rearranging any missed flights (including additional accommodation or other ancillary costs, where required).

- 5.2.8 the home Club shall use its best endeavours to accommodate the reasonable requirements of the visiting Club with respect to the use of a training pitch. Players and Staff from the visiting Club shall be given an opportunity to visit the Match venue to inspect facilities, and for the avoidance of doubt, Players must have a 'captain's run' (no scrum practice or line-outs permitted) on the Playing Area for up to one hour, at a time agreed between the two Clubs. In the event that no agreement can be reached on the time for the captain's run, it shall take place the day before the Match, during the same time period as the time period in which the Match is to be played the following day. If the Playing Area is made available for the home Club's Players to warm up on in the two hours before the Match begins, it must be made available on the same terms to the visiting Club's Players;
- 5.2.9 the home Club shall mark out the technical zones and 'sin bin' areas referred to in clause 4.8, above;
- 5.2.10 the home Club shall ensure that the Playing Enclosure complies with the Laws of the Game;
- 5.2.11 the playing surface shall not be synthetic or artificial grass, save with the prior written consent of Pro Rugby Championship;
- 5.2.12 the home Club shall ensure that spectators are kept at a reasonable distance from the Playing Enclosure by a permanent barrier;
- 5.2.13 the home Club shall provide ball boys/girls who have sufficient training to perform their duties properly;
- 5.2.14 the home Club and the visiting Club shall each ensure that its entire Match squad (i.e., those Players who are named on the Official Team Sheet to be provided to the Match referee pursuant to clause 6.2.2, below) arrives at the Match venue no later than 75 minutes prior to the designated kick-off time;
- 5.2.15 if the home Club wishes to change the venue for the Match from the venue designated by the home Club pursuant to clause 5.1, above, it must notify Pro Rugby Championship in writing. Any such notification must provide the reasons for the request to change the venue, set out details of the proposed new venue, and confirm the venue's availability for the match in question and confirm that the home Club will not breach any of its obligations under this Participation Agreement by holding the Match at the new proposed venue. Save in exceptional circumstances, notification and confirmation must be provided to Pro Rugby Championship at least two weeks before the date of the Match. On receipt of such a request from a Club, it will be at Pro Rugby Championship's absolute discretion whether or not to agree to a change in the venue. If Pro Rugby Championship does agree to a change in the venue, any costs incurred (by Pro Rugby Championship, the visiting Club, Broadcast Partners, Hawk-Eye/Mobii or other interested stakeholders) as a result of the change will be met by the home Club. If Pro Rugby Championship does not agree to a change, the Match will be played at the venue originally designated by the home Club pursuant to clause 5.1, above;
- 5.2.16 for each such Match in which one of the European Clubs and one of the South African Clubs is participating, the home Club must:
  - (a) make available to the visiting Club at all relevant times (and at no cost to the visiting Club): a local liaison officer, a well-equipped and good quality training pitch and gymnasium, reasonable training equipment, facilities and balls, and, bottled drinking water;

- (b) comply with the training, hydration, catering and medical requirements that are set out in the appendix 16;
  - (c) provide the visiting Club with reasonable guidance and suggestions in respect of hotel accommodation and transport providers for the visiting Club (and – where it is reasonable to do so – facilitate the visiting Club to take advantage of any preferential or favourable rates enjoyed by the home Club and/or others); and
  - (d) confirm to Pro Rugby Championship its preferred training pitches, gym, and swimming pool no later than Wednesday, 27 September 2023; and
- 5.2.17 the visiting Club shall ensure that one or more of its Club Medics (including at least one qualified and practising doctor) attends the Match (and arrives at least 30 minutes before the Match and leaves no earlier than 15 minutes after the Match). Any breach of this clause 5.2.17 will entitle the Sporting and Regulatory Committee to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.

**C. Designation of Match venue: Final Match**

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

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

- 5.4 Unless Pro Rugby Championship agrees otherwise in writing, in respect of the Final Match and each other Match played at a venue designated by Pro Rugby Championship pursuant to clause 5.1, above, or otherwise:
- 5.4.1 Pro Rugby Championship or its designee shall be responsible for organising the logistics involved in staging the Match;
  - 5.4.2 in respect of the Final Match, each participating Club shall hold a 'captain's run' on the Playing Area for up to one hour, to take place on the day before the Final Match (with the timings to be arranged with Pro Rugby Championship); and
  - 5.4.3 each Club participating in the Match shall ensure that its entire Match squad (i.e. those Players who are named on the Official Team Sheet to be provided to the Match referee pursuant to clause 6.2.2, below) (plus at least one qualified and practising medical doctor) arrives at the Match venue no later than 75 minutes prior to the designated kick-off time.

**E. Playing strips**

- 5.5 Each Club, by no later than Monday, 18 September 2023, shall have nominated the "home" and "alternate" strips (jersey, shorts and socks) that it will use in the Championship, by sending to the Head of Operations by email (for use, among other things, in the Club Handbook and media guide) a colour image of such strips. A Club may nominate further strips – in the same way – after that date. Failure to meet this Monday, 18 September 2023 deadline in respect of the Championship (unless otherwise agreed in advance with Pro Rugby Championship) will entitle the Sporting and Regulatory Committee to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto.
- 5.6 Subject to clause 5.7. for each Match, the home Club must wear its nominated "home" strip and the visiting Club must wear one of its "alternate" strips.
- 5.7 For each Match, the Pro Rugby Championship shall, in its absolute discretion, determine the playing strips for each participating Club taking into account kit clashes, issues with colour blindness, issues with broadcasting or potential impacts caused by bad weather. The priority shall always be that the home Club wears its nominated "home" strip and the visiting Club wears its preferred nominated "alternate" strip. Pro Rugby Championship shall work with officials and the Clubs to take into account any special requests; however, the

ultimate decision to determine the playing strips of each of the Clubs for each Match is for Pro Rugby Championship and each Club must wear the playing strips allocated by Pro Rugby Championship. Where a Club fails or refuses to wear the playing strips determined by Pro Rugby Championship, this will entitle the Sporting and Regulatory Committee to impose a fixed fine penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix.

- 5.8 Each Club shall procure that each of the shirts worn by the members of its Match squad for each Match in which it participates complies with the protocol for numbering of Match squads set out in the Official Team Sheet.
- 5.9 Each Club, by no later than Wednesday, 27 September 2023, must submit (by post or courier) for registration for the Pro Rugby Championship one set of the home strip and one set of the alternate strip (jersey, shorts and socks).

#### **F. Match balls**

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

#### **G. GPS, HRM and player microphones**

- 5.11 Clubs may use GPS and heart rate monitor ("**HRM**") technology and player microphones in Matches subject to the following:
  - 5.11.1 each Club is responsible for ensuring that any GPS and/or HRM technology used by any of its Players during a Match complies with Law 4 of the Laws of the Game and World Rugby Regulation 12;
  - 5.11.2 the use of player microphones will be subject to, among other things, the directions of Pro Rugby Championship and the obligations set out in clause 8 of the Commercial Rules;
  - 5.11.3 the data generated by the use of GPS and/or HRM technology pursuant to these Championship Rules may be used by the relevant Club for research purposes only (including for tactical and other analysis by or on behalf of the Club's respective coaching/management/medical staff) in accordance with applicable data protection laws and all such data must be provided to Pro Rugby Championship on request;
  - 5.11.4 pursuant to the reservation of rights in clause 2.4 of the Commercial Rules, the right to exploit commercially data generated by the use of the player microphones will vest solely in Pro Rugby Championship to the extent this is in accordance with applicable data protection laws but, for the avoidance of doubt, each Club hereby grants to Pro Rugby Championship (on its own behalf and on behalf of its Players) an exclusive, worldwide, irrevocable, royalty-free, transferable and permanent licence to receive, use, store, reproduce, copy, edit, adapt, aggregate, decompile, communicate to the public and otherwise exploit, for any commercial purpose whatsoever, any and all such microphone data;
  - 5.11.5 each Club (on its own behalf and on behalf of its Players) hereby consents to and accepts any risks (including any risk of injury) that may arise from the use of GPS and/or HRM technology and/or player microphones in Matches;
  - 5.11.6 although nothing here will exclude or restrict liability for death or personal injury resulting from negligence, each Club hereby waives any and all claims, counterclaims, causes and rights of action against Pro Rugby Championship, World Rugby, other Clubs and the Unions, whether at law or in equity, of whatever nature and in any jurisdiction and/or forum, whether known or unknown, that it may have as a result of the use of GPS and/or HRM technology and/or player microphones in Matches;

- 5.11.7 each Club will fully and effectively indemnify and keep indemnified Pro Rugby Championship, on demand, from and against any and all losses, damages, liabilities, penalties, suits, judgments and expenses (including, without limitation, reasonable legal expenses) resulting from or arising out of the use of GPS and/or HRM technology in Matches by such Club;
- 5.11.8 each Club will promptly, accurately and comprehensively report to Pro Rugby Championship details of any injuries arising out of the use of GPS and/or HRM technology and/or player microphones in Matches; and
- 5.11.9 nothing in this clause affects the Match officials' ability to inspect Players' clothing and order that Players remove such clothing where it is dangerous or illegal, pursuant to the Laws of the Game.

## **H. HIA**

- 5.12 Subject to World Rugby granting Pro Rugby Championship the relevant approval pursuant to World Rugby Regulation 10, and more generally to the directions of Pro Rugby Championship, the provisions in Law 3.27 of the Laws of the Game dealing with Head Injury Assessment ("**HIA**") (along with various elements of the World Rugby Head Injury Assessment Protocol) will apply in the Championship (except in the case of Players who, when participating in a Match, have not reached 19 years of age). As part of this, an HIA Review Process will operate, as set out in Appendix Ten to these Championship Rules.
- 5.13 Each Club Medic (as defined) must:
  - 5.13.1 before the first Match in which he/she is involved in the Club's participation (in any sense), have completed:
    - (i) World Rugby's 'concussion management for elite level match day medical staff' and 'medical protocols for match day medical staff' and 'mindset – a mental health resource' education modules (available on the World Rugby Player Welfare Website); and
    - (ii) World Rugby's 'level 2 immediate care in rugby' (or equivalent) face-to-face course.
  - 5.13.2 at all relevant times comply with World Rugby's criteria for the permanent and temporary removal of players from the field of play for head impact events;
  - 5.13.3 at all relevant times comply with a graduated return-to-play process that is approved by World Rugby and/or the Union to which his/her Club is affiliated (which will also apply to Players who – when participating in a Match – have not reached 19 years of age);
  - 5.13.4 acknowledge, understand and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and
  - 5.13.5 comply with the directions of a Match Day Doctor (if appointed), and acknowledge and accept that such Match Day Doctor has the power to remove a Player from the field of play.
- 5.14 Each Club Manager (as defined) must:
  - 5.14.1 at some point between 17 September 2022 and 20 October 2023 have completed a concussion education session covering at least the following topics: *what is concussion, what are the common symptoms and signs, how is a concussion managed, what is a graduated return to play, what is a Head Injury Assessment (HIA), how to treat concussion – what is meant by rest, protect yourself, protect your team mate, what is new in concussion*;
  - 5.14.2 at all relevant times comply with World Rugby's criteria for the permanent and temporary removal of players from the field of play for head impact events;
  - 5.14.3 at all relevant times comply with a graduated return-to-play process that is approved by World

Rugby and/or the Union to which his/her Club is affiliated (which will also apply to Players who – when participating in a Match – have not reached 19 years of age);

5.14.4 acknowledge, understand and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and

5.14.5 comply with the directions of a Match Day Doctor (if appointed), and acknowledge and accept that such Match Day Doctor has the power to remove a Player from the field of play.

5.15 Each Club Coach (as defined) must:

5.15.1 at all relevant times comply with World Rugby's criteria for the permanent and temporary removal of players from the field of play for head impact events;

5.15.2 at all relevant times comply with a graduated return-to-play process that is approved by World Rugby and/or the Union to which his/her Club is affiliated (which will also apply to Players who – when participating in a Match – have not reached 19 years of age);

5.15.3 acknowledge, understand and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and

5.15.4 comply with the directions of a Match Day Doctor (if appointed), and acknowledge and accept that such Match Day Doctor has the power to remove a Player from the field of play.

5.16 Each Player must:

5.16.1 at some point between 17 September 2022 and 20 October 2023 have completed a concussion education session covering at least the following topics: *what is concussion, what are the common symptoms and signs, how is a concussion managed, what is a graduated return to play, what is a Head Injury Assessment (HIA), how to treat concussion – what is meant by rest, protect yourself, protect your team mate, what is new in concussion*;

5.16.2 at some point between 17 September 2022 and 20 October 2023 have recorded relevant sections of the SCAT 5 and completed computerised cognitive testing to act as a concussion baseline, the results of which have been made available to one or more of the Club Medics of his Club;

5.16.3 consent to the sharing of medical records relating to HIA data with Pro Rugby Championship and other individuals or entities that might need access to that information in order to enforce these Championship Rules or other terms of the Participation Agreement;

5.16.4 consent to the sharing of medical records relating to HIA data for research by World Rugby;

5.16.5 acknowledge and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules; and

5.16.6 acknowledge and accept that the Match Day Doctor (if appointed) has the power to remove him from the field of play.

5.17 Each Club must:

5.17.1 ensure that each of its Players, Club Medics, Club Managers and Club Coaches complies in full with each of its obligations set out in clauses 5.13 to 5.16, above;

5.17.2 at some point between 17 September 2023 and 20 October 2023 have completed a concussion risk stratification on each of the Club's Players, which should consider all potential risk factors that



might identify a high risk player for both concussion and slow recovery (and which might consider the following factors: age over 30, age under 18, two or more concussions in the preceding 12 months, history of multiple concussion and whether each subsequent concussion occurred with less force, unusual presentations or prolonged recovery);

- 5.17.3 acknowledge and comply with the HIA Review Process, and comply in full with any requests for materials, statements or responses to questions pursuant to Appendix Ten to these Championship Rules;
- 5.17.4 ensure that all relevant video feed operators who will be working at the Club's home Matches (or any of them) have undertaken suitable training for their role;
- 5.17.5 unless it has received an exemption from World Rugby, use World Rugby's procedures and documents (including the HIA forms available on the World Rugby Player Welfare Website) when HIA is taking place;
- 5.17.6 ensure that Players who have not reached 19 years of age (on the day of the relevant Match) are identified on the Official Team Sheet with an asterisk (\*) since HIA1 will not apply to such Players; and
- 5.17.7 where it is the home Club for a Match:
  - (a) when requested to do so by Pro Rugby Championship appoint a Match Day Doctor for the Match who has completed World Rugby's 'concussion management for elite level match day medical staff' and 'medical protocols for match date medical staff' and 'mindset – a mental health resource' education modules (available on the World Rugby Player Welfare Website), and World Rugby's 'level 2 immediate care in rugby' (or equivalent) face-to-face course;
  - (b) cooperate with Pro Rugby Championship to provide, during the Match, access for each Club and the Match Day Doctor (if appointed) to live video footage of the Match in accordance with Pro Rugby Championship's directions; and
  - (c) cooperate with Pro Rugby Championship to fulfil (at the Match venues) all requests of the HIA replay services provider(s) such as, among other things, operational desk space at the designated medical and citing positions, sufficient space to locate technical equipment within the Match venue (i.e. a parking position and a minimum indoor space pursuant to the service provider's instructions), sufficient security and storage as to reasonably prevent theft or damage to equipment, access to a stable internet connection and access (free of charge) to a reliable power supply at various locations within the venue.

## **I. Anti-corruption**

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

## **J. Minors**

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

## **K. Minimum Medical Standards**

- 5.20 All Clubs and Persons must comply at all relevant times with the minimum medical standards set out at Appendix Twelve and will be subject to sanctions as set out therein. All Clubs must conduct a self-audit of the minimum medical standards and inform Pro Rugby Championship of all missing equipment or requirements. Pro Rugby Championship reserves the right to conduct an in-person audit inspection, without notice, to ensure that the Club and Persons at all relevant times are complying with the minimum medical standards set out at Appendix Twelve. The Club and relevant Persons shall assist and pro-actively cooperate with Pro

Rugby Championship with any such audit inspection.

## **L. Coin Toss**

- 5.21 The coin toss shall be scheduled to occur precisely one hour (-1 hour) prior to the kick-off at a location advised to each Club on the day of the Match by either the Match referee or Pro Rugby Championship.
- 5.22 The coin toss must take place in front of the partner-branded backdrop, and the partner-branded mat and coin must be used.
- 5.23 The Club Captain (or other nominated senior player) who wins the coin toss will either:
- 5.23.1 nominate to kick-off, therefore the other Club must choose the direction they will play; or
  - 5.23.2 nominate their preferred direction of play, therefore the other Club must kick- off.
- 5.24 In the event that a Club (or other nominated senior player) fails to appear at the coin toss:
- 5.24.1 the Match referee shall proceed to conduct the coin toss in the Club's absence;
  - 5.24.2 the Match referee will notify the applicable Club(s) of the result of the coin toss ahead of the Match; and
  - 5.24.3 any decision made by the match referee shall be final.

## **Playing squads**

### **6.1 Championship squads:**

- 6.1.1 The provisions of this clause 6.1 set out the procedure to be followed by a Club in order to register Players with Pro Rugby Championship for participation in the Championship. Only those Players who are properly registered under this clause 6.1 and who satisfy the relevant eligibility criteria set out in clause 7, below, may play for a Club in the Championship.

*First Registration Date registration – Wednesday, 19 October 2023.*

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

*Registration of additional Players*

- 6.1.4 Subject to clause 6.1.5, below, each Club may register additional Players to compete on the Club's behalf in the Championship by (a) submitting to Pro Rugby Championship by way of Footprint, so that they are received no later than 48 hours before the scheduled kick-off of the first Match in which the Club proposes the relevant additional Player will participate, all relevant details of the

additional Player(s) on an accurately and comprehensively completed Squad Registration Form, and (b) by the same deadline, procuring that each additional Player completes and signs an Acknowledgement and Agreement Form (which form the Club must provide to Pro Rugby Championship on request), by way of Footprint.

- 6.1.5 Additional Players may not be registered after the Second Registration Date (25 April 2024), save that any Player who turns 18 years of age after that date may be registered.

*Permit Player registration*

- 6.1.6 In addition to Players registered as part of a Club's Championship squad pursuant to clauses 6.1.2 and/or 6.1.4, above, each Club may also register Permit Players to compete on the Club's behalf in the Championship as follows:

- (a) a Club must seek a permit for each Match for which a Permit Player is to be included in the Match squad pursuant to clause 6.1.6(b), below. Permits shall be granted by Pro Rugby Championship in its absolute discretion and will be granted only in exceptional circumstances (which might include international call-ups for, and/or injuries to, Players registered as part of a Club's Championship squad pursuant to clauses 6.1.2 and 6.1.4, above);
- (b) requests for permits must be made by way of Footprint and must include and/or be accompanied by all necessary details of the Permit Player (including those set out in the form in Appendix Eight to these Championship Rules) and evidence in support, including an explanation as to why a permit is required and (where relevant) medical reports, along with confirmation that the Permit Player has completed and signed an Acknowledgement and Agreement Form (which form the Club must provide to Pro Rugby Championship on request); save in exceptional circumstances, such requests must be submitted by the relevant Club by way of Footprint before noon (UK time) on the day immediately prior to the Match in which the Club proposes the Permit Player will participate;
- (c) in respect of European Clubs, Permit Players must:
  - i. be registered with the Club's academy (e.g., Cardiff Rugby Academy) or a club that is not participating in the Championship but that is within the same Union as the Club; and
  - ii. be European Players;
- (d) in respect of South African Clubs, Permit Players must:
  - i. be registered with a club that is not participating in the Championship but that is within or affiliated to one of the provincial unions within South Africa;
  - ii. be South African Players; and
- (e) a Permit Player must not have played as a Permit Player for another Club in the Championship, within the meaning set out in clause 7.2.4, below.

*Re-registration of Players*

- 6.1.7 Subject to clause 6.1.8 below, each Club may re-register a Player, previously registered by the Club pursuant to clause 6.1.2 or 6.1.4 above and de-registered from the Club pursuant to clause 6.1.13 below, to compete on the Club's behalf in the Championship by submitting to Pro Rugby Championship by way of Footprint, so that they are received no later than 48 hours before the scheduled kick-off of the first Match in which the Club proposes the relevant Player will participate, all relevant details of the Player(s) on an accurately and comprehensively completed Squad Registration Form.

- 6.1.8 Subject to clauses 6.1.6 above, for the avoidance of doubt Players may not be registered after 25

April 2024, save that any Player who turns 18 years of age after that date may be registered.

- 6.1.9 In respect of all registrations made pursuant to clauses 6.1.2, 6.1.4, 6.1.6, and/or 6.1.7, above:
- (a) all details submitted and documents sent to Pro Rugby Championship in respect of any Player must be accurate and complete;
  - (b) time is of the essence, such that any failure or refusal by a Club or Player to meet the precise deadlines will mean that the relevant provisions have not been complied with and the Player will not be registered;
  - (c) each Club must at all relevant times have in its registered Championship squad no fewer than ten Front Row Players (and any attempt to register Players, additional Players or Permit Players, or any cancellation of Players' registrations, that would result in a Club having fewer than ten Front Row Players in its registered Championship squad will be invalid);
  - (d) subject to clause 6.1.9(c), above, no Player may be registered in the Championship squad of more than one Club at any one time, and in the event that a Club registers in its Championship squad a Player who is at that time registered in the Championship squad of another Club, that Player's registration with that other Club will be automatically cancelled at the time of the 'new' Club's registration of the Player; and
  - (e) subject to the contents of this clause 6.1.9(e), no Player may at the same time (i) be registered in a Club's Championship squad, and (ii) play in one or more rugby union matches for another club that is not within the same Union as the Club, and in the event that a Club does not first de-register a Player who then plays in one or more rugby union matches for another club that is not within the same Union as the Club pursuant to clause 6.1.14 below, that Player's registration with the Club will be automatically cancelled at the time the Player plays for that other club. For the avoidance of doubt, a Player may play in one or more rugby union matches for another (non-Pro Rugby Championship) club that is within the same Union as the Club and in such cases the Club does not need to de-register such a Player.
- 6.1.10 Pro Rugby Championship reserves the right at any point to demand further information and/or copies (or originals) of any or all documents relating to the registration and/or eligibility of any Players, including evidence of a Player's Union Clearance Confirmation and Union Registration Confirmation, and Pro Rugby Championship may specify the timeframe within which such information/documents must be produced (which might be very short). Each Club, its Staff and its Players shall comply promptly with all demands made by representatives of Pro Rugby Championship for assistance, information, clarification, documents and/or evidence in relation to a Player's registration and/or eligibility (aside from other consequences, adverse inferences may be drawn as a result of any failure or refusal to do so, and it will not be a valid excuse for a Club or any of its Persons to rely on any privilege against self-incrimination; any such privilege is deemed to have been waived by the Club and its Persons).
- 6.1.11 At any time, including where there has been a failure and/or refusal on the part of a Club, member of Staff and/or Player to provide assistance, information, clarification, documents and/or evidence in relation to registration and/or eligibility within the timeframe designated by the representatives of Pro Rugby Championship, Pro Rugby Championship may:
- (a) bring Misconduct complaint(s) against the Club and/or the Persons involved; and/or
  - (b) withdraw and/or suspend a Player's registration and eligibility (and it may determine that a Player was not eligible as from an earlier date, such as the date of his purported registration).
- 6.1.12 Subject to the foregoing provisions of this clause 6.1, each Club shall nominate its strongest possible squad to compete on its behalf in every Match of the Championship.
- 6.1.13 In the event a Club wishes to, or is required to, de-register a Player from its Championship squad,

the Club must de-register such Player by notifying Pro Rugby Championship by way of Footprint.

## 6.2 Match squads:

- 6.2.1 By no later than 11:15am (UK time) on the Thursday before a Match being played on a Friday, and no later than 11:15am (UK time) on the Friday before a Match being played on a Saturday or Sunday, each participating Club must submit by way of Footprint, and prior to any public statement or announcement by the Club in that regard, its Match squad of 23 Players from its Championship squad (each with full name, position and shirt number), of which 15 shall be specified to be starting Players and the remainder shall be specified to be potential replacement Players.
- 6.2.2 At least one hour prior to the kick-off, each participating Club must provide to the Match referee, Citing Commissioner, any Broadcast Partner, the opposing Club and all representatives of the media present at the Match, an accurate Official Team Sheet setting out the Club name, venue, date, kick-off time and opposing Club in the fixture and listing a Match squad of 23 Players from its Championship squad (each with full name, position and shirt number), of which 15 shall be specified to be starting Players (with one of those Players identified as the team captain) and the remainder shall be specified to be potential replacement Players. A breach of this obligation by a Club (including failing or refusing to provide an Official Team Sheet, providing an Official Team Sheet late, and providing a defective Official Team Sheet) will entitle the Sporting and Regulatory Committee to impose a fixed penalty on the Club pursuant to clause 6 of the Disciplinary Rules and Appendix Ten thereto. Only Players listed on the Official Team Sheet may play in that Match.
- 6.2.3 A minimum of three Front Row Players must be included in each Match squad as replacements, such that at the start of the Match the Club's team can play safely with contested scrums and (a) on the first occasion that a replacement hooker is required, (b) on the first occasion that a replacement tight-head prop forward is required, and (c) on the first occasion that a replacement loose-head prop forward is required (in each case whether due to injury or a Player being Temporarily Suspended or sent off), a replacement can be made and the Club's team can continue to play safely with contested scrums. If a Club does not nominate at least three such Front Row Players and/or does not have at least three such Front Row Players in the Match squad ready to participate in the Match (in accordance with this clause) and, as a result, the referee orders that scrums in the Match be uncontested scrums, Misconduct complaints may be brought against the Club in accordance with the Disciplinary Rules (for the avoidance of doubt, Misconduct complaints may be brought against a Club that does not nominate at least three such Front Row Players and/or does not have at least three such Front Row Players in the Match squad ready to participate in the Match in accordance with this clause, even if that does not result in uncontested scrums). Notwithstanding the other consequences, if a Club does not nominate at least three such Front Row Players in its Match squad as replacements for a given Match, it must reduce the size of its Match squad accordingly, so that (for example) if it nominates only two such Front Row Players as replacements, its Match squad must not number more than 22 Players. If a Club does not nominate sufficient Front Row Players to allow its team to play safely with contested scrums from the start, uncontested scrums will be ordered.
- 6.2.4 In any event, where uncontested scrums are ordered as a result of the departure of a Front Row Player (whether due to injury or his being Temporarily Suspended or sent off, or otherwise) and there is no suitable replacement Front Row Player for any reason, the Club concerned shall not be entitled to replace the Front Row Player whose departure caused the uncontested scrums and the matter shall be referred to the Disciplinary Officer for investigation and/or the bringing of Misconduct complaint(s) in accordance with the Disciplinary Rules.
- 6.2.5 Each European Club is permitted a maximum of two Non-European Players in any one Match squad. A **"Non-European Player"** is a Player who is not a European Player. A **"European Player"** is defined as a Player who, at the point that he is included in a Match squad:
- (a) is a national of a Member State of the European Union or the European Economic Area (and the United Kingdom will, for these purposes, be treated as such a state in any event) or of a state with which the European Union (or its predecessor, the European Community) has

entered into an agreement that includes directly effective provisions conferring equivalent rights of non-discrimination against that state's nationals within the European Union; or

- (b) has completed 36 consecutive months of Residence in the country of the Union which has jurisdiction over his Club; or
- (c) pursuant to World Rugby Regulation 8, is eligible to play for the senior fifteen-a-side National Representative Team, the next senior fifteen-a-side National Representative Team or the senior National Representative Sevens Team (as those terms are used in those regulations) of a Union.

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

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

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

- (a) the Union has the legally enforceable right under its rules, constitution or by any other arrangement or agreement (for example, with its nominated Clubs) to apply such criteria;
- (b) such criteria apply only to the Clubs nominated by the Union;
- (c) their application, and the resolution of any issue arising out of their application, are the sole responsibility of the Union;
- (d) such criteria are in conformity with and enforceable under all relevant legal systems; and
- (e) the Union has agreed to indemnify and hold harmless Pro Rugby Championship against any costs or losses of any kind whatsoever suffered by Pro Rugby Championship in connection with the application of such criteria.

6.2.8 Subject to the foregoing provisions of this clause 6, as well as player rotation within the Championship squad (exercised in good faith), the reasonable and customary need to rest players, injuries and international call-ups, each Club must field its strongest possible team for each Match in which it competes and its representatives must refrain from making any public comments that suggest (or expressly state) that the Club's strongest possible team was not fielded for any given Match. For the avoidance of doubt, the South African Clubs are not precluded from participating in the Currie Cup, in addition to participating in the Championship, but each such Club must at all times prioritise its participation in the Championship.

### 6.3 Disciplinary ineligibility:

6.3.1 Notwithstanding any other provision in these Championship Rules, no Player (or other Person) may participate in the Championship whilst serving a disciplinary suspension imposed under the Disciplinary Rules or by his Club, the Union with jurisdiction over his Club, or any other competent body, whether such suspension has been imposed pursuant to these Championship Rules, the rules

of that Club or Union, the rules of any other rugby union competition or organisation, or World Rugby's Regulations.

- 6.3.2 In accordance with World Rugby's Regulations, a Player who has been shown a red card in any non-Championship match and/or who is the subject of a citing complaint (made by a citing commissioner) arising out of a non-Championship match and who has not yet had his case heard by his Union or other relevant disciplinary body shall not be eligible to participate in any Match.

### **Player eligibility**

- 7.1 In order for a Player to be eligible to play for a Club in a given Match in the Championship, the relevant criteria set out in clause 7.2, below, must be satisfied with respect to that Player:
- 7.2 For Players registered pursuant to clauses 6.1.2, 6.1.4, 6.1.6, or 6.1.7, above:
- 7.2.1 the Player must have been properly registered pursuant to clauses 6.1.2, 6.1.4, 6.1.6, or 6.1.7 above and still be registered to the Club as at the date of the given Match;
  - 7.2.2 if the Player is an Incoming Player, the Club must have received, before registering the Player pursuant to clauses 6.1.2, 6.1.4, 6.1.6, 6.1.7, or 6.1.8 above, Union Clearance Confirmation;
  - 7.2.3 the Club must have received, before registering the Player pursuant to clauses 6.1.2, 6.1.4, 6.1.6, 6.1.7, or 6.1.8 above, Union Registration Confirmation; and
  - 7.2.4 if the Player is a Permit Player, he must not have played as a Permit Player for another Club in the Championship (for the purposes of this clause, a Player will be deemed to have played for another Club if he has been named in the Official Team Sheet, such as that provided for in clause 6.2.2, above, or the equivalent, for any Match).

### **COVID-19 / Medical Concerns**

- 8.1 All Clubs and Persons must always follow any and all reasonable instructions from Pro Rugby Championship regarding health and medical protocols, including but not limited to COVID-19 measures and any related updates or variations in force from time to time. To the greatest extent possible the Pro Rugby Championship's instructions will align with the rules and guidance set by local government or relevant authorities in applicable jurisdictions.

## **Appendix One**

### **Definitions**

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

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

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

**Championship** means the 2023/24 United Rugby Championship.

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

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

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

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

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

**Club Handbook** means the handbook issued by Pro Rugby Championship detailing, among other things Club and contact information.

**Club Liaison Officer** means the person appointed by a Club to perform the duties, and comply with the obligations, set out in these Championship Rules, such as those in clause 4.3.3.

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

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

**CMO** means Chief Medical Officer.

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

**Commercial Partner** means any party designated by Pro Rugby Championship as a licensee of any Reserved Rights.

**Commercial Rules** means the 2023/24 Commercial Rules, a copy of which is attached as Schedule Two to the Participation Agreement.



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

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

**Disciplinary Rules** means the 2023/24 Disciplinary Rules, a copy of which is attached as Schedule Four to the Participation Agreement.

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

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

**Final Match** means the final match of the Championship, as described in clause 2.12 of these Championship Rules.

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

**Final Series Stage** means the quarter-finals, the semi-finals and the Final Match of the Championship.

**First Registration Date** means Wednesday, 19 October 2023.

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

**Geographical Pools** has the meaning given to that term in clause 2.2 of these Championship Rules.

**GPS** means global positioning system.

**Head of Operations** means the person appointed by Pro Rugby Championship to perform that role.

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

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

**HIA Review Panel** means the group of individuals appointed by Pro Rugby Championship to perform the functions set out in Appendix Ten of these Championship Rules. It will ordinarily include:

- (a) the respective CMOs from the four Unions whose Clubs are not involved in the relevant HIA Incident (so, for example, if an HIA Incident involves a Player from Scarlets, the HIA Review Panel will ordinarily include the CMOs from the FIR, IRFU, SARU and SRU);
- (b) a qualified lawyer;
- (c) a World Rugby nominated representative; and
- (d) a representative from Pro Rugby Championship.

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

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

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

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

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

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

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

**League Points** has the meaning given to that term in clause 2.6 of these Championship Rules.

**League Stage** means the Matches played prior to the Final Series Stage in the Championship.

**League Stage Match** means a Match played during the League Stage in the Championship.

**Match** means a match forming part of the Championship.

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

**Match Director** means the person designated by Pro Rugby Championship to perform that role.

**Media Rules** means the 2023/24 Media Rules, a copy of which is attached as Schedule Three to the Participation Agreement.

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

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

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

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

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

**Participation Agreement** means the 2023/24 Participation Agreement, of which these Championship Rules form a part, which sets out the terms and conditions of participation in the Championship.

**Permit Player** means a Player registered pursuant to clause 6.1.6 of these Championship Rules.

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

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

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

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

**Pro Rugby Championship** means Pro Rugby Championship Designated Activity Company or any successor organisation.

**Referee Manager** means the person appointed by Pro Rugby Championship to perform that role from time to time.

**Replacement Form** means the form attached as part of Appendix Five, as amended from time to time.

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

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

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

**Second Registration Date** means Thursday, 25 April 2024.

**South African Clubs** means the four Clubs participating in the Championship that were nominated by the South African Rugby Union, namely the Vodacom Bulls, Emirates Lions, Cell C Sharks and DHL Stormers.

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

**Sporting and Regulatory Committee** means the committee of that name, which has been formed by, and has the authority to determine various matters on behalf of, the board of Pro Rugby Championship.

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

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

**Standing League Table** means the table setting out the points and the position of the Clubs during the League Stage of the Championship.

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

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

**Tournament Director** means the person appointed by Pro Rugby Championship to perform that role.

**Union** means any one of the Federazione Italiana Rugby ("**FIR**"), the Irish Rugby Football Union ("**IRFU**"), the Scottish Rugby Union Limited ("**SRU**"), The Welsh Rugby Union Limited ("**WRU**") and the South African Rugby Union ("**SARU**"); and "**Unions**" means more than one of them.

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

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

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

**Welsh Clubs** means the Clubs participating in the Championship from The Welsh Rugby Union Limited, namely Ospreys Rugby, Cardiff Rugby, Scarlets and Dragons RFC.

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

**World Rugby Head Injury Assessment Protocol** means the protocol of that name implemented by World Rugby in or around January 2019, as amended from time to time, available on the World Rugby Player Welfare Website and/or the World Rugby Website.

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

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

**World Rugby Website** means [www.worldrugby.org](http://www.worldrugby.org) or as otherwise indicated from time to time.

## **Appendix Two**

### **Extra time protocol**

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

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

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

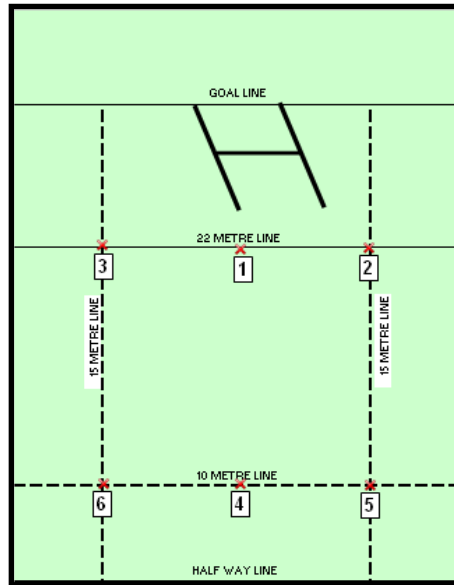
After the one-minute break, the Club that kicked off the second half of the Match will kick off the second period of extra time. After ten minutes the referee will stop the Match. If at that point there is no winner of the Match according to the criteria set out in the Championship Rules, then the referee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

## **Appendix Three**

### **Place-kick competition**

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

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



- 5 The referee starts the competition by calling Kicker 1 from Team A first to take his kick from position 1. Once Kicker 1 from Team A has taken his kick, the referee calls Kicker 1 from Team B to take his kick from position 1.
- 6 The referee then calls Kicker 2 from Team A to take his kick from position 2. Once Kicker 2 from Team A has taken his kick, the referee calls Kicker 2 from Team B to take his kick from position 2.
- 7 The referee then calls Kicker 3 from Team A to take his kick from position 3. Once Kicker 3 from Team A has taken his kick, the referee calls Kicker 3 from Team B to take his kick from position 3.
- 8 The referee then calls Kicker 1 from Team A to take his kick from position 4. Once Kicker 1 from Team A has taken his kick, the referee calls Kicker 1 from Team B to take his kick from position 4.
- 9 The referee then calls Kicker 2 from Team A to take his kick from position 5. Once Kicker 2 from Team A has taken his kick, the referee calls Kicker 2 from Team B to take his kick from position 5.
- 10 The referee then calls Kicker 3 from Team A to take his kick from position 6. Once Kicker 3 from Team A has taken his kick, the referee calls Kicker 3 from Team B to take his kick from position 6.
- 11 After each of the three nominated Players from each team has taken his two kicks, the referee will declare the winning team based on the number of successful kicks. If there is an equal number of successful kicks, the competition continues on a 'sudden death' basis. All kicks will take place from position 4 and will take place in the following order:
  - Kicker 1 from Team A and then Kicker 1 from Team B;
  - Kicker 2 from Team A and then Kicker 2 from Team B; and
  - Kicker 3 from Team A and then Kicker 3 from Team B.
- 12 The competition will continue two kicks at a time (one from each team in the order set out at paragraph 11, above) until one Player succeeds with a kick and the Player from the other team taking the corresponding kick misses it. Once that happens, the team of the Player who succeeded with the kick will be declared the winner.

13 Throughout the place-kick competition:

- 13.1 Once a Player has positioned the ball on the kicking tee, he must take the kick within one minute. Should he take longer, the referee shall declare the kick unsuccessful.
- 13.2 After each kick, the referee records the number of the Player and whether or not the attempt was successful.
- 13.3 Whether or not the kick is successful in each case is the sole decision of the referee, who may at his sole discretion rely on the assistance of his assistant referees. The referee's decision shall be final and binding.
- 13.4 If a Player selected to be a kicker becomes injured, he may be replaced but only by a Player who was on the Playing Area at the final whistle of extra time in accordance with paragraph 2, above (and, for the avoidance of doubt, the replacement kicker must take the number of the kicker he is replacing, so that for example if Kicker 1 becomes injured and is replaced, the replacement becomes Kicker 1).
- 13.5 Subject to paragraph 13.4, above, the kickers may not change numbers (so that, for example, Kicker 1 cannot swap with Kicker 2).



## **Appendix Four**

### **Fixture list**

<b>Date (weekend of)</b>	<b>Fixture</b>
Saturday, 21 October, 2023	Round 1
Saturday, 28 October, 2023	Round 2
Saturday, 4 November, 2023	Round 3
Saturday, 11 November, 2023	Round 4
Saturday, 18 November, 2023	Round 5
Saturday, 25 November, 2023	Round 6
Saturday, 2 December, 2023	Round 7
Saturday, 23 December, 2023	Round 8
Saturday, 30 December, 2023	Round 9
Saturday, 17 February, 2024	Round 10
Saturday, 2 March, 2024	Round 11
Saturday, 23 March, 2024	Round 12
Saturday, 30 March, 2024	Round 13
Saturday, 20 April, 2024	Round 14
Saturday, 27 April, 2024	Round 15
Saturday, 11 May, 2024	Round 16
Saturday, 18 May, 2024	Round 17
Saturday, 1 June, 2024	Round 18
Saturday, 8 June, 2024	Quarter-finals
Saturday, 15 June, 2024	Semi-finals
Saturday, 22 June 2024	Final Match

## **Appendix Five**

### **Replacement protocol**

EXPLANATORY NOTE: The Club must ensure their Technical Zone Manager uses the Sideline Management Application (Sideline App) for notifying replacements in accordance with this Appendix Five. Unless notified otherwise by the Match referee or a Pro Rugby Championship Match representative, or where there is a technical fault (including loss of signal) or the Sideline App is not working (for whatever reason), then written cards may be used (as is provided below).

- 1 Each Club's Technical Zone Manager is responsible for the Club's replacements during a Match, as well as the Club's compliance with the technical zone protocol at Appendix Seven to these Championship Rules.
- 2 When a Club decides to replace a Player on the Playing Enclosure, the Club's Technical Zone Manager must make the submission via the Sideline App (or where this is not possible fill in the appropriate details on the replacement card and sign it). The respective names and numbers of the Player leaving the Playing Area and the Player replacing him must be submitted by the Sideline App (or written in the appropriate box on the replacement card by the Technical Zone Manager) indicating whether it is a replacement for tactical reasons or a replacement due to a Player's injury.
- 3 When a Player leaves the field of play for a bleeding/open wound, the Technical Zone Manager must tick the blood box on the Sideline App (or where applicable on the card) and enter in the appropriate box the respective numbers of the leaving Player and the replacement Player. This process must be repeated when the first Player returns to the field of play.
- 4 When a Player leaves the field temporarily for an assessment under the HIA procedures, the Technical Zone Manager must tick the "HIA" box on the Sideline App (or complete where applicable on the card), and enter in the appropriate box the respective numbers of the leaving Player and the replacement Player. This process must be repeated when the first Player returns to the field of play (as appropriate). If a Player leaves the field permanently, for example due to concussion or suspected concussion, pursuant to World Rugby Regulation 10, the Technical Zone Manager must tick the "concussion" box on the Sideline Management App (or where applicable on the card).
- 5 The 'sin bin' box must be ticked or checked by the Technical Zone Manager when a Front Row Player has been 'sin-binned' and another Front Row Player has to enter the Playing Area in order to ensure uncontested scrums do not occur. The respective numbers of the Player leaving the Playing Area and the replacement Front Row Player must be submitted in the appropriate box on the Sideline App (or where applicable on the replacement card) by the Technical Zone Manager.
- 6 Substitutions are confirmed once the request has been submitted on the Sideline App and approved by the Sideline Officials. If supplying a written card, the card does not represent a valid request until it is signed by the Technical Zone Manager.
- 7 The fourth official will check the details and proceed with the replacement if all in order. If a card is handed by the Technical Zone Manager to the fourth official, they will check the details and then proceed with the replacement.
- 8 The fourth (or fifth or sixth) official will add the details on to the Sideline Management App, or where applicable his Replacement Form (attached hereto). The replacement form is to be completed and signed by the fourth official and given to the referee at the end of the Match.
- 9 Once a submission under paragraph 6 (or the card has been passed to the fourth official) by way of the Clubs Technical Zone Manager, a replacement is effective only when the Match referee has clearly signalled for the Player to be replaced. The Technical Zone Manager may amend details on the Sideline App or on the card given to the fourth official at any time before the replacement takes place, but any

such amendments to the card must be submitted on the Sideline App (or where applicable-authorised by signature) by the Technical Zone Manager. Where immediate amendments need to be made the Technical Zone Manager, should let the fourth official know verbally and then proceed to make the amendments on the Sideline App.

- 10 Once the Match referee has clearly signalled for the Player to be replaced, the fourth official will escort the replacement Player to the touch-line at the halfway line and, subject to the following provision, that Player may enter the Playing Area only after the Player leaving the Playing Area has crossed the touch-line and is off the Playing Area, and the fourth official has signalled for the replacement Player to enter the Playing Area. A replacement Player may be allowed to enter the Playing Area before the Player leaving the Playing Area crosses the touch-line if the Player leaving the Playing Area is injured to such an extent that it necessitates him being escorted from the Playing Area by medical personnel. In such a case, the fourth official will signal to the replacement Player when he is permitted to enter the Playing Area.
- 11 Pro Rugby Championship will supply each Club with a device to be used by the Sideline Officials and a number of Home and Away replacement cards (on the occasion they are required) to be used throughout the Championship.

# PLAYER MOVEMENT FORM

HOME TEAM:				SCORE:	V	AWAY TEAM:				SCORE:	
				1						1	
				2						2	
				3						3	
				16						16	
				17						17	
				18						18	
				Indicate with an "X" the front row positions that can be played by 1-3 & 16-18.						Indicate with an "X" the front row positions that can be played by 1-3 & 16-18.	
				Uncontested no reduction						Uncontested no reduction	
				Check - Check						Check - Check	
				Prop 1						Prop 1	
				Prop 3						Prop 3	
				"2"						"2"	
				Return for HIA,BL,FP						Return for HIA,BL,FP	
				RC TOTAL						RC TOTAL	
				YC TOTAL						YC TOTAL	

FOURTH OFFICIAL: .....

DATE: .....

REFEREE.....

## REASONS:

PERMANENT REPLACEMENTS/SUBSTITUTION			DISCIPLINE				TEMPORARY REPLACEMENTS					
RI	CON	RT	RC	YC	YCR	FP	SBF	SBFR	BI	BR	HIA	HIAR
Replacement for Injury	Concussion Replacement	Replacement Tactical	Sent Off	Yellow Card Sin-Bin	Player returns after Sin Bin	Player injured as a result of foul Play	Player off for a front row player during Sin Bin	Player returns after front row Sin Bin	Blood and/or open wound	Player returns after BL	Player off for Head Injury Assessment	Player Return from a Head Injury Assessment

THIS FORM MUST BE COMPLETED AND SENT TO SFMS LTD ON [stats@sfmsltd.co.uk](mailto:stats@sfmsltd.co.uk) and [matchdocs@unitedrugby.com](mailto:matchdocs@unitedrugby.com) AS SOON AS REASONABLY PRACTICABLE FOLLOWING COMPLETION OF THE MATCH. **RECORD ALL PLAYER MOVEMENTS INCLUDING DISCIPLINE**

## Appendix Six

### Squad Registration Form

Club: \_\_\_\_\_

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

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

\_\_\_\_\_

Name:

Position:

Date:

\* \* \*

#### Instructions for completion

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

For Incoming Players (i.e. players who, immediately prior to joining the Club, were playing within the jurisdiction of a World Rugby member union other than the union within whose jurisdiction the Club falls), confirm that the Club has received Union Clearance Confirmation by inserting "Yes" in the relevant column. If the player is not an Incoming Player, insert "N/A" in the relevant column. Confirm that the Club has received Union Registration Confirmation by inserting "Yes" in the relevant column.

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

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

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

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

## **Appendix Seven**

### **Technical Zone Protocol**

#### **1. Location and dimensions**

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

#### **2. Personnel and conduct permitted in the technical zones**

- 2.1 The Club's two nominated water carriers and (notwithstanding Law 6 of the Laws of the Game) the Club's Technical Zone Manager may be present in the Club's technical zone during a Match, but no other persons may be present in the Club's technical zone during a Match.
- 2.2 All personnel permitted to be present in the technical zones pursuant to clause 2.1, above, and the medical personnel allowed to follow play pursuant to clause 3.1 below, must wear armbands and/or bibs, as supplied by Pro Rugby Championship, at all times during the Match.
- 2.3 Subject to Appendix Three to these Championship Rules (which requires coaching/management/medical staff and Players to gather and remain in their respective technical zones during a place-kick competition), aside from those persons referred to in clause 2.1, above, no other person (including Club officials, coaching/management/medical staff and Players) may be present in the technical zones during a Match. And under no circumstances may any of the persons present in the technical zone pursuant to clause 2.1, above, be a Player serving a suspension imposed under the Disciplinary Rules.
- 2.4 Without prejudice to clause 4.13 of the Championship Rules and the generality of the Disciplinary Rules, all persons present in the technical zone (a) must conduct themselves at all times in an orderly fashion in accordance with the highest standards of disciplined and sporting behaviour; and (b) must not obstruct, interfere with or direct any comments towards Match officials, except for medics in relation to the treatment of a Player.

#### **3. Medical personnel**

- 3.1 During a Match the Club Medics must comply with Law 6.28 of the Laws of the Game and must, where practically possible, stay behind the perimeter advertising and/or LED boards. They may move up and down the touch-lines, keeping up with play, but must at all times pay due regard to the respective needs and rights of Players, Match officials, spectators, Broadcast Partners and Commercial Partners.

#### **4. Water carriers**

- 4.1 The water carriers referred to in clause 2.1, above, must comply with Law 6.29 (including Law 6.29(a)(i)) of the Laws of the Game. For the avoidance of doubt, other than as provided for in Law 6.29(b) of the Laws of the Game, water carriers are not permitted in the Playing Area during penalty kicks at goal.

- 4.2 At all times, in accordance with Law 6.7 of the Laws of the Game, Players may come to the touch-line adjacent to the technical zones or to the dead ball line at the end of the Playing Area that they are defending to receive water.
- 4.3 Under no circumstances may water bottles or other containers be thrown onto the Playing Area.
- 4.4 None of the water carriers referred to in clause 2.1 above, may be the Club's head coach.

## **5. Administration and enforcement of the technical zone protocol**

- 5.1 Subject to clause 2.1, above, all Clubs and Persons must comply with Law 6 of the Laws of the Game. During a Match, the fourth official will administer and enforce this technical zone protocol on behalf of the Match referee. If there is a breach of this technical zone protocol, the fourth official will report the matter to the Match referee, who may (in addition to any action he/she might take under Law 6 of the Laws of the Game) caution any person responsible for such a breach (which can include, for the avoidance of doubt, a member of a Club's coaching/management/medical staff) or, at his discretion, expel that person from the technical zone and the Playing Enclosure.
- 5.2 Without prejudice to any action taken by the Match officials pursuant to clause 5.1, above, and/or under Law 6 of the Laws of the Game, any breach of this technical zone protocol (including those resulting in expulsions from the technical zone and the Playing Enclosure) may be reported to the Disciplinary Officer, who may investigate the matter and/or bring a Misconduct complaint pursuant to the Disciplinary Rules.

## **6. Personnel outside the technical zones and the Playing Enclosure**

- 6.1 Subject to clauses 3 and 4, above, and save where (a) replacements enter the Playing Area pursuant to the replacement protocol at Appendix Five to these Championship Rules or warm up pursuant to clause 6.2 below and/or (b) the Club's coaching staff enter the Playing Area at the half time interval to attend to the Club's Players, each Club's replacements and coaching/management/medical staff must be located outside the Playing Enclosure throughout the Match.
- 6.2 If replacements wish to warm up, they may do so either (a) in a designated warm-up area outside the Playing Area (where they may use balls, hit-shields and/or any other rugby equipment), or (b) in the opposition Club's in-goal area (where they may use balls and hit-shields only, which must be removed from the in-goal area immediately following the warm-up).

## **7. Players Temporarily Suspended**

- 7.1 When a Player is Temporarily Suspended, subject to clause 7.3, below, that Player must remain in the 'sin bin' area (as designated pursuant to clause 4.8.2 of the Championship Rules) for the duration of the Temporary Suspension.
- 7.2 A Temporarily Suspended Player may be given water and warm clothing while in the 'sin bin' area. If half-time occurs during the Temporary Suspension period, the Player may go to his Club's dressing room but must return directly to the designated 'sin bin' area for the remaining period of his Temporary Suspension when the second half begins.
- 7.3 A one-minute warm-up period is permitted prior to the Temporarily Suspended Player returning to the Playing Area, in which the Player may leave the 'sin bin' area.





## Appendix Eight

### Permit Player Request Form

Club: \_\_\_\_\_

Match: \_\_\_\_\_ Date: \_\_\_\_\_

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

Club manager: \_\_\_\_\_ Date: \_\_\_\_\_

**THIS FORM MUST BE COMPLETED AND SAVE IN EXCEPTIONAL CIRCUMSTANCES, SUBMITTED VIA FOOTPRINT BEFORE NOON (UK time) ON THE DAY IMMEDIATELY PRIOR TO THE MATCH IN WHICH THE PLAYER(S) WILL PARTICIPATE**

## Appendix Nine

### Coach Feedback on Referees Form

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

**REFEREE:**

**MATCH:**

**DATE:**

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

Coach signature: \_\_\_\_\_ Date: \_\_\_\_\_

*This form should be sent to the Pro Rugby Championship's Head of Match Officials*

## **Appendix Ten**

### **HIA Review Process**

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

#### *Initial review by the HIA Review Processor*

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

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

#### *Subsequent review by the HIA Review Panel*

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

#### *Confidentiality*

12. Subject to the following, all proceedings before the HIA Review Processor and/or the HIA Review Panel will be confidential:

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

## Appendix Eleven

### European Professional Club Rugby qualification and seeding

To be confirmed in due course.

## Appendix Twelve

### Minimum Medical Standards

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

<b>Compliance Audit</b>	<b>Sanction</b>
A concaved spinal extrication device with head immobiliser and appropriate body straps	€1,000
An appropriately trained extrication team i.e., those trained by medical staff to adequately and safely, under the direction of medical staff, transfer a player onto the extrication device and remove them from the field of play.	€1,000
A full body vacuum mattress	€1,000
An additional stretcher such as a long board, basket, or buggy into which the concaved extrication device can be placed for safe removal from the pitch. Traditional long boards and metal bladed scoops must not be utilised independently for transporting patients to hospital	€1,000
An assortment of semi-rigid cervical spine collars or two adjustable multi-size collars.	€1,000
Orthopaedic immobilisation Splints	€1,000
Stethoscope and sphygmomanometer	€1,000
Oropharyngeal airway (assorted sizes but as a minimum sizes 3/4/5)	€1,000
Nasopharyngeal airway (assorted sizes) but as a minimum sizes 7/8/9)	€1,000
Supraglottic airway devices (assorted sizes) but as a minimum sizes 4/5)	€1,000
Adult Bag valve mask device with functional reservoir bag	€1,000
Pre-hospital cricothyroidotomy equipment	€1,000
Oxygen with variable flow rate up to 15 litres/minute, bag valve mask, non-re-breath mask and purpose made carrier	€1,000
Inhalation analgesia agent with patient self-administration system in purpose made carrier (if available in the relevant country)	€1,000
Portable suction (can be handheld or powered) with disposable catheter system	€1,000
Suture kits and equipment – must be disposable sets or sterilised to current national standards	€1,000
Penlight torch	€1,000
IV giving sets with 1l normal saline	€1,000
IV cannulae (14G–22G) x 3 of each size	€1,000
Green/blue/orange needles with sharps box for disposal	€1,000
1ml, 2ml, 5ml, 10ml syringes	€1,000
AED cardiac defibrillator, trauma scissors and disposable razor	€1,000
Nebuliser mask and tubing	€1,000
Crutches and arm sling	€1,000

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

## Emergency medication to be available at the match venue

Each Club's medical team must have specified emergency drugs available pitch side on all Match days. These drugs must either be compiled by the lead doctor, or it is his/her responsibility to ensure local arrangements are made with the dedicated players' ambulance attending the Match to ensure the mandatory medications are available to players of each Club.

### Mandatory

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

### Recommended

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

All Clubs must have a pathway for dealing with pain relief for severe pain. This may be carried out by an external provider, for example, a paramedic ambulance service. Typically, this may include drugs such as intravenous paracetamol, opiates or ketamine. Such drugs should only be used by those trained and frequently using them and the pathway should identify this as well as a documented process for the typical conditions where these should be used, such as fractures or dislocations.

Procedural sedation for fracture manipulation or joint reduction is not appropriate for the stadium medical room even if appropriate monitoring is present and if the medical staff present feel adequately skilled and experienced. If conscious sedation is being considered – the Player should be given appropriate analgesia and transported to hospital.

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

A documented schedule must be available when drugs and equipment will be checked to ensure presence and “in date”. This should be in the pre-season and then at least every 3 months during the season.

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

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



## Medical Room Facilities

Each home or hosting team must meet the following match day facility requirements. The medical room facility must be cleaned, and surfaces wiped down with suitable detergent pre-match to minimise the risk of infection.

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

## Recommended

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

## Medical equipment for visiting teams

For South African Clubs visiting European Clubs and vice versa the home Club must provide the following equipment. This equipment must be available to the visiting Club from the date of its arrival until the date of departure. It is the responsibility of the home Club to liaise with the visiting Club doctor to organise the delivery and collection of this equipment.

### Mandatory

Oxygen with variable flow rate, non-re-breath mask and purpose made carrier	
Penthrox	

## **Advanced medical information**

An information sheet is to be produced by each home Club with information on local emergency services (hospitals, pharmacies and dental practices) and a summary of the match day emergency plan. This information sheet is to be made available to the visiting Club's medical team at the start of the season and a copy uploaded for reference.

## **Match day medical staff requirements and qualifications**

Pitch side medical staff for each Club for all Matches should include as a minimum: a physiotherapist and team doctor. The home Club must also provide an ambulance with at least one advanced paramedic (or paramedic in the UK) for the sole use of the Players, an independent Match Day Doctor, an immediate care lead doctor and a medical room video reviewer.

## **Pitch side care clinician's requirements**

All doctors and physiotherapists attending to Players on the field of play during Match days and training sessions must be able to demonstrate that they have met the pitch side requirements set by the Pro Rugby Championship medical sub-committee for the start of the relevant season. Suitable immediate care qualifications are those taken from the World Rugby Equivalence document level 3. Clinicians must complete these courses regularly according to the recognised schedule and standards for each course.

Doctors must demonstrate that they are registered with the appropriate national medical governing body, physiotherapists must be able to demonstrate their registration with the appropriate national profession body or evidence of a recognised academic qualification in physiotherapy and have undertaken additional training specific to sport and exercise medicine to meet the demands of that professional body. All pitch side staff must possess appropriate professional indemnity insurance. All medical staff involved on a game day must be able to demonstrate that they have completed the World Rugby online modules relating to concussion and fair play on an annual basis. All medical staff looking after Players on a day-to-day basis are also required to complete the World Rugby mental health training, Mindset, via the World Rugby medical portal (<https://playerwelfare.worldrugby.org/?documentid=module&module=36>).

## **Match Day Doctor**

The Match Day Doctor, for the purposes of independence, should avoid wearing colours and clothing attributable to any one Club.

The Match Day Doctor is responsible for keeping contemporaneous records of timings and reasoning behind decisions in relation to head injury replacements and blood injuries and must use the Match Day Doctor Incidence Record Sheet set out in Appendix Fourteen. This will provide an objective record of decision making in the event of challenge. The Match Day Doctor Incidence Record Sheet should be stored securely by both Clubs at the end of the Match and the original sent to Pro Rugby Championship with the Match day forms.

The Match Day Doctor is also responsible for the Match day safety huddle (see below).

## **Immediate care lead doctor's requirements**

The immediate care lead doctor role, as defined by World Rugby, is to co-ordinate safe extrication, medical room care and transfer to hospital of any injured Player who leaves the field of play in conjunction with team medical staff. They are to be guided by the pitch side clinicians but have the skills to provide medical and trauma care independently to Players if required. They should also have an up to date knowledge of the local healthcare services and how to access them. The immediate care doctor should have a current World Rugby level 3 equivalent immediate care certificate as a minimum. It is strongly recommended that they also come from an emergency specialty background.

The doctor must demonstrate that they are registered with the appropriate national medical governing body and possess appropriate professional indemnity insurance. They must be able to demonstrate that they have completed the World Rugby online modules relating to concussion and fair play on an annual basis.

### **Medical Room Video Reviewer (MRVR)**

An MRVR is a member of the staff provided by the home Club that is experienced in watching professional rugby and able to identify potential head injury episodes but does not necessarily require somebody with medical training. The MRVR is required to watch the multiangle footage from the medical room for potential head injury events involving players from either Club. If concerned about an event, the MRVR must have the technical ability to clip the relevant event and bring it to the attention of the Match Day Doctor (not the team doctor). They will be provided with technical assistance from the company providing the multiangle footage but must be independently proficient with the system. Their principal duty is to support the Match Day Doctor but can assist Club doctors or the immediate care lead doctor with identifying mechanisms of injury on the footage. At the end of the Match any identified head injury footage should be stored, and relevant footage given to the visiting Club's medical staff.

### **Ambulance requirements**

The home or hosting Club must ensure that an advanced paramedic crew and ambulance is assigned solely to the Players of both Clubs (for UK based Clubs this is a paramedic crew). This is in addition to any paramedic ambulance crew assigned to the crowd.

### **Matchday safety huddle**

The Match Day Doctor shall lead a safety huddle in the medical room to be undertaken at a convenient time for the Match schedule. Typically, this is between 90 and 45 minutes before kick-off. The meeting shall be recorded, and an official checklist must be completed using the Pre-Match Huddle Checklist set out at Appendix Thirteen (covering introductions, acknowledgment of advance information, signals, extrication protocols, head injury assessment and wound roles and crisis scenarios such as on field cardiac arrest protocol, significant spinal injury or airway protocol or muster point in the event of a major incident in the venue). The meeting shall take ideally 5-10 minutes, be brief and punctual and be attended by medical representatives of both Clubs as well as all pitchside and video medical staff.

### **Injury and Illness Surveillance Project**

All Clubs are required to complete, and upload injury and illness reports as required by the Pro Rugby Championship research project. This should be undertaken on a monthly basis via the secure portal.

### **Compliance**

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

### **Medical equipment:**

<b>Compliance Audit</b>	<b>Sanction</b>
An inventory of all equipment and their expiry dates (where applicable) must be kept and signed at some point in the month before the relevant season and then every 3 months during the season by the Lead Doctor or Physiotherapist	<b>€2,500</b>
A written protocol, developed by the medical team, outlining the process by which the team ensures that all the equipment and drugs defined are immediately available at all match days and training sessions	<b>€2,500</b>

In addition, a written emergency action plan must be produced for all match and training days (to include all information of local trauma services for the visiting team)	€2,500
A written medical gases policy signed by the by the Lead Doctor	€2,500
It is recommended that parental consent in relation to the delivery of medical gases (oxygen and inhalation analgesia agent, if available in Country) should be obtained for all players under the age of 18 years old	€2,500

#### Emergency medication:

Compliance Audit	Sanction
An inventory of all drugs and their expiry dates must be kept and signed at some point in the month before the relevant season and then every 3 months during the season by the Lead Doctor	€2,500
A written medicines management policy	€2,500

#### Medical room facilities and local medical information:

Compliance Audit	Sanction
A checklist of all requirements should be undertaken at the start of each match via the pre-match safety huddle (as set out above)	€2,500
Information sheet for visiting teams sent to all teams by the start of the season and uploaded centrally.	€2,500

#### Clinician pitch side care, immediate care doctor Match Day Doctor and ambulance attendance:

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

#### Injury and Illness Surveillance Project

The return of player baseline and consent forms by 21 <sup>st</sup> October 2023	€2,500
Uploading of the previous month's injury surveillance data by the 7th calendar day of each month to the Pro Rugby Championship Injury surveillance officer	€2,500

# **FIXTURE DETAILS:**

**Date:**

**Venue:**

**Home Team:**

**Away Team:**

# **PERSONNEL SIGN IN:**

ROLE	PRINT NAME	SIGNATURE
Match Day Doctor		
Immediate Care Lead		
Medical Room Video Reviewer		
Hawk-Eye / Mobii Technician		
Extraction Team Lead		
Advanced Paramedic		
Home Team Doctor		
Home Team Physiotherapist*		
Away Team Doctor		
Away Team Physiotherapist*		
Other		
Other		
Other		

\*Only required to attend if available

# **ROLES AND RESPONSIBILITIES CHECKLIST (Please tick):**

ROLE	MDD	ICL	Team Doctor
HIA Home Team			
HIA Away Team			
Blood Injury Home Team			
Blood Injury Away Team			

**GROUND + GENERAL INFORMATION CHECKLIST (Please tick):**

AREA	Please tick
Team introductions 'Hello my name is'	
Hand signals	
Extraction team and roles	
Multiple player extrication protocol	
Catastrophic emergency protocol (e.g., cardiac arrest)	
Extrication route (s)	
Player ambulance location	
Emergency drugs and equipment location	
Travelling staff to hospital with injured player and Hospital location	
Major incident assembly point	
Hawk-Eye location (pads and video reviewer)	
CSx app to be checked and HIA1 and 2 paper copies available	
HIA and blood injuries to be assessed in Medical Room	
HIA Swabs to be taken in Medical Room	
HIA I duration is set at 12 mins and player <b>cannot</b> return before 12mins	
Blood up to <b>15mins</b> (player should return when MDD happy blood is controlled)	
HIA I & blood up to <b>17mins</b> . Player <b>cannot</b> return before 12mins	
HIA 2 completed prior to leaving the ground	
Any additional ground specifics	

**WORLD RUGBY MATCH DAY HAND SIGNALS:**



STRETCHER



BLOOD



ICL & EQUIPMENT



HIA



Signature of Match Day Doctor: \_\_\_\_\_

\*MDD To Complete and send along with MDD Incident Review Sheet to be sent to [Amy.Monaghan@unitedrugby.com](mailto:Amy.Monaghan@unitedrugby.com) / [00353877752664](mailto:00353877752664) and [Debbie.Ellis@unitedrugby.com](mailto:Debbie.Ellis@unitedrugby.com) \*

Match Day Doctor & both team doctors to retain a copy.  
Ensure corresponding clips are uploaded to Dropbox

## Match Day Doctor Incident Record Sheet 2023 - 2024



Date:	Home Team:	Away Team:	Match Day Doctor:	Sheet No.			
<b>Head injury incident (This record may be used as part of any subsequent HIA Review process)</b>							
	Match time (game clock)	Team & player no.	Reason for review	Video evidence for IPR	Video evidence for HIA 1	Discussion with Team Doctor and Notes	Outcome
1				Yes / No / ?	Yes / No / ?		IPR HIA removal HIA RTP Play on
2				Yes / No / ?	Yes / No / ?		IPR HIA removal HIA RTP Play on
3				Yes / No / ?	Yes / No / ?		IPR HIA removal HIA RTP Play on
4				Yes / No / ?	Yes / No / ?		IPR HIA removal HIA RTP Play on
<b>Blood Injury (This record may be used as part of any subsequent Untoward Incident Review process)</b>							
	Match time (game clock)	Team & player no.	Location & severity of bleeding	Bleeding uncontrollable on pitch	Bleeding uncontrollable post treatment	Discussion with team doctor and Notes	Outcome
1				Yes / No	Yes / No		
2				Yes / No	Yes / No		

\*A PHOTO OR SCANNED VERSION ALONG WITH COMPLETED HUDDLE DOCUMENT MUST BE SENT TO [Amy.Monaghan@unitedrugby.com](mailto:Amy.Monaghan@unitedrugby.com) / 00353877752664 & [Debbie.Ellis@unitedrugby.com](mailto:Debbie.Ellis@unitedrugby.com) / 0027824937673 POST MATCH\*

## Appendix Fifteen

### DECISION MAKING FRAMEWORK – MATCH POSTPONEMENT

	Host Unimpacted	Host cannot host at home venue, or on a scheduled date	Host cannot play
<b>Visitor not impacted</b>	1. Match Played, business as usual.	2. Appropriate alternative venue to be found, where possible (if match cannot be played, match is declared a 0-0 draw, both teams awarded 2 match points).	3. Visitor awarded a match win, i.e., 4 match points, with no match score applied.
<b>Visitor can play, but not travel</b>	4. Match to be rescheduled if possible, if match cannot be played, host awarded a match win, i.e., 4 match points with no match score applied.	5. Appropriate alternative venue to be found, where possible, if match cannot be played due to inability of Club or Union to source alternative venue, match is declared a 0-0 draw, both teams awarded 2 match points. If match cannot be played due to visitor being unable to travel to alternative venue, host awarded a match win, i.e., 4 match points. With no match score applied.	6. Visitor awarded a match win, i.e., 4 match points with no match score applied.
<b>Visitor cannot play</b>	7. Host awarded a match win, i.e., 4 match points with no match score applied.	8. Host awarded a match win, i.e., 4 match points with no match score applied.	9. Match declared 0-0 draw, 2 match points awarded to each team

*Explanatory Note: The above decision making framework shall only take effect where there is a medical emergency as defined in Clause 3.10 and the Match cannot (in the sole opinion of Pro Rugby Championship) be rearranged and played before the start of the Playoff Stage.*



## **Appendix Sixteen**

### **Hydration and catering requirements for Teams and Match Officials.**

As agreed at the Team Managers Meeting in September 2023, the Away Club VTIs will be submitted to the Home Club four weeks in advance of the fixture; with the Home Club to acknowledge receipt and to flag any potential issues / non deliverables.

Clubs to communicate with each other the week before the fixture with regards to catering, or additional requests.

#### **Hydration requirements**

- Hydration to be left at the hotel for teams stay and training requirements (when basing themselves in the city of the game) will be a minimum of 50 cases of water and 10 cases of isotonic drinks. Teams must complete the Visiting Team Information (VTI) sheet with exact requirements. Requests above the minimum will be at the cost of the visiting team.
- Visiting teams arriving the day before – 8 cases of water per day and 2 cases of isotonic drinks to be left in the hotel.
- Teams not based in the city of the game must arrange their hydration requirements with their hotel or Travel Partner. This will be at the cost of the visiting team.
- Match Day hydration at the match venue – 6 cases of water and 4 cases of isotonic to be left in the changing room.
- 2 cases of water and 1 case of isotonic drinks must be in the match officials changing rooms.

#### **Catering requirements**

- There will be no training catering provided for visiting teams, teams must arrange with their hotel or Travel partner.
- Hot meals post-match is the minimum requirement (unless otherwise agreed between both teams), with appropriate size portions available for Players and Staff.
- Post-match meals for the visiting team to a maximum of 45 people and match officials must be provided by the home club at the venue. Special requests by the visiting team must be completed on the VTI in advance of the game.

#### **Equipment to be provided to the Visiting Team**

- Teams must complete the Visiting Team Information sheet no later than four weeks in advance of the fixture, to provide the home club with training and match day requests. Below are the mandatory items to be provided, teams should travel with training balls, other requests such as agility poles / scrum machines should be requested in the VTI and provided by the home club where possible.
- The Away Club must take appropriate responsibility for taking care of equipment and must notify the Home Club of any issues / damage to equipment.
- Match balls will not be available as standard at Captains Runs but can be requested in the VTI.
- A minimum of two match balls to be provided to the visiting team's kickers in the pre-match warm-ups.

#### **Training Sessions**

- Hit shields x 8, tackle pads x 4, cones x 100

#### **Match Day Warm-Up Equipment**

- Hit shields x 6, cones x 100

## **Medical Equipment**

- Physio / massage beds x 2 to be left at the hotel prior to team arrival.
- Spinal boards, oxygen, crutches etc. to be made available to the visiting team upon request in the VTI.
- Ice requests to be included in the VTI for match day (maximum of 50KGs). Other ice requests should be made to the hotel or Travel Partner.
- Match Day Ice baths must be requested in the VTI.
- Club medical staff will be advised to take responsibility of medical VTIs.

## **Training, Gym and Pool Sessions**

- Home Clubs to assist as much as possible with regards to bookings of gym / field, or where possible, pool training sessions. If using the Home Club facilities, there will be a maximum of 3 x gym / field sessions.
- Reciprocal arrangements to be in place when possible, but costs beyond this must be met by the visiting team.
- It should be noted that the majority of Clubs do not have access to swimming pools, but that contacts will be shared with the visiting team should they wish to book.
- Facilities are different from Country to Country, with very different local amenities or pitches available. Team Managers to continue to share recommended training venues with URC and visiting Clubs. It is advisable that the Home Club warns the visiting Club of any potential problems with assisting with booking pitches (i.e., limited availability due to several teams training, or no grass pitch availability in winter months).
- If the Home Club assists with paying for local facilities, the Away Club must reimburse in a timely manner.

## **Coach Travel**

- If teams are booking their own travel, the home club should provide coach company contacts and their rates (if possible) to the visiting club.