

Union Cup Tournament Rules



25/02/2025

Approved 23/02/2025

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1. Introductory Matters

- 1.1. The IGR Union Cup Tournament Liaison Committee (TLC) will consist of appointed IGR Representatives, a member of the Union Cup Organizing Committee (UCOC), and other members as approved by IGR. The Tournament Competition Committee (TCC) will be made up of 5 people including the Tournament Director and the Head Referee. The IGR Union Cup Tournament Liaison Committee (TLC) will choose the TCC representatives.
- 1.2. The UCOC will appoint the Tournament Director and the Head Referee
- 1.3. Any **3** members of the TCC, can make a ruling on these Tournament Rules.
- 1.4. All reasonable efforts need to be made to include the full TCC on any ruling regarding tournament structure, loss of competition points, or match forfeiture.
- 1.5. Any matters not addressed in these rules are governed by World Rugby laws and Norges Rugbyforbund regulations. All other matters will be ruled on by the TCC.
- 1.6. The interpretation of these rules is the responsibility of the TCC.
- 1.7. Upon registering, each Team will designate a Team Manager for the Team who will be responsible for liaising between the Team and the TLC/TCC. .
- 1.8. Captain's Meeting

1.8.1. A Captain's Meeting will be held prior to the first day of competition. The Team Manager and the Team Captain must attend the Captain's meeting. If they are not able to attend they may designate representatives to go in their place by informing the TLC by email in advance.

2. Player Eligibility and Rosters

2.1. Eligibility

- 2.1.1. IGR believes that the best interests of the Union Cup and the development of IGR member clubs are achieved by having the tournament contested by players who are committed and integrated members of their registered clubs. Thus, IGR requires that players meet the requirements of these eligibility rules as to their support for IGR's mission, their standing, and their affiliation with their registered clubs.
- 2.1.2. A player must support IGR's mission and the mission of their registered club.
- 2.1.3. IGR does not restrict participation based on a player's sexual orientation, whether gay, straight, bisexual, or otherwise.
- 2.1.4. A player must be in good standing with the national union of their registered club. An unaffiliated player or player registered with the Worldwide Barbarians or similar sides must be in good standing with their home national union. If a player is subject to any sanction from their home union (either their home national union or home regional/provincial union) that prohibits them from playing matches, the player is similarly prohibited from playing matches in the Union Cup.

2.1.5. Team Managers for teams lacking enough players to form a complete team can apply to the TLC to combine players from different clubs to form one team, subject to approval prior to the tournament. All players must have a demonstrable affiliation with one of the clubs combining.

2.1.5.1. All teams participating in the Tournament must hold either Associate, Full, Worldwide or Affiliate IGR membership.

2.1.5.2. In order to promote and grow the Women's (Women's+) rugby competition, players participating in the Women's competition are eligible to play without affiliation with one of the participating teams.

- Unaffiliated players may join the team of their choice if previous contact has been made and registration agreed upon.
- Unaffiliated players without any previous connection can request to be assigned to a team based the player's experience level and the need(s) of registered teams or may participate as a Barbarian.
- All amalgamations must still be reported to the TLC prior April 20, 2025.

2.2. Gender Participation Policy

With the introduction of Gender Participation Policies in some member countries it falls on the Tournament Liaison Committee and Organizing Committee to clarify the position and rules that surround the participation of Transgender, Non-Binary, and Gender Fluid participants.

Eligibility Rules

Where Transgender and Non-Binary participation is allowed by a home union, the rules and regulations of the union must be followed to ensure players comply with their own ability to tour. This is to protect clubs and ensure players are covered by their nation's insurance policies.

It will be the responsibility of the registering team to ensure all policies are understood and followed to best of their knowledge.

Where unions have Participation Policies that prevent a player's participation, the Union Cup TLC will accept individual player registrations. If there is a desire to play with a specific team and this has been discussed with the team in advance of the tournament, players should identify this upon registering.

If there is no affiliation to a club, and a player is registering individually, they will need to provide details of playing history and level to establish safety criteria.

Anyone wishing to register as an individual player should be aware they will be potentially playing alongside and against gender diverse individuals, under the tournament's mission statement to provide rugby to all gender identities.

Players can only be registered to play for one team in one competition, and cannot be registered to play in both the Men's+ and Women's+ competitions. This is in keeping with the rules set on every player to only be registered for one team.

All questions on this will be handled by the Union Cup TLC/TCC Chair with guidance from the IGR Global WOMEN+ & GENDER INCUSION Representative.

2.3. Demonstrable Affiliation

A player must have a demonstrable affiliation with the club they are playing with.

2.3.1. Women's+ competition: Teams do not have to declare basis of all players' affiliation to their registered club BUT must confirm all players' standing with their home union as stated above.

2.3.2. Men's+ competition demonstrable affiliation can be shown by:

2.3.2.1. By having played 5 matches with their club in the past 2 years if participating in the Top Tier. If playing in another tier, then they must have played 2 matches with their club in the past 2 years.

2.3.2.2. Based on the circumstances of their relationship with their club.

2.3.3. Team Managers for teams wishing to field players who do not meet the requirement noted above must make applications for approval to the TLC by April 30, 2025.

2.3.4. A player registered with a team consisting of players from two or more clubs, other than the Worldwide Barbarians, must still demonstrate their affiliation to their home club.

2.4. Documentation and Proof

2.4.1. A player must provide, on request, government-issued photo identification, such as a passport or driver's license.

2.4.2. Team Managers are required to submit the following team rosters to the TCC (see Appendix 2 for sample team roster format):

- Preliminary team rosters by April 30, 2025
- Final team rosters by May 15, 2025

2.4.3. Changes to team rosters between May 15, 2025 and the Captains Meeting will only be allowed in extraordinary circumstances (ex. injury, changing personal circumstances, team amalgamation).

2.4.4. The team rosters must confirm all players' standing with their home union by providing confirmation of their union registration and standing.

2.4.5. The team roster must declare the basis of all players' affiliation to their registered club as follows:

- a player who has played at least 5 or 2 matches for their registered club in the current or previous season may merely declare they have done so.
- a player who has played fewer than 5 or 2 matches for their registered club must provide details of the qualifying matches on which their demonstrable affiliation is based.
- a player who relies solely on other circumstances to demonstrate their affiliation must have sought approval from the TLC prior to submission of the team rosters.

2.5. Rulings on Eligibility

- 2.5.1. The TLC has the responsibility for determining player eligibility until the Captain's Meeting after which time the TCC will have the responsibility.
- 2.5.2. Prior to the tournament the Team Manager of a team may make a written request to the TLC for the review of the eligibility of a registered player.
- 2.5.3. The TLC or TCC must rule on these matters before the first match of the tournament commences. If the TLC or TCC fails to do so, the players concerned are deemed to be eligible to play for their registered club.
- 2.5.4. Once the tournament commences, the TCC must rule on any challenges to any player's eligibility under these rules.

2.6. Player Allocations and Transfers

- 2.6.1. A player may not play for more than one team during the tournament, subject to the exceptions herein.
- 2.6.2. Clubs should register any players over the allowed 25 as Free Agents/individually registered players.
- 2.6.3. Prior to May 15, 2025, individually registered players who wish to play for a certain team can submit a request to the TLC to be assigned to that team. However, by registering, all individually registered players agree to be assigned to any team in need of and who have requested players. Individually registered players may be placed on a team that is playing in a different division than their home club.
- 2.6.4. Unless expressly allowed by the TCC, once a player has been assigned to a team and/or submitted on a team's final roster, they may play only for that team until it is eliminated from competition.
- 2.6.5. Under no circumstances shall a team have more than 25 players available to it at any one point during the tournament.
- 2.6.6. Should additional players be needed due to injuries or player welfare, a team may request additional players from a different team within the same tier or below. The TCC must be informed of this, and they may choose to cap the number of players transferred. Clubs with multiple teams are expected to request players from their lower-level teams.
- 2.6.7. After tournament play begins, a player whose team has been eliminated from competition may check in with the TCC and request an assignment to a team in need of and who has requested players. Such players may only be assigned to a team in the same or higher tier. No player shall play for a lower tier than that which their team began in.
- 2.6.8. No player may transfer teams except in compliance with these rules. Any team found fielding a player not properly assigned to that team will be subject to the sanctions in 2.7. Challenges to Eligibility.

2.6.9. All allocations of additional players will be based on the availability of unaffiliated players, team needs (including the team's number of available front row players), the level of competition and player's skill level, and IGR policy. Player requests for team assignments may be considered but will not bind the TCC. All decisions of the TCC regarding player allocation and assignment will be in the TCC's sole and absolute discretion and not subject to review.

2.6.10. Requests for exceptions to the rules of this section due to extenuating circumstances may be made to the TCC.

2.7. Challenges to Eligibility

2.7.1. A challenge to a player's eligibility must be made in the following way:

2.7.1.1. A challenge may only be made by:

- IGR member clubs' Team Manager or the Team Manager for other clubs authorised to compete in the tournament.
- IGR trustees or regional representatives.
- Any person authorised by IGR to lodge challenges.

2.7.1.2. A challenge must:

- be in writing (handwritten note, email, electronic message or similar).
- be delivered to a member of the TCC, Tournament Director or person authorized by IGR to receive challenges in accordance with any notified arrangements for the lodging of challenges.
- set out the basis of the challenge.
- for challenges made by clubs, confirm the challenge is authorized to be made on behalf of the club.
- be made in good faith.

2.7.1.3. A challenge should be timely and should be made before the tournament or within 15 mins after the final whistle of the relevant match.

2.7.1.4. A challenge about the eligibility of a player in a particular match cannot be made after one hour from the completion of the match being played; any such challenge is invalid.

2.7.2. The TCC must allow opportunities to address the complaint as follows:

2.7.2.1. The player and registered club must be given a reasonable opportunity to address the player's eligibility.

2.7.2.2. The player and registered club may be required to provide specific evidence about a player's eligibility.

2.7.2.3. The person or club making the challenge has no right to comment, other than by way of the original written challenge.

2.7.2.4. Any comment and evidence must be received within the following timeframes (or such other period as the TLC/TCC allows):

- for challenges submitted before the Captains Meeting, 24 hours.
- for challenges presented at the Captains Meeting or after, one hour.
- If comment or evidence is not received within these timeframes, the TLC/TCC may rule on a player's eligibility in the absence of such comment or evidence.

2.7.3. The TLC/TCC must rule on any challenge as soon as practicable.

2.7.4. If a ruling to the challenge has not been determined in the following timeframes, the player may compete in the tournament without any sanction until the TCC decides on a ruling:

2.7.4.1. for pre-tournament challenges, when the first match of the tournament commences.

2.7.4.2. for challenges during the tournament, within one hour of the provision of comment and evidence by the player or registered club. The TCC must give written notice (handwritten note, email, electronic message, or similar) of its ruling.

2.7.5. Any ruling, including any sanctions, is final and binding and there is no right of appeal or review.

2.8. Sanctions for Breaching Eligibility Rules

2.8.1. The TLC has the responsibility for determining any sanctions for breaches of eligibility rules until the Captain's Meeting after which time the TCC will have the responsibility.

2.8.2. If a player is ruled ineligible, the TLC/TCC may apply but is not limited to, any of the following sanctions to the player or the registered club they played for:

2.8.2.1. For the player:

- banned from playing for the registered club during the tournament (they may be assigned by the TLC/TCC to other clubs).
- disqualification from the tournament.

2.8.2.2. For the registered club:

- deduction of 2 competition points for every match the ineligible player played for the club.
- forfeiture of matches involving the ineligible player.
- in the event of tied standings or matches, fielding an ineligible player may be used to determine the registered club's rankings (in accordance with rule section 4).

2.8.2.3. To avoid doubt, sanctions may be applied to the player and/or registered club.

3. Match Structure and Considerations

3.1. Timing

- 3.1.1. Matches will consist of two **20** - minute halves with a **5** - minute half time.
- 3.1.2. The tournament final match in each division will consist of two **25** - minute halves with a **5** - minute halftime.
- 3.2. All matches will kick off on time.
- 3.3. Any team unprepared to play or not present when a match is due to kick off, will be given a 5-minute grace period. If a team is still unprepared to play or is not present at the end of that 5-minute period, the missing team will forfeit the match. A match forfeited by one team will result in a score of 20 – 0 (4 tries) being awarded to the team present and ready to play. If both teams are unprepared to play or not present at kick-off time, both teams will forfeit the match. A double forfeit will result in a score of 0 for both teams.
- 3.4. Exceptions for extenuating circumstances may be granted by the TCC.

4. Tournament Structure and Scoring

4.1. Tournament Structure

- 4.1.1. The TLC will determine the Tournament Structure for both the Men's (Men's +) and Women's (Women's +) Competitions after registration has closed and the final number of teams is known.
- 4.1.2. The TLC will have the final say on team allocations in each division.
- 4.1.3. Once a team is allocated to a division, they remain in their assigned division for the duration of the tournament.
- 4.1.3.1. The TLC takes the following into consideration for placing teams into divisions.
- Division requested by the Team Manager at the time of registration
 - Placement in past IGR Tournaments
 - Looking at past seasons' records
 - Average years of rugby experience on roster
 - Club longevity

4.2. Scoring

Match points in pool play will be awarded as follows:

| | | |
|--------------------------|---|---------------|
| Win | = | 4 |
| Tie | = | 2 |
| Scoring 4 tries or more | = | 1 bonus point |
| Loss by 7 points or less | = | 1 bonus point |
| Loss/Forfeit | = | 0 |

- 4.3. If, at the completion of the pool phase, two or more teams are level on match points, then the following criteria shall be used in the following order until one of the teams can be determined as the higher ranked:
 - 4.3.1. If a team has fielded an ineligible player during the tournament, the other team shall be the higher ranked.
 - 4.3.2. The winner of the match in which the two tied teams played each other (if they were in the same pool) shall be higher ranked.
 - 4.3.3. The team which has the greatest difference between points scored for and points scored against in pool matches shall be the higher ranked.
 - 4.3.4. The team which has the greatest difference between tries scored for and tries scored against in pool matches shall be the higher ranked.
 - 4.3.5. The team which has scored the most points in pool matches shall be the higher ranked.
 - 4.3.6. The team which has scored the most tries in pool matches shall be the higher ranked.
 - 4.3.7. The team which wins a coin toss shall be the higher ranked.
- 4.4. If at the completion of any semi-finals and any other knock-out game, the two teams are on level scores:
 - 4.4.1. If at the end of regular time, the teams are tied, there will be two additional 5-minute periods of extra time, separated by a 2-minute break.
 - 4.4.2. If a Team has fielded an ineligible player during the tournament, the other Team shall be declared the winner.
 - 4.4.3. The Team which has the best difference between points scored for and points scored against in all its matches shall be declared the winner.
 - 4.4.4. The Team which has the best difference between tries-scored-for and tries-scored-against in all its matches shall be declared the winner.
 - 4.4.5. The Team which has scored the most points in all its matches shall be declared the winner.
 - 4.4.6. The Team which has scored the most tries in all its matches shall be declared the winner.
 - 4.4.7. The Team which wins a coin toss shall be declared the winner.
- 4.5. If at the completion of any Division final the two teams are on level scores:
 - 4.5.1. If at the end of regular time, the teams are tied, there will be two additional 5-minute periods of extra time, separated by a 2-minute break, with teams changing sides after the first half.
 - 4.5.2. If the teams are still tied at the end of extra time, then they will enter a sudden death round. The teams will play up to 2 additional 5-minute periods with the first points scored by either team ending the game.
 - 4.5.3. If at this time the teams are still tied with no additional score, then the following will apply:

4.5.4. Kicking Competition to determine the winner as set out by World Rugby Laws.

5. Player Numbers

- 5.1. A team must have no less than 14 players on the pitch at the commencement of the match. If a team cannot field 14 players, they should request the TCC assign players prior to the match.
- 5.2. If a team is unable to field 14 players before the kick-off of a match, they will forfeit the match, unless agreed with opposition.
- 5.3. Requests for exceptions to the rules of this section due to extenuating circumstances may be made to the TCC.

6. Scrum Safety

- 6.1. On the Final Team Roster, teams must identify the players within their squad who are "suitably trained and experienced" players to play in the front row.
- 6.2. Law 3.8 of the World Rugby Laws of the Game requires the following number of "suitably trained, experienced, and insured" front row players at the commencement of every match:
 - 15 or less = 3 front row players
 - 16-18 = 4 front row players
 - 19 or more = 5 front row players

- 6.3. If a team at the commencement of the tournament is unable to satisfy Rule 6.2 and cannot contest scrums, they must make this clear in their Team Roster submissions and note that they may be requested in any match to compete with 14 players.

The team in a match that is able to contest the scrum may request the other team to play with 14 players for the duration of the game. Teams will be required to declare at the beginning of the tournament if they apply the penalty which will apply throughout the duration of the tournament.

The penalty requiring a club to play with 14 players will only be applicable in matches where the team able to contest scrums from the start of the tournament can field their own front row at the start of the match, as marked on their original team roster.

- 6.4. The TCC may exempt a team from Rule 6.2 or, if available, allocate the team a "suitably trained, experienced, and insured" front row draft player(s) prior to the start of the tournament.
- 6.5. If at the commencement of a game or during a match, due to sending off or injury, a team cannot provide enough suitably trained and experienced front row players, the team or referee is required to request uncontested scrums. The team concerned shall not be entitled to replace the player whose departure caused the uncontested scrum. A team may request the TCC to allocate the team a suitably trained and experienced front row draft player(s).

6.6. The referee may, in their sole discretion, instruct the teams to play the game with uncontested scrums.

7. Substitutions

7.1. A team may make up to 8 substitutes per match.

7.2. Substitutions may only be made after a dead ball has occurred.

7.3. If a player is substituted, that player must not return and play in that match, unless to replace an injured player.

7.4. The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.

7.5. Temporary Substitutions:

7.5.1. When a player leaves the field to have bleeding controlled and/or have an open wound covered, that player may be temporarily replaced. If the player who has been temporarily replaced does not return to the field of play within 15 minutes (actual time) of leaving the playing area, the replacement becomes permanent, and the replaced player must not return to the field of play in that match.

7.5.2. A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match.

7.5.3. The referee may determine, with or without the advice of a doctor or other medically qualified person, that a player is so injured that the player should stop playing and must leave the field of play. The referee may also order an injured player to leave the field to be medically examined. In this event, the player's team may send in a temporary or permanent substitute as allowed by these rules.

7.5.4. If a temporary replacement is injured, that player may also be replaced.

7.5.5. Relevant Headcase guidance must be followed in the event of suspected concussion or another head injury.

7.6. A player sent off for foul play must not be replaced or substituted.

7.7. If the temporary replacement is sent off for foul play, the replaced player may not return to the field of play.

7.8. If the temporary replacement is cautioned and temporarily suspended, the replaced player may not return to the field of play until after the period of suspension.

Rolling subs will be allowed in Tier 3. If there are any changes to this, it will be communicated prior to the Captain's Meeting.

8. Home Team Designation

8.1. All scheduled matches will have a "home team" designated prior to play.

8.2. The "home team" will be the team listed first on the schedule.

8.3. Jersey conflict:

- 8.3.1. Each side shall provide the Tournament Director with a description of their respective jersey colors prior to the Captain's Meeting.
- 8.3.2. A team that possesses a second set of jerseys will be requested to use them.
- 8.3.3. If no team has a second set of jerseys, the designated "away team" will be required to secure a different set of jerseys or otherwise correct the clash (ie by flipping their jerseys).

9. Officiating

- 9.1. A Head Referee will be appointed by the UCOC.
- 9.2. The Head Referee and Tournament Director, on behalf of the UCOC, will oversee scheduling and approving the referees for the tournament.
- 9.3. The tournament will be governed by the World Rugby Laws and Norges Rugbyforbund Laws as interpreted by the individual referees under the guidance of the Head Referee. World Rugby Laws are available on the World Rugby Laws App or at the following website: laws.worldrugby.org.
- 9.4. Assistant Referees for all matches will be provided by the UCOC where available. Otherwise, substitutes or others may be asked to fulfill the role of running the line as touch judges only.

10. Judiciary Protocols

10.1. World Rugby Regulations

The disciplinary procedures as set out in World Rugby Regulation 17 for Foul Play and Regulation 20 for Misconduct shall constitute the disciplinary rules for the Tournament, subject to the following additional/alternative procedures.

The Judiciary shall have the power to determine all issues of any nature arising in connection with:

- 10.1.1. Participants ordered off the playing enclosure;
- 10.1.2. Participants cited for an act or acts of Foul Play; and/or
- 10.1.3. Act or acts of Misconduct that may have been committed by a Participant, Team Official or other persons during the Tournament.

10.2. Referrals to the Judiciary

Any Club may refer an incident of Foul Play or Misconduct to the Tournament Director for consideration, provided that such incident is referred to the Judiciary or Tournament Director within 1 hour of the conclusion of the match in which the incident is alleged to have occurred (in the case of Foul Play) or as soon as reasonably practicable (in the case of Misconduct). All such referrals should take the form available in Appendix 1.

10.3. Judiciary Procedure

- 10.3.1. The Judiciary shall have full discretion as to its procedures and as to what evidence they may require.

- 10.3.2. In the event of receiving a report indicating Foul Play and/or Misconduct at the tournament, the Tournament Director will refer such matters to the Judiciary.
- 10.3.3. The Tournament Director and/or Judiciary shall notify the parties concerned of the time and place at which the meeting shall take place.
- 10.3.4. A participant, team (no more than two representatives), or party involved in the dispute has the right to appear before the Judiciary to state their case.
- 10.3.5. The Judiciary will consider the matter in a manner to be determined by the Judiciary in its sole discretion, and all parties concerned will be informed of the decision.
- 10.3.6. In the event of receiving a report indicating Foul Play and/or Misconduct On the final day of the Tournament, such a matter will be referred to the respective Participating Union to be dealt with in accordance with disciplinary procedures as set out in World Rugby Regulation 17 for Foul Play and Regulation 20 for Misconduct.
- 10.3.7. Any matters concerning misconduct and/or foul play that are deemed founded, may result in sanctions in future IGR Tournaments.

11. Player Penalties

- 11.1. If a player is yellow-carded they will receive a sin-bin penalty of:
- 11.1.1. **5** minutes in games with **20-minute** halves; and
 - 11.1.2. **7** minutes in games with more than **20-minute** halves.
- 11.2. The player will stand behind their team's in-goal area. Sin-bin time will continue into overtime.
- 11.3. If a player receives a second yellow card in one game that player will be sent off the field pending disciplinary review, and their team will play short for the duration of the match unless the second yellow card is given on the basis of a team foul. The Judiciary will review the action and determine sanctions, taking advice from the match officials involved. Sanctions may include, but are not limited to, a one game penalty or disqualification from the tournament. In determining any sanction, the Judiciary may have regard to whether either yellow card was given on the basis of a team foul.
- 11.4. If a player receives a red card, the player is suspended from play for the remainder of that day's play as a minimum. At the end of that day, the Judiciary will review the action and determine any additional sanctions, taking advice from the match officials involved. Penalties may include but are not limited to, suspension from the remainder of the tournament.
- 11.5. If a player does not participate in the red card process, they will be suspended from the tournament and their suspension may carry over to future tournaments.

Appendix 1 - Team Referral to Tournament Director or Judiciary

| | | |
|---|---------|-------|
| Name of club making the referral | | |
| Team manager / representative name: | | |
| Match: | | |
| Date of Incident: | Pitch: | |
| Name of club of alleged 'offending' player: | | |
| Name of alleged 'offending' player: | | |
| Playing position of player: | Number: | Team: |
| Incident: | | |
| <i>Describe what occurred (include time of incident):</i> | | |
| | | |
| | | |
| | | |
| | | |
| <i>Name of alleged victim player/s:</i> | | |
| <i>Injuries sustained (if any):</i> | | |
| | | |
| <i>Names of any witnesses:</i> | | |
| | | |
| | | |
| <i>Detected by Match Officials? If so, what action taken:</i> | | |
| | | |
| | | |
| <i>Any other information i.e. evidence to be provided:</i> | | |
| | | |
| | | |

TEAM MANAGER / REPRESENTATIVE (SIGNATURE): _____

DATE-TIME: _____

Referrals must be made within 1 hour of the completion of the match. This form must be handed to the Tournament Director. A separate form must be completed for each separate incident.