



**ADULT MALE CUP COMPETITION REGULATIONS
2023-24**

PART A: COMPETITION REGULATIONS SCHEDULE

A. Competition(s)	For the purpose of these regulations, ‘Competition’ shall mean: Papa John’s Men’s Community Cup
B. Competition Organiser	The Competition will be organised by the RFU Competitions (Development) Department supported by ROCs where appropriate and with oversight from the Adult Competition Management Sub-Committee.
C. Disputes Committee	For the purpose of these regulations ‘Disputes Committee’ shall mean: Disputes Committee (Community Competitions).
D. Competition Format	<p>1. The Competition formats will be:</p> <p>Regional 1 & Regional 2 Championships, Regional 1 Plate & Shield: 4x4 pools – pool winners to go to semi-final knockout</p> <p>Regional 1 Bowl: 24 team straight knockout</p> <p>Counties 1, 2 & 3/4 Championships, Regional 2 Plate & Shield, Counties 1, 2 & 3/4 Plates & Shields: 32 team straight knockout</p> <p>Placing of teams within each competition will be dependent on number of entries and final league placings in the 2-23 season. . Teams may be required to play in a higher competition within their tier e.g. from Counties 1 Shield into Counties 1 Plate, if necessary.</p> <p>2. For pool competitions the competitions points available for each match will be as follows:</p> <p>4 points for a win 2 points for a draw 0 points for a loss</p> <p>A bonus point will be awarded for scoring 4 tries or more in a match. A bonus point will also be awarded for losing by 7 or less points</p> <p>3. The Competition Organiser will carry out the draws.</p> <p>4. In all rounds of the Competition the first-named team in the draw is the home team and the second-named</p>

	<p>team is the away team, irrespective of where the match is actually played.</p> <p>The Competition Organiser may reverse the home and away team in a given fixture in any fixture within the competition in their discretion to aid in balancing home and away fixtures for participating Clubs.</p> <p>5. The Competition matches will be played in accordance with the dates set out below:</p> <p>13 April 2024 20 April 2024 27 April 2024 4 May 2024 11/12 May 2024</p> <p>6. All matches must be played in accordance with dates set out above unless otherwise agreed by the Competition Organiser.</p> <p>7. The Competition Organiser will determine the date, kick off time and venue of the finals of the Competition.</p>
E. Entrant Eligibility	<p>1. Only Club First XV team are permitted to take part in the Competitions</p> <p>2. The Competitions will be open to Clubs playing at Regional 1 and below, whose applications have been submitted by the deadline of 24 November 2023 and accepted by the Competition Organiser</p>
F. Player Eligibility	<p>1. All players must be Effectively Registered with the Club they are representing on the Rugby Football Union GMS database by the date of the first match of the competition in which that Club participates, save for the following exceptions:</p> <p>i. a Permitted Player (as defined in Regulation 1);</p> <p>ii. a Player who the Club in exceptional circumstances needs to be Effectively Registered as a Loan Player to enable the Club to comply with the competition requirements in relation to the provision of Front Row forwards and the RFU (or the person to whom it has delegated this) is satisfied that the Player's Registration is appropriate and necessary.</p> <p>2. No player may play for more than one team or Club in the Competition during any one season. For the avoidance of doubt this shall include Loan Players and Student or Services Pass Players.</p>
G. Match Management	<p>Squad</p> <p>1. A squad of up to 22 players (15 starting players and 7 substitutes/replacements) can be named for each match. Squad composition must be in accordance with the Laws of the Game (Law 3).</p>

Match results and final positions

2. For a knockout match (**excluding the Final**) if the scores are level at full-time, the winner of the match shall be determined as follows:
 - i. There shall be a 5 minute break. After this break the teams will change ends and there will be 10 minutes each way extra time (with 1 minute of half-time) and the winner will be determined by the match result at the end of the extra time.
 - ii. If the scores are then still level, the team that has scored most tries shall be declared the winner.
 - iii. If this does not produce a result the team that has scored the most conversions from tries shall be declared the winner.
 - iv. If the scores remain equal the winner of the match will be determined by a place-kick competition conducted as set out in Appendix One to these Regulations.
 - v. In respect of the Final, see Part B 5.3
3. In Pool based Competitions (Regional 1 and Regional 2), if teams are level on Competition points, final positions shall be determined as follows:
 - a) Having the greater or greatest positive points difference by subtracting the match points conceded from the match points scored or failing that;
 - b) Having scored the most match points “for” or failing that;
 - c) Having scored the most number of tries or failing that;
 - d) Having scored the most number of conversions or failing that;
 - e) Having the greater or greatest positive aggregate points difference by subtracting the match points conceded from the match points scored in Away matches played or failing that;
 - f) Having scored the greater or greatest aggregate match points “for” in Away matches played or failing that;
 - g) Having scored the greater or greatest aggregate

	<p>number of tries in Away matches played or failing that;</p> <p>h) Having scored the greater or greatest aggregate number of conversions in Away matches played or failing that;</p> <p>i) By the toss of a coin by the Committee or its nominee, in the presence of two independent witnesses.</p> <p>NOTE: If there have been any walkovers in a group then any points scored or conceded in fixtures against the defaulting team will be removed from the above calculations.</p> <p>Match Officials</p> <p>4. The match officials must be booked through the appointing bodies as determined by the RFU and communicated to Clubs, including the Finals.</p> <p>Kit Clashes</p> <p>5. Part B 3.10 shall be disapplied in respect of this competition. In the event of a kit clash, the away team must change shirts.</p> <p>Abandoned Fixtures</p> <p>6. In relation to Part B 6.1.2 & 6.1.3, the relevant timings will be 60 minutes as opposed to 50 in respect of this competition.</p>
H. Notification of Results	<p>1. For all matches in all Competitions the home team are required to submit the Electronic Match Card by 5.30pm or 10pm for an evening match</p>



PART B: COMPETITION REGULATIONS

(APPLICABLE TO NATIONAL AGE GRADE COMPETITIONS, NATIONAL COMMUNITY MEN AND WOMEN COMPETITIONS AND COUNTY CHAMPIONSHIP COMPETITIONS)

1. Introduction

- 1.1. These Competition Regulations, together with the above Schedule and any attached Annexes (together the “Competition Regulations”), set out in full the regulations that shall apply to this Competition.
- 1.2. These Regulations apply to the Competition in the 2023-24 season and are effective from 8th November 2023.
- 1.3. All matches must be played in accordance with these Regulations, World Rugby Laws and Regulations (including any variations, trials and other formats that may be adopted by the RFU) and RFU Rules and Regulations. In the event of any conflict between a provision of these Regulations and the RFU or World Rugby Rules and Regulations, these Regulations will prevail in respect of that provision.
- 1.4. Unless otherwise specifically defined in these Regulations, any definitions will have the meanings set out in the RFU Regulation 1 (Definitions) which is available on the RFU website.

Covid-19 Variations and Standards

- 1.5 In order to cater for the ongoing impact of the global Covid-19 crisis on rugby union in England (and such other infectious disease and/or public health emergency), Covid-19 regulatory variations have been agreed and put in place to ensure that, as far as possible, the regulations are flexible enough to deal with and adapt to the ever-changing Covid-19 (or other, as applicable) landscape. This flexibility needs to be balanced against the overriding objective of the RFU to deliver meaningful and authentic competition and maintain the integrity of the competition and to ensure the player welfare is at the forefront.
- 1.6 These Variations are set out in RFU Regulation 22. In the event of any conflict between Regulation 22 and these Regulations, RFU Regulation 22 will prevail.

2. Competition Organisation

- 2.1. The Competition will be administered by the Competition Organiser who shall manage the delivery of the Competition.
- 2.2. The Competition Organiser shall have discretion to decide on matters not provided for in, as well as on the interpretation of, these Regulations in the context of the Competition. This discretion shall include the interpretation of these Regulations in accordance with the underlying principles and intent (insofar as it can be ascertained) of the relevant regulation and in the interests of rugby union football.

- 2.3. Any interested party may seek clarification of any of these Regulations by submitting a question to the Competition Organiser in writing.
- 2.4. Any party affected by a decision of the Competition Organiser on matters not provided for in the Competition Regulations shall have a right of appeal against such decision in accordance with Regulation 11 below.
- 2.5. In the discharge of its responsibilities, the Competition Organiser may further delegate some or all of the powers contained within these Regulations to any individual member(s) or staff member(s) of the Competition Organiser.

3. Match Management

Squad Lists

- 3.1. If required by the RFU, before the first match of the season each Entrant will submit a squad list of players that may be considered for selection during the Competition in such form and containing such information as may be required by the RFU and the term “**Squad List**” shall be construed accordingly.

Match Cards

If required by the RFU, each Entrant must complete and submit a match card and/or a team sheet in such form and containing such information as required by the RFU and the terms “Match Card” and “Team Sheet” shall be construed accordingly.

- 3.2. Each Team Manager must sign the Match Card (where indicated) confirming the accuracy of the details being submitted to the Competition Organiser.
- 3.3. Each entrant must ensure that information provided to the RFU (which may include a Match Card and/or Team Sheet) is accurate and legible. Failure to submit, or late submission of the foregoing, will render an entrant liable to sanction. The provision of false or misleading information on players or replacements is a serious breach of these Regulations and may give rise to a severe penalty.

Half Game Rule

- 3.4. In respect of Age Grade Competitions, the Half Game Rule will apply to all matches in accordance with RFU Regulation 15.12. Suspected breaches of this regulation will be referred to the Disputes Committee in accordance with the process outlined in Regulation 9.2.

Matches

- 3.5. The home team is responsible for arranging the match at a suitable venue (defined as the usual home pitch, or alternative school/club/artificial pitch) for all matches with the exception of those listed in the Regulations Schedule.
- 3.6. Matches must be played by the end of the week in which a match is scheduled, as detailed by the Competition Organiser. Should this not be possible, the home team must contact the Competition Organiser to apply for dispensation to play on an alternative date.
- 3.7. The Competition Organiser retains the right to specify the date and kick-off time for any match in the Competition.

- 3.8. In all matches in the Competition, Entrants must select their strongest squad of eligible players.

Kit

- 3.9. Each team must ensure that there is no clash of colours and that all its kit complies with World Rugby Regulations.
- 3.10. The home team must change shirts in the event of a clash of colour.

4. Replacements

- 4.1. Rolling Substitutions are permitted in all matches. A player who has been substituted may later replace any player, whether or not that player has been injured (subject to Regulation 4.2).
- 4.2. Subject to 4.4 below, if on any occasion a front-row player requires to be replaced and his team cannot (for any reason, including injury, temporary blood injury, temporary exclusion following a yellow card, or permanent exclusion following a red card) provide a replacement, or another suitably trained and experienced player from the nominated squad, to enable the match to continue safely with contested scrums, the Referee, having made enquiry of and having confirmed this fact with the manager of the team (or such other person nominated by the Entrant as the person responsible for the team), the match will continue with uncontested scrums. The team concerned shall not be entitled to replace the player whose departure caused the uncontested scrums and (subject to Regulation 4.4 below) the final result will stand. On return to the field of play of the front-row player who had been temporarily excluded or injured, the Match shall continue with contested scrums.
- 4.3. In the event that a Referee decides to continue the match with uncontested scrums on the grounds of safety, because the Referee cannot safely manage the scrums otherwise, the final result will stand, subject to Regulation 4.4.
- 4.4. The Competition Organiser may review the circumstances where a match is completed with or contains uncontested scrums and in its sole discretion may impose penalties in accordance with Regulation 10, subject to the right of appeal set out in Regulation 11.

5. Drawn Matches

- 5.1. Matches in a League Format (if applicable)
In the event that the scores are level at the end of the match, the match will be considered a draw. There will be no extra time.
- 5.2. Matches in a Knock-Out Format (other than the final)
Unless otherwise specified in Part A of these Regulations, in the event that the scores are level at the end of a match, the winner of the match will be the team that has scored most tries. If this does not produce a winner, the team that has scored the most conversions from tries will. If this still does not produce a winner or the score is 0-0, the away team shall proceed to the next round.
- 5.3. Final
Unless otherwise specified in Part A of these Regulations, if scores are level at the end of the match, the following order of events shall be applied in order to determine the winner

of a drawn match: number of tries, number of conversions from tries, first try, first points. If this does not produce a winner or the score is 0-0, the title will be shared.

6. Non-fulfilled, Postponed or Abandoned Matches

6.1. Weather Conditions (including bad light)

6.1.1. Postponed Match

If weather conditions (including bad light) prevent a match being played, despite the teams having followed any Postponed Match Notification Procedure as may be notified to the participating Entrant by the Competition Organiser, the match will be played at a later date unless the Competition Organiser exceptionally, and in its absolute discretion, agrees/specifies otherwise.

6.1.2. Abandoned with Fewer than 50 minutes played

If the match is abandoned solely because of the weather conditions (including bad light) or serious injury to a player when fewer than 50 minutes have been played, the match will be replayed unless the Competition Organiser exceptionally, and in its absolute discretion, agrees/specifies otherwise.

6.1.3. Abandoned with 50 or more minutes played

If a match is abandoned solely because of weather conditions (including bad light) or serious injury to a player when 50 or more minutes have been played, the score at the moment of abandonment shall stand and be deemed the final score in the match. The Referee's decision as to the necessity for abandonment and the number of minutes played at the moment of abandonment shall be final.

6.2. Other Reasons

If the Referee finds it necessary to abandon a match for any reason other than weather conditions (including bad light) or serious injury to a player, irrespective of the number of minutes played, the result of that match shall be reviewed by the Competition Organiser. The Competition Organiser may order the match to be replayed and/or impose such other sanction as it deems appropriate. The Referee's report must be submitted on why play was curtailed.

6.3. Re-scheduling or re-arranging Matches

A Match shall be played/replayed on a date specified by the RFU.

6.4. Failure to Fulfil Obligations

All Entrants must fulfil their Matches in compliance with these Regulations. If the Disputes Committee considers that an Entrant has unjustifiably failed to fulfil its obligations, it shall have regard to Appendix 3 of RFU Regulation 6 and the Entrant may be liable to have Competition points deducted and/or ordered to have the match replayed or such other sanctions imposed as deemed appropriate by the Disputes Committee.

7. Match Officials

7.1. The responsibility for providing Match Officials for each match will be in accordance with the Competition Regulations Schedule.

8. On-field Disciplinary Process

- 8.1. The RFU has the power to investigate all allegations of foul play or misconduct on or off the field of play, and all such matters shall be dealt with in accordance with RFU Regulation 19. Non-compliance with any such investigation may result in an Entrant or person's exclusion from the Competition.
- 8.2. When any player is sent off or cited in any match in the Competition, the Disciplinary Regulations as set out in RFU Regulation 19 will apply.
- 8.3. In respect to Age Grade Competitions the discipline process as set out in Appendix 6 of RFU Regulation 19 will apply.
- 8.4. Any rugby disciplinary incident that arises in a School, College or Age Grade Club match must be reported to the CBAGDS within 48 hours by the school, college, club disciplinary officer or person(s) with delegated authority. Failure to do so could result in the removal of an Entrant from the Competition.
- 8.5. Each Entrant is responsible for ensuring that its players, spectators and coaches are fully aware of the RFU Core Values. Any proven incidents of Match Official abuse or unauthorised entry into the field of play by any individual associated to that Entrant, could result in the removal of the Entrant from the Competition.

9. Disputes and Breaches of Regulations

- 9.1. Subject to the right of appeal in accordance with RFU Regulation 19, the Disputes Committee (as defined in Regulation 1) shall have the power to discipline any Entrant or person for breach of any of these Regulations and/or any RFU Regulations. Ignorance of any such regulations cannot be deemed an excuse in the event of breach.
- 9.2. Subject to 9.3, any matters alleged to be in breach of these Regulations and/or RFU Regulations shall be referred immediately to the Disputes Committee; c/o the Competition Organiser within 24 hours following the conclusion of a match. Written confirmation must be sent to the Competition Organiser within 48 hours of the conclusion of the match setting out the grounds of the complaint/breach in full.
- 9.3. The RFU Head of Discipline shall have the ability to refer any alleged breach of these Regulations and/or RFU Regulations to the Disputes Committee; c/o the Competition Organiser at any time after the conclusion of a match.
- 9.4. The Disputes Committee shall have jurisdiction to impose such penalty as it thinks fit including, but not limited to, financial sanctions, disqualification and suspension. For the avoidance of doubt, this power shall include a power to impose any sanction for breaching these or any other RFU Regulation, in line with tariffs and guidelines where these exist.

10. Sanctions

- 10.1. If the Disputes Committee finds a breach of a Regulation has occurred, it may impose such sanction as it considers appropriate.
- 10.2. Sanctions open to the Disputes Committee in respect of any breach of these Regulations and/or RFU Regulations will include but are not limited to the following:
 - Reprimand an individual or Entrant
 - A deduction of points

- A fine up to £100 and/or an award or reasonable costs as scheduled by either the Disputes Committee and/or a complainant
 - Order a replay
 - Order that the result is that an Entrant has lost the match
 - Exclusion/disqualification of an Entrant from the Competition, for a specific period of time as the Disputes Committee may decide.
- 10.3. Any fines collected will be put towards the costs of this Competition. Failure by an Entrant to pay a fine or costs will be considered a further breach of these Regulations and may result in the removal of the Entrant from future competitions.

11. Right of Appeal

- 11.1. Should an Entrant or affected party wish to appeal a decision of the Disputes Committee, that party shall have a right to appeal in accordance with this Regulation 11.
- 11.2. Such party may, within 72 hours from the receipt of the letter or notice informing it of the Disputes Committee's decision, lodge an appeal in writing to the Competition Organiser, who shall then notify the RFU Head of Discipline. Without prejudice to the party's appeal rights, the RFU Head of Discipline has the power to refer the matter back to the Disputes Committee for further consideration. If the matter cannot be resolved by the Disputes Committee, the appeal shall be referred to an Appeal Panel for determination.
- 11.3. Any appeal will be dealt with in accordance with the appeal provisions of RFU Regulation 19 and the decision of the appeal panel is final.

12. Broadcasting, Media and Image Rights

- 12.1. All broadcasting, media and image rights relating to the Competitions belong solely and exclusively to the RFU, and all participating entrants agree not, by any act or omission, to do anything to prejudice, or that is in conflict with, these rights.
- 12.2. In all Competition matches participating teams may record matches for the purpose of analysis and non-commercial purposes only unless a reasonable objection is received from a participating team.
- 12.3. Anyone wishing to broadcast any match by means of radio, television or any other audio-visual or electronic media shall be permitted to do so solely on a not-for-profit basis unless a reasonable objection is received from a participating team or unless directed otherwise by the RFU and/or the Competition Organiser. The ability for anyone to broadcast any match by any means shall at all times remain subject to the sole discretion of the RFU.
- 12.4. No team shall take any part (either as organiser or participant or in any other way) in any match that is in whole or in part broadcast by means of radio, television or any other audio-visual or electronic media, where doing so shall be a breach of any broadcasting, or other, contract entered into by the RFU or any other person acting for or on behalf of itself or any group or association of Clubs, Schools, Constituent Bodies or Unions.

13. Obligations

- 13.1. Each Entrant entering its team in this competition agrees:

- a) that, by commencing its programme of matches in the Competition, it has entered into a legally binding obligation with the RFU, and, as a separate covenant, with every other team in the Competition and with any sponsor and/or commercial partner as may be associated with the competition in which the team plays;
- b) to comply in every particular with these Regulations, the RFU Rules and Regulations, and the World Rugby Rules/Regulations;
- c) to permit access to its premises during a match to any person authorised by the RFU, or Competition Organiser (with or without notice) to check compliance with all or any of the above Regulations.

Appendix One

Place Kick Competition

If at the end of a knockout match, and in accordance with Regulation G (2) above the scores remain equal, the referee will conduct a place-kick competition to determine the winner of the Match, according to the following procedures:

- All players and the Match officials will remain on the playing area. The Referee will call the captains of the two teams at the end of the match and will conduct two coin tosses. The first toss of the coin will determine which team selects the end of the playing area at which all place kicks will be taken; the second toss of the coin will determine which team kicks first or second.
- The Match officials and the six nominated players (3 from each side) will assemble on the halfway line.
- Team A and Team B will each nominate 3 kickers from the players on the pitch at the end of extra time to participate in the place kick competition.
- Each kicker will be allocated a number i.e. Kicker 1, Kicker 2 or Kicker 3. This designation cannot change.
- If during the place kick competition any of the 3 kickers becomes injured he will be replaced by a player who was on the pitch at the end of extra time.
- The first phase of the competition will consist of 3 kicks from 3 positions as outlined in the diagram below.
- Each kicker will take kicks in the following order:-
 - All kickers from team A and team B will alternate and take a kick from position **1**.
 - If the scores are level
 - Kicker 1 from team A and Kicker 1 from team B will each take a kick from position **2**.
 - If the scores are still level
 - Kicker 2 from team A and Kicker 2 from team B will each take a kick from position **3**.
 - If the scores are still level
 - Kicker 3 from team A and Kicker 3 from team B will each take a kick from position **4**.
- If the teams are level at the end of this competition there will be a '*sudden death competition*'. All kicks will take place from position **4** and kicks will be taken in the following order:-
 - First to kick will be Kicker 1 from each team
 - Second to kick will be Kicker 2 from each team
 - Third to kick will be Kicker 3 from each team

- Kicks will continue in this order until a point is reached where each team has taken the same number of sudden death kicks but one team has scored one more than the other team. When this point is reached the team that has scored more successful kicks will be declared the winner.

