

BINGHAM CUP 2016 NASHVILLE

Tournament Rules

1. Introductory Matters

- a. Tournament Competition Committee (TCC),
 - i. The tournament Competition Committee will be made up of 5 people. Two from the Bingham Cup Organising Committee (BCOC) and three from IGR. The IGR TLC will choose the IGR representatives.
- b. Any three members of the TCC, with a minimum of 1 representative from the BCOC, can make a ruling on the Tournament Rules
- c. All reasonable efforts need to be made to include the full TCC on any ruling regarding tournament structure, loss of competition points, match forfeiture.

Any matters not addressed in these rules are governed by the laws of the WORLD RUGBY or will otherwise be dealt with by the Tournament Competition Committee (TCC) and the Judiciary which shall consist of a single judicial officer appointed by BCOC and TCC and the TCC.
- d. The BCOC will appoint a Tournament Director.
- e. Interpretation of these rules is the responsibility of the Tournament Competition Committee (TCC).
- f. Captain's Meeting and Team Designate
 - i. A captain's meeting will be held prior to the first day of competition.
 - ii. At that time the captain may designate a member of his team to represent the team to the organisers.
 - iii. The team designate will be responsible for liaising between the team and the organizers.
 - iv. Team members other than the team Captain or his designate may not represent the team with the organisers.

2. Player Rosters and Eligibility

It is the policy of IGR and the Bingham Cup Organising Committee (BCOC) that each player participating in the 2016 Bingham Cup supports IGR's mission and the mission of the club he or she is representing in the tournament. IGR and the BCOC believe that the best interests of the Bingham Cup and the development of IGR member clubs are represented by having the tournament contested by players who are committed and integrated members of their clubs. IGR and the BCOC have no policy regarding the playing background or sexual orientation of a player participating in the Bingham Cup but require that each player have a "demonstrable affiliation" with the team he or she is playing for, as explained below.

- a. Clubs are required to submit to the BCOC preliminary team rosters by 30 April 2016. Clubs' final team rosters are to be submitted to the BCOC by May 11th 2016. Between May 15th and the Captains' Meeting, which will occur prior to the first day of competition, limited changes may be made to the final team rosters due to injury, changing personal circumstances, amalgamation of teams and allocation of players by the Tournament Competition Committee (TCC). Name changes made after 30 April may incur a fee, in accordance with the Terms and Conditions of the registration.
- b. At the Captains' Meeting each team, including clubs with more than one team, must submit a roster of no more than 25 players per team to the BCOC and the TCC. All players must be pre-registered. [Same day registrations will only be allowed in exceptional circumstances and at the discretion of the TCC.]
- c. (i) Except as stated below in (ii), each player submitted on a roster must be in good standing with the national union of the submitting club. Clubs from the United States of America must provide proof of valid USAR CIPP status for each player. Other clubs must provide equivalent registration documentation showing the name of each player on the team roster(s) submitted by the club and the approximate date when each player first played with the club. Players on the roster of the Worldwide Barbarians and unaffiliated players must be in good standing with their individual national unions and be prepared to present evidence of such.
- (ii) Any player under sanction by his home national or local union that would prevent him from playing in a match in his home union will be barred from participation in the Bingham Cup.
- d. Each player must also be prepared to provide a government issued photo ID, e.g. driving license or passport.
- e. (i) Except as stated in Clause 3 (below), each club and each player must be able to show a demonstrable affiliation to the club with whom he is registered. This affiliation must predate the close of the 'normal' registration period (30 April 2016). Evidence of affiliation can include, but is not limited to; playing League/Union Matches with the club at any time during the prior two years or participation with the club in a prior Bingham Cup tournament. "**League/Union Match**" is defined as a full length, officially sanctioned rugby union 15s match against a team registered and in good standing with a national or local rugby union. If such evidence is not available, the TCC can assess demonstrable affiliation and eligibility according sub-clauses f. – h. below.
- (ii) Any club competing for the Bingham Cup (ie, top tier competition) must be able to show that each player on its 25 player roster has played in a minimum of two League/Union Matches for the club in the prior year. If such evidence is not available, the TCC can assess demonstrable affiliation and eligibility according sub-clauses f. – h. below.

- f. Prior to the tournament, a team may make a written request for a review of the eligibility status of a player it proposes to include on its tournament roster (either via email or handwritten note delivered to a member of the TLC or IGR executive committee). The written request must state that the person submitting the request is authorised by his or her club or team to do so.
- g. Upon commencement of the tournament, a team or IGR Official (including Board Members and Board Appointees) may make a written request for a review of the eligibility of any player in the tournament (either via email or handwritten note delivered to a member of the TLC or IGR executive committee). The written request must state that the person submitting the request is authorised by his or her club or team to do so. The identification of the team lodging a request for a review of eligibility status will remain confidential.
- h. The TCC may rule on a player's eligibility at any time. In determining eligibility, demonstrable affiliation, and sanctions for infractions, the TCC may consider the following factors:
- i. Personal statements of the club and/or player in question regarding their affiliation and integration with the club
 - ii. Personal statements of the player in question regarding their previous involvement with issues of inclusiveness in sport
 - iii. Personal statements of the club and/or player in question regarding the number of club training sessions attended and match minutes played for the club
 - iv. Documented evidence of affiliation, including copies of official rosters submitted to local or national union and the veracity of evidence of affiliation previously submitted by the club in question
 - v. The player in question's playing background and history
 - vi. The necessity of the player to the club's ability to field a full-strength roster
 - vii. When the player registered with their current IGR club and for the Bingham Cup
 - viii. Any other factors related to the mission and development of IGR and the Bingham Cup
- i. If a player is ruled ineligible, the TCC may apply any of the following sanctions:
- i. It may prohibit the player from playing for the team for which he has been ruled ineligible to play.
 - ii. It may disqualify the player from the tournament.
 - iii. It may be used as a factor to determine a team's ranking in the event of tied standings or matches.
 - iv. It may deduct 1 competition point from their team for every match the ineligible player has played for the team. Competition point deduction can be applied to any match involving an ineligible player.
 - v. It may forfeit match(es) the player has played during the tournament; however forfeiture is only available as a sanction in relation to a match where the opposing team has requested a ruling on the player's eligibility with the TCC before or within 1 hour of the completion of the match.

- j. . Each Club is expected to be readily able to provide evidence of each player's demonstrable affiliation to their Club. A Club must provide evidence of each player's demonstrable affiliation to their Club on request from the TCC. If no evidence is provided within 1 hour of the request, the TCC may determine a player's eligibility in the absence of any evidence.
- k. The TCC will endeavor to rule on each eligibility claim and decide on the appropriate sanction as quickly as possible. If a Club has not received a ruling on a player's eligibility within 1 hour of providing evidence the player is able to continue to compete in the tournament without penalty until a ruling has been made by the TCC.

3. Eligibility Rules for the Worldwide Barbarians and Composite Teams

- a. Neither the Worldwide Barbarians nor any Composite Teams will be subject to the requirements of Clause 2(e) above. "Composite Team" is defined as a team consisting of players from two or more different IGR teams.
- b. The Worldwide Barbarians may designate players for inclusion on their roster based on participation with the Worldwide Barbarians in prior Bingham Cup tournaments and express player preference. Additional players will be assigned to the Worldwide Barbarians following the procedures stated in Clause 4. As stated in Clause 3, each player on the Worldwide Barbarians roster must be in good standing with his home national union.
- c. Each player on a Composite Team not allocated to that team under Clause 4 must have a demonstrable affiliation with the team he originally registered with.

4. Player Allocations and Transfers

- a. A player may not play for more than one team during the course of the tournament, subject to the exceptions herein.
- b. Under no circumstances shall a team have more than 25 players available to it over the course of the tournament (i.e., a team starting with a 25 player roster will be ineligible to receive any additional player, a team starting with a 24 player roster will only be eligible to receive one additional player, etc).
- c. Unless expressly allowed by the TCC, once a player has been assigned to a team and / or submitted on a team final roster at the Captain Meeting he may play only for that team until it is eliminated from competition.
- d. Prior to tournament, players registered with one club who wish to play for another club must check in prior to play with the TCC and will be assigned to teams in need of and who have requested players. After tournament play begins, a

player whose team has been eliminated from competition may check in with the TCC and request assignment to a team in need of and who has requested players

- e. A player for a Club entering more than one side in the tournament may only play for the team for which he is registered or he first plays with. That is, as an example, once he has played and / or registered for his club's first XV, he may not play for his club's second XV and vice versa.
- f. Requests for exceptions to the rules of this section due to extenuating circumstances may be made to the TCC.
- g. No player may transfer teams except in compliance with this Clause 4. Any team found fielding a player not properly assigned to that team will be subject to the sanctions stated in Clause 2(i) above
- h. 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 taken into account 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.

5. Match Structure and Considerations

a. Timing

- i. Matches will consist of two 20 minute halves with a five minute half time.
 - i. The Tournament final match in each Division will consist of two - 25 minute halves with a five minute half time.
 - ii. All pool games will commence and conclude on the hooter.
 - iii. Injury time will only be played in knock out games.
- b. All matches will kick off on time.
 - c. Any team unprepared to play or not present when a match is due to kickoff 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 28 – 0 (4 converted tries) being awarded to the team present and ready to play. If both teams are unprepared to play or not present at kickoff time, both teams will forfeit the match. A double forfeit will result in a score of 0 for both teams.
 - d. Exceptions for extenuating circumstances may be granted by the TCC.

6. Scoring and Tournament Structure

- a. Match points in pool play, in order to determine seeding for breakout 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

- b. 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:
- i. If a team has fielded an ineligible player during the tournament, the other team shall be the higher ranked;
 - ii. The winner of the match in which the two tied teams played each other (if they were in the same pool) shall be the higher ranked;
 - iii. The team which has the greatest difference between points scored for and points scored against in Pool Matches shall be the higher ranked;
 - iv. The team which has the greatest difference between tries scored for and tries scored against in Pool Matches shall be the higher ranked;
 - v. The team which has scored the most points in Pool Matches shall be the higher ranked;
 - vi. The Team which has scored most tries in Pool Matches shall be the higher ranked;
 - vii. The Team which wins a coin-toss shall be the higher ranked
- c. If at the completion of any Quarter-finals, semi-finals and any other knock-out game, the two teams are on level scores:
1. If at the end of regular time, the teams are tied, there will be up to two 5 minute periods of sudden death, separated by a 2 minute break. The first team to score wins, ending the game.
 2. If a Team has fielded an ineligible player during the tournament, the other Team shall be declared the winner;
 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. The Team which has the best difference between tries-scored-for and tries-scored-against in all its matches shall be declared the winner;
 5. The Team which has scored the most points in all its matches shall be declared the winner;
 6. The Team which has scored most tries in all its matches shall be declared the winner;
 7. The Team which wins a coin-toss shall be declared the winner.

d. If at the completion of any Division finals (Cup, Plate, Bowl, Shield), the two teams are on level scores:

8. There will be two 5 minute periods of regular time each way, separated by a 2 minute break.
9. If at the end of regular time, the teams are tied, there will be up to two 5 minute periods of sudden death, separated by a 2 minute break. The first team to score wins, ending the game.
10. If the teams are still tied at the end of sudden death, a tie will be declared and the division title shared.

7. *Player Numbers*

- a. A team must have no less than 12 players on the pitch at the commencement the match. Teams may request the TCC assign draft players prior to the match to replace injured players, but in no instance may a team roster exceed 25 total players over the course of the entire tournament.
- b. If a team is unable to field 12 players before the kickoff of a match, they will forfeit the match.
- c. Requests for exceptions to the rules of this section due to extenuating circumstances may be made to the TCC.

8. *Scrum Safety*

- a. At the commencement of the tournament, teams must identify the players within their squad who are "suitably trained and experienced" players to play in the front row. .
- b. WORLD RUGBY Law 3.5 requires the following number of "suitably trained and experienced" 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

- c. The TCC may exempt a team from this requirement or, if available, allocate the team a suitably trained and experienced" front row draft player(s) prior to the start of the tournament.
- d. If at the commencement of 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).
- e. The referee may, in his/her sole discretion, instruct the teams to play the game with uncontested scrums.

9. *Substitutions*

- a. A team may make up to 8 substitutes per match.

- b. Substitutions may only be made after a dead ball has occurred.
- c. If a player is substituted, that player must not return and play in that match, even to replace an injured player.
 - i. Exception 1: a substituted player may replace a player with an open or bleeding wound.
 - ii. Exception 2: a substituted player may replace a front row player when injured, temporarily suspended or sent off unless the referee has ordered uncontested scrums prior to the event which led to the front row player leaving the field of play and the team has used all the permitted replacements and substitutions.
- d. The replacement of a front row forward must come from suitably trained and experienced players who started the match or from the nominated replacements.
- e. **Temporary Substitutions:**
 - i. 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
 - ii. A player may be permanently replaced if injured. If the player is permanently replaced, that player must not return and play in that match.
 - iii. 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 in order to be medically examined. In this event, the player's team may send in a temporary or permanent substitute as allowed by these rules.
 - iv. If a temporary replacement is injured, that player may also be replaced.
- f. A player sent off for foul play must not be replaced or substituted.
- g. If the temporary replacement is sent off for foul play, the replaced player may not return to the field of play.
- h. 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.

10. Home Team Designation

- a. All scheduled matches will have a "home team" designated prior to play.
- b. ***The team that traveled the least distance will be designated the "Home team."***
- c. Jersey conflict
 - i. Each side shall provide to the Tournament Director with a description of their respective jersey colors prior to the captains' meeting.

- ii. A team that possesses a second set of jerseys will be requested to use them.
- iii. If no team has a second set of jerseys, the designated “away team” will be required to secure a different set of jerseys.

11. Officiating

- a. A Head Referee will be appointed by Mid South Referee Society (MSRSMSRS).
- b. The MSRS will be in charge of scheduling and approving the referees for the tournament.
- c. The tournament will be governed by the International Rugby Board (WORLD RUGBY) Laws of Rugby as interpreted by the MSRS and the individual referees. A copy of the laws is available at www.WORLD RUGBY.com.
- d. Touch judges for all matches will be provided by the Bingham Cup Nashville Committee.

12. Judiciary Protocols

- a. **WORLD RUGBY Regulation 17 Illegal And/Or Foul Play And Misconduct.**

The disciplinary procedures as set out in WORLD RUGBY Regulation 17 for Illegal and/or Foul Play and Misconduct shall constitute the disciplinary rules for the Tournament, subject to the following additional/alternative procedures

- b. **Judiciary**

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

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

- c. **Referrals to the Judiciary**

Any Club may refer an incident of Foul Play (Law 10) to the Judicial Officer or Tournament Director for consideration, provided that such incident is referred to the Judiciary or Tournament Director within **2 hours** of the conclusion of the match in which the incident is alleged to have occurred.

All such referrals should take the form available in Appendix 1

- d. **Judiciary Procedure**

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

- In the event of receiving a report indicating Foul Play and/or a Misconduct at the Tournament to Tournament Director, such a matter will be referred to the Judiciary.
- The Tournament Director and/or Judiciary shall notify parties concerned of the time and place at which the meeting shall take place.
- 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.
- 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.
- In the event of receiving a report indicating Foul Play and/or a 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 to disciplinary procedures as set out in WORLD RUGBY Regulation 17 for Illegal and/or Foul Play and Misconduct.

13. Player Penalties

- a. If a player is yellow-carded they will receive a sin-bin penalty of;
 - i. 5 minutes in games with a halves of 20 minute halves; and
 - ii. 10 minutes in games with playing halves of more than 20 minutes.
- b. The player will stand behind his team's in-goal area. Sin-bin time will continue into overtime.
- c. If a player receives a second yellow card in one game that player will be sent off the field pending disciplinary review and his 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 1 game penalty to disqualification from the tournament determining any sanction the Judiciary may have regard to whether either yellow card was given on the basis of a team foul
- d. If a player receives a red card, the player is suspended from play for the remainder of that days 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.

Appendix 1

Team Referral to Tournament Director or Judiciary

Referring Union:		
Team Manager / Representative Name:		
Match:	Date of Incident:	
Championship:	Venue:	
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 4 hours 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